

## Creating source cards manual

1. Crop and create a sub image from the table to use it as a **reference image.png** to set GAME\_POSITION constant (x,y)

```
find_game_reference_point_from_image_file("reference image.png")
```

*#This function will return GAME\_POSITION constant (x,y)*

2. Find the other card coordinates in accordance with GAME\_POSITION constant.



- Set all 15 cards regions (5 table cards + 10 cards of mine if table is 5 player) inside ***crop\_raw\_card\_image()*** function at ***create\_source\_cards\_images.py*** module.

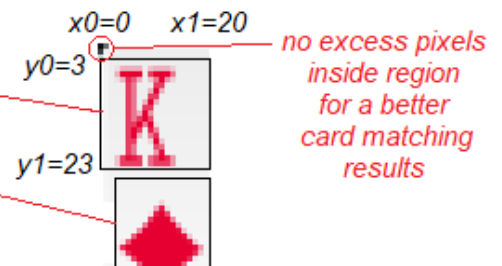
**width** **height**

```
my_1th_card_region = { 1:(GAME_POSITION[0]+369, GAME_POSITION[1]+391, 10, 30) ,
                       2:(GAME_POSITION[0]+115, GAME_POSITION[1]+393, 10, 30) ,
                       3:(GAME_POSITION[0]-140, GAME_POSITION[1]+390, 10, 30) ,
                       4:(GAME_POSITION[0]-171, GAME_POSITION[1]+85, 10, 30) ,
                       5:(GAME_POSITION[0]+399, GAME_POSITION[1]+85, 10, 30) }
my_2th_card_region = { 1:(GAME_POSITION[0]+388, GAME_POSITION[1]+391, 10, 30) ,
                       2:(GAME_POSITION[0]+133, GAME_POSITION[1]+393, 10, 30) ,
                       3:(GAME_POSITION[0]-122, GAME_POSITION[1]+390, 10, 30) ,
                       4:(GAME_POSITION[0]-152, GAME_POSITION[1]+85, 10, 30) ,
                       5:(GAME_POSITION[0]+418, GAME_POSITION[1]+85, 10, 30) }
table_card_region = { 1:(GAME_POSITION[0]-38, GAME_POSITION[1]+215, 20, 40) ,
                     2:(GAME_POSITION[0]+25, GAME_POSITION[1]+215, 20, 40) ,
                     3:(GAME_POSITION[0]+87, GAME_POSITION[1]+215, 20, 40) ,
                     4:(GAME_POSITION[0]+150, GAME_POSITION[1]+215, 20, 40) ,
                     5:(GAME_POSITION[0]+212, GAME_POSITION[1]+215, 20, 40) }
```

- Set these coordinate as global constants at the beginning of ***create\_source\_cards\_images.py*** module like below to crop suit and value from a card. (suit and value coordinates of table cards may differ from my cards, because the table card sizes may differ from my card sizes.)

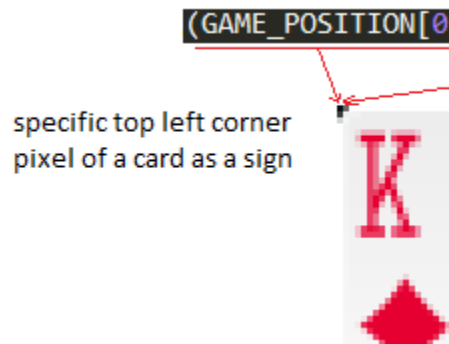
***(y0,y1,x0,x1)***

```
TABLE_CARD_VALUE_COORDINATE=(3,23,0,20)
TABLE_CARD_SUIT_COORDINATE=(25,40,3,20)
MY_CARD_VALUE_COORDINATE=(3,23,0,20)
MY_CARD_SUIT_COORDINATE=(25,40,3,20)
```



### Notes:

1. Use specific top left corner pixel of a card as a sign to find and set similar card regions.



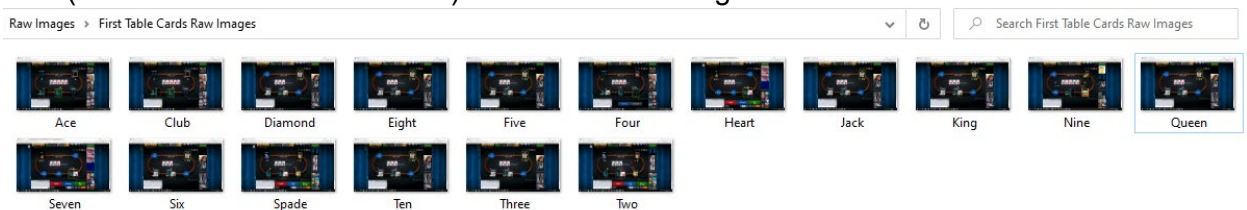
2. Set top left corner of table card regions to the same height from game position reference point.

```
table_card_region = { 1:(GAME_POSITION[0]-38, GAME_POSITION[1]+215, 20, 40) ,  
                      2:(GAME_POSITION[0]+25, GAME_POSITION[1]+215, 20, 40) ,  
                      3:(GAME_POSITION[0]+87, GAME_POSITION[1]+215, 20, 40) ,  
                      4:(GAME_POSITION[0]+150, GAME_POSITION[1]+215, 20, 40) ,  
                      5:(GAME_POSITION[0]+212, GAME_POSITION[1]+215, 20, 40) }
```

*All the same height*



5. Fill 'Raw Images/First Table Cards Raw Images' and 'Raw Images/My First Cards From First Seat Raw Images' directories with 17 Sample cards .png images for each(13 value cards + 4 suit cards). And name the images like below:



In directory: **Raw Images/First Table Cards Raw Images**



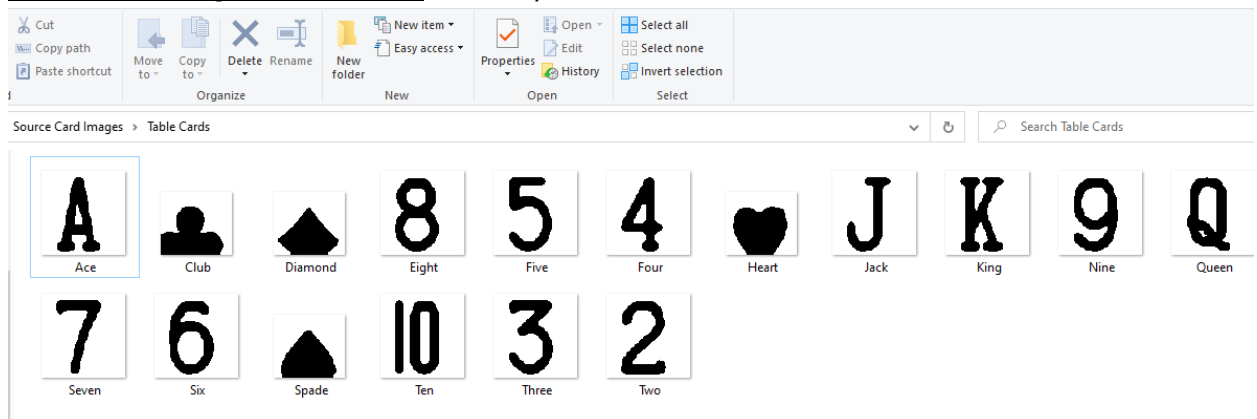
ACE.PNG



DIAMOND.PNG

- As the last step Run **main()** function at **create\_source\_cards\_images.py** module, to create source cards Images.

**'Source Card Images\Table Cards'** directory should looks like below:



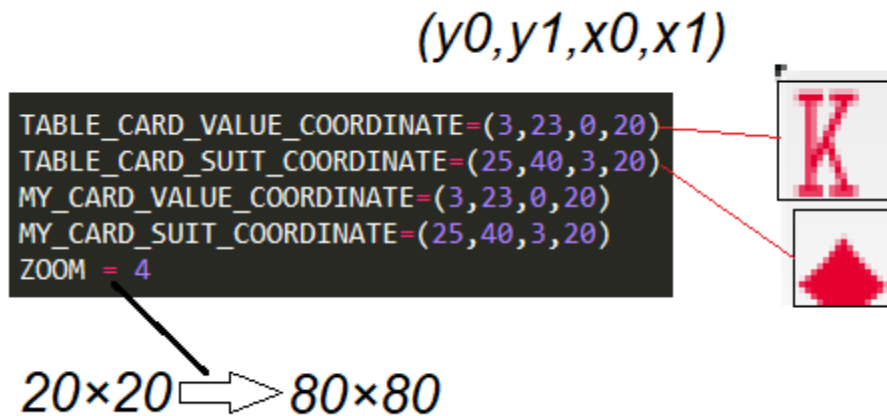
The source cards images are resized  $\times 4$ , gray scaled, suit and values are cropped separately, and changed by threshold effect.

# Prerequisite for testing read\_card.py module

## 1.

1.1. Set these global constants at the beginning of `create_source_cards_images.py` and `match_card.py` modules the same:

`TABLE_CARD_VALUE_COORDINATE, TABLE_CARD_SUIT_COORDINATE,`  
`MY_CARD_VALUE_COORDINATE, MY_CARD_SUIT_COORDINATE, ZOOM`



1.2. Functions they are used in:

`create_source_cards_images.create_source_cards()`

and `match_card.pre_process_query_image()`

## 2.

2.1. Set these constants the same between `create_source_cards_images.py` and `read_cards.py`:

*my\_1th\_card\_region, my\_2th\_card\_region, and table\_card\_region*

width height

```
my_1th_card_region = { 1:(GAME_POSITION[0]+369, GAME_POSITION[1]+391, 10, 30) ,
                        2:(GAME_POSITION[0]+115, GAME_POSITION[1]+393, 10, 30) ,
                        3:(GAME_POSITION[0]-140, GAME_POSITION[1]+390, 10, 30) ,
                        4:(GAME_POSITION[0]-171, GAME_POSITION[1]+85, 10, 30) ,
                        5:(GAME_POSITION[0]+399, GAME_POSITION[1]+85, 10, 30) }
my_2th_card_region = { 1:(GAME_POSITION[0]+388, GAME_POSITION[1]+391, 10, 30) ,
                        2:(GAME_POSITION[0]+133, GAME_POSITION[1]+393, 10, 30) ,
                        3:(GAME_POSITION[0]-122, GAME_POSITION[1]+390, 10, 30) ,
                        4:(GAME_POSITION[0]-152, GAME_POSITION[1]+85, 10, 30) ,
                        5:(GAME_POSITION[0]+418, GAME_POSITION[1]+85, 10, 30) }
table_card_region = { 1:(GAME_POSITION[0]-38, GAME_POSITION[1]+215, 20, 40) ,
                      2:(GAME_POSITION[0]+25, GAME_POSITION[1]+215, 20, 40) ,
                      3:(GAME_POSITION[0]+87, GAME_POSITION[1]+215, 20, 40) ,
                      4:(GAME_POSITION[0]+150, GAME_POSITION[1]+215, 20, 40) ,
                      5:(GAME_POSITION[0]+212, GAME_POSITION[1]+215, 20, 40) }
```

2.2. Functions they are used in:

*create\_source\_cards\_images.crop\_raw\_card\_image()*

and *read\_card.download\_my\_card()* *read\_card.download\_table\_card()*