

Character Sheets

Go back to [Wargrounds Canberra](#)

Working Location: <https://www.curufea.com/image.php>

```
<?php
// Character Sheet creator for Wargrounds Canberra
// To be added- some images (to be sourced) as defaults - background,
factions, space fillers and icons
// To be added- a player photo (part of the form input) and basic text
// Version 0.2 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 = 'oldeenglish.ttf';
// Path to images (relative to the location of this file)
$imagepath = 'data/media/wargroundscanberra/';

//defaults - to be overwritten by form inputs
$fontsize = 20;
$linespacing = round($fontsize*1.5);
$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:");

$factions = array(
"clans",
"empire",
"greyscales",
"horde",
"wardens");

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

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

// pick color for the background (off yellow - to be replaced with a texture
image)
$bgcolor = imagecolorallocate($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 = $linespacing;
$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+$linespacing;
    };
// Field names in old english font
    imagettftext($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);  
?>
```

To do

- A [form](#) 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.

From:

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

Permanent link:

https://curufea.com/doku.php?id=wargroundscanberra:character_sheet&rev=1721090445

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