

TweeZcodeCompiler



Introduction

TweeZcodeCompiler is a compiler for IF (Interactive Fiction) games.

https://en.wikipedia.org/wiki/Interactive_fiction

The TweeZcodeCompiler helps you to compile Twee interactive fiction games, which are running in your web browser into ZCode.

Zcode can be executed on a Z-Machine which is a virtual machine for IF games from the 70s.

Getting Started

Create a Twee Game

First you need to install twee to create a modern IF game.

<https://github.com/tweecode/twee>

Get used to the language and create an awesome game.

It is also possible to create a game completely in your web browser.

<http://twinery.org/>

Install Z-Machine interpreter

we can recommend Frotz

<http://frotz.sourceforge.net/>

Compile Twee Code into ZCode

Use the TweepZcodeCompiler:

```
./TweepZcodeCompiler [-d] [-o outputfile] [-a] <inputfile>
```

Parameter	Description
<inputfile>	Source input file. Can be a twee file or an assembly file
-d	print debug logs to console
-o <outputfile>	use specified output instead of default (name of input file with .z8 extension)
-a	treat input file as Z-machine assembly instead of Tweep source (cannot be used in conjunction with -s)
-s	generate readable Z-machine assembly instead of Z-program (cannot be used in conjunction with -a)

Examples:

Compiling a Tweep file into a ZCode file

```
./TweepZcodeCompiler -o myZGame.z8 mygame.twee
```

Compiling an assembly file into a ZCode file

```
./TweepZcodeCompiler -o myZGame.z8 -a mygame.zap
```

Contribute

First version implemented in a student software project at the Free University Berlin.

www.fu-berlin.de

The compiler is written completely in C++.

Source Code available at Github.

Github: https://github.com/manuelpolzhofer/twee_zcode_compiler