Note that none of these trigger variables are case-sensitive. Whether you use {c} or {C} they will do the same thing. If you define one variable as {S} and reference it later as {s} it will still work. The x value in {Sx} or {Nx} is any number from 0 to 9 so you can use more than one of these in the same trigger.

{C} This will be replaced by your character name. It can be used in any Pattern field, any Sound/Text to Speak field, any Text to Display field, the Text to Share field, the Text to Send field, and the Alternate Timer Name. It's best used whenever you need a trigger that checks for your character name or you want to display or say your name without having to hard code the value. This allows the trigger to be shared by other characters without needing to be modified or making a new copy for each character you have.

{L} This will be replaced by the line that triggered the event minus the date and time segment at the beginning. It is usable in any Sound/Text to speak field, any Text to Display field, the Text to Share field, the Text to Send field, and the Alternate Timer Name. It's probably most useful for testing and to see everything that was available when a trigger is matched.

{S},{Sx} These variables may be used in any Pattern as long as Regex is enabled. They may also be used in any Sound/Text to Speak field, any Text to Display, the Text to Share field, the Text to Send field, and the Alternate Time Name. They do function differently depending on where they are used. When specified in a Pattern they work as a wildcard that can capture any value in the line being parsed. The wildcard counts spaces so it will capture multiple words. When the same variable is used later in a Sound/Text to Speak field or the Alternate Timer Name it will insert the value captured. This is best used when you want to speak or show the data that changes each time the trigger is fired based on the overall pattern you have defined. For those familiar with Regex, these variables are just a shortcut for specifying a named capture group. Internally, {s1} turns into (?<s1>.+).

{N},{Nx} These variables may be used in any Pattern as long as Regex is enabled. They may also be used in any Sound/Text to speak field, any Text to Display field, the Text to Share field, the Text to Send field, and the Alternate Time Name. They do function differently depending on where they are used. When specified in a Pattern they will match any number value in the line being parsed. Unlike {S}, it will not match multiple numbers or include spaces. It will only match on a single number . When the same variable is used later in a Sound/Text to Speak field or the Alternate Timer Name it will insert the value captured. This is best used similar to {S} variables when you know the value will be a number.

{N>y},{N<y|N>z} This is a variation of the previous example for capturing numbers. It should be used if you only want to capture a number that meets a specific criteria. Similar to the examples on the left, where **y** or **z** are number values, you may specify any of these operators: **>, <, >=, <=**, or **==** for comparing the number parsed. In addition, the **|** operator may be specified if you want to match two cases. For example, if you want to capture a number that falls between

100 and 200 you would use: **{N>100|N<200}** in your trigger. Then you can use **{N}** in a Text to Speak field and that number would be spoken.

{TS}   This is only available in the main Pattern field and requires Regex to be enabled. It represents a timestamp and expects the time to be in seconds or following the format **hh:mm:ss**. So, values such as 100, 23:59:59, 10:10, and 1:1 should all work. When a timestamp is matched it will trigger the configured Timer using that value as the Duration. Note that this only works if a Basic Timer is configured in the Trigger.

{repeated}   This is available in the main Text to Display field Text to Speak field, and the Alternate Timer Name. It gets replaced by the number of times the Text to Display or Alternate Timer Name have been used for the trigger. This means that if you put dynamic data in either field such as: {spell} {repeated} then the counts will be maintained separately per spell. The time to reset the count defaults to 750ms but is configurable. One use for this tag is counting the number of attacks or misses or anything that can be spammed.

{counter}   This will be treated as **{repeated}** to provide basic support for the GINA implementation. Note that GINA counts solely based by the trigger firing and does not take into account the data in the display fields. You may need to take that into account in rare cases.

{null}   This is used by the Text to Display and Sound/Text to speak fields as a way to make sure nothing is done. It is useful if you have an End Timer message specified for either Text to Display or Sound/Text to Speak and you want to prevent that message from occuring based on an End Early pattern. How it all works it like this. If both Timer End and Timer End Early fields have values then the End Early message is used. If only the Timer End values are set then they are used. If you want to override the Timer End value and do nothing at all then specify {null} in the Timer End Early section for Text to Display or Sound/Text to Speak.

{EQLP:STOP}   This is not a trigger variable but if you send this to your group, in say, or to another player it will cause triggers to reload and current overlays and audio to stop.