
Django Simple Captcha Documentation

Release 0.5.5

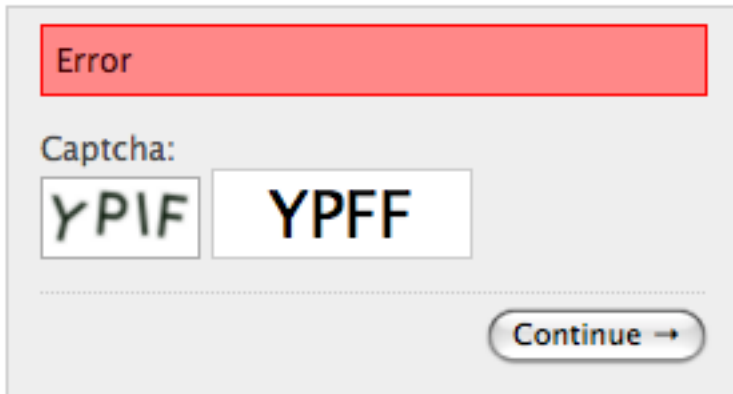
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Django Simple Captcha is an extremely simple, yet highly customizable Django application to add captcha images to any Django form.



The image shows a Django form with a captcha error. At the top, there is a red error bar with the text "Error". Below this, the label "Captcha:" is followed by two input boxes. The first box contains the text "YPIF" and the second box contains the text "YPFF". A horizontal dotted line is positioned below the input boxes. At the bottom right of the form, there is a button labeled "Continue ->".

CHAPTER 1

Features

- Very simple to setup and deploy, yet very configurable
- Can use custom challenges (e.g. random chars, simple maths, dictionary word, ...)
- Custom generators, noise and filter functions alter the look of the generated image
- Supports text-to-speech audio output of the challenge text, for improved accessibility
- Ajax refresh

CHAPTER 2

Requirements

- Django 1.8+
- A recent version of Pillow compiled with FreeType support
- Flite is required for text-to-speech (audio) output, but not mandatory

CHAPTER 3

Python 3 compatibility

The current development version supports Python3 via the [six](#) compatibility layer.

Using django-simple-captcha

Installation

1. Download `django-simple-captcha` using `pip` by running: `pip install django-simple-captcha`
2. Add `captcha` to the `INSTALLED_APPS` in your `settings.py`
3. Run `python manage.py syncdb` (or `python manage.py migrate` if you are managing database migrations via South) to create the required database tables
4. Add an entry to your `urls.py`:

```
urlpatterns += patterns('',
    url(r'^captcha/', include('captcha.urls')),
)
```

Django-simple-captcha 0.4.3 and later supports both Django 1.7's new migrations and South migrations: if you are using South and Django < 1.7, you must define the following in your settings:

```
SOUTH_MIGRATION_MODULES = {
    'captcha': 'captcha.south_migrations',
}
```

Note: PIL and Pillow require that image libraries are installed on your system. On e.g. Debian or Ubuntu, you'd need these packages to compile and install Pillow:

```
apt-get -y install libz-dev libjpeg-dev libfreetype6-dev python-dev
```

Adding to a Form

Using a `CaptchaField` is quite straight-forward:

Define the Form

To embed a CAPTCHA in your forms, simply add a `CaptchaField` to the form definition:

```
from django import forms
from captcha.fields import CaptchaField

class CaptchaTestForm(forms.Form):
    myfield = AnyOtherField()
    captcha = CaptchaField()
```

...or, as a `ModelForm`:

```
from django import forms
from captcha.fields import CaptchaField

class CaptchaTestModelForm(forms.ModelForm):
    captcha = CaptchaField()
    class Meta:
        model = MyModel
```

Validate the Form

In your view, validate the form as usually: if the user didn't provide a valid response to the CAPTCHA challenge, the form will raise a `ValidationError`:

```
def some_view(request):
    if request.POST:
        form = CaptchaTestForm(request.POST)

        # Validate the form: the captcha field will automatically
        # check the input
        if form.is_valid():
            human = True
    else:
        form = CaptchaTestForm()

    return render_to_response('template.html', locals())
```

Passing arguments to the field

`CaptchaField` takes a few optional arguments:

- `output_format` will let you format the layout of the rendered field. Defaults to the value defined in : `CAPTCHA_OUTPUT_FORMAT`.
- `id_prefix` Optional prefix that will be added to the ID attribute in the generated fields and labels, to be used when e.g. several Captcha fields are being displayed on a same page. (added in version 0.4.4)
- `generator` Optional callable or module path to callable that will be used to generate the challenge and the response, e.g. `generator='path.to.generator_function'` or `generator=lambda:`

('LOL', 'LOL'), see also *Generators and modifiers*. Defaults to whatever is defined in settings. CAPTCHA_CHALLENGE_FUNCT.

Example usage for ajax form

An example CAPTCHA validation in AJAX:

```
from django.views.generic.edit import CreateView
from captcha.models import CaptchaStore
from captcha.helpers import captcha_image_url
from django.http import HttpResponse
import json

class AjaxExampleForm(CreateView):
    template_name = ''
    form_class = AjaxForm

    def form_invalid(self, form):
        if self.request.is_ajax():
            to_json_response = dict()
            to_json_response['status'] = 0
            to_json_response['form_errors'] = form.errors

            to_json_response['new_cptch_key'] = CaptchaStore.generate_key()
            to_json_response['new_cptch_image'] = captcha_image_url(to_json_response[
↪ 'new_cptch_key'])

            return HttpResponse(json.dumps(to_json_response), content_type=
↪ 'application/json')

    def form_valid(self, form):
        form.save()
        if self.request.is_ajax():
            to_json_response = dict()
            to_json_response['status'] = 1

            to_json_response['new_cptch_key'] = CaptchaStore.generate_key()
            to_json_response['new_cptch_image'] = captcha_image_url(to_json_response[
↪ 'new_cptch_key'])

            return HttpResponse(json.dumps(to_json_response), content_type=
↪ 'application/json')
```

And in javascript you must update the image and hidden input in form

Example usage ajax refresh button

html:

```
<form action='.' method='POST'>
  {{ form }}
  <input type="submit" />
  <button class='js-captcha-refresh'></button>
</form>
```

javascript:

```
$('.js-captcha-refresh').click(function(){
    $form = $(this).parents('form');

    $.getJSON($(this).data('url'), {}, function(json) {
        // This should update your captcha image src and captcha hidden input
    });

    return false;
});
```

Advanced topics

Configuration toggles

The following configuration elements can be defined (in your `settings.py`)

CAPTCHA_FONT_PATH

Full path and filename of a TrueType (TTF), OpenType, or pilfont font file used to render text.

Defaults to: `fonts/Vera.ttf` (included in the application, GPL font).

Note that your PIL installation must support TTF and/or OpenFont if you want to use these kind of glyphs (most modern distributions of PIL do.)

Note: as of version 0.4.6, `CAPTCHA_FONT_PATH` may be an iterable of font paths, in which case a font will be picked randomly from the list for each CAPTCHA.

CAPTCHA_FONT_SIZE

Font-size in pixels of the rendered text.

Defaults to '22'.

CAPTCHA_IMAGE_SIZE

Image size in pixels of generated captcha, specified by 2-tuple (width, height)

Defaults to *None* (automatically calculated)

CAPTCHA_LETTER_ROTATION

A random rotation in this interval is applied to each letter in the challenge text.

Defaults to `(-35, 35)`.

New in version 0.1.6: set this to `None` to disable letter roation.

CAPTCHA_BACKGROUND_COLOR

Background-color of the captcha. Can be expressed as html-style #rrggb, rgb(red, green, blue), or common html names (e.g. "red").

Defaults to: `'#ffffff'`

CAPTCHA_FOREGROUND_COLOR

Foreground-color of the captcha.

Defaults to `'#001100'`

CAPTCHA_CHALLENGE_FUNCT

String representing a python callable (i.e. a function) to use as challenge generator.

See Generators below for a list of available generators and a guide on how to write your own.

Defaults to: `'captcha.helpers.random_char_challenge'`

CAPTCHA_MATH_CHALLENGE_OPERATOR

When using the `math_challenge`, lets you choose the multiplication operator. Use lowercase `'x'` for cross sign.

Defaults to: `'*'` (asterisk sign)

CAPTCHA_NOISE_FUNCTIONS

List of strings of python callables that take a PIL `DrawImage` object and an `Image` image as input, modify the `DrawImage`, then return it.

Defaults to: `('captcha.helpers.noise_arcs', 'captcha.helpers.noise_dots',)`

A null noise helper function useful when debugging issues is available at `'captcha.helpers.noise_null'`.

CAPTCHA_FILTER_FUNCTIONS

List of strings of python callables that take a PIL `Image` object as input, modify it and return it.

These are called right before the rendering, i.e. after the noise functions.

Defaults to: `('captcha.helpers.post_smooth',)`

CAPTCHA_WORDS_DICTIONARY

Required for the `word_challenge` challenge function only. Points a file containing a list of words, one per line.

Defaults to: `'/usr/share/dict/words'`

CAPTCHA_FLITE_PATH

Full path to the `flite` executable. When defined, will automatically add audio output to the captcha.

Defaults to: `None` (no audio output)

CAPTCHA_TIMEOUT

Integer. Lifespan, in minutes, of the generated captcha.

Defaults to: 5

CAPTCHA_LENGTH

Sets the length, in chars, of the generated captcha. (for the `'captcha.helpers.random_char_challenge'` challenge)

Defaults to: 4

CAPTCHA_DICTIONARY_MIN_LENGTH

When using the `word_challenge` challenge function, controls the minimum length of the words to be randomly picked from the dictionary file.

Defaults to: 0

CAPTCHA_DICTIONARY_MAX_LENGTH

When using the `word_challenge` challenge function, controls the maximal length of the words to be randomly picked from the dictionary file.

Defaults to: 99

Note: it's perfectly safe to specify e.g. `CAPTCHA_DICTIONARY_MIN_LENGTH = CAPTCHA_DICTIONARY_MAX_LENGTH = 6` but it's considered an error to define `CAPTCHA_DICTIONARY_MAX_LENGTH` to be smaller than `CAPTCHA_DICTIONARY_MIN_LENGTH`.

CAPTCHA_OUTPUT_FORMAT

New in version 0.1.6

Specify your own output format for the generated markup, when e.g. you want to position the captcha image relative to the text field in your form.

Defaults to: None

(Used to default to: `u'%(image)s %(hidden_field)s %(text_field)s'`)

Note: this settings is deprecated in favor of template-based field rendering, use `CAPTCHA_FIELD_TEMPLATE` instead (see the Rendering section below).

CAPTCHA_TEST_MODE

New in version 0.3.6

When set to True, the string "PASSED" (any case) will be accepted as a valid response to any CAPTCHA. Use this for testing purposes. Warning: do NOT set this to True in production.

Defaults to: False

CAPTCHA_GET_FROM_POOL

By default, *django-simple-captcha* generates a new captcha when needed and stores it in the database. This occurs in a *HTTP GET request*, which may not be wished. This default behavior may also conflict with a load balanced infrastructure, where there is more than one database to read data from. If this setting is *True*, when a new captcha is needed, a random one will be just read from a pool of captchas saved previously in the database. In this case, the custom management command *captcha_create_pool* must be run regularly in intervals slightly shorter than *CAPTCHA_TIMEOUT*. A good value for *CAPTCHA_TIMEOUT* could be 1446 (24 hours and 6 minutes) when adding captchas to the pool every 24 hours, and setting *CAPTCHA_GET_FROM_POOL_TIMEOUT* (see below) to 5 minutes. This means that 6 minutes before the last captchas expires, new captchas will be created, and no captcha will be used whose expiration is less than 5 minutes. In this case, use a cronjob or similar to run *python manage.py captcha_create_pool* every 24 hours.

Defaults to: False

CAPTCHA_GET_FROM_POOL_TIMEOUT

This is a timeout value in minutes used only if *CAPTCHA_GET_FROM_POOL* (see above) is *True*. When picking up randomly from the pool, this setting will prevent to pick up a captcha that expires sooner than *CAPTCHA_GET_FROM_POOL_TIMEOUT*.

Defaults to: 5

Rendering

A CAPTCHA field is made up of three components:

- The actual image that the end user has to copy from
- A text field, that the user has to fill with the content of the image
- A hidden field, containing the database reference of the CAPTCHA (for verification).

These three elements are rendered individually, then assembled into a single bit of HTML.

As of version 0.4.7 you can control how the individual components are rendered, as well as how all components are assembled, by overriding four templates:

- `captcha/image.html` controls the rendering of the image (and optionnally audio) element
- `captcha/text_field.html` controls the rendering of the text field
- `captcha/hidden_field.html` controls the rendering of the hidden input
- `captcha/field.html` controls the assembling of the previous three elements

These templates can be overridden in your own templates folder, or you can change the actual template names by settings `CAPTCHA_IMAGE_TEMPLATE`, `CAPTCHA_TEXT_FIELD_TEMPLATE`, `CAPTCHA_HIDDEN_FIELD_TEMPLATE` and `CAPTCHA_FIELD_TEMPLATE`, respectively.

Context

The following context variables are passed to the three “individual” templates:

- `image`: The URL of the rendered CAPTCHA image
- `name`: name of the field (i.e. the name of your form field)
- `key`: the hashed value (identifier) of this CAPTCHA: this is stored and passed in the hidden input

- `id`: the HTML `id` attribute to be used

The `captcha/field.html` template receives the following context:

- `image`: the rendered (HTML) image and optionally audio elements
- `hidden_field`: the rendered hidden input
- `text_field`: the rendered text input

Note: these elements have been marked as safe, you can render them straight into your template.

Generators and modifiers

Random chars



Classic captcha that picks four random chars. This is case insensitive.

```
CAPTCHA_CHALLENGE_FUNCT = 'captcha.helpers.random_char_challenge'
```

Simple Math



Another classic, that challenges the user to resolve a simple math challenge by randomly picking two numbers between one and nine, and a random operator among plus, minus, times.

```
CAPTCHA_CHALLENGE_FUNCT = 'captcha.helpers.math_challenge'
```

Dictionary Word



Picks a random word from a dictionary file. Note, you must define `CAPTCHA_WORDS_DICTIONARY` in your configuration to use this generator.

```
CAPTCHA_CHALLENGE_FUNCT = 'captcha.helpers.word_challenge'
```

Roll your own

To have your own challenge generator, simply point `CAPTCHA_CHALLENGE_FUNCT` to a function that returns a tuple of strings: the first one (the challenge) will be rendered in the captcha, the second is the valid response to the challenge, e.g. ('5+10=', '15'), ('AAAA', 'aaaa')

This sample generator that returns six random digits:

```
import random

def random_digit_challenge():
    ret = u''
    for i in range(6):
        ret += str(random.randint(0,9))
    return ret, ret
```