

Tames' Text Formatting: A Quick Guide

Version 1.0

> command (indents)

Indents have two properties: the indent level and numbering. The indent is set by repeating the > sign. Please note that the indenting can only be used before other commands (# or !) at the beginning of the line:

- >>> means indent level of 2 (note that one > sign is the command and is not counted).

The numbering is considered if a sign is added before the first >. The possible signs are # for numbers, * for bullet points, - for dashes, and @ for letters. Please note that if a line contains the same indent level and numbering type, it resumes the numbering. It also resumes if the lines before had higher indent levels but there is one similarly indented line before them:

- #> shows 1.
- @>> shows [space] a.
- @>> shows [space] b. continuing from the previous line
- #> shows 2., continuing from the first line
- normal text
- #> shows 1. because the indenting is interrupted by the normal text.

command (formats and references)

Hashtag commands are used mostly for formatting and management of references. The commands are placed before #. Certain commands require numbers after #. Except %, such commands are local, meaning formatting only applies to one word (the numbered reference). For commands that don't require numbers, if a text is attached to # on its right, it will also be local. Please note the characters are case insensitive and there should be no space around #, though the commands can be separated by comma):

- characters#numbers

Alignment: L R C J

Respectively, left, right, centre and justified. Only at the beginning of a line (but after indents) and it affects the rest of the text, even if the rest of commands are local:

- r# right-aligned line

Font: F Z

Sets the index of the font (F) in QMarker's Font array or its size (Z). Default font or size are set by FF or ZZ, respectively. The number after Z is hexadecimal from 0 to 9, and then A to with 8 being the base size (so Z8 is the same as ZZ). The font size is equal to $Base\ size * 1.16^{(Z\ value - 8)}$.

Font style: B I U N + -

B I and U respectively represent bold, italic and underline. One or more of them can be used. N means normal and so will remove all styling (ignores the presence of other styling characters).

+/- adds/removes styles (B, U or I) from/to the last style.

Colours: numbers

Plain numbers represent the index of the colour in Text colour arrays of QMarker:

- 1#white the word "white" will be rendered with colour #1.

Columns: . |

The . (dot) and | (bar, not L or i) divide the line into equally sized columns. The difference between them is how the text is aligned inside each column. With | the columns work as a table, inheriting the line's alignment. With . (dot), the columns work as similarly distanced points and the text is centred around their position (except for the first and last points being left and right aligned respectively). They can only be used in the first # command at the beginning of the line:

3#	A	B	C	D
.3#	A	B	C	D

The number of columns is set by a number between 2 and 9 immediately after the character (note that any number before or after this will be considered as a colour number). The lone # indicates the end of a column. In the example below, the line is divided into 3 columns with words "Alpha", "Beta" and "Gamma" written in each, respectively. Please note that if the content of a column exceeds the width of that column, it doesn't move to the next line and instead is ignored:

- |3# Alpha # Beta # Gamma

Portion: %

Makes only a portion of the line available for texts. This character should be the last one **before** # and can only be used in the first # command at the beginning of the line (but after indents). The amount of this portion is written **after** #:

- %#80 the width of the line is 80% of the maximum width.

References: T V E P and :

Respectively: total possible progress, progress value, element's name, picture and time (:). These are used for showing a value or figure in the text. The element or figure is indicated by their index in References and Inline Images in QMarker. They can only be one of them **immediately before** # and their reference value should be right **after** #.

- b0e#1 In bold and foreground colour, the name of element #1 is shown.

! commands (surveys)

Exclamation commands are used exclusively for surveys. There are four possible ways to use of them:

- **!character** (where character is not -) Creates a single-choice option that can be (de)selected by pressing the character's key.
- **!!character** (where character is not -) Creates a multiple-choice option that can be (de)selected by pressing the character's key.
- **!!** Indicates the end of the previous choice's text. Alternatively, the choice's text ends if the next choice starts or a new line begins.
- **!-number** creates slider with a specific number of steps (2 to 9). If no number is added, the steps count will be 10.

An example

Below is an example of using Tames info formatting. The first choice (no opinion) is blue because it is selected by the user. The commands are highlighted by red (#), blue (indent) and green (choice).

Text

Lines	Notes
c# iu# Example	Centre the lines from here, and set the word's style to underline italic
	An empty line to leave space for the picture.
zf,p#0	Picture #0 with the largest font (F). Setting the font is the only way you can control the image size.
My logo	
l%#80 This is only 80% of the line. So you can see it is wrapped before the end of the frame.	Align lines from here to left; Set the active portion to 80%
#> b%#100 Back to 100% but numbered and everything will be bold except n# this and 1# orange.	A numbered indent.
#> The second numbering and also let's start surveys in 0# normal colour and n# font style.	
b# Question: how difficult is using this?	
.4# Not at all # Somewhat easy # Manageable # bz9# Too difficult	Create four dotted columns. The word "too" is with font size 9
!-4	A four-stop slider
 2# !1 1. I don't have an opinion # !2 2. I am not sure.	Two columns, and a choice in each, selectable by pressing 1 or 2 keys.
cui# End of the example.	

Output

