

Twine Cheat Sheet

Five Twine 2.3 common questions. (2023-03-01)

#1 Creating links to passages (double brackets).

Type	Sample	Results in...
Simple	Goto [[Room 1]].	Goto Room 1 . (links to Room 1)
Alias with pipe	Goto [[The Room Room 1]].	Goto The Room . (still links to Room 1)
Alias with arrow	Goto [[my room->Room 1]].	Goto my room . (still links to Room 1)

* Make sure there is no space between pipe/arrow and name of passage.

#2 Changing story background colour using the Story Stylesheet.

1. Goto Story > # Stylesheet
2. Add the following CSS.

```
tw-story {  
    background-color: white;  
    color: black; /* font color */  
}
```

#3 Removing the left undo/redo bar using the Story Stylesheet.

The undo/redo bar appears by default on the left side of your story. To remove it, set the display value to none in the Story Stylesheet.



1. Goto Story > # Stylesheet.
2. Add the following CSS.

```
/* hide Twine's left sidebar */  
tw-sidebar {  
    display: none;  
}
```

#4 Adding images using the HTML tag.

HTML format:

```

```

Height and width are optional and can be percentages, e.g., 25%, or absolute number of pixels, e.g., 150.

Example (using the cat image shown on the right):

```
<img src= "https://upload.wikimedia.org/wikipedia/commons/1/15/Cat\_August\_2010-4.jpg"  
width="20%"/>
```



#5 Twine Boolean Variables

- *Boolean variables are either true or false.*
- *Variable names start with "\$", can be mixed case, can have underscores in the name but not spaces or hyphens.*
- *Suggestions:*
 - o *Create a story start page that initializes your variables to their starting value and then have a link to the first page in your story.*
 - o *Disable the left undo/redo bar (#3 above) or your variables will lose their values when undo is clicked.*
 - o *Use descriptive variable names so you remember what they are for.*
 - o *Always test your story.*

Variable Syntax:

Setting a Boolean variable: (set: \$var to true)

Testing if variable is true: (if: \$var is true)[macro]

Testing if-then-else: (if: \$var is true)[if-true-macro](else:)[else-macro]

Boolean variable example:

Passage 1:

```
(set: $key to true)
```

Passage 2:

```
(if: $key is true)[You have the key!](else:)[Go find the key in [[Passage 1]].]
```

Additional Twine resources can be found the SFU SCIENCE ALIVE website:

<https://sciencealive.ca/teaching-with-twine>