

# The Fine Twine Menu

A COMPREHENSIVE SAMPLER ON CODING WITH TWINE

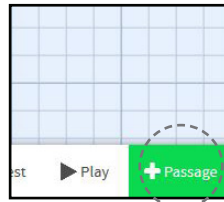
## USING THE TWINE WEBSITE



### GETTING STARTED

Open Google Chrome and go to:  
[twinery.org/2](http://twinery.org/2)

If you reach a welcome page, hit skip.



### CREATING/EDITING A STORY

To create a story, hit the green button on the right bar that says "+Story". When inside a story, click the green button on the bottom right to create passages which make up a story.

## PLACING YOUR STORY ON GRAPETWINE

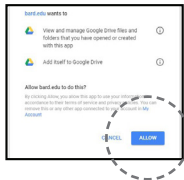
**Step 1:** At the site [twinery.org/2](http://twinery.org/2) click the gear button and then press "Publish to File."



**Step 2:** Go to [twines.bard.edu/login](http://twines.bard.edu/login)

**Step 3:** Log in with your Bard username (\*\*\*\*\*@bard.edu).

**Step 4:** If bard.edu asks for permissions, it is asking for access to your twine files. Press allow if you want to proceed.



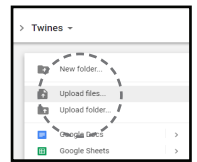
**Step 5:** At the bottom left of the screen, click the button named "Go to your Bard Google Drive."



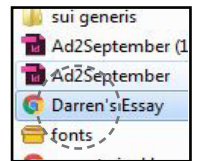
**Step 6:** Once at your drive, go into the folder Grapetwine, then into the folder Twines.



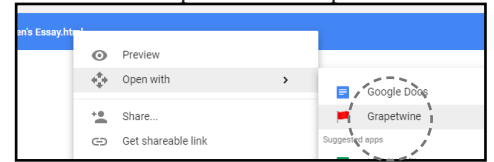
**Step 7:** In the Twines folder, right click on the background and press "Upload Files."



**Step 8:** Find the file you downloaded in Step 1 and double click it.



**Step 9:** On Google Drive, right click the file and click open with Grapetwine



## LINKING PASSAGES

Use link to get from one passage to another in your twine story. You must write the name of the passage exactly as it appears (including uppercase, lower case, spaces, etc.) You can make a link the same name as the passage it leads to or change the name of the link as shown below.

### CODE

```
[[Chapter 2]]  
[[Next->Chapter 2]]
```

### RESULT

Chapter 2  
Next

Note: Both of the results are clickable links that lead to the passage 'Chapter 2'

## IMAGES

Place an image by finding the image URL. To use a personal image, upload it to the images folder in your Grapetwine folder. After being uploaded, right click the image and click open with Grapetwine. A page should open with your image URL.

### CODE

```

```

### RESULT



For more resources, examples and guides on coding with twine, visit [twines.bard.edu](http://twines.bard.edu)

# STYLING

For text to be styled, type in: (property:"value")[text]

## CODE

```
(font:"Calibri") [Calibri Text]
(color: "#696969") [Gray Text]
(font:"Calibri") [(color:"#696969") [Gray Calibri Text]]
```

## RESULT

Calibri Text  
Gray Text  
Gray Calibri Text

# FORMATTING

Surround text you want formatted with the symbol corresponding to the format you want.

When surrounding text, make sure the symbols match on the left and right of the text like parenthesis or quotes.

## CODE

```
**Bolded Text**
//Italicized Text//
```

## RESULT

**Bolded Text**  
*Italicized Text*

# ALIGNMENT

Alignment symbols affect all following text until a new alignment symbol appears.

## CODE

```
<==
This text is left aligned
=><=
This text is center
aligned
==>
This text is right-aligned
```

## RESULT

This text is left aligned  
This text is center aligned  
This text is right-aligned

# VARIABLES

Use variables to remember important information, such as a character's name, or the number of points we have in a game. Words that start with a "\$" are variables.

## CODE

```
Score: $score points
(set:$name to "Bob")
(set:$score to 10)
My name is $name
You have $score
points
```

## RESULT

Score: 0 points  
My name is Bob  
You have 10 points

# RANDOMNESS

Randomness works by selecting from a given pool of words. You can even store this random result in a variable.

## CODE

```
I like (either: "cats", "dogs", "trains").
```

## RESULT

I like trains.

```
Coin flip: (either: "heads", "tails")
```

Coin flip: heads

```
(set:$name to (either: "Bob", "Hui Ling", "Tahir"))
```

My name is \$name

My name is Tahir

# USER INPUT

Use (prompt:) to ask the reader a question. You then need to put the information inside a variable to use it.

## CODE

```
(set:$name to (prompt:"What is your name?", "Enter name in this box"))
So your name is $name.
```

## RESULT

twinery.org says:

What is your name?

Enter name in this box

OK

Cancel

So your name is Enter name in this box.

# IF-STATEMENTS

Use an if-statement to make choices. The code inside the "[ ]" of the if statement is run only if the code inside the "( )" of the if statment is true.

## CODE

```
(if: $name is "Bob")
[Hello again!]
(else:) [Who are you?]
(if: $score > 15) [You win!]
(else:) [You lose!]
```

## RESULT

Hello again!  
Hello again!  
You lose!