

PowerText

OVERVIEW

PowerText lets you quickly put randomised lines of text in your game, it's meant to be as simple as possible so you can write stuff quickly. Great for stuff where you want a bit of text variation, and don't want to write that specific boilerplate code for joining some strings every time.

To use in your game, you write the input file, then use the PowerText class in PowerText.cs to parse it, and then generate your strings whenever you want.

The input file is made up of groups, each has a name, and a list of "lines" that are chosen at random when you "get" a group.

This is made for Unity, since that's what I'm using it for, but it works in regular c# if you replace the "Random" functions.

INSTRUCTIONS - CODE

It's very easy to use in code. Here's an example function to generate a bunch of strings to the debug log.

```
void Generate(TextAsset textFile, string groupNameToGenerate)
{
    // Step 1: Create a powerText instance
    PowerTools.PowerText powerText = new PowerTools.PowerText();

    // Step 2: Parse the input text from somewhere (a text asset is easiest in unity)
    powerText.Parse(textFile.text);

    for ( int i = 0; i < 100; ++i )
    {
        // Step 3: Call GetString(), with the group to generate
        Debug.Log( powerText.GetString(groupNameToGenerate) );
    }
}
```

INSTRUCTIONS – INPUT TEXT

And here's an example of the input text file which explains all the features. You can copy-paste this to a text file and feed it into PowerText to try it out.

```
// First specify the group name, then the list of possible options.
// These can contain references to other groups

:Example:
A big lamp
A small person
A [object]
The [noun] is [color]
Another [color] [noun]
[AdvancedExamples]

// here's the color group we just referenced
:Color:
red
green
blue

// You can nest groups too- go as deep as you want!
:Object:
great big [noun]
itty bitty [noun]
[color] [noun]

// Below are some more examples with extra features

:AdvancedExamples:
// Add weights to values to make them more or less likely to show up
[2.0]a common [object]
[0.1]a rare [object]
// Tag numbers (other than 1) with [#] to pluralize them, use [\#] to end a pluralized
section
Wow, [#]24 [color] [noun]
Also, [number] [object][\#], and a [noun]

// And here's some nouns showing the different pluralisation options
:noun:
egg[s]
box[es]
mouse[/mice]

:number:
one
[#]3
[#]five
[#]a gorillion
```

OUTPUT:

A big lamp

Another blue egg

A small person

The box is red

Wow, 24 green eggs

The mouse is red

A blue box

A small person

Another red mouse

A big lamp

The egg is blue

A common itty bitty box

Another green egg

A great big mouse

A small person

A big lamp

OTHER FEATURES

- An 'a' character will be replaced with an 'an' if the following letter is a vowel.
- The first letter of a sentence is capitalized automatically.
- You can Set variables in the text at runtime like this:

```
powerText.SetVariable("numLives", 40);
```

Then in your input text file, reference it like a regular variable

```
You have [numLives] life[/lives] remaining.
```

CONTACT

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- Email: dave@powerhoof.com
- More dev stuff of mine at <http://tools.powerhoof.com>
- Updates/More info/links to the file: <http://powerhoof.com/powertext>

BIGGER EXAMPLE

Here's a quick example that generates random "fable" titles:

:Fable:

```
[The] [adjective] [noun].  
[The] [number] [noun].  
[The] [number] [adjective] [noun].  
[The] [noun] and the [adj-noun].  
[The] [noun], the [noun], and the [adj-noun].  
[0.25]The [adjective] [noun] [verbs] a [noun].  
[0.25]A [noun] [verbs] a [adjective] [noun].  
[0.25]The [adjective] [noun] [verbs] [number] [noun].  
[0.25]Of [#] [noun] and [noun].
```

:noun:

Bear[s]
Bull[s]
Dragon[s]
Hare[s]
Hound[s]
Beggar[s]
Angel[s]
Lion[s]
Mouse[/Mice]
Cat[s]
Prince[s]
Princess[es]
Pauper[s]
Duckling[s]
Goose[/Geese]
Frog[s]
Sparrow[s]
Swallow[s]
Rose[s]
Ant[s]
Dove[s]
Donkey[s]
Fox[es]
Hunter[s]
Horse[s]
Miller[s]
Mule[s]
Serpent[s]
Peacock[s]
Raven[s]
Elephant[s]

:adj-noun:

```
[noun]  
[adjective] [noun]  
[number] [noun]  
[.5][number] [adjective] [noun]
```

:adjective:

Lonely
Missing
Poor
Brave
Sad
Greedy
Hungry
Golden

Of Beggars and Ants.

The Angry Elephant.

The Sparrow, the Pauper, and the Seven Serpents.

The One Hundred Lonely Princesses.

The Dove and the Dirty Dragon.

The Three Hungry Roses.

The Miller and the Hunter.

The Rose and the Elephant.

The Mouse, the Peacock, and the Two Donkeys.

The Five Bears.

The Starving Hound.

The Ten Foxes.

The Raven and the Prince.

The Seven Sad Frogs.

The Bull, the Swallow, and the Golden Lion.

The Jealous Hare.

The Rose, the Miller, and the Starving Cat.

The Blind Duckling.

The Swallow and the Three Poor Roses.

The Duckling, the Donkey, and the Raven.

The Five Hundred Greedy Lions.

The Four Foxes.

The Brave Goose Fools a Mule.

The Tale of the Hare, the Frog, and the Two Cats.

The Five Greedy Elephants.

The Ten Ants.

The Dirty Dove.

Dirty
Jealous
Blind
Starving
Angry
Clever

:verbs:

Outwits
Finds
Meets
Tricks
Fools
Taunts

:the:

The
[0.1]The [strange][story] of the

:strange:

Strange
Curious
Sorry
Sad
[10] []

:story:

Story
Tale
[.1]Legend
[.1]Adventures

:number:

[#]Two
[#]Three
[#]Four
[#]Five
[#]Seven
[#]Ten
[#]One Hundred
[#]Five Hundred

The Three Starving Hounds.

The Ten Princes.

The Jealous Hunter.

The Serpent and the Peacock.

The Princess, the Horse, and the Golden Beggar.

The Brave Pauper Taunts a Dragon.

The Miller and the Two Sparrows.

Of Ravens and Princesses.

The Clever Miller.

The Beggar, the Dove, and the Four Sad Frogs.

The One Hundred Blind Ants.

A Rose Outwits a Poor Fox.

The Seven Swallows.

The Lonely Hound Meets Five Hundred Dragons.

The Goose and the Five Donkeys.

The Four Ducklings.

The Story of the Angry Horse.

The Missing Angel Finds a Mouse.

The Two Angry Bears.

The Lion, the Peacock, and the Brave Pauper.

The Serpent, the Cat, and the Mule.

The Jealous Prince.

The Bull and the Hungry Sparrow.

The One Hundred Elephants.

The Starving Hare Outwits a Hunter.

The Five Hundred Sad Peacocks.

The Duckling, the Hare, and the Swallow.

The Seven Elephants.

The Raven, the Rose, and the Five Hundred Cats.

The Four Clever Bears.