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Export html canvas to pdf

A very real canvas, not to be confused with the type of digital. (Image Source: Jackson Art) Let's say you say you created a web application that uses an HTML canvas to dynamically make something automatically or based on the user's entry. Great! You did an adorable thing and you brought some razzle-glare to the cold glow of your user's browser window. Now, let's say you like that user (if logged in) to be able to do it save that canvas on your profile for the display later, to save it to the anonymous application database, or to save it on your computer as a image file . This is exactly where the method It has two parameters: the type indicates the file format you like canvas to save as, by default, a png.encoderoptions is a number between 0 and 1, indicating the image quality for lossy file formats Like JPEG or WebP. The default value is 0.92, used if no value is inserted. The remarkable feature of the .tatatarar () method is that it does not export a canvas directly as an image file as we have more familiarity with them, but rather as the URL of the data, as the name suggests. Data URL, in the context of a ' Image, it is essentially the binary data of a file code encoded in Base64, to be displayed as a ASCII string. It is right, this means that you can represent an image like this: the most adorable example I could find a ASCII string like this: note: this is a real URL of the data. Really.pretty wild, right? This could be a common knowledge of those well paid in the history of binary data transferred on the internet, but it is a surprise when you see it for the first time. It is also the way image files are sent by e-mail as attachments and how images are often transferred and stored in databases worldwide. Proposed, what is trying to do with our application! A In the context, we use an application that a friend developer and I worked in our bootcamp at the beginning of this year. We have developed an application called Fractal Zone, an interactive site that allows users to insert different rules and values sets and generate fractal designs in real time on a canvas. Crunchy stuff! Yes, we are crazy scientists. We knew we wanted these canvas projects persisted in our back-end database on tracks, but necessary to understand a way to do it. We were using PostGreSQL, and we knew we could not save the image files directly in the database. Once again, it arrives .TataRL () at the Rescue. In our database scheme, we set a parameter for a fractal saved as the type of the type (an extra-large string), with the image name: this allows us to save our canvas as an image coding it as a string on the front-end. We are doing it in a method that called a button rescue event, like: and all that there is everything there is what there is. What has been done is: in state, grasped the main canvas under the currentcanvas.put variable a listener for a click event on a selection button on a save button under the canvas that calls the savefractal function () When activated. Activated. The CurrentCanvas and assigned to another dataurl variable. Dataumle can be used on our back-end server with the image parameter, persisting the image in our database. Now, if we look at our database the rendered as Json through Chrome, we can see this data URL in its RAW form: this is just a small fraction of the total string. The URL of the data is actually so great that overloads JSON formatting extensions, so I would recommend not to serialize it during development when other parameters must be tested. Now we have successfully canvas in ours Back-end as PNG represented as a PNG ASCII string. But what happens if we want to make it on our application? Thanks to the data URL format technically being a URL, it's easy to work with any other URL for an HTML.Back HTML.Back tag image our front-end, we can recover data for a fractal saved from the database, assign the data URL to a variable image, and make it on the page in a tab like this: And voila! Now we have exported, persevered, recovered and made an HTML5 canvas as an image, all thanks to .toDataURL(). A final point to cover, and one that could be even more useful than saving a canvas to a database, is the ability to export directly and save a canvas as an image to a user's hard drive. Here we will use the same concept, but we bring it out slightly differently. Essentially what we are doing here on our front-end is creating an Export link (a tag , although it can be defined as a button) with a download attribute and a temporary HREF attribute, and adding a listener who calls a function with two actions: Set the canvas to a variable with .toDataURL(). Change the temporary HREF of the link to the data URL we have just encoded. That's what it looks like: Click on this will open a download window in your browser, with the value assigned to the download attribute of the link being the temporary file name, so: And you're done! If you have arrived to this point, you have learnt how to use the built-in functionality of .toDataURL() to save an HTML5 canvas as a coded string in a database and return it to a page or save it directly to the user's hard drive. Using this can add some great interactivity and functionality to a web application. Thank you for reading! In some browsers (such as Firefox), users can simply right-click the canvas and press "Save image as...". You don’t really need to use JS to provide this feature (if I’m understanding your question correctly). In case your users don't know, you may want to provide a small notification as a handful. But without knowingbecause it is necessary to export a canvas to an image, it is difficult to give a more detailed answer. For any browser that does not support this, you can use canvas2image fromLabs. This small library enables you to convert the canvas to PNG, BMP, and JPEG and saved. Examples that use Canvas2Image: var yourcanvas = document.getElementById ("thecanvas"); Canvas2image.saveaspng (yourcanvas); // will ask the user to save the image as a PNG. Canvas2image.saveasjpeg (yourcanvas); // will ask the user to save the image as a jpeg (only supported by firefox) canvas2image.saveasbmpmp (yourcanvas); // will require the user to save the image as things to BMP design that result in an artistic sketch on canvas HTML is fun but as the exported? For rapid export order is click with the right mouse button on the canvas and save it. The file will have a resolution setting that is the same as the resolution of the canvas. If you want to print the web content in a professional, you'll need a much higher resolution and usually a width / fixed height. In this article I'll show you how to configure your canvas to export high DPI image optimized for printing. Like? First thing we need is a reference to the canvas in our JS code and 2D context of our canvas. Cost CVS = document.getElementById ("Drawing"); Const CTX = cvs.getContext ("2D"); dpr = const window.devicepixelratio; The printers use the DPI measure which stands for dots per inch. The canvas is based on pixel then there must be a conversion between these two. Let's say I want my canvas content printed on a piece of 2-inch by 2 inches with a resolution of 300 dpi. In this case my true width / canvas height must be 300 pixels * 2: const = 300 dpi; leave width = 2; Let height = 2; cvs.width = width * DPI * DPR; cvs.Height = Height * * DPI DPR; ctx.scale (DPR, DPR); As you can see, there is a third constant multiplied with our size of the canvas, the ratio of the pixels of the device. It is the specific ratio of the device Physical for pixels calculated from your website. Read more Here we also need to resize the context to this relationship to make it seem crisp. The last step for the canvas configuration is to scale it with CSS so as to adapt to the screen. Doing this will keep you will keep Set the resolution but it will appear smaller on the screen. canvas {width: 600 px; Height: 600 px and that's all. If you now right-click the canvas and save it, you can see the generated image has the defined size optimized for printing. Instead of right-clicking to download the image The canvas has a 'todataurl' function that we can use to download the image with the code. The generated dataurl can be added to a anchor tag to start the download: Download function () {CONST DownloadURL = cvs.todataurl (); Const A = Document.CreateSeelement ("A"); A.HREF = DownloadURL; A.SetAttribute ("Download", "Sketch Sketchownload"); A.Click (); } Just connect the function to a button and we can export an HTML canvas with a specific size on the click of a button. Creative encoding workbench This article is part of my progress for the Digital Ocean Hackathon Project "Creative Codificing Workbench". Features: Draw Sketch on HTML Sketch exporting sketch to print Exposing sketch settings on UI Toggle Sketch Animation Save Abbot in a Load Sketch library from a library Edit sketch from a library ... Technologies: Platform Digital Ocean ... Stay Updates on this project as there will be posts for each part of it. 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