Markup Blocks are contained within curly brackets { }.

# Variables

A variable is composed of an Actor and a Field separated by a point.

{Actor.Field}

## Actor

If the actor is SPEAKER, the currently speaking actor is selected

Otherwise, the actor with that key in the Dialogue Manager is used

## Field

|  |  |
| --- | --- |
| **Keyword** | **Meaning** |
| name/Name/NAME | Returns actor’s name |
| heshe/HeShe | Actor’s pronoun, capitalized like keyword |
| himher/HimHer | Actor’s pronoun, capitalized like keyword |
| hisher/HisHer | Actor’s pronoun, capitalized like keyword |
| hishers/HisHers | Actor’s pronoun, capitalized like keyword |

Any other input will try getting that field from the actor’s FieldManager and returning it as a string

# Concatenation

Variables and quoted strings can be concatenated together with +

{“Some string ” + actor.variable + “another string”}

# Random Choice

A random choice is made of several variables or quoted strings separated by pipe characters |

{“option1”|”option2”|variable.option}

One of these will be randomly selected.

The choices can be made up of several strings and variables concatenated together

{“some string ” + actor.variable | “something else “ + actor.anothervariable + “ whatever”}