  
**Apex R & D: Custom Word Template**

**{PLOT\_ID}**  
**{EVENT\_ID}**  
**{PLOT\_TITLE}**  
**{PLOT\_CATEGORY}**  
**{PLOT\_SIZE}**  
**{PLOT\_TIMING}**  
**{PLOT\_PROPPS}**  
**{PLOT\_LOCATION}**  
**{PLOT\_GOAL}**  
**{PLOT\_TARGET}**  
**{PLOT\_GAMEMASTER}**  
**{PLOT\_AUTHOR}**  
**{PLOT\_DESCRIPTION}**  
**{PLOT\_CHECKED}**

The tag: **{PLOT\_ID}** will be replaced with 84  
The tag: **{EVENT\_ID}** will be replaced with 1  
The tag: **{PLOT\_TITLE}** will be replaced with Did you Sleep well?  
The tag: **{PLOT\_CATEGORY}** will be replaced with GENERAL  
The tag: **{PLOT\_SIZE}** will be replaced with X-LARGE  
The tag: **{PLOT\_TIMING}** will be replaced with ZA-OC  
The tag: **{PLOT\_PROPPS}** will be replaced with 3 dobbelstenen (D...  
The tag: **{PLOT\_LOCATION}** will be replaced with overal  
The tag: **{PLOT\_GOAL}** will be replaced with Slapen een IC din...  
The tag: **{PLOT\_TARGET}** will be replaced with Iedereen  
The tag: **{PLOT\_GAMEMASTER}** will be replaced with Rodney, Jennifer ...  
The tag: **{PLOT\_AUTHOR}** will be replaced with Mass  
The tag: **{PLOT\_DESCRIPTION}** will be replaced with Iedereen heeft In...  
The tag: **{PLOT\_CHECKED}** will be replaced with N

Simple angular like expressions  
Other possibilities for == : <, > , <=, >=, == , != .  
Another possibility: {currency == 'EUR' ? '€'+price : price+'$'} prints €50 if true 50$ if false and given price variable is 50.  
**{#PLOT\_ID==84}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_ID==84}**  
Mathematical expressions are also available:  
**{PLOT\_ID+PLOT\_ID}** will result in 168  
**{#EVENT\_ID==1}**  
This block will be printed if the previous expression is true.  
**{/EVENT\_ID==1}**  
Mathematical expressions are also available:  
**{EVENT\_ID+EVENT\_ID}** will result in 2  
**{#PLOT\_TITLE=='Did you Sleep well?'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_TITLE=='Did you Sleep well?'}**  
**{#PLOT\_CATEGORY=='GENERAL'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_CATEGORY=='GENERAL'}**  
**{#PLOT\_SIZE=='X-LARGE'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_SIZE=='X-LARGE'}**  
**{#PLOT\_TIMING=='ZA-OC'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_TIMING=='ZA-OC'}**  
**{#PLOT\_PROPPS=='3 dobbelstenen (D...'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_PROPPS=='3 dobbelstenen (D...'}**  
**{#PLOT\_LOCATION=='overal'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_LOCATION=='overal'}**  
**{#PLOT\_GOAL=='Slapen een IC din...'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_GOAL=='Slapen een IC din...'}**  
**{#PLOT\_TARGET=='Iedereen'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_TARGET=='Iedereen'}**  
**{#PLOT\_GAMEMASTER=='Rodney, Jennifer ...'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_GAMEMASTER=='Rodney, Jennifer ...'}**  
**{#PLOT\_AUTHOR=='Mass'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_AUTHOR=='Mass'}**  
**{#PLOT\_DESCRIPTION=='Iedereen heeft In...'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_DESCRIPTION=='Iedereen heeft In...'}**  
**{#PLOT\_CHECKED=='N'}**  
This block will be printed if the previous expression is true.  
**{/PLOT\_CHECKED=='N'}**

Image Tags  
If a key has base64 encoded image on it then  **{%imagekey}**  tag can be used to display the image.  
Barcode and QR Codes  
QR codes and barcodes can be inserted for a value of a given key by  **{|barcodekey}** tag. The type of QR code or barcode should be specified by 'barcodekey\_type' in json file. Eg:  
If you want to insert qr code for a value of key 'link' then 'link\_type' key should have 'qrcode' as value. The available types are:   
codabar  
code128  
code39  
ean13  
upc-a  
upc-e  
qrcode  
Extra information can be given by the following tags:  
'key\_height' : contains the height of barcode/qrcode to be generated. default:200 for qrcode, 50 for the rest.  
'key\_height' : contains the width of barcode/qrcode to be generated. default: 200   
'key\_version' : contains the version of QR code to be used. default: 4  
'key\_errorcorrectlevel : contains the level of which the QR code should be recoverable ('L','M','Q' or 'H'). default 'M'  
'key\_cellsize' : contains the dot size of a module inside QR code