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# **Flask-Heroku-Runner Documentation**

***Release 1***

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# FLASK-HEROKU-RUNNER

*Quickly integrate your Flask application with the Heroku stack.*



# RESOURCES

- [Documentation](#) on *Read the Docs*
- [Source Code](#) in *Bit Bucket*



# INSTALL

The easiest way to install is with `pip`:

```
$ pip install Flask-Heroku-Runner
```

You can also install from source using `setup.py` if you are that type of person:

```
$ python setup.py install
```



# USAGE

Simply import the extension and use `flask.ext.heroku_runner.HerokuApp` in place of `flask.Flask`.

## 4.1 What you get

`HerokuApp` is a sub-class of `flask.Flask` that recognizes the `HOST` and `PORT` environment variables that the Heroku stack provides and configures the application to use them. It also uses the `DEBUG` environment variable as a source for `~flask.Flask`'s `'debug'` argument.



## API REFERENCE

**class** `flask.ext.heroku_runner.HerokuApp` (*\*positional, \*\*keywords*)

Simple wrapper for `flask.Flask` that integrates nicely with the Heroku Python stack.

**run** (*\*positional, \*\*keywords*)

Inserts the `HOST`, `PORT`, and `DEBUG` environment variable values into `keywords` using the keys `host`, `port`, and `debug` (respectively) and then calls `flask.Flask.run()` using the arguments. If the environment variables are not set, then this method is a simple pass through.

The `DEBUG` environment variable is processed as a literal `Boolean` value. Since Python does not have a good method of parsing a string into a `bool`, the value is considered `True` if when converted to lower case it is one of the following values: *true*, *yes*, or *1*. It is converted to `False` if its lower case value is any of the following: *false*, *no*, or *0*. If neither of these cases are satisfied, then the `debug` keyword argument is not used.



# CHANGELOG

- Version 2  
Added support for the `DEBUG` environment variable.
- Version 1  
Initial release.