



The `freehk` package

2047 freehk

Abstract

This package provides people shaped pgf-shapes to be used in `TikZ` pictures. This is based on `tikzpeople` package by Nils Fleischhacker. Hence, it is a package but not a `TikZ` library.

1 Introduction

This package is to remember freedom fighters in Hong Kong.

1.1 Installation

The installation is similar to that for `tikzpeople`. It is adapted to this package as below.

To install the package just drop the `freehkesty` file and all the shape files, i.e. `freehk.shape.<shapename>.sty`, somewhere `LATEX` can find them. You might for example put them in your local `texmf` tree at `~/texmf/tex/latex/freehk/`.

Alternatively simply drop all the files into the folder where your main `.tex` file resides.¹

2 Usage

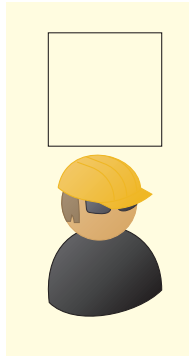
To use the `freehk` shapes, just write `\usepackage{freehk}` somewhere in the preamble of your document.

2.1 Available Shapes

Below is also adapted from `tikzpeople` documentation.

¹Do not use a subfolder. While you can refer to the package itself in a hackish way using a relative path, `LATEX` won't be able to find the shape files.

Once the package is loaded, any of the defined shapes can be used as the shape of any TikZ node just like any other predefined shape.

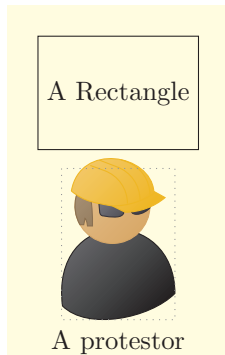


```
\node[draw,rectangle,minimum size=1.5cm] at (0,2) {};  
\node[protestor,minimum size=1.5cm] at (0,0) {};
```

However, it should be noted that in many respects the nodes behave quite differently from standard node shapes.

First, the nodes are drawn and filled, whether **draw** and **fill** are specified or not, because – quite frankly – if you do not want to draw the node, then the **freeh** are quite useless to you.

Another area where the behavior might be unexpected to the experienced TikZ user is concerning the node text.



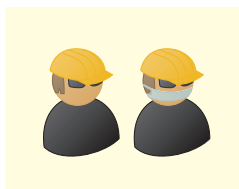
```
\node[draw,rectangle,minimum size=1.5cm] at (0,2) {A  
Rectangle};  
\node[protestor,minimum size=1.5cm] (B) at (0,0) {A  
protestor};  
\draw[gray,dotted] (B.north west) rectangle (B.south  
east);
```

The text appears below the actual node, not within and the width of the text influence neither the drawn shape nor any of the border anchors. The reason for this is that in the intended usecase, the node text – if present at all – is simply a label and is not supposed to influence the size or behavior of the node.

2.2 The Available Shapes

There are two basic shapes: **protestor** and **hkpolice**.

protestor The **protestor** is on black bloc and wears a yellow hat.



```
\node[protestor,minimum size=1cm,xshift=-1.2cm]{};
\node[protestor,masked,minimum size=1cm] {};
```

hkpolice The hkpolice has a white badge without number.

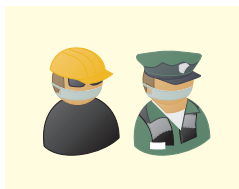


```
\node[hkpolice,minimum size=1cm,xshift=-1.2cm]{};
\node[hkpolice,masked,minimum size=1cm] {};
```

2.3 General Node Options

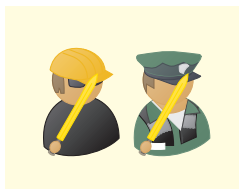
Most of the options in freehk can be used to influence the appearance.

masked The masked option add a mask to face.



```
\node[protestor,masked,minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,masked,minimum size=1cm]{};
```

umbrella The umbrella option add an umbrella.



```
\node[protestor,umbrella,minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,umbrella,minimum size=1cm]{};
```

sign The sign option add a sign.



```
\node[protestor,sign,minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,sign,minimum size=1cm]{};
```

The default signpost is number 5. To change the number, we need to use the option signpost.

signpost The signpost option add a sign with custom text.

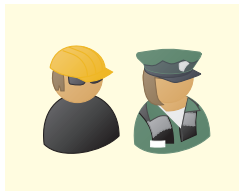


```
\node[protestor,sign,signpost={HK},minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,sign,signpost={HK},minimum
size=1cm]{};
```

2.4 General Node Options from tikzpeople

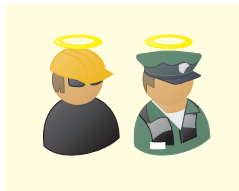
We can use most of the options in `tikzpeople` to influence the appearance.

female The `female` option changes the hair style from male to female.



```
\node[protestor,minimum size=1cm,xshift=-1.2cm]{};
\node[hkpolice,female,minimum size=1cm]{};
```

good The `good` option is supposed to make nodes look extraordinarily good. For most `tikzpeople` this is accomplished by adding a halo.



```
\node[protestor,good,minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,good,minimum size=1cm]{};
```

evil The `evil` option is supposed to make nodes look more evil than usual. This is accomplished by adding horns and a goatee.



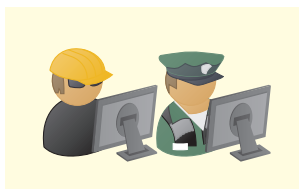
```
\node[protestor,evil,minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,evil,minimum size=1cm]{};
```

The color of the horns is controlled with the `horns` key.
mirrored The `mirrored` option makes nodes face to the left instead of the right.



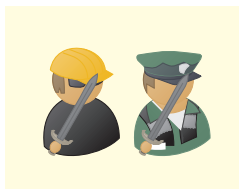
```
\node[protestor,mirrored,minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,mirrored,minimum size=1cm]{};
```

monitor The `monitor` option draws a monitor in front of the node.



```
\node[protestor,monitor,minimum
size=1cm,xshift=-1.5cm]{};
\node[hkpolice,monitor,minimum size=1cm]{};
```

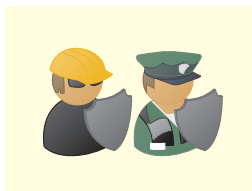
sword The sword option gives the node a sword.



```
\node[protestor,sword,minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,sword,minimum size=1cm]{};
```

This could be useful to symbolize that a party is attacking or defending something and combines well with the **shield** option. The colors of the sword are controlled using the keys **swordblade**, **swordguard**, **swordpommel**, and **swordgrip**.

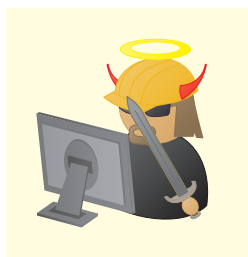
shield The shield option gives the node a shield.



```
\node[protestor,shield,minimum
size=1cm,xshift=-1.2cm]{};
\node[hkpolice,shield,minimum size=1cm]{};
```

This could be useful to symbolize that a party is defending something and combines well with the **sword** option. The colors of the shield are controlled using the keys **shieldmid**, **shielddedge**, and **shieldrivets**.

All of these options can be arbitrarily combined.



```
\node[protestor,evil,female,good,mirrored,
monitor,mask,umbrella,sword,minimum
size=1.5cm]{};
```

2.5 Color Options

As in **tikzpeople**, almost all the colors can be specified separately.

For example, we can have an elderly protestor:



```
\node[protestor, shirt=black, hair=gray, minimum
size=1.5cm]{};
```

See appendix for further color options.

2.6 Anchors

Anchor is the same as `tikzpeople`. What is worth repeating here is is the `mouth` anchor. In conjunction with TikZ's callout shapes this anchor allows to easily depict talking freeh.



```
\node[name=a,shape=protestor,sign,minimum
size=1cm,xshift=-1.25cm] {};
\node[name=b,shape=hkpolice,minimum
size=1cm,mirrored,xshift=1.25cm] {};
\node[ellipse callout, draw,yshift= 1.0cm,
callout absolute pointer={(a.mouth)},
font=\tiny] {5 demands!};
\node[ellipse callout, draw, yshift=-.3cm,
callout absolute pointer={(b.mouth)},
font=\tiny] {What?};
```

Appendix A Color Options

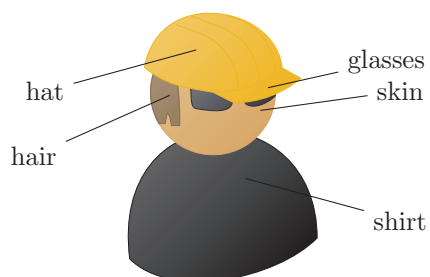


Figure 1: The available color-keys for `protestor` freehk.

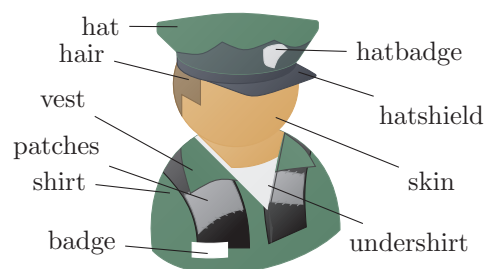


Figure 2: The available color-keys for `hkpolice` freehk.