# How to add your own deck of cards

## Extracting the images from the PDF:

Go to <https://www.ilovepdf.com/>

Select option “PDF to JPG”

Upload your PDF file

Select “Extract images” and press “Convert to JPG”

*Hint: Since there are a few limitations of the free version of the website it’s best to convert 1 PDF at a time. You might have to wait 24 hours before you can convert another file, specially after huge files like the main deck. But don’t worry, there are plenty of tasks to perform that take up enough time so it won’t be wasted time.*

Download the extracted images.

Unzip the file.

## Rename the images

When extracted all images will have names like “img12.jpg”A picture containing text, different

Description automatically generated

You will also see the backs of the cards amongst the images.

As you can see in the folder with the demo cards, the cards have been renamed according to their type. Start numbering the cards a 1, do not leave gaps. A good check at the end is comparing the numbers of cards, there is always a type of cards with the same number. In the demo version there are 6 Advent, 6 Origin and 6 Region cards, the other types have 12 cards each. So when you are about to make Attribute13.jpg you know you skipped a number somewhere.

Graphical user interface, application

Description automatically generated

You can choose any folder name that you put the cards in, you will need to enter that information on the main page later. You can also choose to add all cards together in 1 folder but then you will lose the ability to select a certain deck.

## Resizing your cards

I used the link below to resize all the cards at once. The link includes the size I used (300x300)

<https://bulkresizephotos.com/en?padding=true&quality=0.95&type=exact&value=300&secondaryValue=300>

*Hint: If you find a better solution for resizing the cards, please let me know, the above website sometimes messes with the colors.*

You can make the cards any size you like, just make sure they are all the same size, all you need to do is adjust the imgSize value in the canvas.js file (located in the site folder).

If you change the size to something other than 300x300 you should either remove the line that adds the shadows to the card from the same file or make sure to resize the shadow file and adjust the dimensions of the shadow file accordingly.

## Adding your cards to the main page

To add the cards to the main page you should edit the “TheStoryEngine.html” file in the main folder.

All the cards I have are already there but they don’t show because I put markers before and after the list that tell your browser to ignore these lines.

If you put the cards into the folders I already created (and keep the names the same) then all you have to do is remove the “<!--” and “-->” tags. If you did not get all the files you might have to move them to hide certain decks.

You should be good to go!

If you click on an icon and it does not show a new card, then you probably have some naming issues.

Alternatively, if you did not add all decks yet but plan to do so in the future and are not bothered by the fact that some buttons are not working yet, you can remove all comment tags and show all buttons. Don’t worry, clicking on them does not crash the app.

### Hacking the main file

When you open the “TheStoryEngine.html” file in an editor you will see the following:

<div class="menu">

This is the tag that creates the menu on the left, properties can be adjusted in the canvas.css file.

<h1>The Story Engine</h1>

This is header1 text, it does nothing, it just shows the user the decks below are from the story engine. If you prefer a shorter menu you can remove this line.

<h2>Demo Deck</h2>

This is header2 text (a bit smaller than h1), it does nothing, it just shows the user what deck the buttons below it are from. If you prefer a shorter menu you can remove this line.

<div class="tooltip"><img src="site/Agent.png" onclick="draw('tse/Demo','Agent', 12,4);"><span class="tooltiptext">Agent</span></div>

<div class="tooltip"><img src="site/Anchor.png" onclick="draw('tse/Demo','Anchor', 12,4);"><span class="tooltiptext">Anchor</span></div>

<div class="tooltip"><img src="site/Aspect.png" onclick="draw('tse/Demo','Aspect', 12,4);"><span class="tooltiptext">Aspect</span></div>

<div class="tooltip"><img src="site/Conflict.png" onclick="draw('tse/Demo','Conflict', 12,2);"><span class="tooltiptext">Conflict</span></div>

<div class="tooltip"><img src="site/Engine.png" onclick="draw('tse/Demo','Engine', 12,2);"><span class="tooltiptext">Engine</span></div>

These are the buttons that add cards to the canvas. As you can see they are almost the same, the differences are

* the name of the card (Agent, Conflict, Engine, …)
* the name of the folder (in this case “tse/Demo”)
* The number of cards in that folder (12 of each type in the Demo folder)
* The number of sides of the card (4 or 2) this is done to tell the canvas how many degrees to rotate the cards. If you like to rotate the 2 sided cards 90 degrees then you should indicate here that the card has 4 sides instead of 2.
* If you hover your mouse over a button it will show you the name at the end of the line (between <span..> and </span>. If you don’t like the text you can change it here or remove it entirely by removing the <div ..> at the beginning and end of the line as well as the <span …> </span> tags. If you like to change the layout of the tooltip you can do that in the canvas.css file.

<br>The demo deck of endless storytelling prompts

This is normal text (a bit smaller than h2), it does nothing, it just shows the user the flavor text from the deck. If you prefer a shorter menu you can remove this line.

<!—

This text is ignored by your browser

-->

These tags are telling your browser to ignore what ever is between them, I used these to hide the buttons that are not available in the demo version. If you acquire a deck you can move or remove these tags so more buttons will be visible.

Any suggestions and improvements are welcome.