

Character Sheets

```
<?php
// Path to our font file
$font = 'oldeenglish.ttf';
$fontsize = 20;

// array of field names
$names = array(
    "Player Name:",
    "Character's Name:",
    "Titles/Nicknames:",
    " ",
    "Race/Species:",
    "Hair Colour:",
    "Eye Colour:",
    "Skin Colour:",
    " ",
    "Class & Tier:",
    "School of Magic:");

// count number of field names
$numnames = count($names)-1;

// create a bounding box for the text
// $dims = imagettfbbox($fontsize, 0, $font, $quote);

$width = 530; // upper-right x minus upper-left x
$height = 754; // lower-right y minus upper-right y

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

// pick color for the background
$bgcolor = imagecolorallocate($image, 183, 179, 159);
// pick color for the text
$fontcolor = imagecolorallocate($image, 0, 0, 0);

// fill in the background with the background color
imagefilledrectangle($image, 0, 0, $width, $height, $bgcolor);

// 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 = 36;
```

```
$y = 20;  
for ($count=0;$count<=$numnames;$count++) {  
    $y=$y+36;  
    imagettftext($image, $fontsize, 0, $x, $y, $fontcolor, $font,  
$names[$count]);  
};  
  
// tell the browser that the content is an image  
header('Content-type: image/png');  
// output image to the browser  
imagepng($image);  
  
// delete the image resource  
imagedestroy($image);  
?>
```

From:
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https://curufea.com/doku.php?id=wargroundscanberra:character_sheet&rev=1721009660

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