

Character Sheets

Go back to [Wargrounds Canberra](#)

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

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<?php
// Character Sheet creator for Wargrounds Canberra
// Version 1.5 20/8/24 - curufea@yahoo.com (character backgrounds)
// 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);
$textlength = 30;

// 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:",
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"Race/Species:", "Class & Tier:", "School of Magic-", "Faction:",  
"Warband:", "Marx:", "Fletching Colours-", "Character Background-");  
// the field names used in the form  
$getnames = array(  
    "name", "character", "title", "species", "class", "magic", "faction",  
    "warband", "marx", "fletching", "background");  
//      0          1          2          3          4          5          6  
7      8          9          10  
  
// 400px x 400px jpeg images stored on the image path (in the Dokuwiki media  
area) for faction logos  
$factions_images = array("greyscales.png", "clans.png", "empire.png",  
"horde.png", "wardens.png" );  
// 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("Greyscales", "The Clans", "The Empire", "The  
Horde", "The Wardens");  
// 2987px x 4250px jpeg images stored on the image path (in the Dokuwiki  
media area) for faction backgrounds  
$factions_backgrounds = array("2background.jpg", "0background.jpg",  
"1background.jpg", "3background.jpg", "4background.jpg");  
  
// 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++)  
        {  
            //          imagettftext($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==6) {  
        $player_data[$count]=  
array_search($_GET[$getnames[$count]],$factions_titles);  
        $bgimage=$factions_backgrounds [$player_data[$count]];  
    };  
};
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};

// 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

// Add weapons to the character Sheet if there's no character background
if (strlen($player_data[9])+strlen($player_data[10])==0) {
    $im6 = imageCreateFromPng($weapons);
    imagecopyresized($image,$im6, $linespacing*2,
$linespacing*13,0,0,round($width/3.5),round($width/3), imagesx($im6),
imagesy($im6));
    imagedestroy($im6);
};

// Add coin piles to the character Sheet
$im5 = imageCreateFromPng($coins);
if (strlen($player_data[7])>15) { // Move the coin piles down to fit long
warband names
    imagecopyresized($image,$im5, round($width/2),
$linespacing*7,0,0,round($width/2),round($width/8), imagesx($im5),
imagesy($im5));
} else {
    imagecopyresized($image,$im5, round($width/2),
$linespacing*6,0,0,round($width/2),round($width/8), imagesx($im5),
imagesy($im5));
};
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};
imagedestroy($im5);

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

for ($count=0;$count<=$numnames;$count++) {
    $y=$y+$linespacing; // increment by estimated line separation height

// Clunky bit to do positioning.
    if ($count==3||$count==4) $y=$y+$linespacing; // blank lines to
separate

    if ($count==6) { // right column
        $y= $linespacing*5;
        $x= round($width/2);
    };
    if ($count==8) { // 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;
    };

    if ($count==9) { // Do the new Fletching field
        $y=$fontsize+($linespacing*10);
        $x = $fontsize;
    };

    if ($count==10) { // Do the new background field
        $y=$fontsize+($linespacing*12);
        $x = $fontsize;
    };

// 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, fletching and background fields if they aren't filled in
    if (($count==5) and strlen($text)<1) $showstuff = false;
    if (($count==9) and strlen($text)<1) $showstuff = false;
    if (($count==10) and strlen($text)<1) $showstuff = false;
}
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// Do the border for the field names
    if ($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==6) {
        $text = $factions_titles[intval($player_data[$count])];
        $faction= $imagepath.$factions_images[intval($player_data[$count])];
        $im3 = imageCreateFromPng($faction); // Put in the faction logo
        $ratio = imagesy($im3)/imagesx($im3); // Try to keep the logos in
the same aspect ratio
        imagecopyresized($image,$im3, round($width*0.84),
round($linespacing*2.3), 0, 0, round($width/8),
round($width/8*$ratio),imagesx($im3), imagesy($im3));
        imagedestroy($im3);
    };

// Print the data

// Put titles, magic type, fletching and background on the next line so it
fits
    if (($count==5) or ($count==9)or ($count==10)) {
        if ($count==10) {
            $maxlen=25; // when to go to the next line
            $shorter = explode(" ", $text);
            $currentlength=0; // running total of the line length
            $currentline=1;
            $currentword=0;
            $text="";
            for ($wordcount=0;$wordcount<count($shorter);$wordcount++) {
                $currentlength=$currentlength+strlen($shorter[$wordcount]);
                $text=$text.$shorter[$wordcount]." ";
                if ($currentlength>$maxlen){
                    $currentlength=0;
                    if ($currentline<12) {
                        DoFontBorder
($image,round($fontsize*3/4),$x,$y+(round($linespacing/2)*$currentline),$bor
dercolour,$font_data,$text,$fontborder);
                            imagettftext($image, round($fontsize*3/4), 0, $x,
$y+(round($linespacing/2)*$currentline), $fontcolour, $font_data,$text);
                                };
                            $text="";
                            $currentline++;
                        };
                    };
                };
            };
        };
    };

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};
} else {
    DoFontBorder
($image,$fontsize,$x,$y+$linespacing,$bordercolour,$font_data,$text,$fontborder);
    imagettfttext($image,$fontsize,0,$x,$y+$linespacing,$fontcolour,$font_data,$text);
};
} else {
    if (($count==2) or ($count==4) or ($count==7)) { // make titles,
class and background smaller to fit
        $maxlen=15;
        if ($count==2) $maxlen=25;
        if (strlen($text)>$maxlen) { // split long lines in two
            $string_break=stripos($text," ",$maxlen-3); // look for the
first space after the $maxlen-3 character
            if (strlen($text)>$maxlen*2)
$text=substr($text,0,stripos($text,"",$maxlen*2)); // truncate ludicrously
long strings
                DoFontBorder
($image,round($fontsize*3/4),$x+$text_width,$y,$bordercolour,$font_data,substr($text,0,$string_break),$fontborder);
                DoFontBorder ($image,round($fontsize*3/4),$x+$text_width-
($text_width*($count==2)),$y+($linespacing/1.5),$bordercolour,$font_data,substr($text,$string_break-strlen($text)),$fontborder);
                imagettfttext($image,round($fontsize*3/4),0,
$x+$text_width,$y,$fontcolour,$font_data,substr($text,0,$string_break));
                imagettfttext($image,round($fontsize*3/4),0,
$x+$text_width-($text_width*($count==2)),$y+($linespacing/1.5),
$fontcolour,$font_data,substr($text,$string_break-strlen($text)));
            } else {
                DoFontBorder
($image,round($fontsize*3/4),$x+$text_width,$y,$bordercolour,$font_data,$text,$fontborder);
                imagettfttext($image,round($fontsize*3/4),0,
$x+$text_width,$y,$fontcolour,$font_data,$text);
            };
        } else {
            DoFontBorder
($image,$fontsize,$x+$text_width,$y,$bordercolour,$font_data,$text,$fontborder);
            imagettfttext($image,$fontsize,0,$x+$text_width,$y,
$fontcolour,$font_data,$text);
        };
    };
};

// Add the photo to the character sheet
$im4 = imagecreatefromjpeg($photo);
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$ratio = imagesy($im4)/imagesx($im4); // Try to keep the photo in the same aspect ratio

$start_x=round($width/1.8);
$start_y= round($width/1.5);

$i_width= round($width*0.4);
$i_height= round($i_width*$ratio);

$end_x= $start_x+$i_width;
$end_y= $start_y+$i_height;

// Draw border
imagefilledrectangle($image,$start_x-$borderwidth,$start_y-$borderwidth,$end_x+$borderwidth,$end_y+$borderwidth, $fontcolour);

// Resize and place in character Sheet
imagecopyresized($image, $im4, $start_x, $start_y, 0,0, $i_width, $i_height, imagesx($im4), imagesy($im4));
imagedestroy($im4);

// 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

- Possibly API use for wherever photos get stored (or just upload them) - may need to edit photos to fit

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

Permanent link:
https://curufea.dreamhosters.com/doku.php?id=wargroundscanberra:character_sheet&rev=1724204192

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