

Character Sheets

[Go back to Wargrounds Canberra](#)

- Working Form: [Fill in Character Sheet](#)
- Working Location: <https://www.curufea.com/image.php>
- Testing Location: https://www.curufea.com/image_test.php

```
<?php
// Character Sheet creator for Wargrounds Canberra
// To be added- some images (to be sourced) as defaults - space fillers and
icons
// To be added- a player photo (part of the form input)
// Version 0.4 16/7/24 - curufea@yahoo.com
// Currently hosted at www.curufea.com

// Path to our font file (relative to the location of this file)
$font = 'blackwoodcastle.ttf'; // for field names
$font_data = 'oldeenglish.ttf'; // for player data
// Path to images (relative to the location of this file)
$imagepath = 'data/media/wargroundscanberra/';
// Background image texture
$imageback = $imagepath.'another-rough-old-and-worn-parchment-paper.jpg';
$im2 = imagecreatefromjpeg("$imageback");

//defaults - to be overwritten by form inputs
$fontsize = 20;
$linespacing = round($fontsize*2);
$width = 530; // pixel size x of image
$height = 754; // size y of image

// array of default field names
$names = array(
    "Player Name:", "Character's Name:", "Titles/Nicknames:",
    "Race/Species:", "Hair Colour:", "Eye Colour:", "Skin Colour:", "Class &
Tier:", "School of Magic:", "Faction:", "Warband:", "Marx:");
// the field names used in the form
$getnames = array(
    "name", "character", "title", "species", "hair", "eye", "skin", "class",
    "magic", "faction", "warband", "marx");
// 400px x 400px jpeg images stored on the image path (in the Dokuwiki media
area)
$factions_images = array(
    "clans.jpg", "empire.jpg", "greyscales.jpg", "horde.jpg",
    "wardens.jpg");
// used to cross reference the form data to the image name (the Bureaucracy
plugin for the Dokuwiki doesn't send selection number chosen)
$factions_titles = array(
    "The Clans", "The Empire", "Greyscales", "The Horde", "The Wardens");
```

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// test data - note will need some error checking in future for actual form
data, probably warnings where field data is too long to fit
$player_data = array (
  "Peter", "Cousin Curufea", "", "Human
  (?)", "Natural", "Natural", "Natural", "Mage (Tier 3)", "Divine Caster", "3", "Bone
  Hearts", "0"
);
// count number of field names
$numnames = count($names)-1;

// check if any variables have been sent to this image - if they have,
overwrite the default player data
for ($count=0;$count<=$numnames;$count++) {
  $player_data[$count]= $_GET[$getnames[$count]];
  // Convert the text of the selection for faction to a number
  if ($count==9) $player_data[$count]=
array_search($_GET[$getnames[$count]], $factions_titles);
};

// Create image
$image = imagecreatetruecolor($width,$height);

// pick color for the text
$fontcolor = imagecolorallocate($image, 0, 0, 0);

// add background texture
imagecopyresized($image, $im2, 0, 0, 0, 0, $width, $height, imagesx($im2),
imagesy($im2));
imagedestroy($im2);

// x,y coords for imagettftext defines the baseline of the text: the lower-
left corner
// so the x coord can stay as 0 but you have to add the font size to the y
to simulate
// top left boundary so we can write the text within the boundary of the
image
$x = $fontsize;
$y = $fontsize;
for ($count=0;$count<=$numnames;$count++) {
  $y=$y+$linespacing; // increment by estimated line separation height
// Clunky bit to do positioning. I'll just generate an array next time
  if ($count==3||$count==7) $y=$y+$linespacing; // blank lines to
separate
  if ($count==9) { // right column
    $y= $linespacing*5;
    $x= round($width/2);
  };
  if ($count==$numnames) { // centre the last text in the right column
    $text = $names[$count] . " 999"; // add possible length
```

```
    $text_box = imagettfbbox($fontsize,0,$font,$text); // makes an array
of co-ordinates for the text box
    // Get your Text Width and
    $text_width = $text_box[2]-$text_box[0];
    $x = round(($width*2/3)-($text_width/2)); // middle of the right
column minus half the size of the text
    $y=$y+$linespacing;
};
// Field names in blackwood castle font
    imagettftext($image, $fontsize, 0, $x, $y, $fontcolor, $font,
$name[$count]);
// Player data in olde english font
    $text_box = imagettfbbox($fontsize,0,$font,$name[$count]); // workout
where the field name ends
    $text_width = $text_box[2]-$text_box[0]+round($fontsize/2);
    $text = $player_data[$count];
// Change the selected faction to readable text (and add faction logo)
    if ($count==9) {
        $text = $factions_titles[intval($player_data[$count])];
        $faction= $imagepath.$factions_images[intval($player_data[$count])];
        $im3 = imagecreatefromjpeg("$faction");
        imagecopyresized($image, $im3, $width-80, 120, 0, 0, 50,
50,imagesx($im3), imagesy($im3));
        imagedestroy($im3);
    };
// Print the data
    imagettftext($image, $fontsize, 0, $x+$text_width, $y, $fontcolor,
$font_data, $text);
};

// tell the browser that the content is an image
header('Content-type: image/jpeg');
// output image to the browser
imagejpeg($image);

// delete the image resource
imagedestroy($image);
?>
```

To do

- A [form test](#) with default text for field names prefilled (but not as complex as the one in this link)
- Images for the various bits
- Possibly API use for wherever photos get stored (or just upload them) - may need to edit photos to fit
- Variable sheet size - just scale everything to whatever is needed.

Last update: 2024/07/18 18:07 wargroundscanberra:character_sheet https://curufea.dreamhosters.com/doku.php?id=wargroundscanberra:character_sheet&rev=1721351277

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