

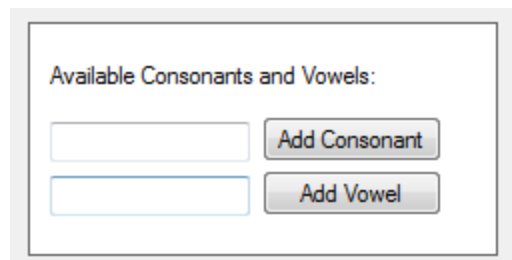
## What does this program do?

If you are having trouble figuring out a name for a D&D character, or any character really, then this program might just help you. You give the program a list of consonants, vowels, and a pattern. It takes that, and randomly creates a name.

I created this program because I needed names for Gelatinous Cubes, that's it really.

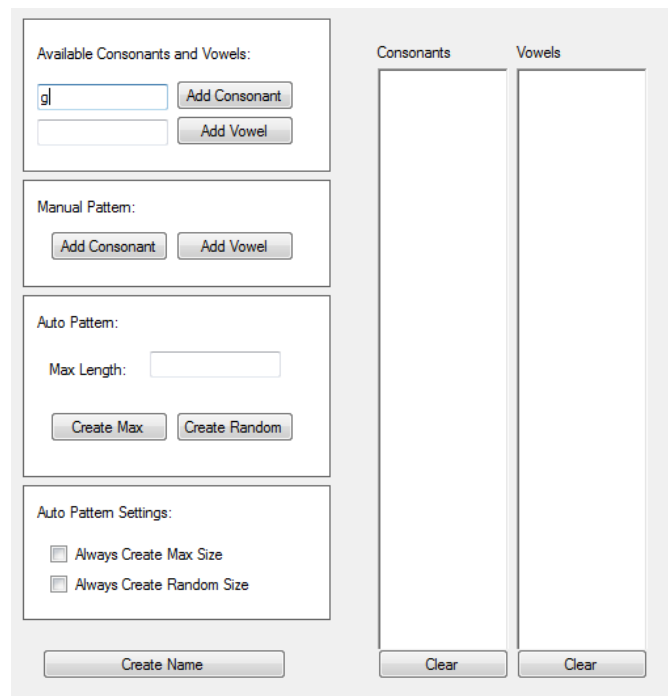
## How to add consonants and vowels

On the left hand side of the window there are various options for adding things. This box is for adding consonants and vowels:



Available Consonants and Vowels:

Simply pick a consonant, type it in, and then hit the “Add Consonant” button:



Available Consonants and Vowels:

Manual Pattern:

Auto Pattern:

Max Length:

Auto Pattern Settings:

☐ Always Create Max Size

☐ Always Create Random Size

Consonants

Vowels

This is what it should look like:

The interface is divided into two main sections. On the left, there are four stacked boxes. The top box, 'Available Consonants and Vowels:', contains two input fields and buttons 'Add Consonant' and 'Add Vowel'. The second box, 'Manual Pattern:', contains two buttons 'Add Consonant' and 'Add Vowel'. The third box, 'Auto Pattern:', contains a 'Max Length:' input field and buttons 'Create Max' and 'Create Random'. The bottom box, 'Auto Pattern Settings:', contains two checkboxes: 'Always Create Max Size' and 'Always Create Random Size'. At the very bottom of the left section is a 'Create Name' button. On the right, there are two vertical lists: 'Consonants' (containing 'G') and 'Vowels' (empty). Each list has a 'Clear' button at the bottom.

You can add as many consonants and vowels as you like, as well as however many repeats you like. When it comes time to generate a random name, it will randomly select from the list of consonants and vowels.

I find that the fewer consonants and vowels you use, the easier it will be to pronounce the name.

## The Pattern

The program allows you to specify a pattern for the name. For instance, if you are trying to create a Gelatinous Cube name, you might want to start off with a consonant, followed by two vowels, and then repeat. Using this box on the left hand side, you can manually input the pattern you want:

A close-up of the 'Manual Pattern:' box. It contains two buttons: 'Add Consonant' and 'Add Vowel'.

The pattern you input will show up in the “Consonant/Vowel Pattern” text box:



Consonant/Vowel Pattern

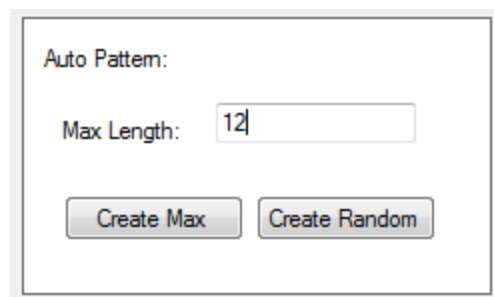
Consonant  
Vowel  
Vowel  
Consonant  
Vowel  
Vowel

Clear

This dialog box is titled "Consonant/Vowel Pattern". It contains a list box with six items: "Consonant", "Vowel", "Vowel", "Consonant", "Vowel", and "Vowel". At the bottom of the dialog is a "Clear" button.

## Auto Pattern

It can get a bit tedious to manually input a pattern, especially if you are generating a lot of names, so there is an option to automatically generate a pattern.



Auto Pattern:

Max Length: 12

Create Max Create Random

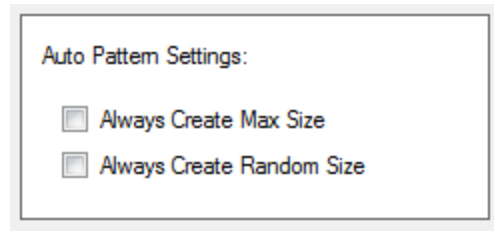
This dialog box is titled "Auto Pattern:". It features a label "Max Length:" followed by a text input field containing the number "12". At the bottom, there are two buttons: "Create Max" and "Create Random".

To make a random pattern, simply input an integer for the maximum length that you want the name to be. After that, if you click on the “Create Max” button, it will create a random pattern with the length you have specified. If instead you click on the “Create

Random” button, it will create a random pattern, with a random length with the maximum length being the one you specified.

## Auto Pattern Settings

The auto pattern generator has settings to make it even less tedious.

A screenshot of a settings dialog box titled "Auto Pattern Settings:". It contains two unchecked checkboxes. The first checkbox is labeled "Always Create Max Size" and the second checkbox is labeled "Always Create Random Size".

Auto Pattern Settings:

☐ Always Create Max Size

☐ Always Create Random Size

These checkboxes control whether or not it will create a random consonant/vowel pattern each time you click on the “Create Name” button. If “Always Create max Size” is checked, then the random pattern it creates will always be the maximum size you specified. If “Always Create Random Size” is checked, then it will always create a new pattern up to the maximum size.

If neither are checked, then the program will not generate a new pattern each time.

That's all there is to it, happy name generating!

The screenshot shows a software application titled "Dungeons and Dragons Name Generator". The interface is organized into several sections:

- Available Consonants and Vowels:** This section contains two input fields for adding characters. The first field has "G" and "L" entered, with an "Add Consonant" button. The second field is empty, with an "Add Vowel" button.
- Manual Pattern:** This section has a label "Manual Pattern:" and two buttons: "Add Consonant" and "Add Vowel".
- Auto Pattern:** This section includes a "Max Length:" label with a text box containing the number "12", and two buttons: "Create Max" and "Create Random".
- Auto Pattern Settings:** This section contains two checkboxes: "Always Create Max Size" (which is unchecked) and "Always Create Random Size" (which is checked).
- Consonants:** A vertical list box showing the characters "G" and "L". Below it is a "Clear" button.
- Vowels:** A vertical list box showing the characters "A" and "O". Below it is a "Clear" button.
- Consonant/Vowel Pattern:** A vertical list box showing a sequence of labels: "Consonant", "Consonant", "Vowel", "Consonant", "Consonant", "Vowel", "Consonant", and "Consonant". Below it is a "Clear" button.
- Output:** A large text area displaying a list of generated names: "OA", "LLAA", "ALLGOOLGA", "OOLLL", "LGLG", "OOOLALLGOAA", "GLL", "LA", "LLGLAAOLAGGO", "AGOLLA", "LL", "A", "OAOAALGGGLL", and "LLAGLLOGG". Below this area is a "Clear" button.

At the bottom of the window, there is a prominent "Create Name" button.