



Prawn

by example

Foreword, by Gregory Brown

This will be written just before 1.0, to give the core team something to look forward to.

How to read this manual

This manual is a collection of examples categorized by theme and organized from the least to the most complex. While it covers most of the common use cases it is not a comprehensive guide.

The best way to read it depends on your previous knowledge of Prawn and what you need to accomplish.

If you are beginning with Prawn the first chapter will teach you the most basic concepts and how to create pdf documents. For an overview of the other features each chapter beyond the first either has a Basics section (which offer enough insight on the feature without showing all the advanced stuff you might never use) or is simple enough with only a few examples.

Once you understand the basics you might want to come back to this manual looking for examples that accomplish tasks you need.

Advanced users are encouraged to go beyond this manual and read the source code directly if any doubt you have is not directly covered on this manual.

Reading the examples

The title of each example is the relative path from the Prawn source manual/ folder.

The first body of text is the introductory text for the example. Generally it is a short description of the feature or features illustrated by the example.

Next comes the example source code in fixed width font. Most of the example snippets illustrate features that alter the page in place. The effect of these snippets is shown right below a dashed line.

Basic concepts

This chapter covers the minimum amount of functionality you'll need to start using Prawn.

If you are new to Prawn this is the first chapter to read. Once you are comfortable with the concepts shown here you might want to check the Basics section of the Graphics, Bounding Box and Text sections.

The examples show:

- How to create new pdf documents in every possible way
- Where the origin for the document coordinates is. What are Bounding Boxes and how they interact with the origin
- How the cursor behaves
- How to start new pages
- What the base unit for measurement and coordinates is and how to use other convenient measures

basic_concepts/creation.rb

There are three ways to create a PDF Document in Prawn: creating a new `Prawn::Document` instance, or using the `Prawn::Document.generate` method with and without block arguments.

The following snippet showcase each way by creating a simple document with some text drawn.

When we instantiate the `Prawn::Document` object the actual pdf document will only be created after we call `render_file`.

The `generate` method will render the actual pdf object after exiting the block. When we use it without a block argument the provided block is evaluated in the context of a newly created `Prawn::Document` instance. When we use it with a block argument a `Prawn::Document` instance is created and passed to the block.

The `generate` method without block arguments requires less typing and defines and renders the pdf document in one shot. Almost all of the examples are coded this way.

```
# Assignment
pdf = Prawn::Document.new
pdf.text "Hello World"
pdf.render_file "assignment.pdf"

# Implicit Block
Prawn::Document.generate "implicit.pdf" do
  text "Hello World"
end

# Explicit Block
Prawn::Document.generate "explicit.pdf" do |pdf|
  pdf.text "Hello World"
end
```

basic_concepts/origin.rb

This is the most important concept you need to learn about Prawn:

Pdf documents have the origin [0,0] at the bottom left corner of the page.

A Bounding Box is a structure which provides boundaries for inserting content. A Bounding Box also has the property of relocating the origin to its relative bottom left corner.

Even if you never create a Bounding Box explicitly, each document already comes with one called the margin box. This initial bounding box is the one responsible for the document margins.

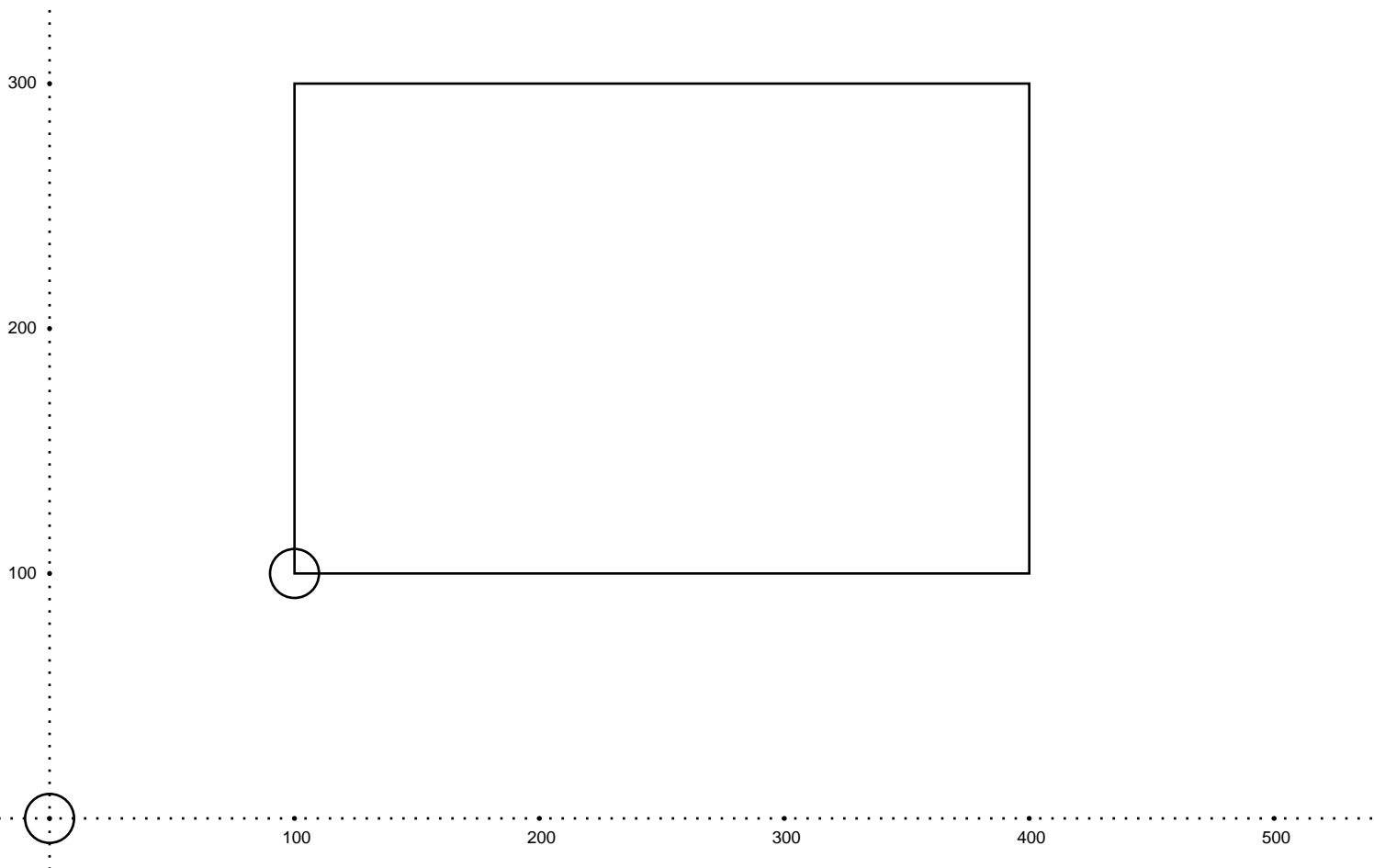
So practically speaking the origin of a page on a default generated document isn't the absolute bottom left corner but the bottom left corner of the margin box.

The following snippet strokes a circle on the margin box origin. Then strokes the boundaries of a bounding box and a circle on its origin.

```
stroke_axis

stroke_circle [0, 0], 10

bounding_box [100, 300], :width => 300, :height => 200 do
  stroke_bounds
  stroke_circle [0, 0], 10
end
```



basic_concepts/cursor.rb

We normally write our documents from top to bottom and it is no different with Prawn. Even if the origin is on the bottom left corner we still fill the page from the top to the bottom. In other words the cursor for inserting content starts on the top of the page.

Most of the functions that insert content on the page will start at the current cursor position and proceed to the bottom of the page.

The following snippet shows how the cursor behaves when we add some text to the page and demonstrates some of the helpers to manage the cursor position. The `cursor` method returns the current cursor position.

```
stroke_axis

text "the cursor is here: #{cursor}"
text "now it is here: #{cursor}"

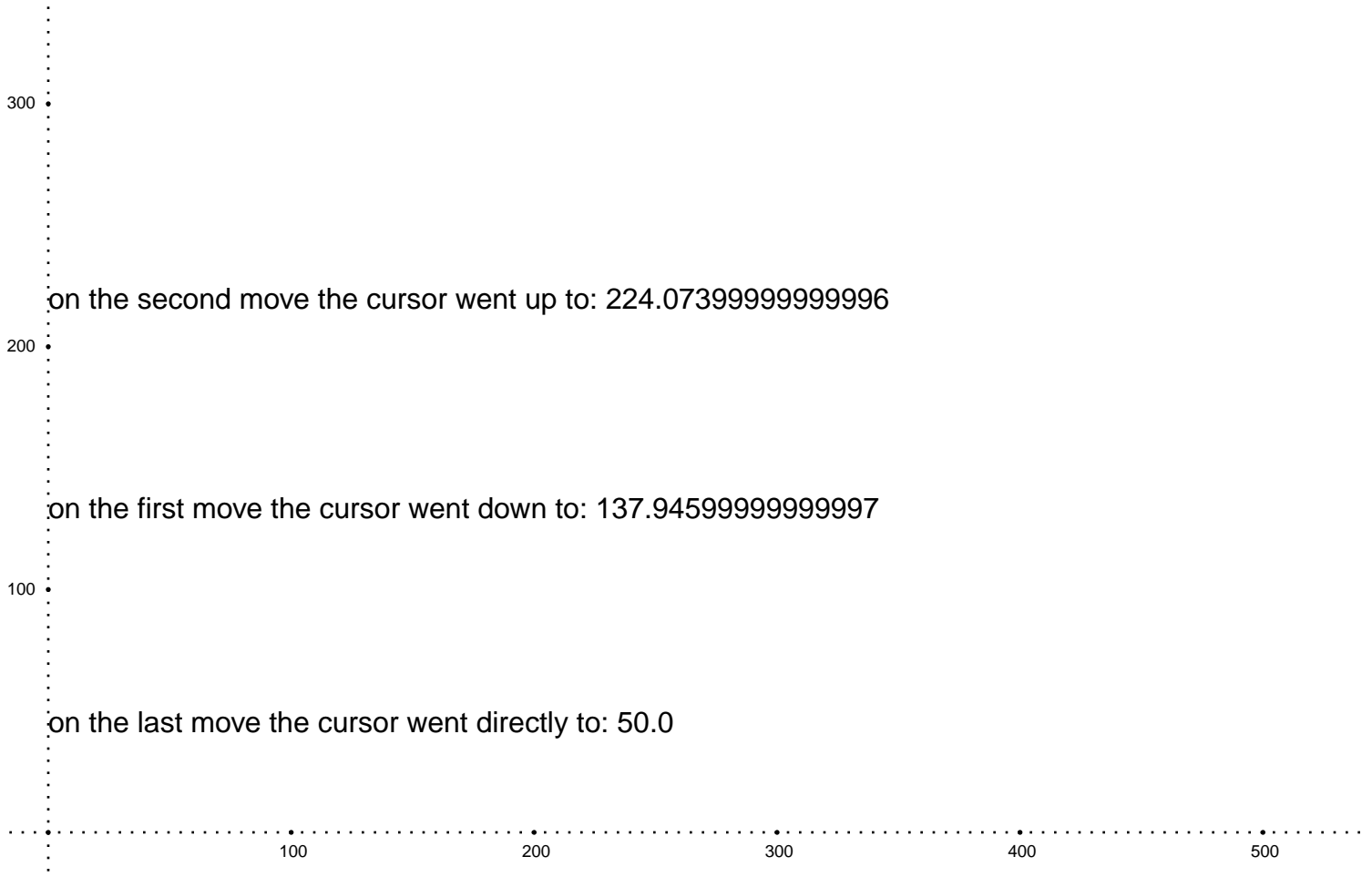
move_down 200
text "on the first move the cursor went down to: #{cursor}"

move_up 100
text "on the second move the cursor went up to: #{cursor}"

move_cursor_to 50
text "on the last move the cursor went directly to: #{cursor}"
```

the cursor is here: 365.69

now it is here: 351.818



basic_concepts/other_cursor_helpers.rb

Another group of helpers for changing the cursor position are the pad methods. They accept a numeric value and a block. `pad` will use the numeric value to move the cursor down both before and after the block content. `pad_top` will only move the cursor before the block while `pad_bottom` will only move after.

`float` is a method for not changing the cursor. Pass it a block and the cursor will remain on the same place when the block returns.

```
stroke_horizontal_rule
pad(20) { text "Text padded both before and after." }

stroke_horizontal_rule
pad_top(20) { text "Text padded on the top." }

stroke_horizontal_rule
pad_bottom(20) { text "Text padded on the bottom." }

stroke_horizontal_rule
move_down 50

text "Text written before the float block."

float do
  move_down 50
  bounding_box [0, cursor], :width => 200 do
    text "Text written inside the float block."
    stroke_bounds
  end
end

text "Text written after the float block."
```

Text padded both before and after.

Text padded on the top.

Text padded on the bottom.

Text written before the float block.

Text written after the float block.

Text written inside the float block.

basic_concepts/adding_pages.rb

A PDF document is a collection of pages. When we create a new document be it with `Document.new` or on a `Document.generate` block one initial page is created for us.

Some methods might create new pages automatically like `text` which will create a new page whenever the text string cannot fit on the current page.

But what if you want to go to the next page by yourself? That is easy.

Just use the `start_new_page` method and a shiny new page will be created for you just like in the following snippet.

```
text "We are still on the initial page for this example. Now I'll ask " +  
     "Prawn to gently start a new page. Please follow me to the next page."  
  
start_new_page  
  
text "See. We've left the previous page behind."
```

We are still on the initial page for this example. Now I'll ask Prawn to gently start a new page. Please follow me to the next page.

See. We've left the previous page behind.

basic_concepts/measurement.rb

The base unit in Prawn is the PDF Point. One PDF Point is equal to 1/72 of an inch.

There is no need to waste time converting these measures. Prawn provides helpers for converting from other measurements to PDF Points.

Just require "prawn/measurement_extensions" and it will mix some helpers onto Numeric for converting common measurement units to PDF Points.

```
require "prawn/measurement_extensions"

[:mm, :cm, :dm, :m, :in, :yd, :ft].each do |measurement|
  text "1 #{measurement} in PDF Points: #{1.send(measurement)} pt"
  move_down 5.mm
end
```

1 mm in PDF Points: 2.834645669291339 pt

1 cm in PDF Points: 28.34645669291339 pt

1 dm in PDF Points: 283.46456692913387 pt

1 m in PDF Points: 2834.645669291339 pt

1 in in PDF Points: 72 pt

1 yd in PDF Points: 2592 pt

1 ft in PDF Points: 864 pt

Graphics

Here we show all the drawing methods provided by Prawn. Use them to draw the most beautiful imaginable things.

Most of the content that you'll add to your pdf document will use the graphics package. Even text is rendered on a page just like a rectangle is so even if you never use any of the shapes described here you should at least read the basic examples.

The examples show:

- All the possible ways that you can fill or stroke shapes on a page
- How to draw all the shapes that Prawn has to offer from a measly line to a mighty polygon or ellipse
- What the configuration options are for stroking lines and filling shapes.
- How to apply transformations to your drawing space

graphics/helper.rb

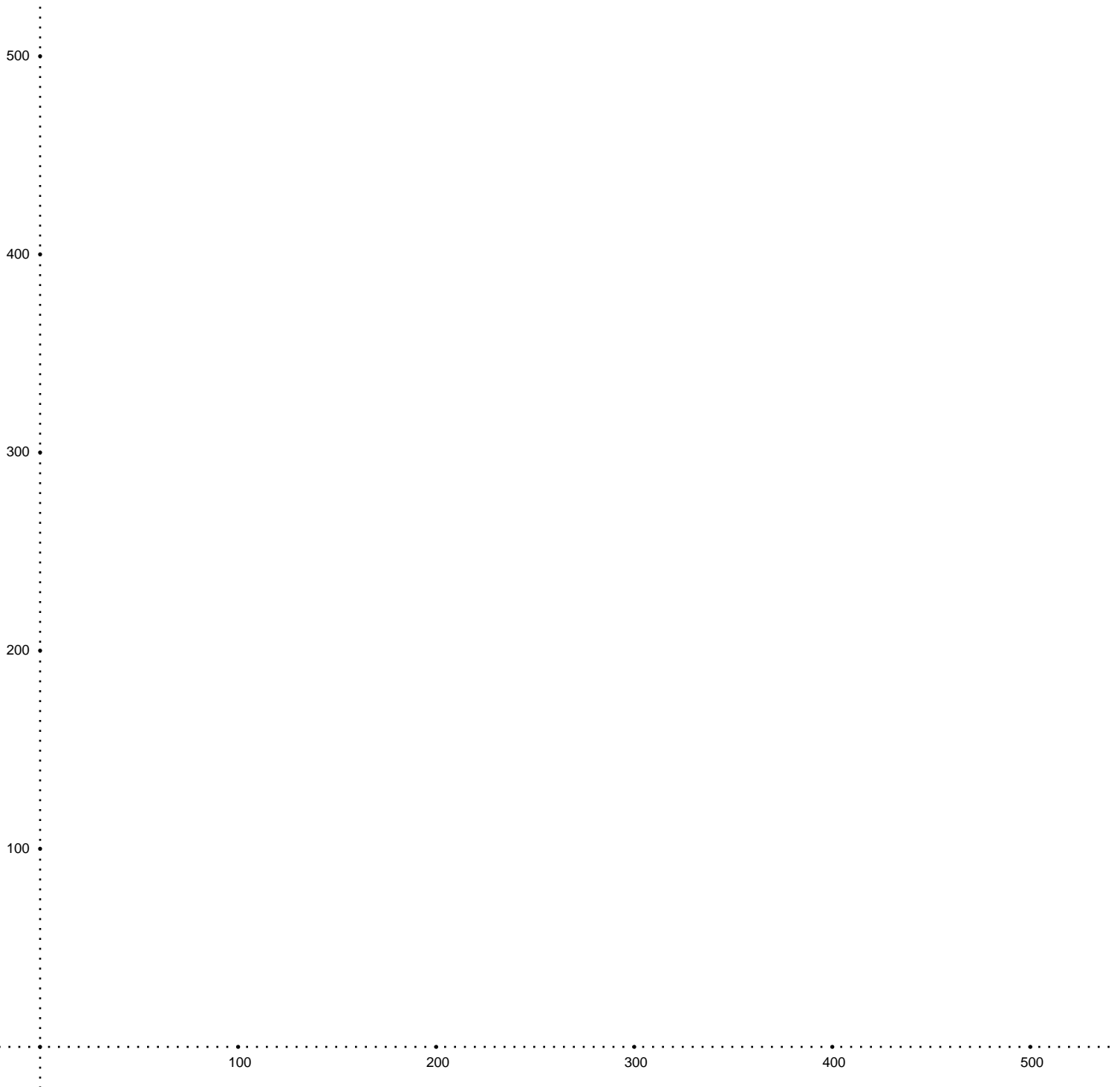
To produce this manual we use some helper methods used that are not from the Prawn API.

They are defined on the `example_helper.rb` file

`stroke_axis` prints the x and y axis for the current bounding box with markers in 100 increments

`reset_drawing_settings` sets all drawing options to the default values

```
stroke_axis
```



graphics/fill_and_stroke.rb

There are two drawing primitives in Prawn: `fill` and `stroke`.

These are the methods that actually draw stuff on the document. All the other drawing shapes like `rectangle`, `circle` or `line_to` define drawing paths. These paths need to be either stroked or filled to gain form on the document.

Calling these methods without a block will act on the drawing path that has been defined prior to the call.

Calling with a block will act on the drawing path set within the block.

Most of the methods which define drawing paths have methods of the same name starting with `stroke_` and `fill_` which create the drawing path and then stroke or fill it.

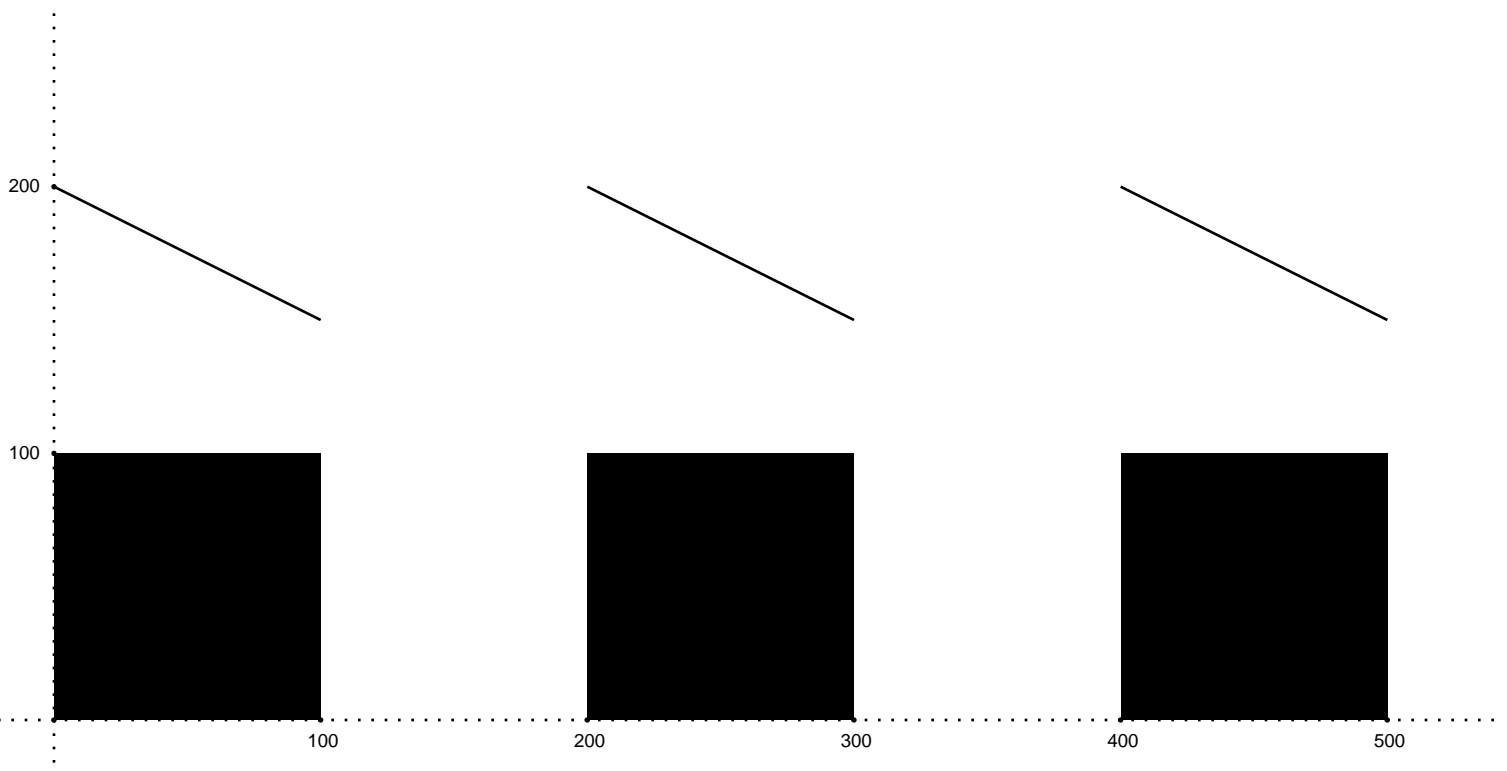
```
stroke_axis

# No block
line [0, 200], [100, 150]
stroke

rectangle [0, 100], 100, 100
fill

# With block
stroke { line [200, 200], [300, 150] }
fill   { rectangle [200, 100], 100, 100 }

# Method hook
stroke_line [400, 200], [500, 150]
fill_rectangle [400, 100], 100, 100
```



graphics/lines_and_curves.rb

Prawn supports drawing both lines and curves starting either at the current position, or from a specified starting position.

`line_to` and `curve_to` set the drawing path from the current drawing position to the specified point. The initial drawing position can be set with `move_to`. They are useful when you want to chain successive calls because the drawing position will be set to the specified point afterwards.

`line` and `curve` set the drawing path between the two specified points.

Both curve methods define a Bezier curve bounded by two additional points provided as the `:bounds` param

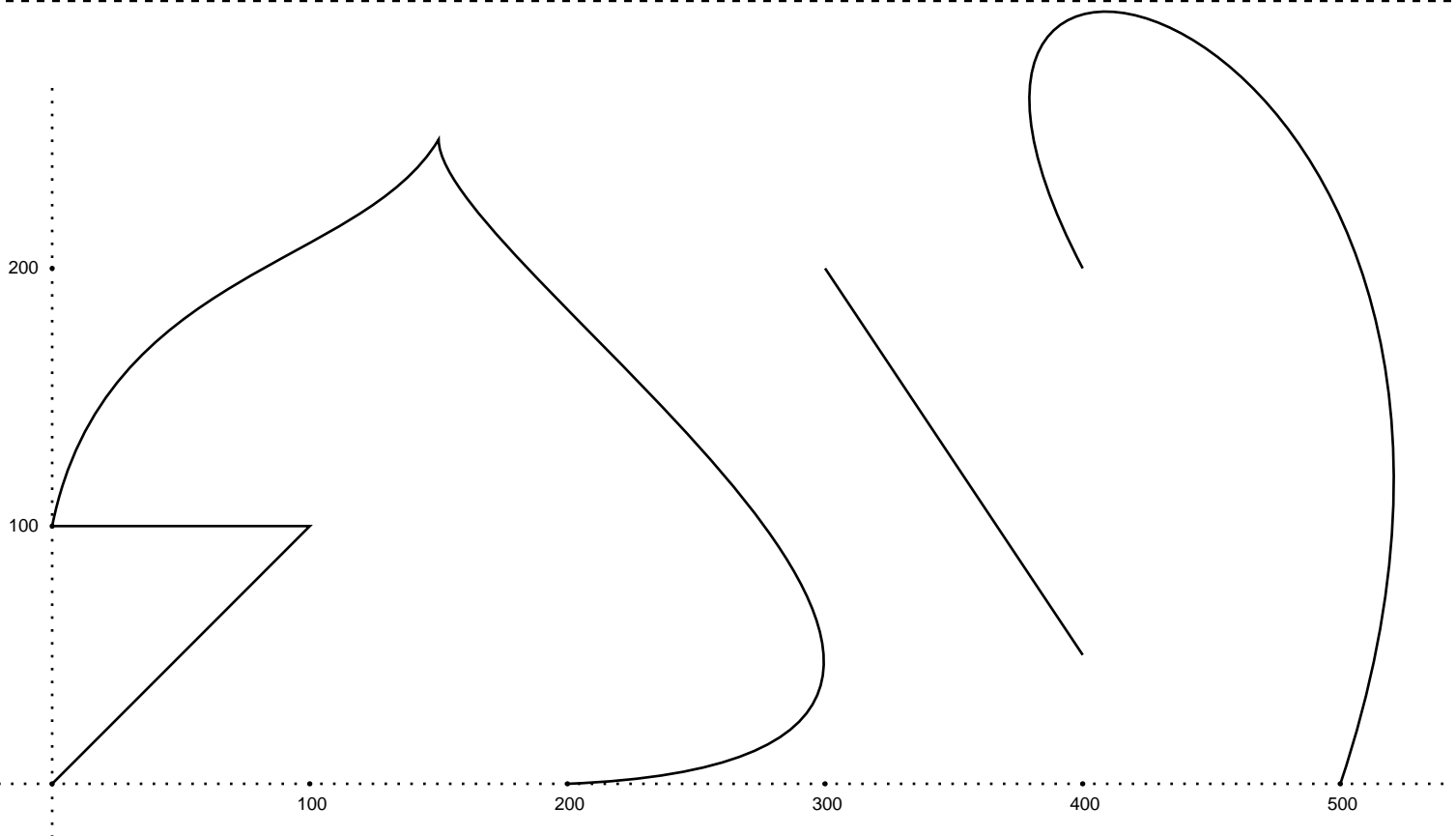
```
stroke_axis

# line_to and curve_to
stroke do
  move_to 0, 0

  line_to 100, 100
  line_to 0, 100

  curve_to [150, 250], :bounds => [[20, 200], [120, 200]]
  curve_to [200, 0], :bounds => [[150, 200], [450, 10]]
end

# line and curve
stroke do
  line [300,200], [400,50]
  curve [500, 0], [400, 200], :bounds => [[600, 300], [300, 390]]
end
```



graphics/common_lines.rb

Prawn provides helpers for drawing some commonly used lines:

`vertical_line` and `horizontal_line` do just what their names imply. Specify the start and end point at a fixed coordinate to define the line.

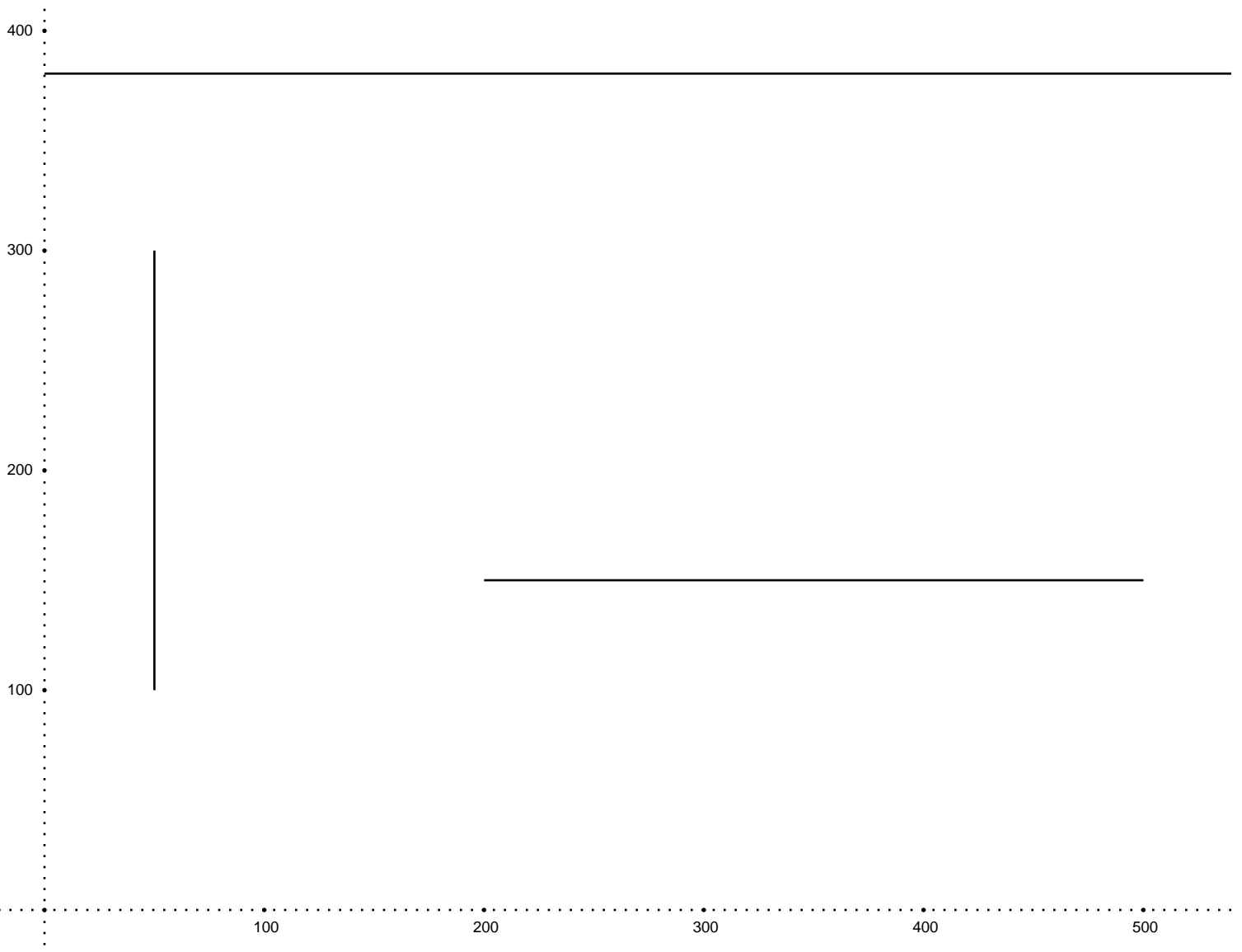
`horizontal_rule` draws a horizontal line on the current bounding box from border to border, using the current y position.

```
stroke_axis

stroke do
  # just lower the current y position
  move_down 50
  horizontal_rule

  vertical_line 100, 300, :at => 50

  horizontal_line 200, 500, :at => 150
end
```



graphics/rectangle.rb

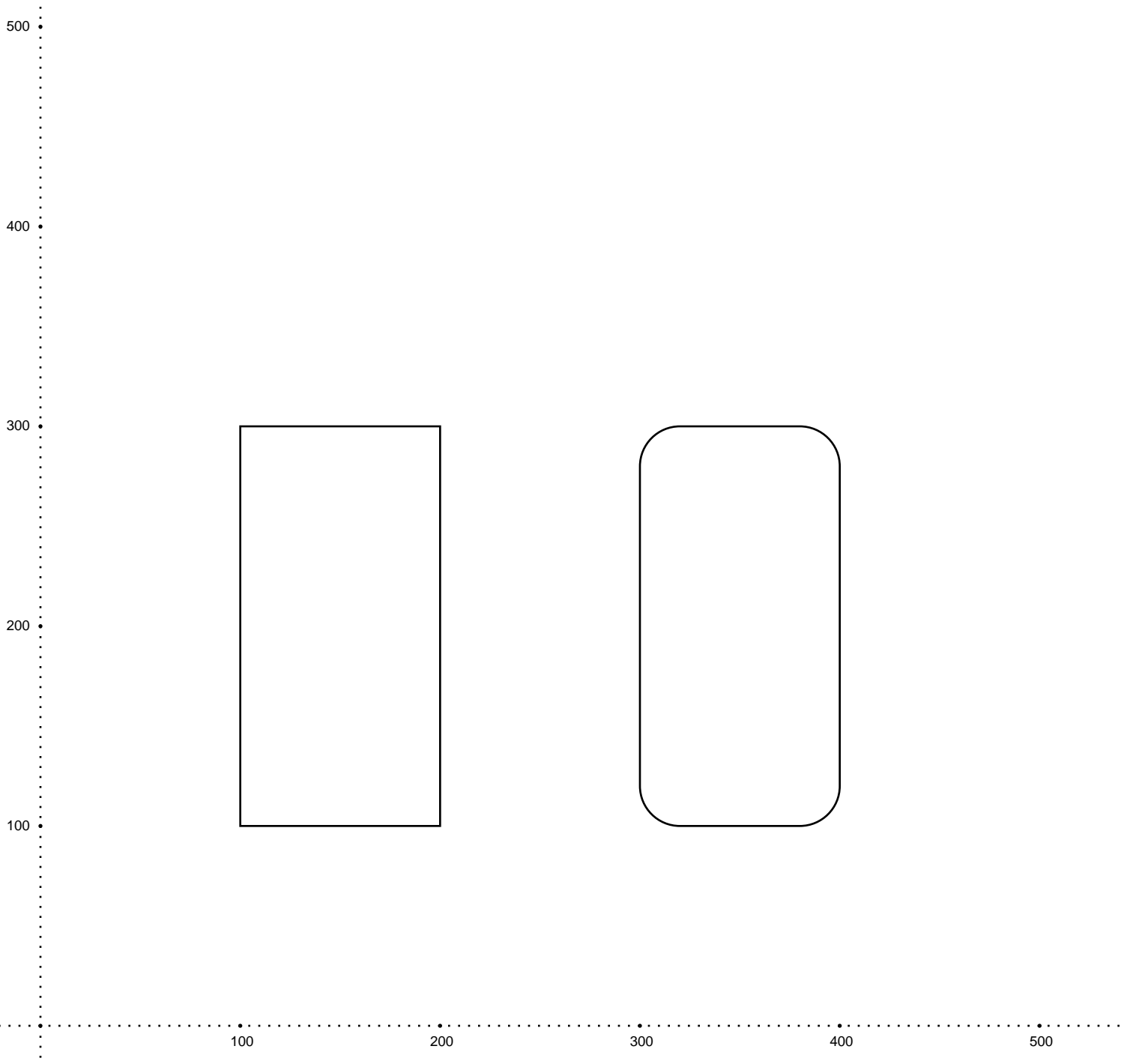
To draw a rectangle, just provide the upper-left corner, width and height to the `rectangle` method.

There's also `rounded_rectangle`. Just provide an additional radius value for the rounded corners.

```
stroke_axis

stroke do
  rectangle [100, 300], 100, 200

  rounded_rectangle [300, 300], 100, 200, 20
end
```



graphics/polygon.rb

Drawing polygons in Prawn is easy, just pass a sequence of points to one of the polygon family of methods.

Just like `rounded_rectangle` we also have `rounded_polygon`. The only difference is the `radius` param comes before the polygon points.

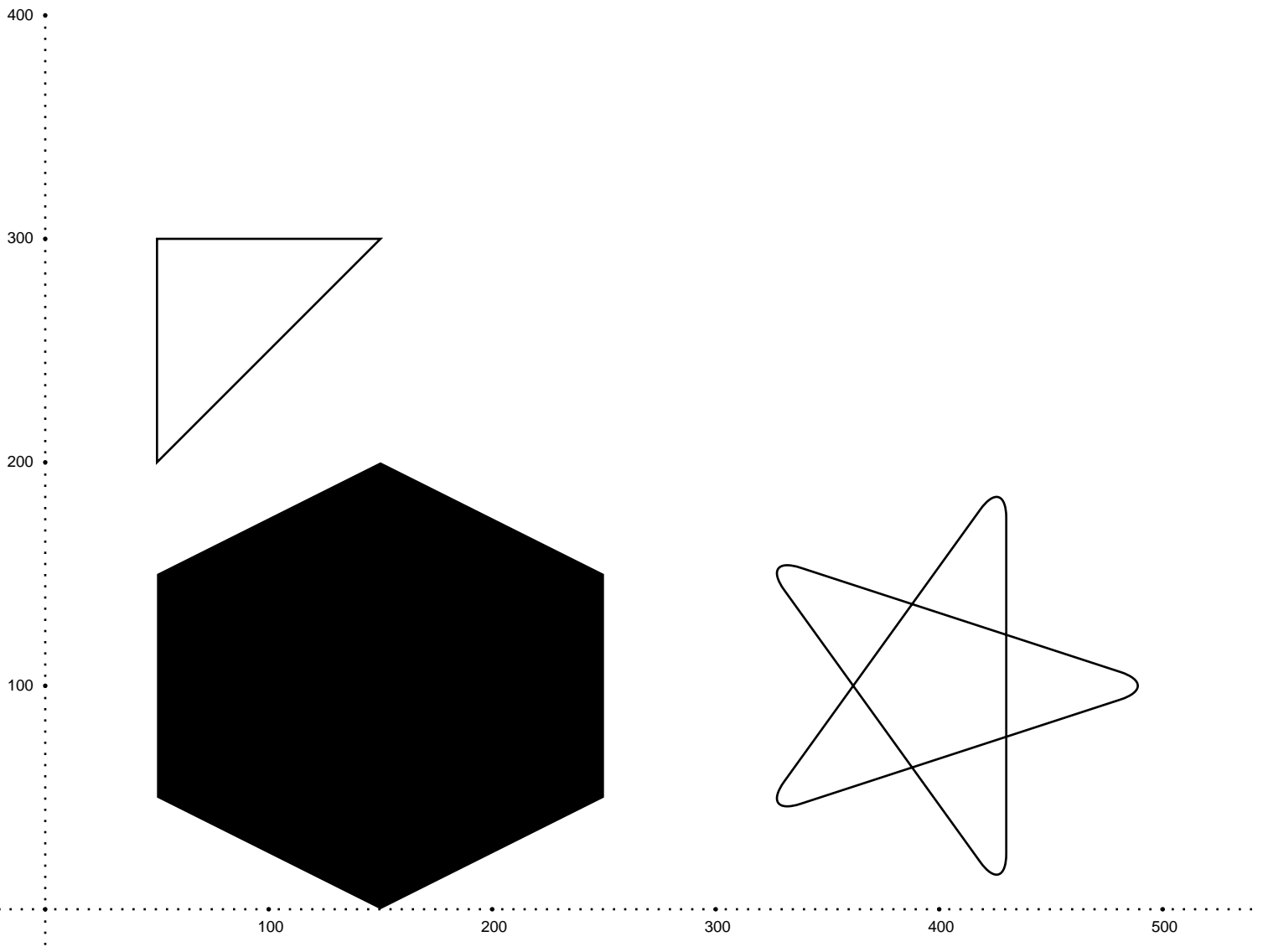
```
stroke_axis

# Triangle
stroke_polygon [50, 200], [50, 300], [150, 300]

# Hexagon
fill_polygon [50, 150], [150, 200], [250, 150],
             [250, 50], [150, 0], [50, 50]

# Pentagon
pentagon_points = [500, 100], [430, 5], [319, 41], [319, 159], [430, 195]
pentagram_points = [0, 2, 4, 1, 3].map{|i| pentagon_points[i]}

stroke_rounded_polygon(20, *pentagram_points)
```

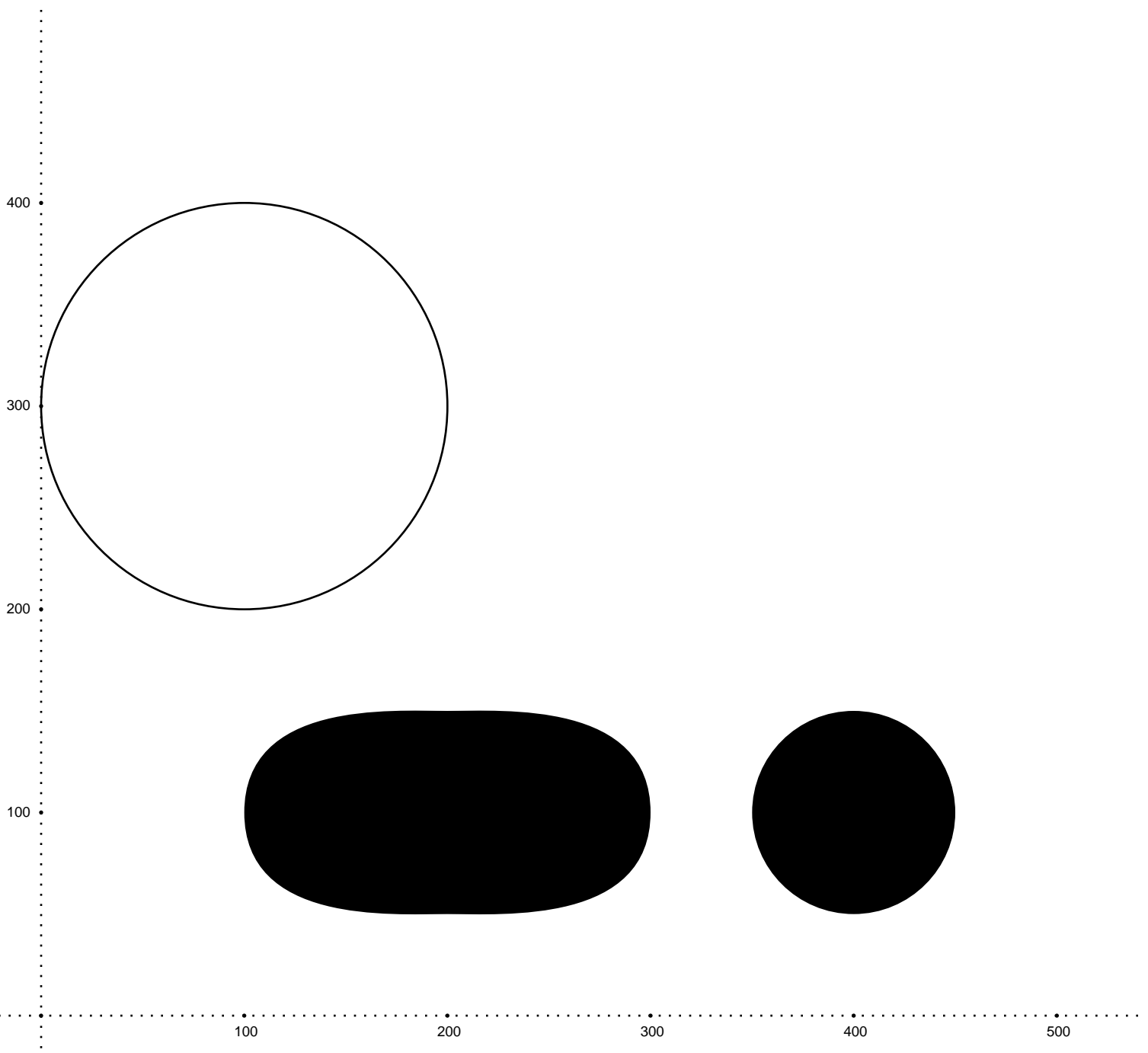


graphics/circle_and_ellipse.rb

To define a `circle` all you need is the center point and the radius

To define an `ellipse` you provide the center point and two radii (or axes) values. If the second radius value is omitted, both radii will be equal and you will end up drawing a circle.

```
stroke_axis  
stroke_circle [100, 300], 100  
fill_ellipse [200, 100], 100, 50  
fill_ellipse [400, 100], 50
```



graphics/line_width.rb

The `line_width=` method sets the stroke width for subsequent stroke calls.

Since Ruby assumes that an unknown variable on the left hand side of an assignment is a local temporary, rather than a setter method, if you are using the block call to

`Prawn::Document.generate` without passing params you will need to call `line_width` on `self`.

```
# Prawn::Document.generate() do
  stroke_axis

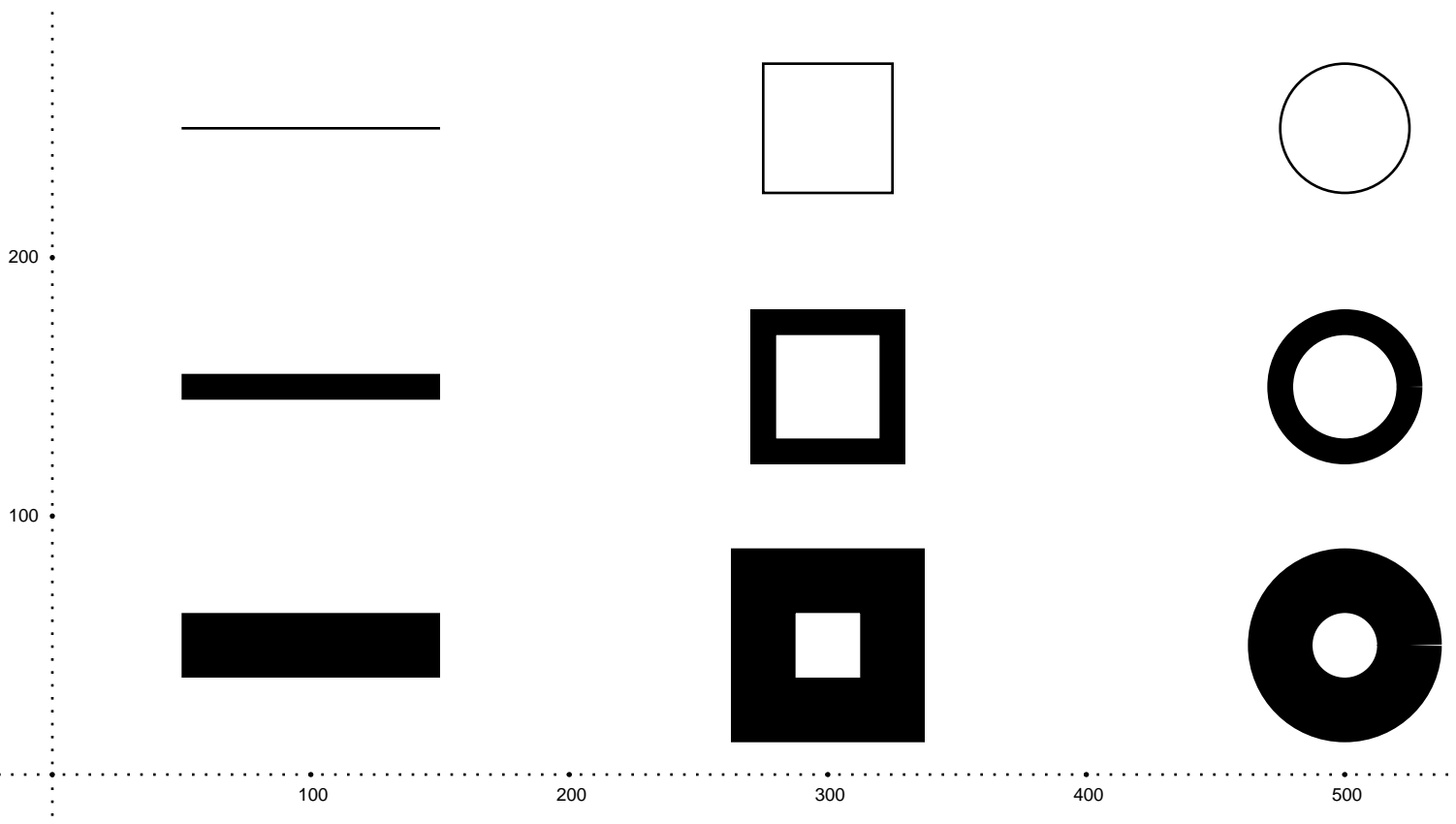
  y = 250

  3.times do |i|
    case i
    when 0; line_width = 10          # This call will have no effect
    when 1; self.line_width = 10
    when 2; self.line_width = 25
    end

    stroke do
      horizontal_line 50, 150, :at => y
      rectangle [275, y + 25], 50, 50
      circle [500, y], 25
    end

    y -= 100
  end

  # Return line_width back to normal
  self.line_width = 1
end
```



graphics/stroke_cap.rb

The cap style defines how the edge of a line or curve will be drawn. There are three types: `:butt` (the default), `:round` and `:projecting_square`

The difference is better seen with thicker lines. With `:butt` lines are drawn starting and ending at the exact points provided. With both `:round` and `:projecting_square` the line is projected beyond the start and end points.

Just like `line_width=` the `cap_style=` method needs an explicit receiver to work.

```
stroke_axis

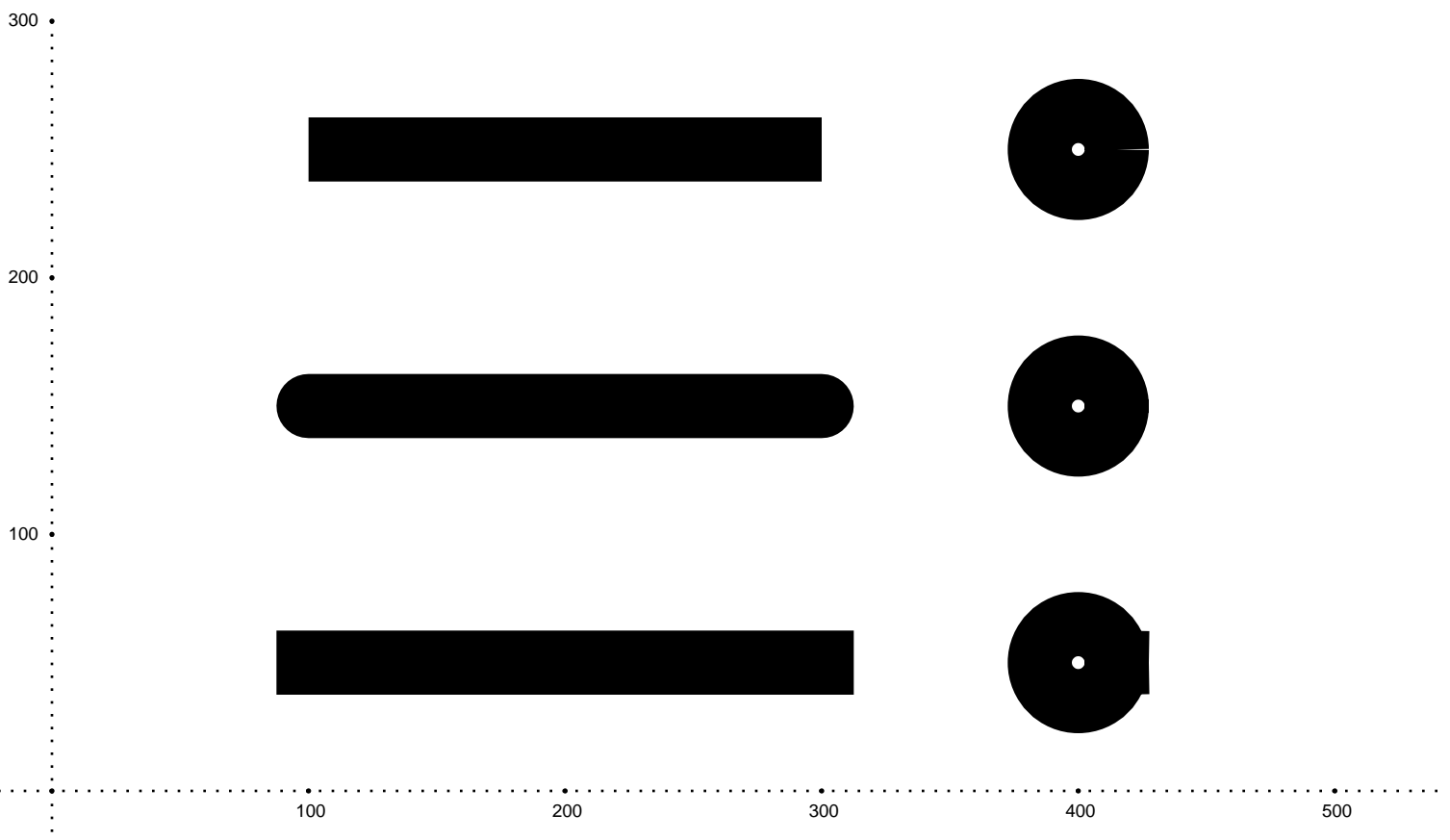
self.line_width = 25
y = 250

3.times do |i|
  case i
  when 0; self.cap_style = :butt
  when 1; self.cap_style = :round
  when 2; self.cap_style = :projecting_square
  end

  stroke_horizontal_line 100, 300, :at => y
  stroke_circle [400, y], 15

  y -= 100
end

reset_drawing_settings
```



graphics/stroke_join.rb

The join style defines how the intersection between two lines is drawn. There are three types: `:miter` (the default), `:round` and `:bevel`

Just like `cap_style`, the difference between styles is better seen with thicker lines.

```
stroke_axis

self.line_width = 25
y = 200

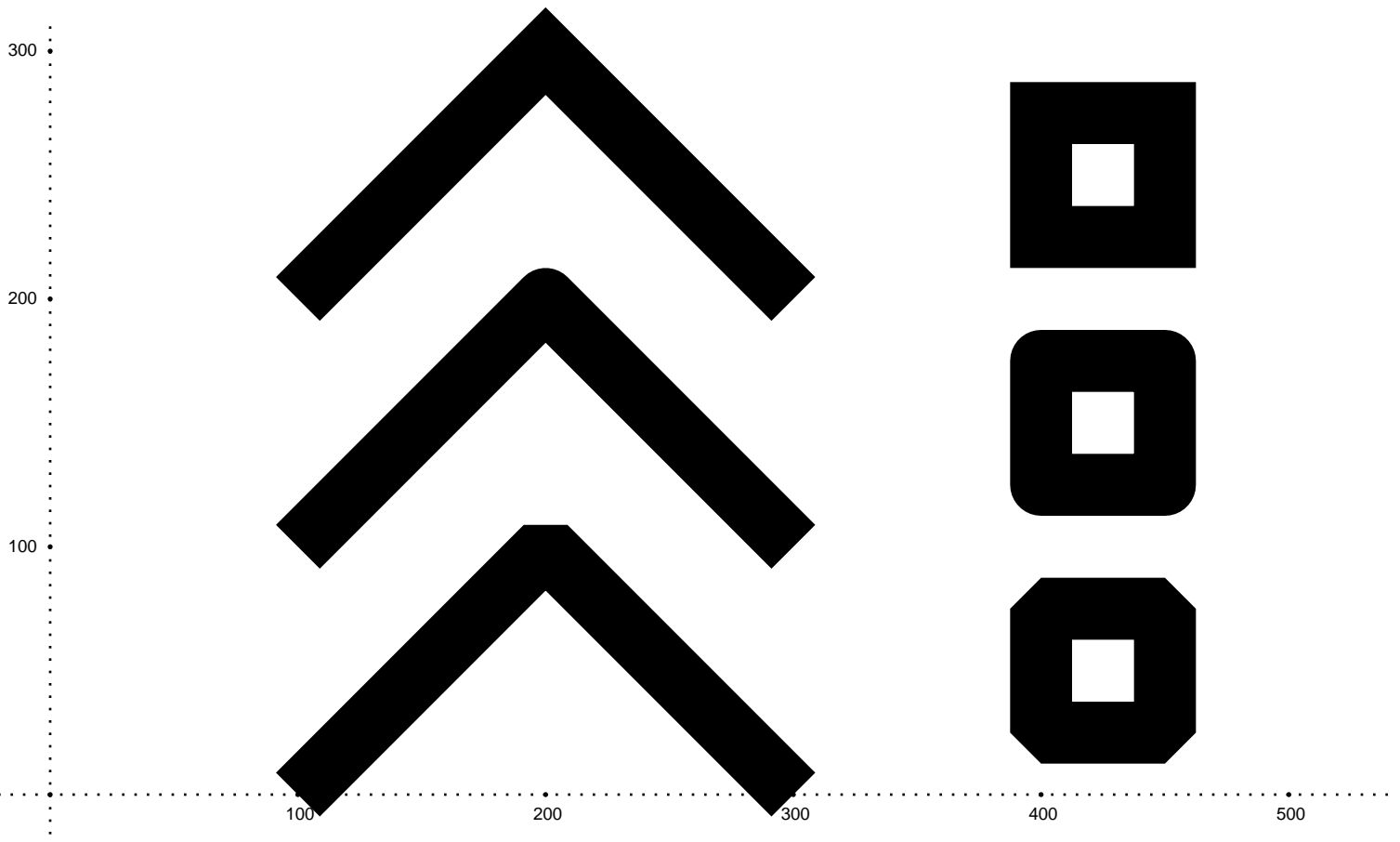
3.times do |i|
  case i
  when 0; self.join_style = :miter
  when 1; self.join_style = :round
  when 2; self.join_style = :bevel
  end

  stroke do
    move_to(100, y)
    line_to(200, y + 100)
    line_to(300, y)
  end

  stroke_rectangle [400, y + 75], 50, 50

  y -= 100
end

reset_drawing_settings
```



graphics/stroke_dash.rb

This sets the dashed pattern for lines and curves.

The (dash) length defines how long each dash will be.

The :space option defines the length of the space between the dashes.

The :phase option defines the start point of the sequence of dashes and spaces.

```
stroke_axis

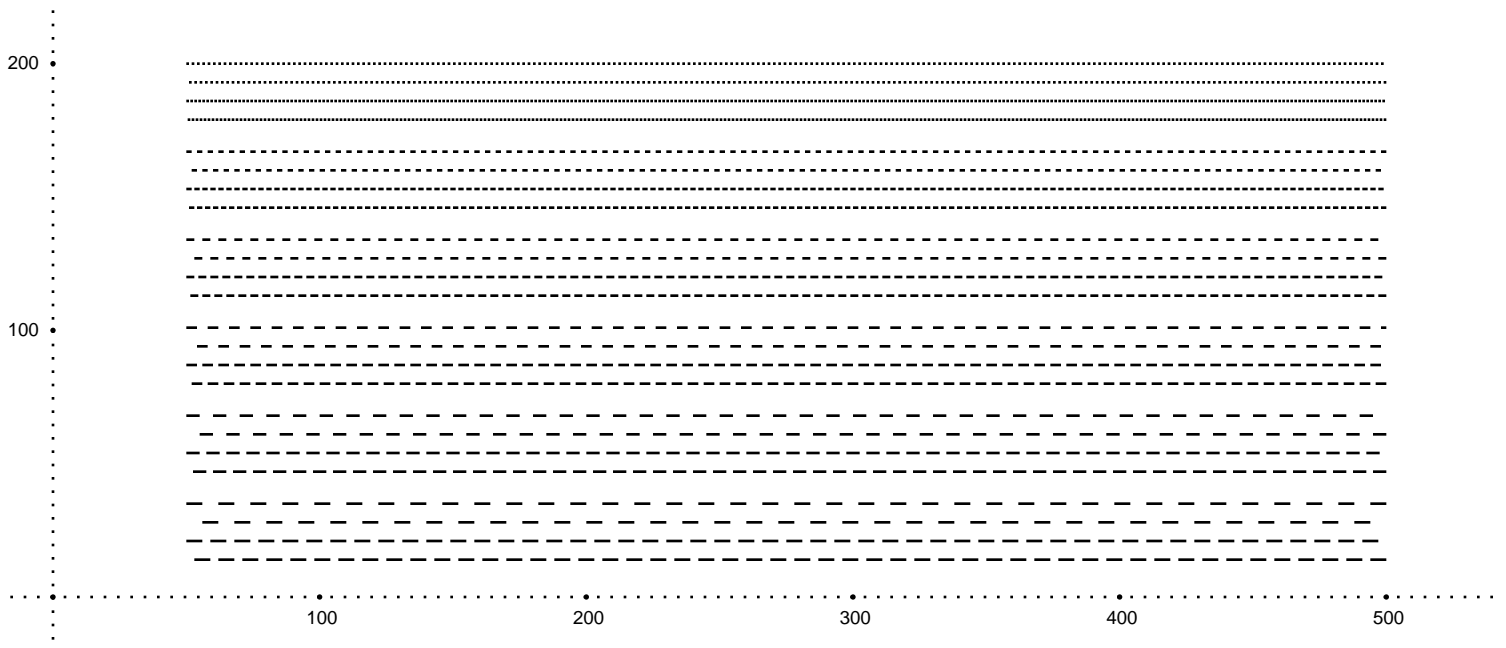
base_y = 210

24.times do |i|
  length = (i / 4) + 1
  space = length           # space between dashes same length as dash
  phase = 0                # start with dash

  case i % 4
  when 0
    base_y -= 5
  when 1
    phase = length        # start with space between dashes
  when 2
    space = length * 0.5  # space between dashes half as long as dash
  when 3
    space = length * 0.5  # space between dashes half as long as dash
    phase = length        # start with space between dashes
  end
  base_y -= 5

  dash(length, :space => space, :phase => phase)
  stroke_horizontal_line 50, 500, :at => base_y - (2 * i)
end

undash                    # revert stroke back to normal
```



graphics/color.rb

We can change the stroke and fill colors providing an HTML rgb 6 digit color code string ("AB1234") or 4 values for CMYK.

```
stroke_axis

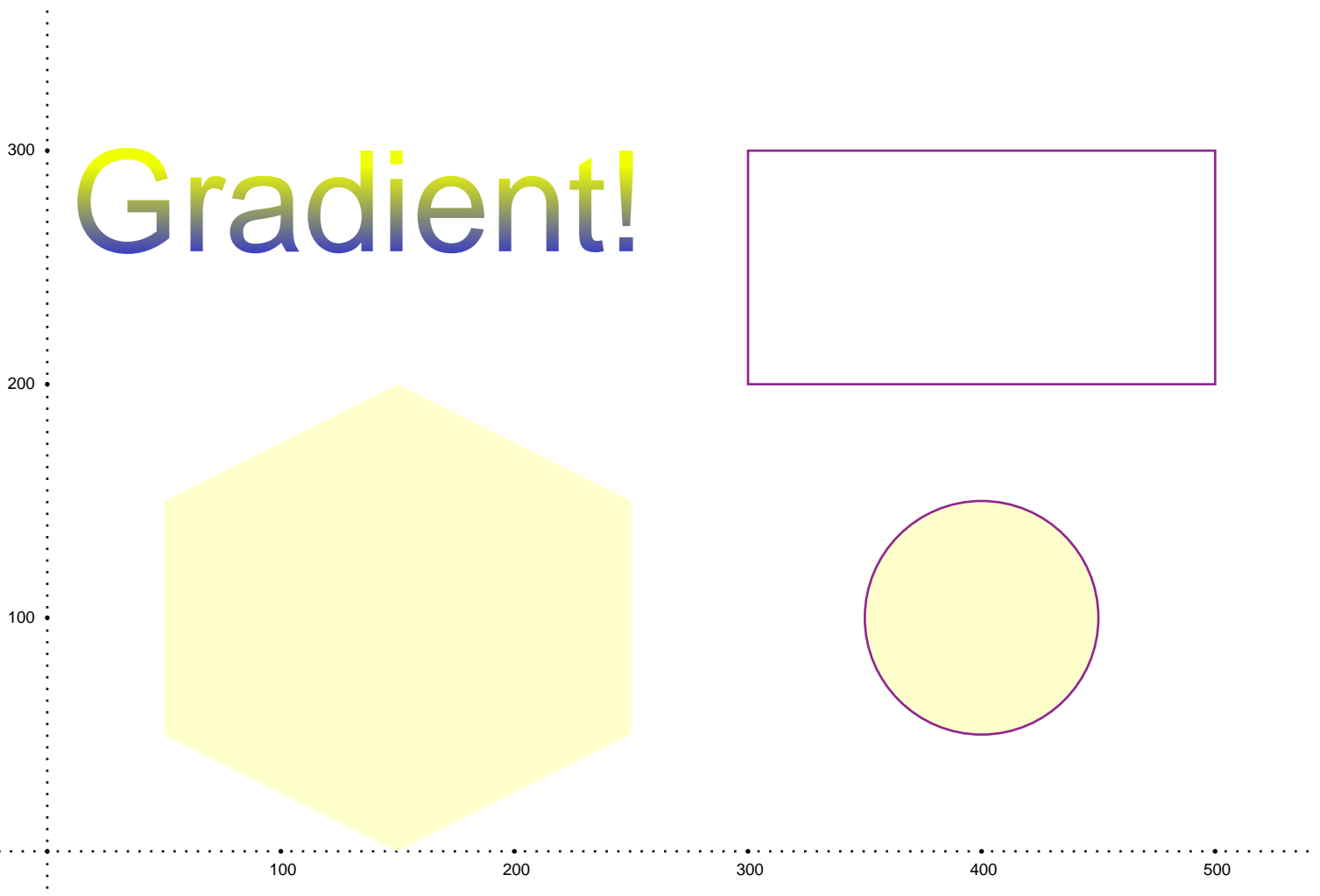
# Fill with Yellow
fill_color "FFFFCC" # RGB
fill_polygon [50, 150], [150, 200], [250, 150],
             [250, 50], [150, 0], [50, 50]

# Stroke with Purple
stroke_color 50, 100, 0, 0 # CMYK
stroke_rectangle [300, 300], 200, 100

# Both together
fill_and_stroke_circle [400, 100], 50

# Gradient:
fill_gradient [10, 330], 400, 50, 'F0FF00', '0000FF'
bounding_box [10, 300], :width => 450, :height => 150 do
  text "Gradient!", :size => 60
end

reset_drawing_settings
```



graphics/transparency.rb

Although the name of the method is `transparency`, what we are actually setting is the opacity for fill and stroke. So 0 means completely transparent and 1.0 means completely opaque

You may call it providing one or two values. The first value sets fill opacity and the second value sets stroke opacity. If the second value is omitted fill and stroke will have the same opacity.

```
stroke_axis

self.line_width = 5
fill_color "ff0000"
fill_rectangle [0, 100], 500, 100

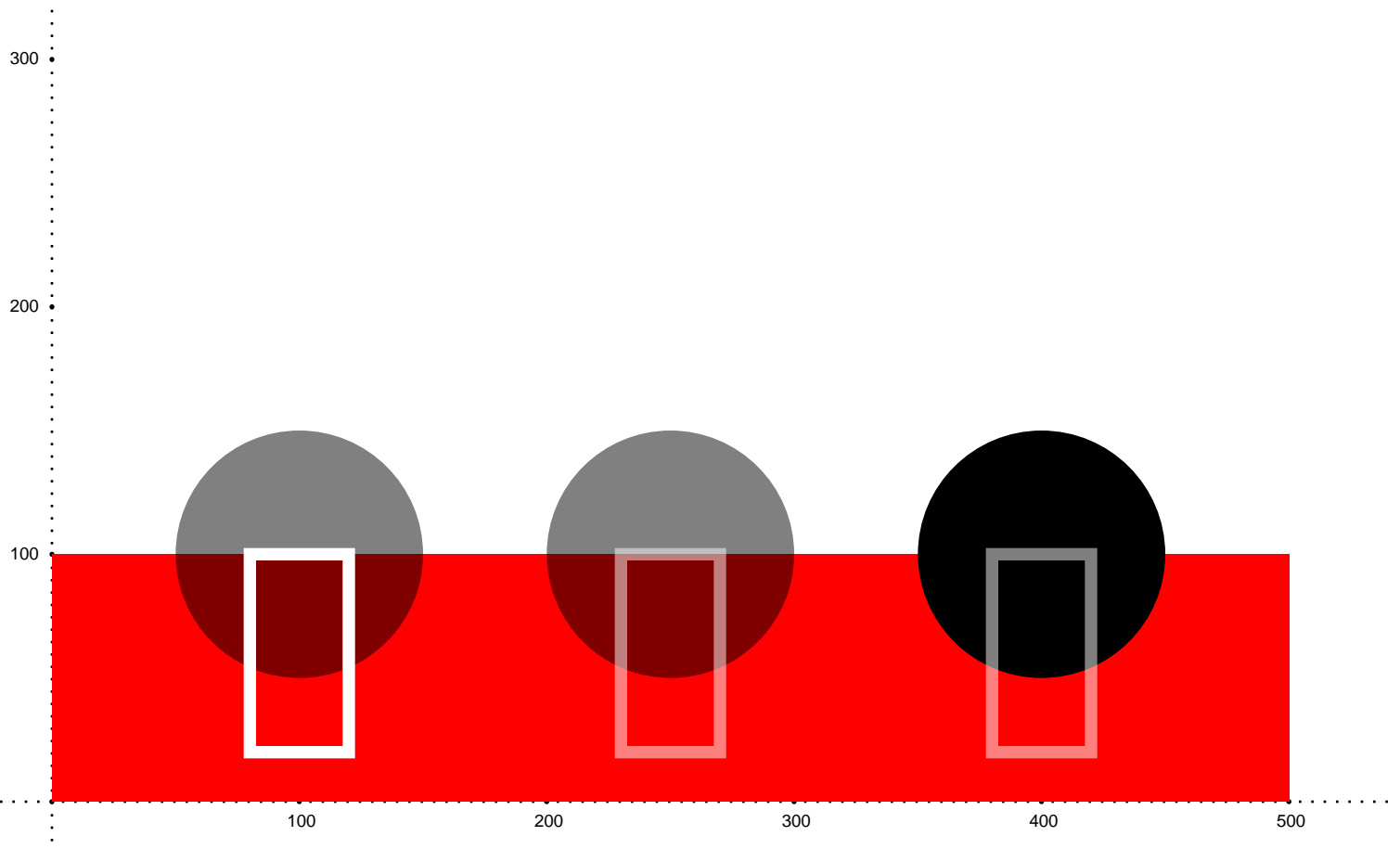
fill_color "000000"
stroke_color "ffffff"

base_x = 100
[[0.5, 1], 0.5, [1, 0.5]].each do |args|

  transparent(*args) do
    fill_circle [base_x, 100], 50
    stroke_rectangle [base_x - 20, 100], 40, 80
  end

  base_x += 150
end

reset_drawing_settings
```



graphics/fill_rules.rb

Prawn's fill operators (`fill` and `fill_and_stroke` both accept a `:fill_rule` option. These rules determine which parts of the page are counted as "inside" vs. "outside" the path. There are two fill rules:

* `:nonzero_winding_number` (default): a point is inside the path if a ray from that point to infinity crosses a nonzero "net number" of path segments, where path segments intersecting in one direction are counted as positive and those in the other direction negative.

* `:even_odd`: A point is inside the path if a ray from that point to infinity crosses an odd number of path segments, regardless of direction.

The differences between the fill rules only come into play with complex paths; they are identical for simple shapes.

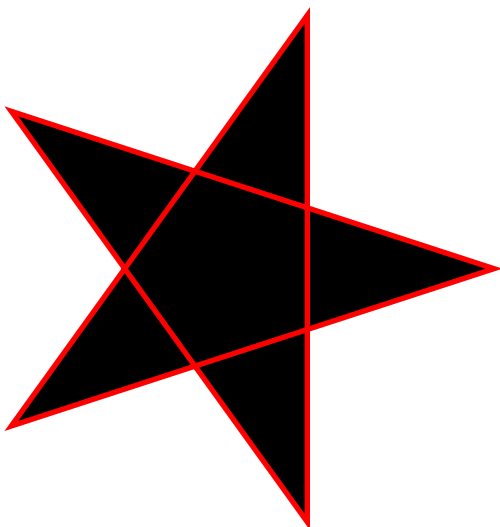
```
pentagram = [[181, 95], [0, 36], [111, 190], [111, 0], [0, 154]]

stroke_color 'ff0000'
line_width 2

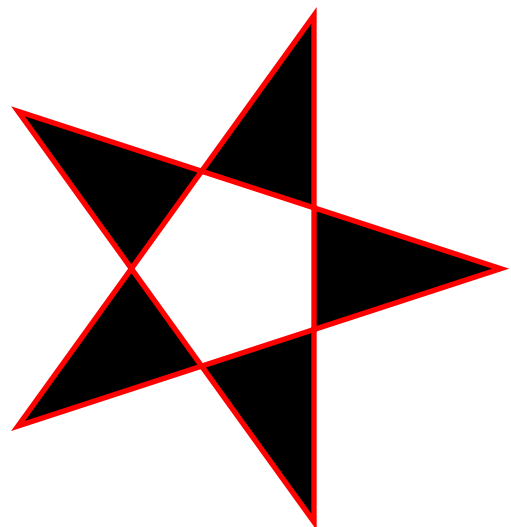
text_box "Nonzero Winding Number", :at => [50, 215], :width => 170,
  :align => :center
polygon(*pentagram.map { |x, y| [x+50, y] })
fill_and_stroke

text_box "Even-Odd", :at => [330, 215], :width => 170, :align => :center
polygon(*pentagram.map { |x, y| [x+330, y] })
fill_and_stroke(:fill_rule => :even_odd)
```

Nonzero Winding Number



Even-Odd



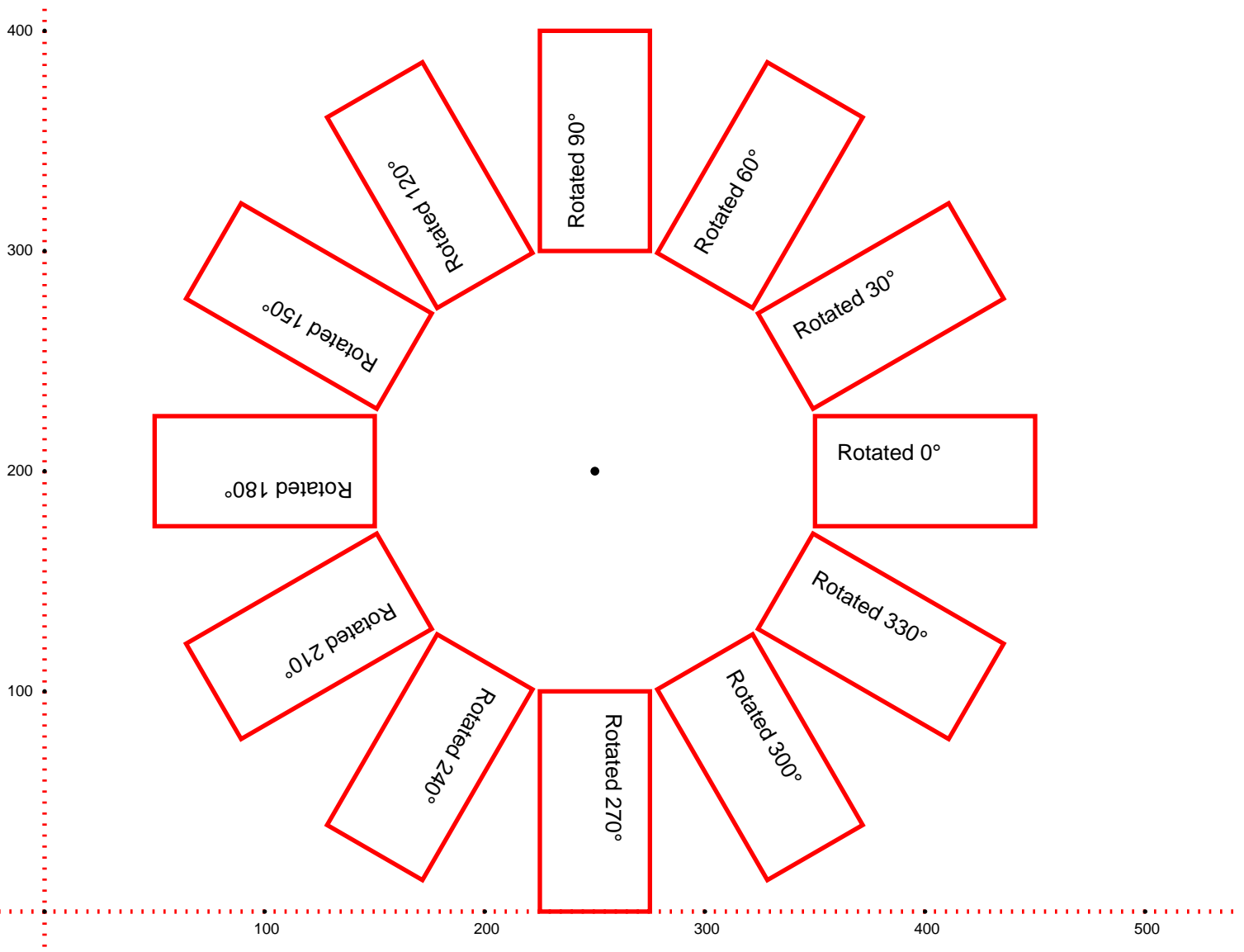
graphics/rotate.rb

This transformation is used to rotate the user space. Give it an angle and an `:origin` point about which to rotate and a block. Everything inside the block will be drawn with the rotated coordinates.

The angle is in degrees.

If you omit the `:origin` option the page origin will be used.

```
stroke_axis
fill_circle [250, 200], 2
12.times do |i|
  rotate(i * 30, :origin => [250, 200]) do
    stroke_rectangle [350, 225], 100, 50
    draw_text "Rotated #{i * 30}°", :size => 10, :at => [360, 205]
  end
end
```



graphics/translate.rb

This transformation is used to translate the user space. Just provide the x and y coordinates for the new origin.

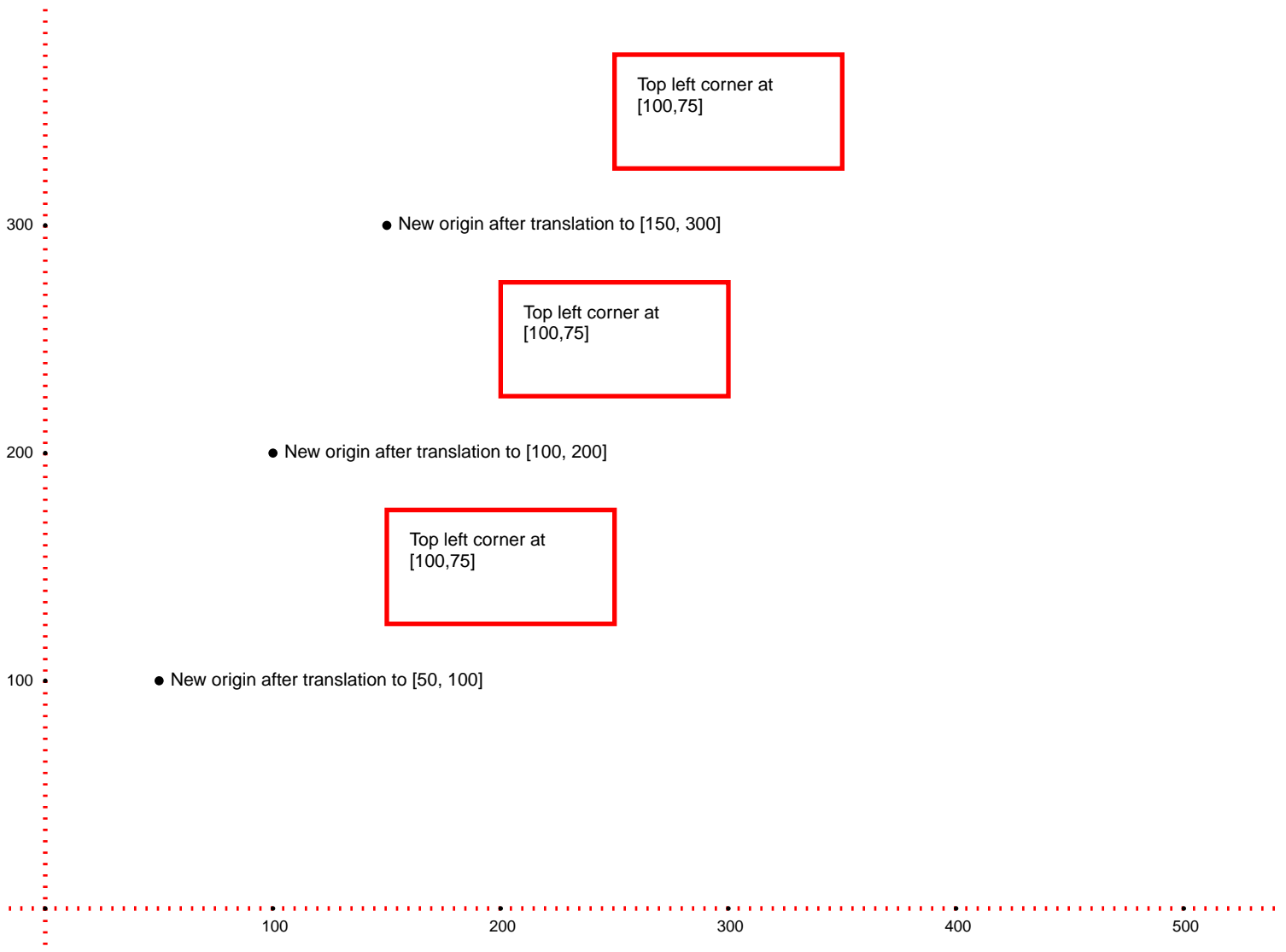
```
stroke_axis

1.upto(3) do |i|

  x = i * 50
  y = i * 100
  translate(x, y) do

    # Draw a point on the new origin
    fill_circle [0, 0], 2
    draw_text "New origin after translation to [#{x}, #{y}]",
              :at => [5, -2], :size => 8

    stroke_rectangle [100, 75], 100, 50
    text_box "Top left corner at [100,75]",
             :at => [110, 65], :width => 80, :size => 8
  end
end
```



graphics/scale.rb

This transformation is used to scale the user space. Give it a scale factor and an `:origin` point and everything inside the block will be scaled using the origin point as reference.

If you omit the `:origin` option the page origin will be used.

```
stroke_axis

width = 100
height = 50

x = 50
y = 200

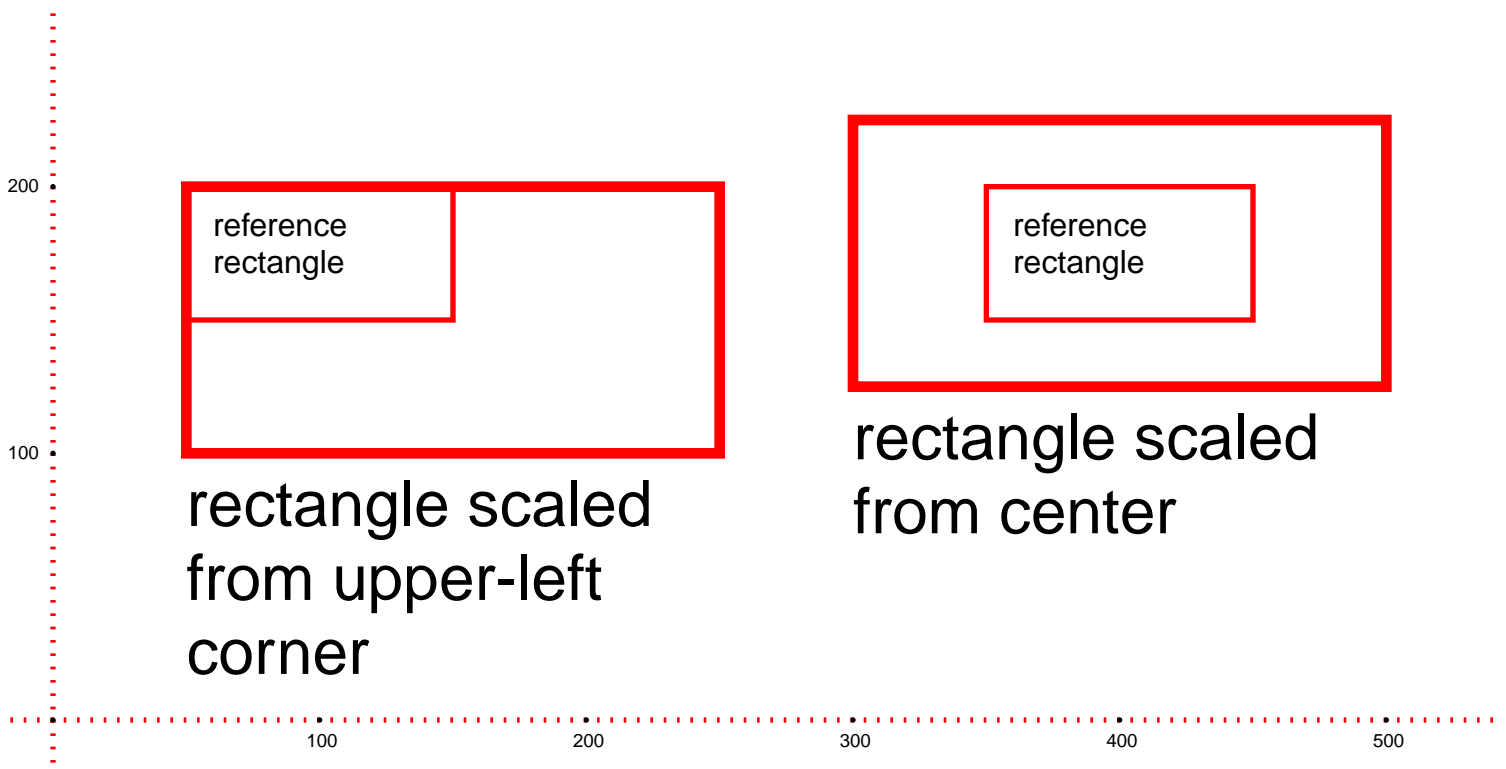
stroke_rectangle [x, y], width, height
text_box "reference rectangle", :at => [x + 10, y - 10], :width => width - 20

scale(2, :origin => [x, y]) do
  stroke_rectangle [x, y], width, height
  text_box "rectangle scaled from upper-left corner",
    :at => [x, y - height - 5], :width => width
end

x = 350

stroke_rectangle [x, y], width, height
text_box "reference rectangle", :at => [x + 10, y - 10], :width => width - 20

scale(2, :origin => [x + width / 2, y - height / 2]) do
  stroke_rectangle [x, y], width, height
  text_box "rectangle scaled from center",
    :at => [x, y - height - 5], :width => width
end
```



Text

This is probably the feature people will use the most. There is no shortage of options when it comes to text. You'll be hard pressed to find a use case that is not covered by one of the text methods and configurable options.

The examples show:

- Text that flows from page to page without the need to start the new pages
- How to use text boxes and place them on specific positions
- What to do when a text box is too small to fit its content
- How to proceed when you want to prevent paragraphs from splitting between pages
- Flowing text in columns
- How to change the text style configuring font, size, alignment and many other settings
- How to style specific portions of a text with inline styling and formatted text
- How to define formatted callbacks to reuse common styling definitions
- How to use the different rendering modes available for the text methods
- How to create your custom text box extensions
- How to use external fonts on your pdfs
- What happens when rendering text in different languages

the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page. This text will flow to the next page.

This text will flow along this bounding box we created for it. This text will flow along this bounding box we created for it. This text will flow along this bounding box we created for it. This text will flow along this bounding box we created for it. This text will flow along this bounding box we created for it. This text will flow along this bounding box we created for it.

Now look what happens when the free flowing text reaches the end of a bounding box that is narrower than the margin box.
.
.
.
.
.
.

----- I told you it would start
on the beginning of this page.

text/positioned_text.rb

Sometimes we want the text on a specific position on the page. The `text` method just won't help us.

There are two other methods for this task: `draw_text` and `text_box`.

`draw_text` is very simple. It will render text starting at the position provided to the `:at` option. It won't flow to a new line even if it hits the document boundaries so it is best suited for short text.

`text_box` gives us much more control over the output. Just provide `:width` and `:height` options and the text will flow accordingly. Even if you don't provide a `:width` option the text will flow to a new line if it reaches right border.

Given that said, `text_box` is the better option available.

```
draw_text "This draw_text line is absolute positioned. However don't " +  
          "expect it to flow even if it hits the document border",  
          :at => [200, 300]
```

```
text_box "This is a text box, you can control where it will flow by " +  
         "specifying the :height and :width options",  
         :at => [100, 250],  
         :height => 100,  
         :width => 100
```

```
text_box "Another text box with no :width option passed, so it will " +  
         "flow to a new line whenever it reaches the right margin. ",  
         :at => [200, 100]
```

This `draw_text` line is absolute positioned. However don't expect it to flow

This is a text box,
you can control
where it will flow
by specifying the
:height and :width
options

Another text box with no `:width` option passed, so it will flow to a
new line whenever it reaches the right margin.

text/text_box_overflow.rb

The `text_box` method accepts both `:width` and `:height` options. So what happens if the text doesn't fit the box?

The default behavior is to truncate the text but this can be changed with the `:overflow` option. Available modes are `:expand` (the box will increase to fit the text) and `:shrink_to_fit` (the text font size will be shrunk to fit).

If `:shrink_to_fit` mode is used with the `:min_font_size` option set. The font size will not be reduced to less than the value provided even if it means truncating some text.

```
string = "This is the sample text used for the text boxes. See how it " +
        "behave with the various overflow options used."
```

```
text string
```

```
y_position = cursor - 20
[:truncate, :expand, :shrink_to_fit].each_with_index do |mode, i|
  text_box string, :at => [i * 150, y_position],
                :width => 100, :height => 50,
                :overflow => mode
end
```

```
string = "If the box is too small for the text, :shrink_to_fit " +
        "can render the text in a really small font size."
```

```
move_down 120
text string
y_position = cursor - 20
[nil, 8, 10, 12].each_with_index do |value, index|
  text_box string, :at => [index * 150, y_position],
                    :width => 50, :height => 50,
                    :overflow => :shrink_to_fit,
                    :min_font_size => value
end
```

This is the sample text used for the text boxes. See how it behave with the various overflow options used.

This is the sample text used for the text boxes. See

This is the sample text used for the text boxes. See how it behave with the various overflow options used.

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If the box is too small for the text, `:shrink_to_fit` can render the text in a really small font size.

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If the box is too small for the text, `:shrink_to_fit` can render

If the box is too small for the text,

If the box is too small for

text/text_box_excess.rb

Whenever the `text_box` method truncates text, this truncated bit is not lost, it is the method return value and we can take advantage of that.

We just need to take some precautions.

This example renders as much of the text as will fit in a larger font inside one `text_box` and then proceeds to render the remaining text in the default size in a second `text_box`.

```
string = "This is the beginning of the text. It will be cut somewhere and " +
         "the rest of the text will procede to be rendered this time by " +
         "calling another method." + " . " * 50

y_position = cursor - 20
excess_text = text_box string,
               :width    => 300,
               :height   => 50,
               :overflow => :truncate,
               :at       => [100, y_position],
               :size     => 18

text_box excess_text,
         :width    => 300,
         :at       => [100, y_position - 50]
```

**This is the beginning of the text. It will
be cut somewhere and the rest of the**

text will procede to be rendered this time by calling
another method.
.

text/group.rb

Sometimes free flowing text might look ugly, specially when a paragraph is split between two pages. Using a positioned text box just to overcome this nuisance is not the right choice.

You probably want to use the `group` method instead. It will try to render the block within the current page. If the content would fall to a new page it just renders everything on the following page. If the block cannot be executed on a single blank page a `CannotGroup` exception will be raised.

So if you can split your text blocks in paragraphs you can have every paragraph contained on a single page.

```
move_cursor_to 80
text "Let's move to the end of the page so that you can see group in action."

group do
  text "This block of text was too big to be rendered on the bottom of the " +
    " previous page. So it was rendered entirely on this new page. " +
    " _ " * 200
end
```

Let's move to the end of the page so that you can see group in action.

This block of text was too big to be rendered on the bottom of the previous page. So it was rendered entirely on this new page.

text/column_box.rb

The `column_box` method allows you to define columns that flow their contents from one section to the next. You can have a number of columns on the page, and only when the last column overflows will a new page be created.

```
text "The Prince", :align => :center, :size => 18
text "Niccolò Machiavelli", :align => :center, :size => 14
move_down 12

column_box([0, cursor], :columns => 2, :width => bounds.width) do
  text((<<-END.gsub(/\s+/, ' ') + "\n\n") * 3)
  All the States and Governments by which men are or ever have been ruled,
  have been and are either Republics or Princedoms. Princedoms are either
  hereditary, in which the sovereignty is derived through an ancient line
  of ancestors, or they are new. New Princedoms are either wholly new, as
  that of Milan to Francesco Sforza; or they are like limbs joined on to
  the hereditary possessions of the Prince who acquires them, as the
  Kingdom of Naples to the dominions of the King of Spain. The States thus
  acquired have either been used to live under a Prince or have been free;
  and he who acquires them does so either by his own arms or by the arms of
  others, and either by good fortune or by merit.
  END
end
```

The Prince

Niccolò Machiavelli

All the States and Governments by which men are or ever have been ruled, have been and are either Republics or Princedoms. Princedoms are either hereditary, in which the sovereignty is derived through an ancient line of ancestors, or they are new. New Princedoms are either wholly new, as that of Milan to Francesco Sforza; or they are like limbs joined on to the hereditary possessions of the Prince who acquires them, as the Kingdom of Naples to the dominions of the King of Spain. The States thus acquired have either been used to live under a Prince or have been free; and he who acquires them does so either by his own arms or by the arms of others, and either by good fortune or by merit.

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text/font.rb

The `font` method can be used in three different ways.

If we don't pass it any arguments it will return the current font being used to render text.

If we just pass it a font name it will use that font for rendering text through the rest of the document.

It can also be used by passing a font name and a block. In this case the specified font will only be used to render text inside the block.

```
text "Let's see which font we are using: #{font.inspect}"

move_down 20
font "Times-Roman"
text "Written in Times."

move_down 20
font("Courier") do
  text "Written in Courier because we are inside the block."
end

move_down 20
text "Written in Times again as we left the previous block."

move_down 20
text "Let's see which font we are using again: #{font.inspect}"

font "Helvetica" # back to normal
```

Let's see which font we are using: Prawn::Font::AFM< Helvetica: 12 >

Written in Times.

Written in Courier because we are inside the block.

Written in Times again as we left the previous block.

Let's see which font we are using again: Prawn::Font::AFM< Times-Roman: 12 >

text/font_size.rb

The `font_size` method works just like the `font` method.

In fact we can even use `font` with the `:size` option to declare which size we want.

Another way to change the font size is by supplying the `:size` option to the text methods

```
text "Let's see which is the current font_size: #{font_size.inspect}"

move_down 10
font_size 16
text "Yeah, something bigger!"

move_down 10
font_size(25) { text "Even bigger!" }

move_down 10
text "Back to 16 again."

move_down 10
text "Single line on 20 using the :size option.", :size => 20

move_down 10
text "Back to 16 once more."

move_down 10
font("Courier", :size => 10) do
  text "Yeah, using Courier 10 courtesy of the font method."
end

font("Helvetica", :size => 12) # back to normal
```

Let's see which is the current `font_size`: 12

Yeah, something bigger!

Even bigger!

Back to 16 again.

Single line on 20 using the `:size` option.

Back to 16 once more.

Yeah, using Courier 10 courtesy of the font method.

text/font_style.rb

Most font families come with some styles other than normal. Most common are `bold`, `italic` and `bold_italic`.

The style can be set the using the `:style` option, with either the `font` method which will set the font and style for rest of the document or until it is changed again; or with the inline text methods.

```
["Courier", "Helvetica", "Times-Roman"].each do |example_font|
  move_down 20

  [:bold, :bold_italic, :italic, :normal].each do |style|
    font example_font, :style => style
    text "I'm writing in #{example_font} (#{style})"
  end
end

move_down 20
font "Helvetica"

text "Normal"
text "Bold",           :style => :bold
text "Bold Italic",   :style => :bold_italic
text "Italic",         :style => :italic
text "Normal"
```

I'm writing in Courier (bold)
I'm writing in Courier (bold_italic)
I'm writing in Courier (italic)
I'm writing in Courier (normal)

I'm writing in Helvetica (bold)
I'm writing in Helvetica (bold_italic)
I'm writing in Helvetica (italic)
I'm writing in Helvetica (normal)

I'm writing in Times-Roman (bold)
I'm writing in Times-Roman (bold_italic)
I'm writing in Times-Roman (italic)
I'm writing in Times-Roman (normal)

Normal
Bold
Bold Italic
Italic
Normal

text/color.rb

The `:color` attribute can give a block of text a default color, in RGB hex format or 4-value CMYK.

```
text "Default color is black"
move_down 25

text "Changed to red", :color => "FF0000"
move_down 25

text "CMYK color", :color => [22, 55, 79, 30]
move_down 25

text "Also works with <color rgb='ff0000'>inline</color> formatting",
      :color => "0000FF", :inline_format => true
```

Default color is black

Changed to red

CMYK color

Also works with inline formatting

text/alignment.rb

Horizontal text alignment can be achieved by supplying the `:align` option to the text methods. Available options are `:left`, `:right`, `:center`, and `:justify`, with `:left` as default.

Vertical text alignment can be achieved using the `:valign` option with the text methods. Available options are `:top`, `:center`, and `:bottom`, with `:top` as default.

Both forms of alignment will be evaluated in the context of the current `bounding_box`.

```
text "This text should be left aligned"
text "This text should be centered",      :align => :center
text "This text should be right aligned", :align => :right

bounding_box([0, 220], :width => 250, :height => 220) do
  text "This text is flowing from the left. " * 4

  move_down 15
  text "This text is flowing from the center. " * 3, :align => :center

  move_down 15
  text "This text is flowing from the right. " * 4, :align => :right

  move_down 15
  text "This text is justified. " * 6, :align => :justify
  transparent(0.5) { stroke_bounds }
end

bounding_box([300, 220], :width => 250, :height => 220) do
  text "This text should be vertically top aligned"
  text "This text should be vertically centered",      :valign => :center
  text "This text should be vertically bottom aligned", :valign => :bottom
  transparent(0.5) { stroke_bounds }
end
```

This text should be left aligned

This text should be centered

This text should be right aligned

This text is flowing from the left. This text is flowing from the left. This text is flowing from the left. This text is flowing from the left.

This text is flowing from the center. This text is flowing from the center. This text is flowing from the center.

This text is flowing from the right. This text is flowing from the right. This text is flowing from the right. This text is flowing from the right.

This text is justified. This text is justified. This text is justified. This text is justified. This text is justified. This text is justified.

This text should be vertically top aligned

This text should be vertically centered

This text should be vertically bottom aligned

text/kerning_and_character_spacing.rb

Kerning is the process of adjusting the spacing between characters in a proportional font. It is usually done with specific letter pairs. We can switch it on and off if it is available with the current font. Just pass a boolean value to the `:kerning` option of the text methods.

Character Spacing is the space between characters. It can be increased or decreased and will have effect on the whole text. Just pass a number to the `:character_spacing` option from the text methods.

```
font_size(30) do
  text_box "With kerning:", :kerning => true, :at => [0, y - 40]
  text_box "Without kerning:", :kerning => false, :at => [0, y - 80]

  text_box "Tomato", :kerning => true, :at => [250, y - 40]
  text_box "Tomato", :kerning => false, :at => [250, y - 80]

  text_box "WAR", :kerning => true, :at => [400, y - 40]
  text_box "WAR", :kerning => false, :at => [400, y - 80]

  text_box "F.", :kerning => true, :at => [500, y - 40]
  text_box "F.", :kerning => false, :at => [500, y - 80]
end

move_down 80

string = "What have you done to the space between the characters?"
[-2, -1, 0, 0.5, 1, 2].each do |spacing|
  move_down 20
  text "#{string} (character_spacing: #{spacing})",
    :character_spacing => spacing
end
```

With kerning:	Tomato	WAR	F.
Without kerning:	Tomato	WAR	F.

What have you done to the space between the characters? (character_spacing: -2)

What have you done to the space between the characters? (character_spacing: -1)

What have you done to the space between the characters? (character_spacing: 0)

What have you done to the space between the characters? (character_spacing: 0.5)

What have you done to the space between the characters? (character_spacing: 1)

What have you done to the space between the characters?
(character_spacing: 2)

text/rotation.rb

Rotating text is best avoided on free flowing text, so this example will only use the `text_box` method as we can have much more control over its output.

To rotate text all we need to do is use the `:rotate` option passing an angle in degrees and an optional `:rotate_around` to indicate the origin of the rotation (the default is `:upper_left`).

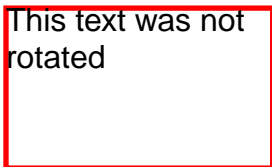
```
width = 100
height = 60
angle = 30
x = 200
y = cursor - 30

stroke_rectangle [0, y], width, height
text_box("This text was not rotated",
         :at => [0, y], :width => width, :height => height)

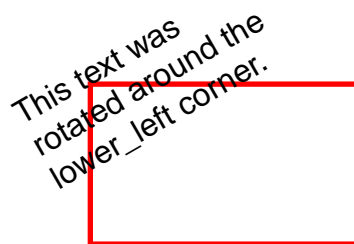
stroke_rectangle [0, y - 100], width, height
text_box("This text was rotated around the center",
         :at => [0, y - 100], :width => width, :height => height,
         :rotate => angle, :rotate_around => :center)

[:lower_left, :upper_left,
 :lower_right, :upper_right].each_with_index do |around, index|

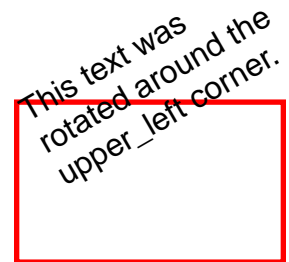
  y = y - 100 if index == 2
  stroke_rectangle [x + (index % 2) * 200, y], width, height
  text_box("This text was rotated around the #{around} corner.",
          :at => [x + (index % 2) * 200, y],
          :width => width,
          :height => height,
          :rotate => angle,
          :rotate_around => around)
end
```



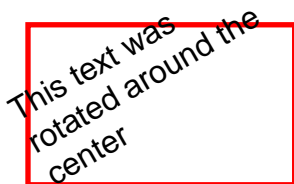
This text was not rotated



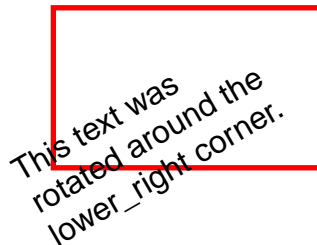
This text was rotated around the lower_left corner.



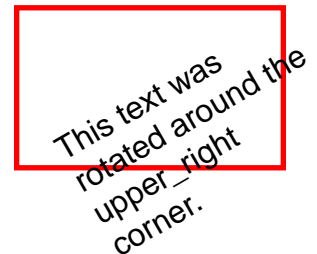
This text was rotated around the upper_left corner.



This text was rotated around the center



This text was rotated around the lower_right corner.



This text was rotated around the upper_right corner.

text/inline.rb

Inline formatting gives you the option to format specific portions of a text. It uses HTML-esque syntax inside the text string. Supported tags are: **b** (bold), *i* (italic), u (underline), ~~strikethrough~~, _{sub} (subscript), ^{sup} (superscript)

The following tags accept specific attributes: `font` accepts `size`, `name`, and `character_spacing`; `color` accepts `rgb` and `cmyk`; `link` accepts `href` for external links and `anchor` for internal links.

```
%w[b i u strikethrough sub sup].each do |tag|
  text "Just your regular text <#{tag}>except this portion</#{tag}> " +
    "is using the #{tag} tag",
    :inline_format => true
  move_down 10
end

text "This <font size='18'>line</font> uses " +
  "<font name='Courier'>all the font tag</font> attributes in " +
  "<font character_spacing='2'>a single line</font>.",
  :inline_format => true
move_down 10

text "Coloring in <color rgb='FF00FF'>both RGB</color> " +
  "<color c='100' m='0' y='0' k='0'>and CMYK</color>",
  :inline_format => true
move_down 10

text "This an external link to the " +
  "<u><link href='http://github.com/sandal/prawn/wiki/'>Prawn wiki" +
  "</link></u> and this is a link to the " +
  "<u><link anchor='Text Reference'>Text Reference</link></u> anchor",
  :inline_format => true
```

Just your regular text **except this portion** is using the `b` tag

Just your regular text *except this portion* is using the `i` tag

Just your regular text except this portion is using the `u` tag

Just your regular text ~~except this portion~~ is using the `strikethrough` tag

Just your regular text _{except this portion} is using the `sub` tag

Just your regular text ^{except this portion} is using the `sup` tag

This **line** uses all the `font` tag attributes in a single line.

Coloring in **both RGB and CMYK**

This an external link to the Prawn wiki and this is a link to the Text Reference anchor

text/formatted_text.rb

There are two other text methods available: `formatted_text` and `formatted_text_box`.

These are useful when the provided text has numerous portions that need to be formatted differently. As you might imply from their names the first should be used for free flowing text just like the `text` method and the last should be used for positioned text just like `text_box`.

The main difference between these methods and the `text` and `text_box` methods is how the text is provided. The `formatted_text` and `formatted_text_box` methods accept an array of hashes. Each hash must provide a `:text` option which is the text string and may provide the following options: `:styles` (an array of `:symbols`), `:size` (the font size), `:character_spacing` (additional space between the characters), `:font` (the name of a registered font), `:color` (the same input accepted by `fill_color` and `stroke_color`), `:link` (an URL to create a link), and `:anchor` (a destination inside the document).

```
formatted_text [ { :text => "Some bold. ", :styles => [:bold] },
                 { :text => "Some italic. ", :styles => [:italic] },
                 { :text => "Bold italic. ", :styles => [:bold, :italic] },
                 { :text => "Bigger Text. ", :size => 20 },
                 { :text => "More spacing. ", :character_spacing => 3 },
                 { :text => "Different Font. ", :font => "Courier" },
                 { :text => "Some coloring. ", :color => "FF00FF" },
                 { :text => "Link to the wiki. ",
                   :color => "0000FF",
                   :link => "https://github.com/sandal/prawn/wiki/" },
                 { :text => "Link to the Text Reference. ",
                   :color => "0000FF",
                   :anchor => "Text Reference" }
               ]

formatted_text_box [ { :text => "Just your regular" },
                    { :text => " text_box ", :font => "Courier" },
                    { :text => "with some additional formatting options " +
                      "added to the mix.",
                      :color => [50, 100, 0, 0],
                      :styles => [:italic] }
                  ], :at => [100, 100], :width => 200, :height => 100
```

Some bold. *Some italic.* ***Bold italic.*** **Bigger Text.** More spacing. Different Font.
Some coloring. [Link to the wiki.](#) [Link to the Text Reference.](#)

Just your regular `text_box` *with some additional formatting options added to the mix.*

text/formatted_callbacks.rb

The `:callback` option is also available for the formatted text methods.

This option accepts an object (or array of objects) on which two methods will be called if defined: `render_behind` and `render_in_front`. They are called before and after rendering the text fragment and are passed the fragment as an argument.

This example defines two new callback classes and provide callback objects for the `formatted_text`

```
class HighlightCallback
  def initialize(options)
    @color = options[:color]
    @document = options[:document]
  end

  def render_behind(fragment)
    original_color = @document.fill_color
    @document.fill_color = @color
    @document.fill_rectangle(fragment.top_left, fragment.width,
                             fragment.height)

    @document.fill_color = original_color
  end
end

class ConnectedBorderCallback
  def initialize(options)
    @radius = options[:radius]
    @document = options[:document]
  end

  def render_in_front(fragment)
    @document.stroke_polygon(fragment.top_left, fragment.top_right,
                             fragment.bottom_right, fragment.bottom_left)

    @document.fill_circle(fragment.top_left, @radius)
    @document.fill_circle(fragment.top_right, @radius)
    @document.fill_circle(fragment.bottom_right, @radius)
    @document.fill_circle(fragment.bottom_left, @radius)
  end
end

highlight = HighlightCallback.new(:color => 'ffff00', :document => self)
border = ConnectedBorderCallback.new(:radius => 2.5, :document => self)

formatted_text [ { :text => "hello", :callback => highlight },
                  { :text => " " },
                  { :text => "world", :callback => border },
                  { :text => " " },
                  { :text => "hello world", :callback => [highlight, border] }
                ], :size => 20
```

hello

world

hello world

text/rendering_and_color.rb

You have already seen how to set the text color using both inline formatting and the `format text` methods. There is another way by using the graphics methods `fill_color` and `stroke_color`.

When reading the graphics reference you learned about fill and stroke. If you haven't read it before, read it now before continuing.

Text can be rendered by being filled (the default mode) or just stroked or both filled and stroked. This can be set using the `text_rendering_mode` method or the `:mode` option on the text methods.

```
fill_color    "00ff00"
stroke_color  "0000ff"

font_size(40) do
  # normal rendering mode: fill
  text "This text is filled with green."
  move_down 20

  # inline rendering mode: stroke
  text "This text is stroked with blue", :mode => :stroke
  move_down 20

  # block rendering mode: fill and stroke
  text_rendering_mode(:fill_stroke) do
    text "This text is filled with green and stroked with blue"
  end
end

reset_drawing_settings
```

This text is filled with green.

This text is stroked with blue

This text is filled with green
and stroked with blue

text/text_box_extensions.rb

We've already seen one way of using text boxes with the `text_box` method. Turns out this method is just a convenience for using the `Prawn::Text::Box` class as it creates a new object and call `render` on it.

Knowing that any extensions we add to `Prawn::Text::Box` will take effect when we use the `text_box` method. To add an extension all we need to do is append the `Prawn::Text::Box.extensions` array with a module.

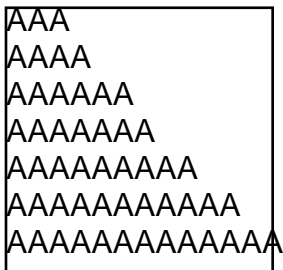
```
module TriangleBox
  def available_width
    height + 25
  end
end

y_position = cursor - 10
width = 100
height = 100

Prawn::Text::Box.extensions << TriangleBox
stroke_rectangle([0, y_position], width, height)
text_box("A" * 100,
         :at => [0, y_position],
         :width => width,
         :height => height)

Prawn::Text::Formatted::Box.extensions << TriangleBox
stroke_rectangle([200, y_position], width, height)
formatted_text_box(:text => "A" * 100, :color => "009900"),
                  :at => [200, y_position],
                  :width => width,
                  :height => height)

# Here we clear the extensions array
Prawn::Text::Box.extensions.clear
Prawn::Text::Formatted::Box.extensions.clear
```



AAA
AAAA
AAAAAA
AAAAAAA
AAAAA
AAAAA
AAAAA



AAA
AAAA
AAAAAA
AAAAAAA
AAAAA
AAAAA
AAAAA

text/single_usage.rb

The PDF format has some built-in font support. If you want to use other fonts in Prawn you need to embed the font file.

Doing this for a single font is extremely simple. Remember the Styling font example? Another use of the `font` method is to provide a font file path and the font will be embedded in the document and set as the current font.

This is reasonable if a font is used only once, but, if a font used several times, providing the path each time it is used becomes cumbersome. The example on the next page shows a better way to deal with fonts which are used several times in a document

```
# Using a TTF font file
font "#{Prawn::BASEDIR}/data/fonts/Chalkboard.ttf" do
  text "Written with the Chalkboard TTF font."
end
move_down 20

text "Written with the default font."
move_down 20

# Using an DFONT font file
font "#{Prawn::BASEDIR}/data/fonts/Action Man.dfont" do
  text "Written with the Action Man DFONT font"
end
move_down 20

text "Written with the default font once more."
```

Written with the Chalkboard TTF font.

Written with the default font.

WRITTEN WITH THE ACTION MAN DFONT FONT

Written with the default font once more.

text/registering_families.rb

Registering font families will help you when you want to use a font over and over or if you would like to take advantage of the `:style` option of the text methods and the `b` and `i` tags when using inline formatting.

To register a font family update the `font_families` hash with the font path for each style you want to use.

```
# Registering a single TTF font
font_families.update("Chalkboard" => {
  :normal => "#{Prawn::BASEDIR}/data/fonts/Chalkboard.ttf"
})

font("Chalkboard") do
  text "Using the Chalkboard font providing only its name to the font method"
end
move_down 20

# Registering a DFONT package
font_path = "#{Prawn::BASEDIR}/data/fonts/Action Man.dfont"
font_families.update("Action Man" => {
  :normal      => { :file => font_path, :font => "ActionMan" },
  :italic      => { :file => font_path, :font => "ActionMan-Italic" },
  :bold        => { :file => font_path, :font => "ActionMan-Bold" },
  :bold_italic => { :file => font_path, :font => "ActionMan-BoldItalic" }
})

font "Action Man"
text "Also using the Action Man by providing only its name"
move_down 20

text "Taking <b>advantage</b> of the <i>inline formatting</i>",
  :inline_format => true
move_down 20

[:bold, :bold_italic, :italic, :normal].each do |style|
  text "Using the #{style} style option.",
    :style => style
  move_down 10
end

font "Helvetica" # Back to normal
```

Using the Chalkboard font providing only its name to the font method

ALSO USING THE ACTION MAN BY PROVIDING ONLY ITS NAME

TAKING ADVANTAGE OF THE INLINE FORMATTING

USING THE BOLD STYLE OPTION.

USING THE BOLD_ITALIC STYLE OPTION.

USING THE ITALIC STYLE OPTION.

USING THE NORMAL STYLE OPTION.

text/utf8.rb

Multilingualization isn't much of a problem on Prawn as its default encoding is UTF-8. The only thing you need to worry about is if the font support the glyphs of your language.

```
text "Take this example, a simple Euro sign:"
text "€", :size => 32
move_down 20

text "Seems ok. Now let's try something more complex:"
text "ΰαλον φαγεῖν δύναμαι· τοῦτο οὔ με βλάπτει."
move_down 20

text "Looks like the current font (#{font.inspect}) doesn't support those."
text "Let's try them with another font."
move_down 20

font("#{Prawn::BASEDIR}/data/fonts/DejaVuSans.ttf") do
  text "ΰαλον φαγεῖν δύναμαι· τοῦτο οὔ με βλάπτει."
  text "There you go."
end
```

Take this example, a simple Euro sign:



Seems ok. Now let's try something more complex:

_____.

Looks like the current font (Prawn::Font::AFM< Helvetica: 12 >) doesn't support those.
Let's try them with another font.

ΰαλον φαγεῖν δύναμαι· τοῦτο οὔ με βλάπτει.
There you go.

text/line_wrapping.rb

Line wrapping happens on white space or hyphens. Soft hyphens can be used to indicate where words can be hyphenated. Non-breaking spaces can be used to display space without allowing for a break.

For writing styles that do not make use of spaces, the zero width space serves to mark word boundaries. Zero width spaces are available only with TTF fonts.

```
text "Hard hyphens:\n" +
  "Slip-sliding away, slip sliding awaaaaay. You know the " +
  "nearer your destination the more you're slip-sliding away."
move_down 20

shy = Prawn::Text::SHY
text "Soft hyphens:\n" +
  "Slip slid#{shy}ing away, slip slid#{shy}ing away. You know the " +
  "nearer your destinat#{shy}ion the more you're slip slid#{shy}ing away."
move_down 20

nbsp = Prawn::Text::NBSP
text "Non-breaking spaces:\n" +
  "Slip#{nbsp}sliding away, slip#{nbsp}sliding awaaaaay. You know the " +
  "nearer your destination the more you're slip#{nbsp}sliding away."
move_down 20

font("#{Prawn::BASEDIR}/data/fonts/gkai00mp.ttf", :size => 16) do
  long_text = "No word boundaries:\n更可怕的是，同质化竞争对手可以按照URL中后面这个ID来
遍历您的DB中的内容，写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事，这样的话，你就非常
被动了。更可怕的是，同质化竞争对手可以按照URL中后面这个ID来遍历您的DB中的内容，写个小爬虫把你的
页面上的关键信息顺次爬下来也不是什么难事，这样的话，你就非常被动了。"
  text long_text
  move_down 20

  zwsp = Prawn::Text::ZWSP
  long_text = "Invisible word boundaries:\n更#{zwsp}可怕的#{zwsp}是，#{zwsp}同质化
#{zwsp}竞争#{zwsp}对#{zwsp}手#{zwsp}可以#{zwsp}按照#{zwsp}URL#{zwsp}中#{zwsp}后面#{zwsp}
这个#{zwsp}ID#{zwsp}来#{zwsp}遍历#{zwsp}您的#{zwsp}DB#{zwsp}中的#{zwsp}内容，#{zws
p}写个#{zwsp}小爬虫#{zwsp}把#{zwsp}你的#{zwsp}页面#{zwsp}上的#{zwsp}关#{zwsp}键#{zwsp}
信#{zwsp}息顺#{zwsp}次#{zwsp}爬#{zwsp}下来#{zwsp}也#{zwsp}不是#{zwsp}什么#{zwsp}难事，
#{zwsp}这样的话，#{zwsp}你#{zwsp}就#{zwsp}非常#{zwsp}被动了。#{zwsp}更#{zwsp}可怕的#{zw
sp}是，#{zwsp}同质化#{zwsp}竞争#{zwsp}对#{zwsp}手#{zwsp}可以#{zwsp}按照#{zwsp}URL#{zws
p}中#{zwsp}后面#{zwsp}这个#{zwsp}ID#{zwsp}来#{zwsp}遍历#{zwsp}您的#{zwsp}DB#{zwsp}中
的#{zwsp}内容，#{zwsp}写个#{zwsp}小爬虫#{zwsp}把#{zwsp}你的#{zwsp}页面#{zwsp}上的#{zwsp}
关#{zwsp}键#{zwsp}信#{zwsp}息顺#{zwsp}次#{zwsp}爬#{zwsp}下来#{zwsp}也#{zwsp}不是#{zw
sp}什么#{zwsp}难事，#{zwsp}这样的话，#{zwsp}你#{zwsp}就#{zwsp}非常#{zwsp}被动了。"
  text long_text

end
```

Hard hyphens:

Slip-sliding away, slip sliding awaaaaay. You know the nearer your destination the more you're slip-sliding away.

Soft hyphens:

Slip sliding away, slip sliding away. You know the nearer your destination the more you're slip sliding away.

Non-breaking spaces:

Slip sliding away, slip sliding awaaaaay. You know the nearer your destination the more you're slip sliding away.

No word boundaries:

更可怕的是，同质化竞争对手可以按照URL中后面这个ID来遍历您的DB中的内容，写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事，这样的话，你就非常被动了。更可怕的是，同质化竞争对手可以按照URL中后面这个ID来遍历您的DB中的内容，写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事，这样的话，你就非常被动了。

Invisible word boundaries:

更可怕的是，同质化竞争对手可以按照URL中后面这个ID来遍历您的DB中的内容，写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事，这样的话，你就非常被动了。更可怕的是，同质化竞争对手可以按照URL中后面这个ID来遍历您的DB中的内容，写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事，这样的话，你就非常被动了。

text/right_to_left_text.rb

Prawn can be used with right-to-left text. The direction can be set document-wide, on particular text, or on a text-box. Setting the direction to `:rtl` automatically changes the default alignment to `:right`

You can even override direction on an individual fragment. The one caveat is that two fragments going against the main direction cannot be placed next to each other without appearing in the wrong order.

```
# set the direction document-wide
self.text_direction = :rtl

font("#{Prawn::BASEDIR}/data/fonts/gkai00mp.ttf", :size => 16) do
  long_text = "写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事"
  text long_text
  move_down 20

  text "You can override the document direction.", :direction => :ltr
  move_down 20

  formatted_text [{ :text => "更可怕的是，同质化竞争对手可以按照" },
                  { :text => "URL", :direction => :ltr },
                  { :text => "中后面这个" },
                  { :text => "ID", :direction => :ltr },
                  { :text => "来遍历您的" },
                  { :text => "DB", :direction => :ltr },
                  { :text => "中的内容，写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事，这样的话，你就非常被动了。" }]
  move_down 20

  formatted_text [{ :text => "更可怕的是，同质化竞争对手可以按照" },
                  { :text => "this", :direction => :ltr },
                  { :text => "won't", :direction => :ltr, :size => 24 },
                  { :text => "work", :direction => :ltr },
                  { :text => "中的内容，写个小爬虫把你的页面上的关键信息顺次爬下来也不是什么难事" }]

# restore left-to-right so the remainder of the manual prints correctly
self.text_direction = :ltr
end
```

虫爬小个写事难么什是不也来下爬次顺息信键关的上面页的你把虫爬小个写
面页的你把虫爬小个写事难么什是不也来下爬次顺息信键关的上面页的你把
小个写事难么什是不也来下爬次顺息信键关的上

You can override the document direction.

内的中DB的您历遍来ID个这面后中URL照按以可手对争竞化质同，是的怕可更
样这，事难么什是不也来下爬次顺息信键关的上面页的你把虫爬小个写，容
。了动被常非就你，话的

爬小个写，容内的中workwon'tthis照按以可手对争竞化质同，是的怕可更
事难么什是不也来下爬次顺息信键关的上面页的你把虫

text/fallback_fonts.rb

Prawn enables the declaration of fallback fonts for those glyphs that may not be present in the desired font. Use the `:fallback_fonts` option with any of the text or text box methods, or set `fallback_fonts` document-wide.

```
file = "#{Prawn::BASEDIR}/data/fonts/gkai00mp.ttf"
font_families["Kai"] = {
  :normal => { :file => file, :font => "Kai" }
}
file = "#{Prawn::BASEDIR}/data/fonts/Action Man.dfont"
font_families["Action Man"] = {
  :normal => { :file => file, :font => "ActionMan" },
}
font("Action Man") do
  text("When fallback fonts are included, each glyph will be rendered using " +
    "the first font that includes the glyph, starting with the current " +
    "font and then moving through the fallback fonts from left to right." +
    "\n\n" +
    "hello f 你好\n再见 f goodbye",
    :fallback_fonts => ["Times-Roman", "Kai"])
end
move_down 20

formatted_text([
  { :text => "Fallback fonts can even override" },
  { :text => "fragment fonts (你好)", :font => "Times-Roman" },
],
:fallback_fonts => ["Times-Roman", "Kai"])
```

WHEN FALLBACK FONTS ARE INCLUDED, EACH GLYPH WILL BE RENDERED USING THE FIRST FONT THAT INCLUDES THE GLYPH, STARTING WITH THE CURRENT FONT AND THEN MOVING THROUGH THE FALLBACK FONTS FROM LEFT TO RIGHT.

HELLO f 你好
再见 f **GOODBYE**

Fallback fonts can even override fragment fonts (你好)

text/win_ansi_charset.rb

Prints a list of all of the glyphs that can be rendered by Adobe's built in fonts, along with their character widths and WinAnsi codes. Be sure to pass these glyphs as UTF-8, and Prawn will transcode them for you.

```
FONT_SIZE = 9.5

x = 0
y = bounds.top

fields = [[20, :right], [8, :left], [12, :center], [30, :right], [8, :left],
          [0, :left]]

font "Helvetica", :size => FONT_SIZE

move_down 30
text "(See next page for WinAnsi table)", :align => :center
start_new_page

Prawn::Encoding::WinAnsi::CHARACTERS.each_with_index do |name, index|
  next if name == ".notdef"
  y -= FONT_SIZE

  if y < FONT_SIZE
    y = bounds.top - FONT_SIZE
    x += 170
  end

  code = "%d." % index
  char = index.chr

  width = 1000 * width_of(char, :size => FONT_SIZE) / FONT_SIZE
  size = "%d" % width

  data = [code, nil, char, size, nil, name]
  dx = x
  fields.zip(data).each do |(total_width, align), field|
    if field
      width = width_of(field, :size => FONT_SIZE)

      case align
      when :left then offset = 0
      when :right then offset = total_width - width
      when :center then offset = (total_width - width)/2
      end

      text_box(field, :at => [dx + offset, y], :skip_encoding => true)
    end

    dx += total_width
  end
end
```

(See next page for WinAnsi table)

32.		278	space	106.	j	222	j	186.	°	365	ordmasculine
33.	!	278	exclam	107.	k	500	k	187.	»	556	guillemotright
34.	"	355	quotedbl	108.	l	222	l	188.	¼	834	onequarter
35.	#	556	numeralsign	109.	m	833	m	189.	½	834	onehalf
36.	\$	556	dollar	110.	n	556	n	190.	¾	834	threequarters
37.	%	889	percent	111.	o	556	o	191.	¿	611	questiondown
38.	&	667	ampersand	112.	p	556	p	192.	À	667	Agrave
39.	'	191	quotesingle	113.	q	556	q	193.	Á	667	Aacute
40.	(333	parenleft	114.	r	333	r	194.	Â	667	Acircumflex
41.)	333	parenright	115.	s	500	s	195.	Ã	667	Atilde
42.	*	389	asterisk	116.	t	278	t	196.	Ä	667	Adieresis
43.	+	584	plus	117.	u	556	u	197.	Å	667	Aring
44.	,	278	comma	118.	v	500	v	198.	Æ	1000	AE
45.	-	333	hyphen	119.	w	722	w	199.	Ç	722	Ccedilla
46.	.	278	period	120.	x	500	x	200.	È	667	Egrave
47.	/	278	slash	121.	y	500	y	201.	É	667	Eacute
48.	0	556	zero	122.	z	500	z	202.	Ê	667	Ecircumflex
49.	1	556	one	123.	{	334	braceleft	203.	Ë	667	Edieresis
50.	2	556	two	124.		259	bar	204.	Ì	278	Igrave
51.	3	556	three	125.	}	334	braceright	205.	Í	278	Iacute
52.	4	556	four	126.	~	584	asciitilde	206.	Î	278	Icircumflex
53.	5	556	five	128.	€	556	Euro	207.	Ï	278	Idieresis
54.	6	556	six	130.	,	222	quotesinglbase	208.	Ð	722	Eth
55.	7	556	seven	131.	ƒ	556	florin	209.	Ñ	722	Ntilde
56.	8	556	eight	132.	„	333	quotedblbase	210.	Ò	778	Ograve
57.	9	556	nine	133.	…	1000	ellipsis	211.	Ó	778	Oacute
58.	:	278	colon	134.	†	556	dagger	212.	Ô	778	Ocircumflex
59.	;	278	semicolon	135.	‡	556	daggerdbl	213.	Õ	778	Otilde
60.	<	584	less	136.	‡	333	circumflex	214.	Ö	778	Odieresis
61.	=	584	equal	137.	‰	1000	perthousand	215.	×	584	multiply
62.	>	584	greater	138.	Š	667	Scaron	216.	Ø	778	Oslash
63.	?	556	question	139.	‹	333	guilsinglleft	217.	Ù	722	Ugrave
64.	@	1015	at	140.	Œ	1000	OE	218.	Ú	722	Uacute
65.	A	667	A	142.	Ž	611	Zcaron	219.	Û	722	Ucircumflex
66.	B	667	B	145.	‘	222	quoteleft	220.	Ü	722	Udieresis
67.	C	722	C	146.	’	222	quoteright	221.	Ý	667	Yacute
68.	D	722	D	147.	“	333	quotedblleft	222.	Þ	667	Thorn
69.	E	667	E	148.	”	333	quotedblright	223.	ß	611	germandbls
70.	F	611	F	149.	•	349	bullet	224.	à	556	agrave
71.	G	778	G	150.	—	556	endash	225.	á	556	aacute
72.	H	722	H	151.	—	1000	emdash	226.	â	556	acircumflex
73.	I	278	I	152.	~	333	tilde	227.	ã	556	atilde
74.	J	500	J	153.	™	1000	trademark	228.	ä	556	adieresis
75.	K	667	K	154.	š	500	scaron	229.	å	556	aring
76.	L	556	L	155.	›	333	guilsinglright	230.	æ	889	ae
77.	M	833	M	156.	œ	944	oe	231.	ç	500	ccedilla
78.	N	722	N	158.	ž	500	zcaron	232.	è	556	egrave
79.	O	778	O	159.	ÿ	500	ydieresis	233.	é	556	eacute
80.	P	667	P	160.		278	space	234.	ê	556	ecircumflex
81.	Q	778	Q	161.	ı	333	exclamdown	235.	ë	556	edieresis
82.	R	722	R	162.	¢	556	cent	236.	ì	278	igrave
83.	S	667	S	163.	£	556	sterling	237.	í	278	iacute
84.	T	611	T	164.	¤	556	currency	238.	î	278	icircumflex
85.	U	722	U	165.	¥	556	yen	239.	ï	278	idieresis
86.	V	667	V	166.	ı	259	brokenbar	240.	ð	556	eth
87.	W	944	W	167.	§	556	section	241.	ñ	556	ntilde
88.	X	667	X	168.	¶	333	dieresis	242.	ò	556	ograve
89.	Y	667	Y	169.	©	737	copyright	243.	ó	556	oacute
90.	Z	611	Z	170.	ª	370	ordfeminine	244.	ô	556	ocircumflex
91.	[278	bracketleft	171.	«	556	guillemotleft	245.	õ	556	otilde
92.	\	278	backslash	172.	¬	584	logicalnot	246.	ö	556	odieresis
93.]	278	bracketright	173.	-	333	hyphen	247.	÷	584	divide
94.	^	469	asciicircum	174.	®	737	registered	248.	ø	611	oslash
95.	~	556	underscore	175.	ˆ	333	macron	249.	ù	556	ugrave
96.	˘	333	grave	176.	˚	400	degree	250.	ú	556	uacute
97.	a	556	a	177.	±	584	plusminus	251.	û	556	ucircumflex
98.	b	556	b	178.	²	333	twosuperior	252.	ü	556	udieresis
99.	c	500	c	179.	³	333	threesuperior	253.	ý	500	yacute
100.	d	556	d	180.	´	333	acute	254.	þ	556	thorn
101.	e	556	e	181.	μ	556	mu	255.	ÿ	500	ydieresis
102.	f	278	f	182.	¶	537	paragraph				
103.	g	556	g	183.	·	278	periodcentered				
104.	h	556	h	184.	ˆ	333	cedilla				
105.	i	222	i	185.	ˆ	333	onesuperior				

Bounding box

Bounding boxes are the basic containers for structuring the content flow. Even being low level building blocks sometimes their simplicity is very welcome.

The examples show:

- How to create bounding boxes with specific dimensions
- How to inspect the current bounding box for its coordinates
- Stretchy bounding boxes
- Nested bounding boxes
- Indent blocks

bounding_box/creation.rb

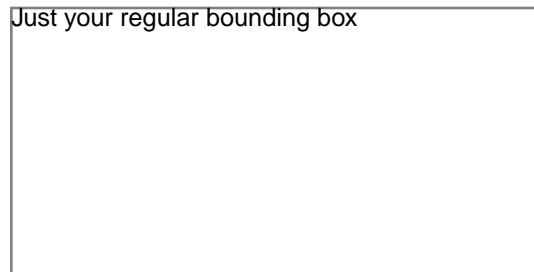
If you've read the basic concepts examples you probably know that the origin of a page is on the bottom left corner and that the content flows from top to bottom.

You also know that a Bounding Box is a structure for helping the content flow.

A bounding box can be created with the `bounding_box` method. Just provide the top left corner, a required `:width` option and an optional `:height`.

```
bounding_box([200, cursor - 100], :width => 200, :height => 100) do
  text "Just your regular bounding box"

  transparent(0.5) { stroke_bounds }
end
```



bounding_box/bounds.rb

The `bounds` method returns the current bounding box. This is useful because the `Prawn::BoundingBox` exposes some nice boundary helpers.

`top`, `bottom`, `left` and `right` methods return the bounding box boundaries relative to its translated origin. `top_left`, `top_right`, `bottom_left` and `bottom_right` return those boundaries pairs inside arrays.

All these methods have an "absolute" version like `absolute_right`. The absolute version also returns the same boundary relative to the page absolute coordinates.

The following snippet shows the boundaries for the margin box side by side with the boundaries for a custom bounding box.

```
def print_coordinates
  text "top: #{bounds.top}"
  text "bottom: #{bounds.bottom}"
  text "left: #{bounds.left}"
  text "right: #{bounds.right}"

  move_down 10

  text "absolute top: #{sprintf "%.2f", bounds.absolute_top}"
  text "absolute bottom: #{sprintf "%.2f", bounds.absolute_bottom}"
  text "absolute left: #{sprintf "%.2f", bounds.absolute_left}"
  text "absolute right: #{sprintf "%.2f", bounds.absolute_right}"
end

text "Margin box bounds:"
move_down 5
print_coordinates

bounding_box([250, cursor + 140], :width => 200, :height => 150) do
  text "This bounding box bounds:"
  move_down 5
  print_coordinates
  transparent(0.5) { stroke_bounds }
end
```

Margin box bounds:
top: 720.0
bottom: 0
left: 0
right: 540.0

absolute top: 756.00
absolute bottom: 36.00
absolute left: 36.00
absolute right: 576.00

This bounding box bounds:

top: 150
bottom: 0
left: 0
right: 200

absolute top: 329.10
absolute bottom: 179.10
absolute left: 286.00
absolute right: 486.00

bounding_box/stretchy.rb

Bounding Boxes accept an optional `:height` parameter. Unless it is provided the bounding box will be stretchy. It will expand the height to fit all content generated inside it.

```
y_position = cursor
bounding_box([0, y_position], :width => 200, :height => 100) do
  text "This bounding box has a height of 100. If this text gets too large " +
    "it will flow to the next page."

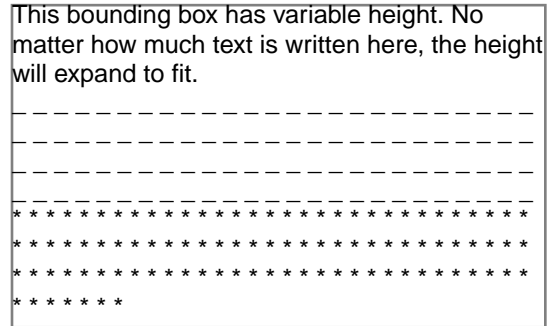
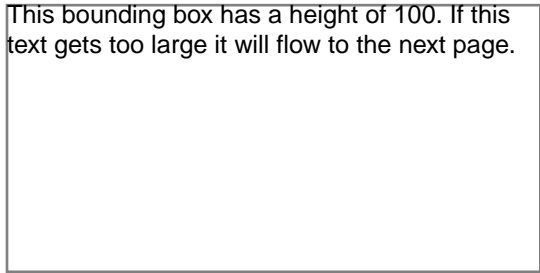
  transparent(0.5) { stroke_bounds }
end

bounding_box([300, y_position], :width => 200) do
  text "This bounding box has variable height. No matter how much text is " +
    "written here, the height will expand to fit."

  text " _" * 100

  text " *" * 100

  transparent(0.5) { stroke_bounds }
end
```



bounding_box/nesting.rb

Normally when we provide the top left corner of a bounding box we express the coordinates are relative to the margin box. This is not the case when we have nested bounding boxes. Once nested the inner bounding box coordinates are relative to the outer bounding box.

This example shows some nested bounding boxes with fixed and stretchy heights. Note how the `cursor` method returns coordinates relative to the current bounding box.

```
def box_content(string)
  text "#{string} height"
  transparent(0.5) { stroke_bounds }
end

gap = 20
bounding_box([50, cursor], :width => 400, :height => 200) do
  box_content("Fixed")

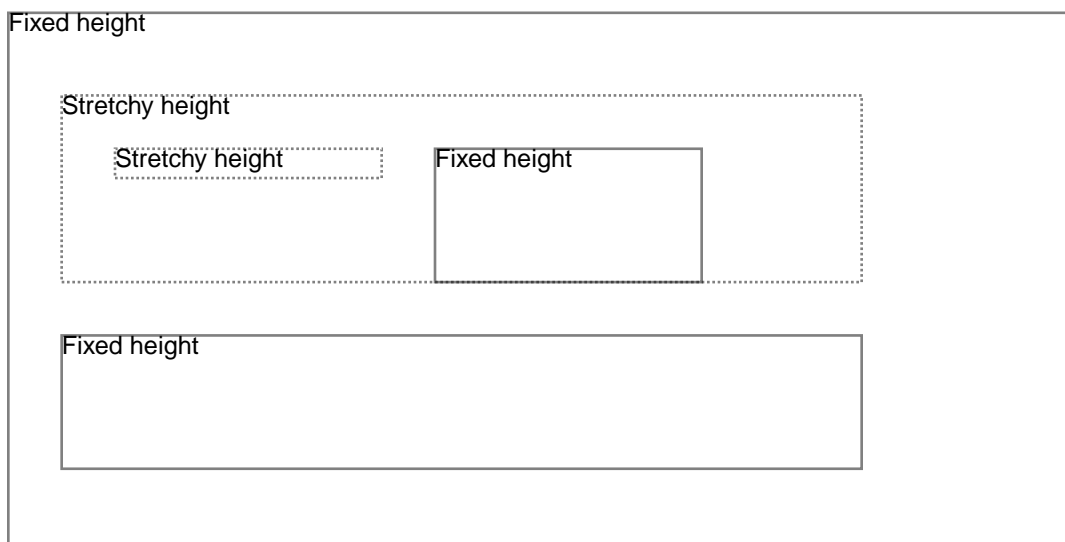
  bounding_box([gap, cursor - gap], :width => 300) do
    text "Stretchy height"

    bounding_box([gap, bounds.top - gap], :width => 100) do
      text "Stretchy height"
      transparent(0.5) { dash(1); stroke_bounds; undash }
    end

    bounding_box([gap * 7, bounds.top - gap], :width => 100, :height => 50) do
      box_content("Fixed")
    end

    transparent(0.5) { dash(1); stroke_bounds; undash }
  end

  bounding_box([gap, cursor - gap], :width => 300, :height => 50) do
    box_content("Fixed")
  end
end
```



bounding_box/indentation.rb

Sometimes you just need to indent a portion of the contents of a bounding box, and using a nested bounding box is just pure overkill. The `indent` method is what you might need.

Just provide a number for it to indent all content generated inside the block.

```
text "No indentation on the margin box."
indent(20) do
  text "Some indentation inside an indent block."
end
move_down 20

bounding_box([50, cursor], :width => 400, :height => cursor) do
  transparent(0.5) { stroke_bounds }

  move_down 10
  text "No indentation inside this bounding box."
  indent(40) do
    text "Inside an indent block. And so is the following line:"

    stroke_horizontal_rule
  end
  move_down 10
  text "No indentation"

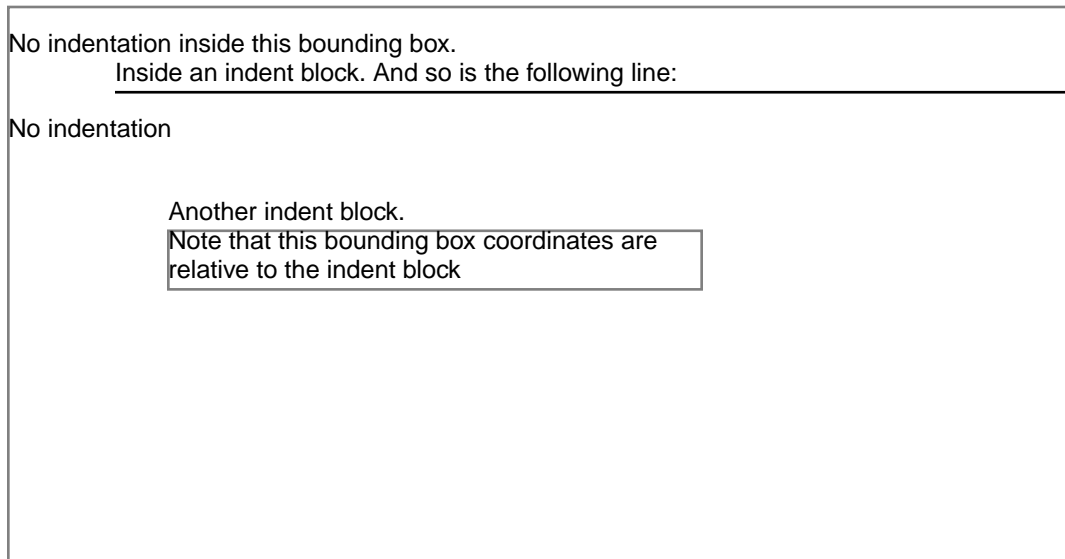
  move_down 20
  indent(60) do
    text "Another indent block."

    bounding_box([0, cursor], :width => 200) do
      text "Note that this bounding box coordinates are relative to the " +
        "indent block"

      transparent(0.5) { stroke_bounds }
    end
  end
end
```

No indentation on the margin box.

Some indentation inside an indent block.



bounding_box/canvas.rb

The origin example already mentions that a new document already comes with a margin box whose bottom left corner is used as the origin for calculating coordinates.

What has not been told is that there is one helper for "bypassing" the margin box: `canvas`. This method is a shortcut for creating a bounding box mapped to the absolute coordinates and evaluating the code inside it.

The following snippet draws a circle on each of the four absolute corners.

```
canvas do
  fill_circle [bounds.left, bounds.top], 30
  fill_circle [bounds.right, bounds.top], 30
  fill_circle [bounds.right, bounds.bottom], 30
  fill_circle [0, 0], 30
end
```

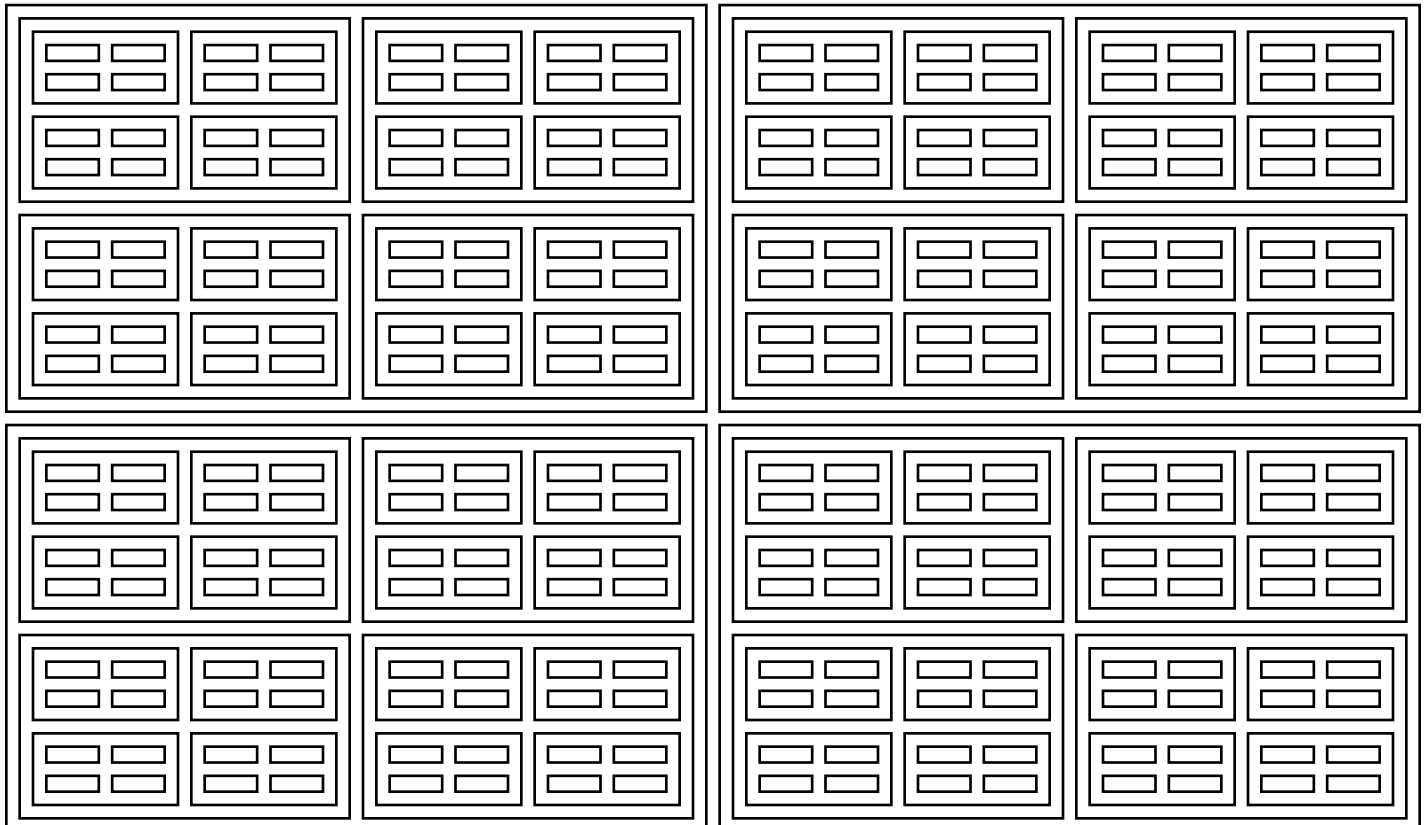
bounding_box/russian_boxes.rb

This example is mostly just for fun, and shows how nested bounding boxes can simplify calculations. See the "Bounding Box" section of the manual for more basic uses.

```
def combine(a1, a2)
  output = []
  a1.each do |i1|
    a2.each do |i2|
      output += [[i1,i2]]
    end
  end
  output
end

def recurse_bounding_box(max_depth=4, depth=1)
  width = (bounds.width-15)/2
  height = (bounds.height-15)/2
  left_top_corners = combine([5, bounds.right-width-5],
                             [bounds.top-5, height+5])
  left_top_corners.each do |lt|
    bounding_box(lt, :width => width, :height => height) do
      stroke_bounds
      recurse_bounding_box(max_depth, depth+1) if depth < max_depth
    end
  end
end

# Set up a bbox from the dashed line to the bottom of the page
bounding_box [0, cursor], :width => bounds.width, :height => cursor do
  recurse_bounding_box
end
```



Layout

Prawn has support for two-dimensional grid based layouts out of the box.

The examples show:

- How to define the document grid
- How to configure the grid rows and columns gutters
- How to create boxes according to the grid

layout/simple_grid.rb

The document grid on Prawn is just a table-like structure with a defined number of rows and columns. There are some helpers to create boxes of content based on the grid coordinates.

`define_grid` accepts the following options which are pretty much self-explanatory: `:rows`, `:columns`, `:gutter`, `:row_gutter`, `:column_gutter`

```
# The grid only need to be defined once, but since all the examples should be
# able to run alone we are repeating it on every example
define_grid(:columns => 5, :rows => 8, :gutter => 10)
text "We defined the grid, roll over to the next page to see its outline"

start_new_page
grid.show_all
```

We defined the grid, roll over to the next page to see its outline

0,0	0,1	0,2	0,3	0,4
1,0	1,1	1,2	1,3	1,4
2,0	2,1	2,2	2,3	2,4
3,0	3,1	3,2	3,3	3,4
4,0	4,1	4,2	4,3	4,4
5,0	5,1	5,2	5,3	5,4
6,0	6,1	6,2	6,3	6,4
7,0	7,1	7,2	7,3	7,4

layout/boxes.rb

After defined the grid is there but nothing happens. To start taking effect we need to use the grid boxes.

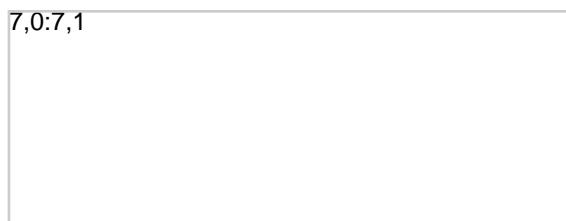
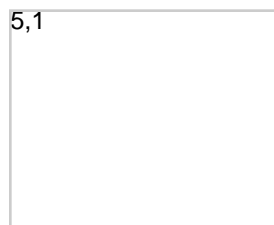
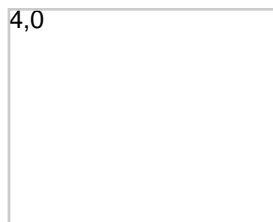
`grid` has three different return values based on the arguments received. With no arguments it will return the grid itself. With integers it will return the grid box at those indices. With two arrays it will return a multi-box spanning the region of the two grid boxes at the arrays indices.

```
# The grid only need to be defined once, but since all the examples should be  
# able to run alone we are repeating it on every example  
define_grid(:columns => 5, :rows => 8, :gutter => 10)
```

```
grid(4,0).show  
grid(5,1).show
```

```
grid([6,2], [7,3]).show
```

```
grid([4,4], [7,4]).show  
grid([7,0], [7,1]).show
```



layout/content.rb

Now that we know how to access the boxes we might as well add some content to them.

This can be done by tapping into the bounding box for a given grid box or multi-box with the `bounding_box` method.

```
# The grid only need to be defined once, but since all the examples should be
# able to run alone we are repeating it on every example
define_grid(:columns => 5, :rows => 8, :gutter => 10)

grid([5,0], [7,1]).bounding_box do
  text "Adding some content to this multi_box.\n" + " _ " * 200
end

grid(6,3).bounding_box do
  text "Just a little snippet here.\n" + " _ " * 10
end
```

Adding some content to this multi_box.

```
-----
-----
-----
-----
-----
-----
-----
-----
-----
-----
```

Just a little snippet
here.

```
-----
-----
```

Table

Prawn comes with table support out of the box. Tables can be styled in whatever way you see fit. The whole table, rows, columns and cells can be styled independently from each other.

The examples show:

- How to create tables
- What content can be placed on tables
- Subtables (or tables within tables)
- How to style the whole table
- How to use initializer blocks to style only specific portions of the table

table/creation.rb

Creating tables with Prawn is fairly easy. There are two methods that will create tables for us `table` and `make_table`.

Both are wrappers that create a new `Prawn::Table` object. The difference is that `table` calls the `draw` method after creating the table and `make_table` only returns the created table, so you have to call the `draw` method yourself.

The most simple table can be created by providing only an array of arrays containing your data where each inner array represents one row.

```
t = make_table([ ["this is the first row"],
                ["this is the second row"] ])

t.draw
move_down 20

table([ ["short", "short", "loooooooooooooooooooooong"],
        ["short", "loooooooooooooooooooooong", "short"],
        ["loooooooooooooooooooooong", "short", "short"] ])
```

this is the first row
this is the second row

short	short	loooooooooooooooooooooong
short	loooooooooooooooooooooong	short
loooooooooooooooooooooong	short	short

table/content_and_subtables.rb

There are four kinds of objects which can be put in table cells:

1. String: produces a text cell (the most common usage)
2. `Prawn::Table::Cell`
3. `Prawn::Table`
4. Array

Whenever a table or an array is provided as a cell, a subtable will be created (a table within a cell).

If you'd like to provide a cell or table directly, the best way is to use the `make_cell` and `make_table` methods as they don't call `draw` on the created object.

```
cell_1 = make_cell(:content => "this row content comes directly ")
cell_2 = make_cell(:content => "from cell objects")

two_dimensional_array = [ ["..."],
                          ["subtable from an array"],
                          ["..."] ]

inner_table = make_table([ ["..."],
                          ["subtable from another table"],
                          ["..."] ])

table([ ["just a regular row", "", "", "blah blah blah"],
        [cell_1, cell_2, "", ""],
        ["", "", two_dimensional_array, ""],
        ["just another regular row", "", "", ""],
        ["", "", inner_table, ""]])
```

just a regular row			blah blah blah
this row content comes directly	from cell objects		
		...	
		subtable from an array	
		...	
just another regular row			
		...	
		subtable from another table	
		...	

This row should be repeated on every new page
...
...
...
...

table/position.rb

The `table()` method accepts a `:position` argument to determine horizontal position of the table within its bounding box. It can be `:left` (the default), `:center`, `:right`, or a number specifying a distance in PDF points from the left side.

```
data = ["The quick brown fox jumped over the lazy dogs." ] * 2

text "Left:"
table data, :position => :left
move_down 10

text "Center:"
table data, :position => :center
move_down 10

text "Right:"
table data, :position => :right
move_down 10

text "100pt:"
table data, :position => 100
```

Left:

The quick brown fox jumped over the lazy dogs.
--

The quick brown fox jumped over the lazy dogs.
--

Center:

The quick brown fox jumped over the lazy dogs.
--

The quick brown fox jumped over the lazy dogs.
--

Right:

The quick brown fox jumped over the lazy dogs.
--

The quick brown fox jumped over the lazy dogs.
--

100pt:

The quick brown fox jumped over the lazy dogs.
--

The quick brown fox jumped over the lazy dogs.
--

table/column_widths.rb

Prawn will make its best attempt to identify the best width for the columns. If the end result isn't good, we can override it with some styling.

Individual column widths can be set with the `:column_widths` option. Just provide an array with the sequential width values for the columns or a hash where each key-value pair represents the column 0-based index and its width.

```
data = [ ["this is not quite as long as the others",  
        "here we have a line that is long but with smaller words",  
        "this is so very loooooooooooooooooooooooooooooooooooooong" ] ]
```

```
text "Prawn trying to guess the column widths"  
table(data)  
move_down 20
```

```
text "Manually setting all the column widths"  
table(data, :column_widths => [100, 200, 240])  
move_down 20
```

```
text "Setting only the last column width"  
table(data, :column_widths => {2 => 240})
```

Prawn trying to guess the column widths

this is not quite as long as the others	here we have a line that is long but with smaller words	this is so very loooooooooooooooooooooooooooooooooooooong
---	---	---

Manually setting all the column widths

this is not quite as long as long as the others	here we have a line that is long but with smaller words	this is so very loooooooooooooooooooooooooooooooooooooong
---	---	---

Setting only the last column width

this is not quite as long as the others	here we have a line that is long but with smaller words	this is so very loooooooooooooooooooooooooooooooooooooong
---	---	---

table/width.rb

The default table width depends on the content provided. It will expand up to the current bounding box width to fit the content. If you want the table to have a fixed width no matter the content you may use the `:width` option to manually set the width.

```
text "Normal width:"
table [%w[A B C]]
move_down 20

text "Fixed width:"
table(%w[A B C], :width => 300)
move_down 20

text "Normal width:"
table(["A", "Blah " * 20, "C"])
move_down 20

text "Fixed width:"
table(["A", "Blah " * 20, "C"], :width => 300)
```

Normal width:

A	B	C
---	---	---

Fixed width:

A	B	C
---	---	---

Normal width:

A	Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah Blah	C
---	---	---

Fixed width:

A	Blah Blah	C
---	---	---

table/cell_dimensions.rb

To style all the table cells you can use the `:cell_style` option with the table methods. It accepts a hash with the cell style options.

Some straightforward options are `width`, `height`, and `padding`. All three accept numeric values to set the property.

`padding` also accepts a four number array that defines the padding in a CSS like syntax setting the top, right, bottom, left sequentially. The default is 5pt for all sides.

```
data = [ ["Look at how the cells will look when styled", "", ""],
         ["They probably won't look the same", "", ""]
       ]

{:width => 160, :height => 50, :padding => 12}.each do |property, value|
  text "Cell's #{property}: #{value}"
  table(data, :cell_style => {property => value})
  move_down 20
end

text "Padding can also be set with an array: [0, 0, 0, 30]"
table(data, :cell_style => {:padding => [0, 0, 0, 30]})
```

Cell's width: 160

Look at how the cells will look when styled		
They probably won't look the same		

Cell's height: 50

Look at how the cells will look when styled		
They probably won't look the same		

Cell's padding: 12

Look at how the cells will look when styled		
They probably won't look the same		

Padding can also be set with an array: [0, 0, 0, 30]

Look at how the cells will look when styled		
They probably won't look the same		

table/cell_borders_and_bg.rb

The `borders` option accepts an array with the border sides that will be drawn. The default is `[:top, :bottom, :left, :right]`.

`border_width` may be set with a numeric value.

Both `border_color` and `background_color` accept an HTML like RGB color string ("FF0000")

```
data = [ ["Look at how the cells will look when styled", "", ""],  
        ["They probably won't look the same", "", ""]  
      ]
```

```
{ :borders => [:top, :left],  
  :border_width => 3,  
  :border_color => "FF0000"}.each do |property, value|
```

```
  text "Cell #{property}: #{value.inspect}"  
  table(data, :cell_style => {property => value})  
  move_down 20
```

```
end
```

```
text "Cell background_color: FFFFCC"  
table(data, :cell_style => {:background_color => "FFFCC"})
```

Cell borders: [:top, :left]

Look at how the cells will look when styled	
They probably won't look the same	

Cell border_width: 3

Look at how the cells will look when styled	
They probably won't look the same	

Cell border_color: "FF0000"

Look at how the cells will look when styled	
They probably won't look the same	

Cell background_color: FFFFCC

Look at how the cells will look when styled	
They probably won't look the same	

table/cell_text.rb

Text cells accept the following options: align, font, font_style, inline_format, kerning, leading, min_font_size, overflow, rotate, rotate_around, single_line, size, text_color, and valign.

Most of these style options are direct translations from the text methods styling options.

```
data = [ ["Look at how the cells will look when styled", "", ""],
         ["They probably won't look the same", "", ""]
       ]

table data, :cell_style => { :font => "Times-Roman", :font_style => :italic }
move_down 20

table data, :cell_style => { :size => 18, :text_color => "346842" }
move_down 20

table [ ["Just <font size='18'>some</font> <b><i>inline</i></b>", "", ""],
        ["<color rgb='FF00FF'>styles</color> being applied here", "", ""]],
      :cell_style => { :inline_format => true }
move_down 20

table [ ["1", "2", "3", "rotate"] ], :cell_style => { :rotate => 30 }
move_down 20

table data, :cell_style => { :overflow => :shrink_to_fit, :min_font_size => 8,
                           :width => 60, :height => 30 }
```

<i>Look at how the cells will look when styled</i>		
<i>They probably won't look the same</i>		

Look at how the cells will look when styled		
They probably won't look the same		

Just some <i>inline</i>		
styles being applied here		

1	2	3	rotate
---	---	---	--------

Look at how the cells will		
They probably won't look the		

table/image_cells.rb





Prawn can insert images into a table. Just pass a hash into `table()` with an `:image` key pointing to the image.

You can pass the `:scale`, `:fit`, `:position`, and `:vposition` arguments in alongside `:image`; these will function just as in `image()`.

The `:image_width` and `:image_height` arguments set the width/height of the image within the cell, as opposed to the `:width` and `:height` arguments, which set the table cell's dimensions.

```
image = "#{Prawn::BASEDIR}/data/images/prawn.png"

table [
  ["Standard image cell",      { :image => image }],
  [":scale => 0.5",           { :image => image, :scale => 0.5 }],
  [":fit => [100, 200]",      { :image => image, :fit => [100, 200] }],
  [":image_height => 50,
   :image_width => 100",     { :image => image, :image_height => 50,
                              :image_width => 100 }],
  [":position => :center",    { :image => image, :position => :center }],
  [":vposition => :center",  { :image => image, :vposition => :center,
                              :height => 200 }],
], :width => bounds.width
```

Standard image cell	
:scale => 0.5	
:fit => [100, 200]	
:image_height => 50, :image_width => 100	

:position => :center



:vposition => :center



table/basic_block.rb

All of the previous styling options we've seen deal with all the table cells at once.

With initializer blocks we may deal with specific cells. A block passed to one of the table methods (`Prawn::Table.new`, `Prawn::Document#table`, `Prawn::Document#make_table`) will be called after cell setup but before layout. This is a very flexible way to specify styling and layout constraints.

Just like the `Prawn::Document.generate` method, the table initializer blocks may be used with and without a block argument.

The table class has three methods that are handy within an initializer block: `cells`, `rows` and `columns`. All three return an instance of `Prawn::Table::Cells` which represents a selection of cells.

`cells` return all the table cells, while `rows` and `columns` accept a number or a range as argument which returns a single row/column or a range of rows/columns respectively. (`rows` and `columns` are also aliased as `row` and `column`)

The `Prawn::Table::Cells` class also defines `rows` and `columns` so they may be chained to narrow the selection of cells.

All of the cell styling options we've seen on previous examples may be set as properties of the selection of cells.

```
data = [ ["Header",          "A " * 5, "B"],
         ["Data row",      "C",      "D " * 5],
         ["Another data row", "E",      "F"] ]

table(data) do
  cells.padding = 12
  cells.borders = []

  row(0).borders = [:bottom]
  row(0).border_width = 2
  row(0).font_style = :bold

  columns(0..1).borders = [:right]

  row(0).columns(0..1).borders = [:bottom, :right]
end
```

Header	A A A A A	B
Data row	C	D D D D D
Another data row	E	F

table/filtering.rb

Another way to reduce the number of cells is to `filter` the table.

`filter` is just like `Enumerable#select`. Pass is a block and it will iterate through the cells returning a new `Prawn::Table::Cells` instance containing only those cells for which the block was not false.

```
data = [ ["Item", "Jan Sales", "Feb Sales"],  
         ["Oven", 17, 89],  
         ["Fridge", 62, 30],  
         ["Microwave", 71, 47]  
       ]
```

```
table(data) do  
  values = cells.columns(1..-1).rows(1..-1)
```

```
  bad_sales = values.filter do |cell|  
    cell.content.to_i < 40  
  end
```

```
  bad_sales.background_color = "FFAAAA"
```

```
  good_sales = values.filter do |cell|  
    cell.content.to_i > 70  
  end
```

```
  good_sales.background_color = "AAFFAA"  
end
```

Item	Jan Sales	Feb Sales
Oven	17	89
Fridge	62	30
Microwave	71	47

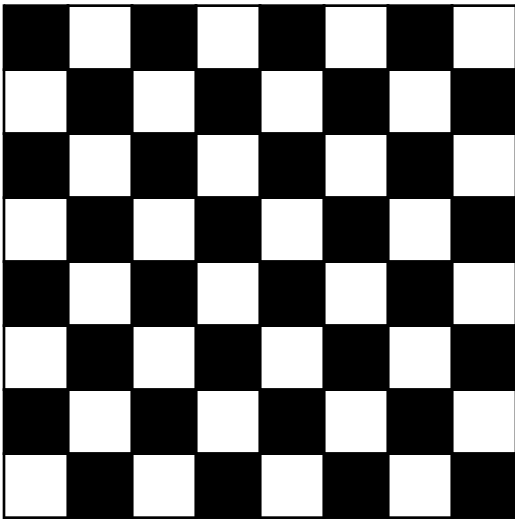
table/style.rb

We've seen how to apply styles to a selection of cells by setting the individual properties. Another option is to use the `style` method

`style` lets us define multiple properties at once with a hash. It also accepts a block that will be called for each cell and can be used for some complex styling.

```
table [[""] * 8] * 8 do
  cells.style(:width => 24, :height => 24)

  cells.style do |c|
    c.background_color = ((c.row + c.column) % 2).zero? ? '000000' : 'ffffff'
  end
end
```



Images

Embedding images on PDF documents is fairly easy. Prawn supports both JPG and PNG images.

The examples show:

- How to add an image to a page
- How place the image on a specific position
- How to configure the image dimensions by setting the width and height or by using scaling it

images/plain_image.rb

To embed images onto your PDF file use the `image` method. It accepts the file path of the image to be loaded and some optional arguments.

If only the image path is provided the image will be rendered starting on the cursor position. No manipulation is done with the image even if it doesn't fit entirely on the page like the following snippet.

```
text "The image will go right below this line of text."  
image "#{Prawn::BASEDIR}/data/images/pigs.jpg"
```

The image will go right below this line of text.



images/absolute_position.rb

One of the options that the `image` method accepts is `:at`. If you've read some of the graphics examples you are probably already familiar with it. Just provide it the upper-left corner where you want the image placed.

While sometimes useful this option won't be practical. Notice that the cursor won't be moved after the image is rendered and there is nothing forbidding the text to overlap with the image.

```
y_position = cursor
text "The image won't go below this line of text."

image "#{Prawn::BASEDIR}/data/images/fractal.jpg", :at => [200, y_position]

text "And this line of text will go just below the previous one."
```

The image won't go below this line of text.
And this line of text will go just below the previous one.



images/horizontal.rb

The image may be positioned relatively to the current bounding box. The horizontal position may be set with the `:position` option.

It may be `:left`, `:center`, `:right` or a number representing an x-offset from the left boundary.

```
bounding_box([50, cursor], :width => 400, :height => 450) do
  stroke_bounds

  [:left, :center, :right].each do |position|
    text "Image aligned to the #{position}."
    image "#{Prawn::BASEDIR}/data/images/stef.jpg", :position => position
  end

  text "The next image has a 50 point offset from the left boundary"
  image "#{Prawn::BASEDIR}/data/images/stef.jpg", :position => 50
end
```

Image aligned to the left.



Image aligned to the center.



Image aligned to the right.



The next image has a 50 point offset from the left boundary



images/vertical.rb

To set the vertical position of an image use the `:vposition` option.

It may be `:top`, `:center`, `:bottom` or a number representing the y-offset from the top boundary.

```
bounding_box([0, cursor], :width => 500, :height => 450) do
  stroke_bounds

  [:top, :center, :bottom].each do |vposition|
    text "Image vertically aligned to the #{vposition}.", :valign => vposition
    image "#{Prawn::BASEDIR}/data/images/stef.jpg", :position => 250,
                                                    :vposition => vposition
  end

  text_box "The next image has a 100 point offset from the top boundary",
           :at => [bounds.width - 110, bounds.top - 10], :width => 100
  image "#{Prawn::BASEDIR}/data/images/stef.jpg", :position => :right,
                                                    :vposition => 100
end
```

Image vertically aligned to the top.



The next image has a 100 point offset from the top boundary



Image vertically aligned to the center.



Image vertically aligned to the bottom.

images/width_and_height.rb

The image size can be set with the `:width` and `:height` options.

If only one of those is provided, the image will be scaled proportionally. When both are provided, the image will be stretched to fit the dimensions without maintaining the aspect ratio.

```
text "Scale by setting only the width"
image "#{Prawn::BASEDIR}/data/images/pigs.jpg", :width => 150
move_down 10

text "Scale by setting only the height"
image "#{Prawn::BASEDIR}/data/images/pigs.jpg", :height => 100
move_down 10

text "Stretch to fit the width and height provided"
image "#{Prawn::BASEDIR}/data/images/pigs.jpg", :width => 500, :height => 100
```

Scale by setting only the width



Scale by setting only the height



Stretch to fit the width and height provided



images/scale.rb

To scale an image use the `:scale` option.

It scales the image proportionally given the provided value.

```
text "Normal size"
image "#{Prawn::BASEDIR}/data/images/stef.jpg"
move_down 10

text "Scaled to 50%"
image "#{Prawn::BASEDIR}/data/images/stef.jpg", :scale => 0.5
move_down 10

text "Scaled to 200%"
image "#{Prawn::BASEDIR}/data/images/stef.jpg", :scale => 2
```

Normal size



Scaled to 50%



Scaled to 200%



images/fit.rb

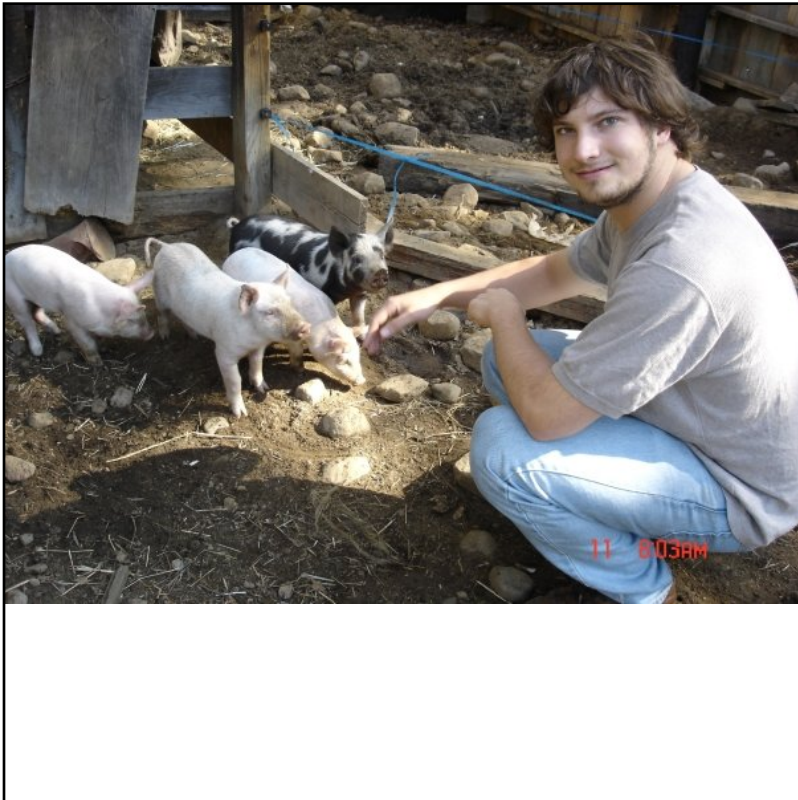
:fit option is useful when you want the image to have the maximum size within a container preserving the aspect ratio without overlapping.

Just provide the container width and height pair.

```
size = 300

text "Using the fit option"
bounding_box([0, cursor], :width => size, :height => size) do
  image "#{Prawn::BASEDIR}/data/images/pigs.jpg", :fit => [size, size]
  stroke_bounds
end
```

Using the fit option



Document and page options

So far we've already seen how to create new documents and start new pages. This chapter expands on the previous examples by showing the options available. Some of the options are only available when creating new documents.

The examples show:

- How to configure page size
- How to configure page margins
- How to use a background image
- How to add metadata to the generated PDF

document_and_page_options/page_size.rb

Prawn comes with support for most of the common page sizes so you'll only need to provide specific values if your intended format is not supported. To see a list with all supported sizes take a look at:
https://github.com/sandal/prawn/blob/master/lib/prawn/document/page_geometry.rb

To define the size use `:page_size` when creating new documents and `:size` when starting new pages. The default page size for new documents is LETTER (612.00 x 792.00).

You may also define the orientation of the page to be either portrait (default) or landscape. Use `:page_layout` when creating new documents and `:layout` when starting new pages.

```
Prawn::Document.generate("page_size.pdf",
                          :page_size => "EXECUTIVE",
                          :page_layout => :landscape
) do
  text "EXECUTIVE landscape page."

  custom_size = [275, 326]

  ["A4", "TABLOID", "B7", custom_size].each do |size|
    start_new_page(:size => size, :layout => :portrait)
    text "#{size} portrait page."

    start_new_page(:size => size, :layout => :landscape)
    text "#{size} landscape page."
  end
end
```

document_and_page_options/page_margins.rb

The default margin for pages is 0.5 inch but you can change that with the `:margin` option or if you'd like to have different margins you can use the `:left_margin`, `:right_margin`, `:top_margin`, `:bottom_margin` options.

These options are available both for starting new pages and creating new documents.

```
Prawn::Document.generate("page_margins.pdf",
                          :margin => 100
) do
  text "100 pts margins."
  stroke_bounds

  start_new_page(:left_margin => 300)
  text "300 pts margin on the left."
  stroke_bounds

  start_new_page(:top_margin => 300)
  text "300 pts margin both on the top and on the left. Notice that whenever " +
      "you set an option for a new page it will remain the default for the " +
      "following pages."
  stroke_bounds

  start_new_page(:margin => 50)
  text "50 pts margins. Using the margin option will reset previous specific " +
      "calls to left, right, top and bottom margins."
  stroke_bounds

  start_new_page(:margin => [50, 100, 150, 200])
  text "There is also the shorthand CSS like syntax used here."
  stroke_bounds
end
```

document_and_page_options/background.rb

Pass an image path to the `:background` option and it will be used as the background for all pages. This option can only be used on document creation.

```
img = "#{Prawn::BASEDIR}/data/images/letterhead.jpg"

Prawn::Document.generate("background.pdf",
                        :background => img,
                        :margin => 100
) do
  text "My report caption", :size => 18, :align => :right

  move_down font.height * 2

  text "Here is my text explaining this report. " * 20,
       :size => 12, :align => :left, :leading => 2

  move_down font.height

  text "I'm using a soft background. " * 40,
       :size => 12, :align => :left, :leading => 2
end
```

document_and_page_options/metadata.rb

To set the document metadata just pass a hash to the `:info` option when creating new documents.

```
Prawn::Document.generate("metadata.pdf",
  :info => {
    :Title => "My title",
    :Author => "John Doe",
    :Subject => "My Subject",
    :Keywords => "test metadata ruby pdf dry",
    :Creator => "ACME Soft App",
    :Producer => "Prawn",
    :CreationDate => Time.now,
    :Grok => "Test Property"
  }) do

  text "This is a test of setting metadata properties via the info option."
  text "It allows one to specify non standard properties like 'Grok'."
end
```

Outline

The outline of a PDF document is the table of contents tab you see to the right or left of your PDF viewer.

The examples include:

- How to define sections and pages
- How to insert sections and/or pages to a previously defined outline structure

outline/sections_and_pages.rb

The document outline tree is the set of links used to navigate through the various document sections and pages.

To define the document outline we first use the `outline` method to lazily instantiate an outline object. Then we use the `define` method with a block to start the outline tree.

The basic methods for creating outline nodes are `section` and `page`. The only difference between the two is that `page` doesn't accept a block and will only create leaf nodes while `section` accepts a block to create nested nodes.

`section` accepts the title of the section and two options: `:destination` - a page number to link and `:closed` - a boolean value that defines if the nested outline nodes are shown when the document is open (defaults to true).

`page` is very similar to `section`. It requires a `:title` option to be set and accepts a `:destination`.

`section` and `page` may also be used without the `define` method but they will need to instantiate the `outline` object every time.

```
# First we create 10 pages just to have something to link to
(1..10).each do |index|
  text "Page #{index}"
  start_new_page
end

outline.define do
  section("Section 1", :destination => 1) do
    page :title => "Page 2", :destination => 2
    page :title => "Page 3", :destination => 3
  end

  section("Section 2", :destination => 4) do
    page :title => "Page 5", :destination => 5

    section("Subsection 2.1", :destination => 6, :closed => true) do
      page :title => "Page 7", :destination => 7
    end
  end
end

# Outside of the define block
outline.section "Section 3", :destination => 8 do
  outline.page :title => "Page 9", :destination => 9
end

outline.page :title => "Page 10", :destination => 10

# Section and Pages without links. While a section without a link may be
# useful to group some pages, a page without a link is useless
outline.update do # update is an alias to define
  section("Section without link") do
    page :title => "Page without link"
  end
end
```

outline/add_subsection_to.rb

We have already seen how to define an outline tree sequentially.

If you'd like to add nodes to the middle of an outline tree the `add_subsection_to` may help you.

It allows you to insert sections to the outline tree at any point. Just provide the `title` of the parent section, the `position` you want the new subsection to be inserted `:first` or `:last` (defaults to `:last`) and a block to declare the subsection.

The `add_subsection_to` block doesn't necessarily create new sections, it may also create new pages.

If the parent title provided is the title of a page. The page will be converted into a section to receive the subsection created.

```
# First we create 10 pages and some default outline
(1..10).each do |index|
  text "Page #{index}"
  start_new_page
end

outline.define do
  section("Section 1", :destination => 1) do
    page :title => "Page 2", :destination => 2
    page :title => "Page 3", :destination => 3
  end
end

# Now we will start adding nodes to the previous outline
outline.add_subsection_to("Section 1", :first) do
  outline.section("Added later - first position") do
    outline.page :title => "Page 4", :destination => 4
    outline.page :title => "Page 5", :destination => 5
  end
end

outline.add_subsection_to("Section 1") do
  outline.page :title => "Added later - last position",
    :destination => 6
end

outline.add_subsection_to("Added later - first position") do
  outline.page :title => "Another page added later",
    :destination => 7
end

# The title provided is for a page which will be converted into a section
outline.add_subsection_to("Page 3") do
  outline.page :title => "Last page added",
    :destination => 8
end
```

outline/insert_section_after.rb

Another way to insert nodes into an existing outline is the `insert_section_after` method.

It accepts the title of the node that the new section will go after and a block declaring the new section.

As is the case with `add_subsection_to` the section added doesn't need to be a section, it may be just a page.

```
# First we create 10 pages and some default outline
(1..10).each do |index|
  text "Page #{index}"
  start_new_page
end

outline.define do
  section("Section 1", :destination => 1) do
    page :title => "Page 2", :destination => 2
    page :title => "Page 3", :destination => 3
  end
end

# Now we will start adding nodes to the previous outline
outline.insert_section_after("Page 2") do
  outline.section("Section after Page 2") do
    outline.page :title => "Page 4", :destination => 4
  end
end

outline.insert_section_after("Section 1") do
  outline.section("Section after Section 1") do
    outline.page :title => "Page 5", :destination => 5
  end
end

# Adding just a page
outline.insert_section_after("Page 3") do
  outline.page :title => "Page after Page 3", :destination => 6
end
```

Repeatable content

Prawn offers two ways to handle repeatable content blocks. Repeater is useful for content that gets repeated at well defined intervals while Stamp is more appropriate if you need better control of when to repeat it.

There is also one very specific helper for numbering pages.

The examples show:

- How to repeat content on several pages with a single invocation
- How to create a new Stamp
- How to "stamp" the content block on the page
- How to number the document pages with one simple call

repeatable_content/repeater.rb

The `repeat` method is quite versatile when it comes to define the intervals at which the content block should repeat.

The interval may be a symbol (`:all`, `:odd`, `:even`), an array listing the pages, a range or a `Proc` that receives the page number as an argument and should return true if the content is to be repeated on the given page.

You may also pass an option `:dynamic` to reevaluate the code block on every call which is useful when the content changes based on the page number.

It is also important to say that no matter where you define the repeater it will be applied to all matching pages.

```
repeat :all do
  draw_text "All pages", :at => bounds.top_left
end

repeat :odd do
  draw_text "Only odd pages", :at => [0,0]
end

repeat :even do
  draw_text "Only even pages", :at => [0,0]
end

repeat [1,3,7] do
  draw_text "Only on pages 1, 3 and 7", :at => [100,0]
end

repeat 2..4 do
  draw_text "From the 2nd to the 4th page", :at => [300,0]
end

repeat(lambda { |pg| pg % 3 == 0 }) do
  draw_text "Every third page", :at => [250, 20]
end

repeat(:all, :dynamic => true) do
  draw_text page_number, :at => [500, 0]
end

10.times do
  start_new_page
  draw_text "A wonderful page", :at => [400,400]
end
```

repeatable_content/stamp.rb

Stamps should be used when you have content that will be included multiple times in a document. Its advantages over creating the content anew each time are:

1. Faster document creation
2. Smaller final document
3. Faster display on subsequent displays of the repeated element because the viewer application can cache the rendered results

The `create_stamp` method does just what it says. Pass it a block with the content that should be generated and the stamp will be created.

There are two methods to render the stamp on a page `stamp` and `stamp_at`. The first will render the stamp as is while the second accepts a point to serve as an offset to the stamp content.

```
create_stamp("approved") do
  rotate(30, :origin => [-5, -5]) do
    stroke_color "FF3333"
    stroke_ellipse [0, 0], 29, 15
    stroke_color "000000"

    fill_color "993333"
    font("Times-Roman") do
      draw_text "Approved", :at => [-23, -3]
    end
    fill_color "000000"
  end
end

stamp "approved"

stamp_at "approved", [200, 200]
```



repeatable_content/page_numbering.rb

The `number_pages` method is a simple way to number the pages of your document. It should be called towards the end of the document since pages created after the call won't be numbered.

It accepts a string and a hash of options:

`start_count_at` is the value from which to start numbering pages

`total_pages` If provided, will replace `total` with the value given. Useful for overriding the total number of pages when using the `start_count_at` option.

`page_filter`, which is one of: `:all`, `:odd`, `:even`, an array, a range, or a Proc that receives the page number as an argument and should return true if the page number should be printed on that page.

`color` which accepts the same values as `fill_color`

As well as any option accepted by `text_box`

```
text "This is the first page!"
```

```
10.times do
  start_new_page
  text "Here comes yet another page."
end
```

```
string = "page <page> of <total>"
# Green page numbers 1 to 7
options = { :at => [bounds.right - 150, 0],
           :width => 150,
           :align => :right,
           :page_filter => (1..7),
           :start_count_at => 1,
           :color => "007700" }
number_pages string, options
```

```
# Gray page numbers from 8 on up
options[:page_filter] = lambda{ |pg| pg > 7}
options[:start_count_at] = 8
options[:color] = "333333"
number_pages string, options
```

```
start_new_page
text "See. This page isn't numbered and doesn't count towards the total."
```

Templates

Templates let you embed other PDF documents inside the current one.

The examples show:

- How to load the whole content from another PDF
- How to load single pages from another PDF

templates/full_template.rb

You may load another PDF while creating a new one. Just pass the loaded PDF filename to the `:template` option when creating/generating the new PDF.

The provided PDF will be loaded and the its first page will be set as the current page. If you'd like to resume the document you may take advantage of two helpers: `page_count` and `go_to_page`.

```
filename = "#{Prawn::BASEDIR}/data/pdfs/multipage_template.pdf"

Prawn::Example.generate("full_template.pdf", :template => filename) do
  go_to_page(page_count)

  start_new_page

  text "Previous pages and content imported.", :align => :center
  text "This page and content is brand new.", :align => :center
end
```

templates/page_template.rb

If you only need to load some pages from another PDF, you can accomplish it with the `start_new_page` method. You may pass it a `:template` option with the path for an existing pdf and a `:template_page` option to specify which page to load.

The following example loads some pages from an existing PDF. If we don't specify the `:template_page` option, the first page of the template PDF will be loaded. That's what happens on the first load below. Then we load a page by specifying the `:template_page` option and then we do it again this time adding some content to the loaded page.

```
text "Please scan the next 3 pages to see the page templates in action."
move_down 10
text "You also might want to look at the pdf used as a template: "
url = "https://github.com/sandal/prawn/raw/master/data/pdfs/form.pdf"
formatted_text [{:text => url, :link => url}]

filename = "#{Prawn::BASEDIR}/data/pdfs/form.pdf"
start_new_page(:template => filename)

start_new_page(:template => filename, :template_page => 2)

start_new_page(:template => filename, :template_page => 2)

fill_color "FF8888"

text_box "John Doe", :at => [75, cursor-75]
text_box "john@doe.com", :at => [75, cursor-105]
text_box "John Doe inc", :at => [75, cursor-135]
text_box "You didn't think I'd tell, did you?", :at => [75, cursor-165]

fill_color "000000"
```

Please scan the next 3 pages to see the page templates in action.

You also might want to look at the pdf used as a template:
<https://github.com/sandal/prawn/raw/master/data/pdfs/form.pdf>



Please fill in the form below so we can contact you:

Name

Email

Company

Phone

Please fill in the form below so we can contact you:

Name

John Doe

Email

john@doe.com

Company

John Doe inc

Phone

You didn't think I'd tell, did you?

Security

Security lets you control who can read the document by defining a password.

The examples include:

- How to encrypt the document without the need for a password
- How to configure the regular user permissions
- How to require a password for the regular user
- How to set a owner password that bypass the document permissions

