Twine Notes

Basic link and page creation

[[Die->Death]]
Creates a twine link called "Die" in the passage and links to the passage titled "Death". This will also create a page if "Death" doesn't already exist.

Adding Images in Twine
Twine exports to one html, so we really don't have a directory. To add images to your passages we'll have to store them somewhere remotely. A simple way to do this is to upload your image to Github and link to them from there.

For Github, when you click on your image, right click and select View Image (In Firefox). This will open and image in a new tab...the link to this image is what you want to use.

Styling

You can style anything in Twine (custom classes, links, tags, etc) but Twine also comes with its own classes that you should use when styling.

This is to get rid of the sidebar arrow if you want

tw-sidebar{
 display:none;
}

tw-passage is the section in twine that contains our text

tw-passage{
        color:white;
}

tw-link will change the style of the Twine links (NOT the a tag)

tw-link{
        color:red;
}

```
tw-link:hover{
        color:black;
}
```

To change the background on different pages. Add a tag on the page you want to change. When you double click on a passage in Twine, there is an option to add a tag. Tags must be spelled exactly as it appears on the passage. The tw-story class will also affect the background of your game if you don't want an image.

This first one is the default background

```
tw-story{
   background-image:url("http://new-media.site/images/stars.jpg");
 background-size:cover;
  font-family: Arial;
  color: white;
}
```

The next two change depending on tags included in passages.

```
tw-story[tags~="nebula"]{
   background-image:url("http://new-media.site/images/nebula.jpg");
 background-size:cover;

}
```

```
tw-story[tags~="planet"]{
   background-image:url("http://new-media.site/images/mars.jpg");
 background-size:cover;

}
```

Custom font

In your stylesheet section add:

```
@font-face {
  font-family: Cyber;
  src: url('https://raw.githubusercontent.com/jonchambers/twineImages/master/cyberdyne.ttf');
}
```

^ your link to your font would be referencing YOUR github account

Then, add the:

font-family:Cyber;

style to the section you want to change

So, if you want your twine link fonts to change, it should look something like:

```
tw-link{
        Font-family: Cyber;
}
```

Some macros:

Variables

(set: $fur to "rough")
sets a variable to something in this case fur is set to rough.

(if: $fur is "rough")[(set: $fur to "soft")]
 if fur is in this state, set to this other state

Random and Either

(random: 2,10)
chooses random value between 2 and 10

[[(either: 2,5)->Aliens]]
select either 2 or 5

"A (either: "slimy", "goopy", "slippery") puddle" will randomly be "A slimy puddle", "A goopy puddle" or "A slippery puddle".

Adding custom classes and links:

You are in space, <i>floating</i>
        This adds a link in the page

```
<div class="hello">[[Hello->Hello]]</div>
        you can add custom classes in twine too.
```

You can also embed video in any page.

Timer
Add this to your passage:

(set: $counter to 10)

```
(live: 1s)[
    (set: $counter to it - 1)
    (replace: ?amount)[$counter]
    (if: $counter is 0)[(go-to: "Lost")]

]
```

Add this to your passage text to see the timer working: |amount>[$counter]

Add the passage you want to link to after the "go-to" field...in this example it's called Lost

Play Audio with Controls

```
 <audio controls>
  <source src="https://raw.githubusercontent.com/jonchambers/twineImages/master/
ModemSound.mp3" type="audio/mpeg">
</audio>
```

Play Audio Javascript:

```
var audio= document.createElement('audio');

audio.src='https://raw.githubusercontent.com/jonchambers/twineImages/master/
ModemSound.mp3';


window.onclick = function() {

audio.loop = true;

audio.play();

}
```