

ReportLab - PDF Processing with Python

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The Reportlab PDF Toolkit started life in the year 2000 by a company called "Reportlab Inc.". Reportlab is now owned by "ReportLab Europe Ltd". They produce the open source version of Reportlab. The Reportlab toolkit is actually the foundation of their commercial product, **Report Markup Language** which is available in their **Reportlab PLUS** package. This book is focused on the open source version of Reportlab. The Reportlab PDF Toolkit allows you to create in Adobe's Portable Document Format (PDF) quickly and efficiently in the Python programming language. Reportlab is the defacto method of generating PDFs in Python. You can also use Reportlab to create charts and graphics in bimap and vector formats in addition to PDF. Reportlab is known for its ability to generate a PDF fast. In fact, Wikipedia chose Reportlab as their tool of choice for generating PDFs of their content. Anytime you click the "Download as PDF" link on the left side of a Wikipedia page, it uses Python and Reportlab to create the PDF!

In this book, you will learn how to use Reportlab to create PDFs too. This book will be split into three sections. We will be covering the following topics in the first section:

- The canvas
- Drawing
- Working with fonts
- PLATYPUS
- Paragraphs
- Tables
- Other Flowables
- Graphics
- and More!

In the second section, we will learn about data processing. The idea here is to take in several different data formats and turn them into PDFs. For example, it is quite common to receive data in XML or JSON. But learning how to take that information and turn it into a report is something that isn't covered very often. You will learn how to do that here. In the process we will discover how to make multipage documents with paragraphs and tables that flow across the pages correctly.

The last section of the book will cover some of the other libraries you might need when working with PDFs with Python. In this section we will learn about the following:

- PyPDF2
- pdfminer
- PyFPDF

About the Author

You may be wondering about who I am and why I might be knowledgeable enough about Python to write about it, so I thought I'd give you a little information about myself. I started programming in Python in the Spring of 2006 for a job. My first assignment was to port Windows login scripts from Kixtart to Python. My second project was to port VBA code (basically a GUI on top of Microsoft Office products) to Python, which is how I first got started in wxPython. I've been using Python ever since, doing a variation of backend programming and desktop front end user interfaces as well as automated tests.

I realized that one way for me to remember how to do certain things in Python was to write about them and that's how my Python blog came about: http://www.blog.pythonlibrary.org/. As I wrote, I would receive feedback from my readers and I ended up expanding the blog to include tips, tutorials, Python news, and Python book reviews. I work regularly with Packt Publishing as a technical reviewer, which means that I get to try to check for errors in the books before they're published. I also have written for the Developer Zone (DZone) and i-programmer websites as well as the Python Software Foundation. In November 2013, DZone published The Essential Core Python Cheat Sheet that I co-authored. I have also self-published the following books:

- Python 101 June 2014
- Python 201: Intermediate Python Sept. 2016
- wxPython Cookbook Dec. 2016

Conventions

As with most technical books, this one includes a few conventions that you need to be aware of. New topics and terminology will be in **bold**. You will also see some examples that look like the following:

```
>>> myString = "Welcome to Python!"
```

The >>> is a Python prompt symbol. You will see this in the Python **interpreter** and in **IDLE**. Other code examples will be shown in a similar manner, but without the >>>. Most of the book will be done creating examples in regular Python files, so you won't be seeing the Python prompt symbol all that often.

Setting up & Activating a Virtual Environment

If you don't want to add ReportLab into your system's Python installation, then you can use a virtual environment. In Python 2.x - 3.2, you would need to install a package called **virtualenv** to create a virtual environment for Python. The idea is that it will create a folder with a copy of Python and pip.

You activate the virtual environment, run the virtual pip and install whatever you need to. Python 3.3 added a module to Python called **venv** that does the same thing as the virtualenv package, for the most part.

Here are some links on how all that works:

- https://docs.python.org/3/library/venv.html (Python 3 only)
- https://pypi.python.org/pypi/virtualenv (Python 2 and 3)

When you are using a Python Virtual Environment, you will need to first activate it. Activation of a virtual environment is like starting a virtual machine up in VirtualBox or VMWare, except that in this case, it's just a Python Virtual Environment instead of an entire operating system.

Creating a virtual sandbox with the virtualenv package is quite easy. On Mac and Linux, all you need to do is the following in your terminal or command prompt:

virtualenv FOLDER NAME

To activate a virtual environment on Linux or Mac, you just need to change directories to your newly created folder. Inside that folder should be another folder called **bin** along with a few other folders and a file or two. Now you can run the following command:

source bin/activate

On Windows, things are slightly different. To create a virtual environment, you will probably need to use the full path to virtualenv:

c:\Python27\Scripts\virtualenv.exe

You should still change directories into your new folder, but instead of **bin**, there will be a **Scripts** folder that can run **activate** out of:

Scripts\activate

Once activated, you can install any other 3rd party Python package.

Note: It is recommended that you install all 3rd party packages, such as ReportLab or Pillow, in a Python Virtual Environment or a user folder. This prevents you from installing a lot of cruft in your system Python installation.

I would also like to mention that **pip** supports a **–user** flag that tells it to install the package just for the current user if the platform supports it. There is also an **–update** flag (or just **-U**) that you an use to update a package. You can use this flag as follows:

```
python -m pip install PACKAGE_NAME --upgrade
```

While you can also use pip install PACKAGE_NAME, it is now becoming a recommended practice to use the python -m approach. What this does differently is that it uses whatever Python is on your path and installs to that Python version. The -m flag tells Python to load or run a module which in this case is pip. This can be important when you have multiple versions of Python installed and you don't know which version of Python pip itself will install to. Thus, by using the python -m pip approach, you know that it will install to the Python that is mapped to your "python" command.

Now let's learn what we need to install to get ReportLab working!

Dependencies

You will need the Python language installed on your maching to use ReportLab. Python is pre-installed on Mac OS and most Linux distribututions. Reportlab 3 works with both Python 2.7 and Python 3.3+. You can get Python at https://www.python.org/. They have detailed instructions for installing and configuring Python as well as building Python should you need to do so.

ReportLab depends on the Python Imaging Library for adding images to PDFs. The Python Imaging Library itself hasn't been maintained in years, but you can use the Pillow (https://pillow.readthedocs.io/en/latest/) package instead. Pillow is a fork of the Python Imaging Library that supports Python 2 and Python 3 and has lots of new enhancements that the original package didn't have. You can install it with pip as well:

```
python -m pip install pillow
```

You may need to run **pip** as root or Administer depending on where your Python is installed or if you are installing to a virtualenv. You may find that you enjoy Pillow so much that you want to install it in your system Python in addition to your virtual environment.

We are ready to move on and learn how to install ReportLab!

Installation

Reportlab 3 works with both Python 2.7 and Python 3.3+. This book will be focusing on using Python 3 and ReportLab 3.x, but you can install ReportLab 3 the same way in both versions of Python using pip:

```
python -m pip install reportlab
```

If you are using an older version of Python such as Python 2.6 or less, then you will need to use ReportLab 2.x. These older versions of ReportLab have *.exe installers for Windows or a tarball for other operating systems. If you happen to run a ReportLab exe installer, it will install to Python's system environment and not your virtual environment.

If you run into issues installing ReportLab, please go to their website and read the documentation on the subject at https://www.reportlab.com/

Now you should be ready to use ReportLab!

Configuration

ReportLab supports a few options that you can configure globally on your machine or server. This configuration file can be found in the following file: **reportlab/rl_settings.py** (ex. C:\PythonXX\Lib\site-packages\reportlab). There are a few dozen options that are commented in the source. Here's a sampling:

- verbose A range of integer values that can be used to control diagnostic output
- **shapeChecking** Defaults to 1. Set to 0 to turn off most error checking in ReportLab's graphics modules
- defaultEncoding WinAnsiEncoding (default) or MacRomanEncoding
- defaultPageSize A4 is the default, but you can change it to something else, such as letter or legal
- pageCompression What compression level to use. The documentation doesn't say what values can be used though
- showBoundary Defaults to 0, but can be set to 1 to get boundary lines drawn
- T1SearchPath A Python list of strings that are paths to T1Font fonts
- TTFSearchPath A Python list of strings that are paths to TrueType fonts

As I said, there are a lot of other settings that you can modify in that Python script. I highly recommend opening it up and reading through the various options to see if there's anything that you will need to modify for your environment. In fact, you can do so in your Python interpreter by doing the following:

```
>>> from reportlab import rl_settings
>>> rl_settings.verbose
0
>>> rl_settings.shapeChecking
1
```

You can now easily check out each of the settings in an interactive manner.

Reader Feedback

I welcome your feedback. If you'd like to let me know what you thought of this book, you can send comments to the following email address:

comments@pythonlibrary.org

Errata

I try my best not to publish errors in my writings, but it happens from time to time. If you happen to see an error in this book, feel free to let me know by emailing me at the following:

errata@pythonlibrary.org

Code Examples

Code from the book can be downloaded from Github at the following address:

• https://github.com/driscollis/reportlabbookcode

Here's an alternate shortlink to the above as well:

• http://bit.ly/2nc7sbP

Now, let's get started!

Chapter 1 - Getting Started with Reportlab

ReportLab is a very powerful library. With a little effort, you can make pretty much any layout that you can think of. I have used it to replicate many complex page layouts over the years. In this chapter we will be learning how to use ReportLab's **pdfgen** package. You will discover how to do the following:

- Draw text
- Learn about fonts and text colors
- Creating a text object
- Draw lines
- Draw various shapes

The pdfgen package is very low level. You will be drawing or "painting" on a canvas to create your PDF. The canvas gets imported from the pdfgen package. When you go to paint on your canvas, you will need to specify X/Y coordinates that tell ReportLab where to start painting. The default is (0,0) whose origin is at the lowest left corner of the page. Many desktop user interface kits, such as wxPython, Tkinter, etc, also have this concept. You can place buttons absolutely in many of these kits using X/Y coordinates as well. This allows for very precise placement of the elements that you are adding to the page.

The other item that I need to make mention of is that when you are positioning an item in a PDF, you are positioning by the number of **points** you are from the origin. It's points, not pixels or millimeters or inches. Points! Let's take a look at how many points are on a letter sized page:

```
>>> from reportlab.lib.pagesizes import letter
>>> letter
(612.0, 792.0)
```

Here we learn that a letter is 612 points wide and 792 points high. Let's find out how many points are in an inch and a millimeter, respectively: