

Character Sheets

Go back to [Wargrounds Canberra](#)

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

```
<?php
// Character Sheet creator for Wargrounds Canberra
// Version 1 22/7/24 - 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
$font_wargrounds = 'vinque_rg.otf'; // for the "W"
// Path to images (relative to the location of this file)
$imagepath = 'data/media/wargroundscanberra/';

// defaults for sizes - to be overwritten by form inputs
$tempwidth = round(intval($_GET["width"]));
if (($tempwidth>0) and ($tempwidth<4000)) {
    $width = $tempwidth;
} else {
    $width = 530; // pixel size x of image
};
$height = round($width*1.422); // size y of image
$fontsize = round($width/26.5);
$linespacing = round($fontsize*2);
$borderwidth = round($width/100);
$fontborder = round($borderwidth/2);

// default placeholder photo to be replaced by image from form url
$photo="https://www.worldhistory.org/uploads/images/15277.jpg";
if (isset($_GET["photo"])) $photo=$_GET["photo"];

// the image used for the coin piles
$coins=$imagepath."coinpiles.png";

// the image used for the weapons space filler
$weapons=$imagepath."weapons.png";

// 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");

// 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;

// As it is used multiple times, make the font border thingy a function
function DoFontBorder
($im,$font_size,$start_x,$start_y,$colour,$font,$text,$font_border) {
    for ($x1=($start_x-$font_border);$x1<=($start_x+$font_border);$x1++) {
        for ($y1=($start_y-$font_border);$y1<=($start_y+$font_border);$y1++) {
            imagettfttext($im, $font_size, 0, $x1, $y1, $colour, $font,
$text);
        };
    };
};

// 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);
        $bgimage=$player_data[$count]. 'background.jpg';
    };
};
```

```
// Background image texture - now themed to faction
$imageback = $imagepath.$bgimage;
$im2 = imagecreatefromjpeg("$imageback");

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

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

// pick color for text borders
$bordercolour = imagecolorallocate($image, 255,255, 255);

// 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;

$showstuff = true; // by default show all fields

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;
    };
    // Player data in olde english font
    $text_box = imagettfbbox($fontsize,0,$font,$names[$count]); // workout
where the field name ends
```

```
$text_width = $text_box[2]-$text_box[0]+round($fontsize/2);
$text = $player_data[$count];
// Hide the magic field if it isn't filled in
if (($count==8) and strlen($text)<1) $showstuff = false;
// Do the border for the field names
if ($showstuff) DoFontBorder
($image,$fontsize,$x,$y,$bordercolour,$font,$names[$count],$fontborder);
// Field names in blackwood castle font
if ($showstuff) imagettftext($image, $fontsize, 0, $x, $y, $fontcolour,
$font, $names[$count]);
if ($showstuff==false) $showstuff=true;

// 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"); // Put in the faction logo
    imagecopyresized($image, $im3, round($width*0.84),
round($width/4.7), 0, 0, round($width/8), round($width/8),imagesx($im3),
imagesy($im3));
    imagedestroy($im3);
};

// Print the data

// Put magic type on the next line so it fits
if ($count==8) {
    DoFontBorder
($image,$fontsize,$x,$y+$linespacing,$bordercolour,$font_data,$text,$fontbor
der);
    imagettftext($image, $fontsize, 0, $x, $y+$linespacing, $fontcolour,
$font_data, $text);
} else {
    if ($count==7) { // make class and tier smaller to fit
        DoFontBorder
($image,round($fontsize*3/4),$x+$text_width,$y,$bordercolour,$font_data,$tex
t,$fontborder);
        imagettftext($image, round($fontsize*3/4), 0, $x+$text_width,
$y, $fontcolour, $font_data, $text);
    } else {
        DoFontBorder
($image,$fontsize,$x+$text_width,$y,$bordercolour,$font_data,$text,$fontbord
er);
        imagettftext($image, $fontsize, 0, $x+$text_width, $y,
$fontcolour, $font_data, $text);
    };
};
};
```

```
// Add the photo to the character Sheet
$image = imagecreatefromjpeg($photo);
// Draw border
imagefilledrectangle($image, round($width/1.8), round($width/1.5),
round($width*31/32), round($width*6/16+$width), $fontcolour);

// Resize and place in character Sheet
imagecopyresized($image, $im4, round($width/1.8)+$borderwidth,
round($width/1.5)+$borderwidth, 0,0, round($width*31/32)-round($width/1.8)-
$borderwidth-$borderwidth, round($width*6/16+$width)-round($width/1.5)-
$borderwidth-$borderwidth, imagesx($im4), imagesy($im4));
imagedestroy($im4);

// Add coin piles to the character Sheet
$im5 = imageCreateFromPng($coins);
imagecopyresized($image,$im5, round($width/2),
$linespacing*6,0,0,round($width/2),round($width/8), imagesx($im5),
imagesy($im5));
imagedestroy($im5);

// Add weapons to the character Sheet
$im6 = imageCreateFromPng($weapons);
imagecopyresized($image,$im6, $linespacing*2,
$linespacing*13,0,0,round($width/3.5),round($width/3), imagesx($im6),
imagesy($im6));
imagedestroy($im6);

// Add the large W
imaggottext($image, $fontsize*3, 0, round($width*0.8), round($width/6),
$fontcolour, $font_wargrounds, "W");

// 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

- 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:
2024/07/21 23:42 wargroundscanberra:character_sheet https://curufea.dreamhosters.com/doku.php?id=wargroundscanberra:character_sheet&rev=1721630548

From:
<https://curufea.dreamhosters.com/> - **Curufea's Homepage**

Permanent link:
https://curufea.dreamhosters.com/doku.php?id=wargroundscanberra:character_sheet&rev=1721630548

Last update: **2024/07/21 23:42**

