#### A Twine Cheat Sheet

(a start, at least)

### **Story Formats**

There are three basic story formats:

- Harlowe
- Snowman
- SugarCube

Unfortunately, not all of the formatting syntax below work with each of these formats. We have tried to point out which they *do* work with, but beware! Of the three Harlowe seems the most robusts, followed by SugarCube. I am not sure what to say about Snowman (cool name; frustrating).

#### **FORMATTING**

**HEADER SIZES** (NOTE: This works pretty well in Harlowe and Snowman; the results are interesting—but not quite right—in SugarCube.)

Instead of HTML tags <H1> through <h6>
Use # at the beginning of a line. The resizing w

Use # at the beginning of a line. The resizing will be in play until the next line break. Thus

#### **EMPHASIS** (NOTE: This works in Harlowe and SugarCube, but not in Snowman.)

BOLD. Instead of HTML tag <b> use 'Bold text' NOTE: This is two single quotation marks, not a double quote.

ITALICS. Instead of HTML tag <i> use //Italic text//

SUPERSCRIPT. Instead of HTML tag <sup> use ^^Superscript^^

DELETED TEXT. Instead of HTML tag <del> use ~~ Deleted Text~~

#### HORIZONTAL RULE (NOTE: This works in all three Story Formats.)

Instead of the HTML tag <hr>, use three or more hyphens in a row to invoke a horizontal rule

### ALIGNMENT RULE (NOTE: This works in Harlowe, but not Snowman or SugarCube.)

To achieve the results below place these codes ABOVE the line to be affected. All following lines will be impacted until another code is used.

```
==> right-aligned
```

=><= centered

<==> justified

<== left-aligned (undoes the above)

===><= margins 3/4 left, 1/4 right

=><==== margins 1/6 left, 5/6 right, etc.

#### **MISCELLANEOUS**

# WHAT IF YOU WANT TO USE A SQUARE BRACKET OR OTHER TWINE CHARACTERS IN YOUR TEXT? (NOTE: This works in Harlowe, but not Snowman or SugarCube.)

USING CHARACTERS IN YOUR PASSAGES THAT ARE PART OF THE TWINE SYNTAX If you wish to include in your passage prose any characters that already have syntactic meaning, simply place them between a pair of `marks. NOTE: This is the tilde mark, to the left of the number "1" key on the keyboard. I want to include `[[double square brackets]]` in my story, so I use tilde `marks.

#### LINKING PASSAGES

#### CREATING A LINK FROM ONE PASSAGE TO ANOTHER

The simplest way is to include the name of the target passage in two square brackets. Thus [[one]] will take you to the passage named "one." NOTE: *Passage titles are case sensitive*.

## CREATING A LINK THAT DIFFERS FROM THE TITLE OF THE PASSAGE YOU ARE LINKING TO

Imagine creating a series of passages before you link them together. You have chosen arbitrary names for the passages: one, two, three, four. When it comes time to create a link or links from one passage to another, you don't want to use [[one]] if that won't fit your story. Instead, consider the following syntax: [[Go to the cellar->one]]

#### **HOOKS** (NOTE: HOOKS apparently work in Harlowe, but not Snowman or SugarCube.)

A hook is a means of indicating that a specific span of passage prose is special in some way. It essentially consists of text between single [ and ] marks. Prose inside a hook can be modified, styled, controlled and analyzed in a variety of ways using macros.

There are two kinds of hooks: named hooks, which have a tag attached to them that contains their name, and anonymous hooks, which appear directly after a macro instance or a variable. At the moment, we will work with anonymous hooks:

```
(font: "Courier New")[This is an anonymous hook.]

(font: "Skia")[This text is in Skia.]
```

SIMPLE TEXT STYLES APPLIED LOCALLY WITH HOOKS (NOTE: These styles apparently work in Harlowe, but not Snowman or SugarCube.)

(text-style:) This applies a predefined text style (given as a string) to the enclosed hook. See the style codes below. Place the styles into the text-style code as follows:

(text-style: "emboss") [This text will now be embossed. Try it!]

```
Text styles include the following: "bold", "italic", "underline", "strike", "superscript", "subscript", "blink", "mark", "delete"

"outline" "smear"

"shadow" "mirror"

"emboss" "upside-down"

"condense" "fade-in-out"

"expand" "rumble"

"blur" "shudder"

"blurrier",
```

CHANGING FONT STYLE LOCALLY W/O HOOKS (NOTE: This seems to work in Harlowe and SugarCube, but not Snowman.)

<span style='font-family: times'> affected words</span>

Some basic font choices include arial, times, san-serif, serif.

CHANGING TEXT COLOR LOCALLY W/O HOOKS (NOTE: This seems to work in Harlowe and SugarCube, but not Snowman.)

<span style="color: red;"> affected words</span>

**CHANGING LINK COLORS** (NOTE: This seems to work in Harlowe and Snowman, but not SugarCube.)

[[<span style="color: green;">affected link</span>->The Link Passage]]

For colors use common names or color codes (see link at bottom of this sheet).

#### **USING IMAGES**

As long as you drop your images into the same folder as your Twine 2.04 software, using images is straightforward. Simply use this following HTML syntax and your image should appear.

<img src="Hermadrome-small.jpg">

#### **USING CSS in Twine**

Cascading Style Sheets are a powerful way to adjust the formatting of web pages. The same goes for Twine. When you have your editing page open, note the nav bar at the lower left. Click on the drop down arrow and select "Edit Story Stylesheet. Use any of the following CSS codes. There are many others, but this is a start:

CSS CODE FOR CHANGING BACKGROUND COLOR (NOTE: This works in all Story Formats.)

```
body {
      background-color: blue;
}
```

CSS CODE FOR CHANGING FONT FAMILY (NOTE: This apparently works in

Harlowe, but not Snowman or SugarCube.)

```
tw-passage {
  font-family: Verdana, Arial, sans-serif;
}
```

#### **SAVING YOUR Twine STORY**

Go to the main page (using the home button lower left) and Ctrl + Click on the archive button. Save to your preferred location.

#### MORE MISCELLANEOUS

**POPUPS** (NOTE: This apparently works in SugarCube, but not Harlowe or Snowman.)

Using SugarCube, drop the macro below (in green) into the Story Javascript section. Then employ the following syntax in a passage:

<<autopopup "Passage Name">>

The popup will appear when the link is selected. Don't forget to place some other text in your passage.

```
/* Usage: <<autopopup "Some Pasage">> */
macros.add("autopopup", {
    version : { major : 1, minor : 0, revision : 0 },
    handler : function () {
        if (this.args.length === 0) {
            return this.error("no passage name specified");
        }

        var dialog = UISystem.setup("popup");
        new Wikifier(dialog,
tale.get(this.args[0]).processText().trim());
        UISystem.open();
    }
});
```

BASED ON A MORE IN-DEPTH CHEAT SHEET THAT CAN BE FOUND HERE: <a href="http://twine2.neocities.org/">http://twine2.neocities.org/</a>

#### A LINK TO COLOR NAMES AND CODES:

http://www.w3schools.com/cssref/css\_colornames.asp