



Generated SVG space ships with Tracery

Even more Tracery tricks

Use Tracery with Twine with Matthew Balousek's port

It's right here: <http://twinecery.juegos/>

Include HTML links, images, emoji, and animated gifs

```
catURL: ["kitten1.jpg", "kitten2.jpg", "kitten3.jpg", "kitten4.jpg"],
catPic: ["<img src='#catURL#' />"],
clickMeLink: ["<a href='xkcd.com'>Click this!</a>"],
emoji: ["🍌", "🍌", "🍌", "👍", "👍", "👍", "👍", "👍", "👍"],
compliment: ["<b>Hey #person#</b> You got me feeling #emoji##emoji# !"]
```

Make SVG graphics with Tracery

SVG is just another kind of HTML, but it renders as sweet graphics. That means you can make a (really unreadable) grammar that produces valid SVG code, and a browser will render it as art!

Here's a starfield generator:

```
digit : ["1", "2", "3", "4", "5", "1", "2", "3", "4", "5", "6", "7", "8"]
place : ["#digit##digit#"],
star : ["<circle fill='\#FFFFFF' cx='#place#' cy='#place#' r='1#digit#'
circles : ["#star2##star2##star2##star2##star2##star2##star2##star2#"],
origin : "<svg width=\\"256\" height=\\"256\">#circles#</svg>",
```

But eventually, you can build up to wacky stuff, like procedural socks and spaceships and flowers.

Tracery can even create **music** if you have a text-based music format like ABC notation and a way to play it. *Hazardous fun: create Javascript syntax with Tracery, run it with 'eval'!*



Tracery

www.tracery.io
free & open source!

A text generation JS library
by UCSC PhD student Kate Compton

@galaxykate

Procedural banter for Dietrich
Squinkifer's Interruption Junction



Make generative text for NPC dialog, gameplay collectables, twitterbots, music and more

Le Fromage Regrettable

artisan toast

Sven's Subtle Toast
pumpkin seed butter on raisin bread topped with jackfruit jam

dessert

The Black Finch Seduction
layered financiers in the shape of a robin

Nevercake
caramel biscuits sprinkled with cashews

wine

Fallowfall Vines Frascati
It smells of father's aftershave. Flavorful pear, with undertones of tobacco

coffee

Finn's Bold Roast
All you can taste is loss and you remember the immateriality of all things. Served in a moka pot.

recipes

Finley's Toast
cacao nib butter rolled in savory peppermint dates on a slice of toast

The Black Finch Seduction
layered financiers in the shape of a robin

Finn's Toast
pomegranate seed butter on toasted rye in the shape of a tiger

Stumply Toast
pomegranate seed butter in the shape of a zebra on a slice of french toast

Walnut Butter Toast
macademia nut butter on toast in the shape of a hawk

Charcoal Pines Vinyard Syrah
Forgotten, it is too late to reconcile with her. You can never kiss them again. You struggle against a tide of savory salt

Zeke's French Roast
You are overpowered by juicy melon and you drown in a sea of fermented smoke. Served in a pile of discarded Kenzie cans.

sections

artisan toast

dessert

wine

coffee

actions

Generated recipes for a hipster restaurant management sim

Getting started with Tracery

Tracery is a **templating language** a way to take a piece of text with some **tags** in it like:

```
"I have a pet #someAnimal#. It is very #adjective#."
```

and replace the text between two hashtags (“#someAnimal#”) with a **replacement rule** (“emu”) to create:

```
"I have a pet crocodile. It is very gregarious."
```

Where do these replacements come from? A **grammar** that you write! A grammar is a set of symbols, pairs of keys (a word like “someAnimal”) and a list of possible replacement rules, like

```
[ "emu", "beaver", "crocodile", "marmoset", "corgi" ]
```

Rules can other tags, so you can create text that expands a bit at a time. This way, you can create options that have options that have options.....

```
"story": ["I walked to the bar and ordered a #drink#",  
"drink": [ "a large #coffee#", "Earl Grey tea", "water" ],  
"coffee": [ "espresso", "mocha", "#coffeeFlavor# 'trape'",  
"coffeeFlavor": [ "hazelnut", "peppermint", "vanilla" ]
```

You can go as deep and detailed as you want! Read the GitHub doc for more advanced features, like saving content and using modifiers.

To try an interactive tutorial:

<http://www.crystalcodepalace.com/traceryTutorial.html>

To try an online editor: <http://tracery.io/>



Thinkpiece Bot @thinkpiecebot · 27 Nov 2015

Youths Need To Stop Thinking They're Entitled To Things Like Food And Shelter: A

Upper-Class Dinosaur's View

🔗 888 📍 1k ...

Mixing Tracery and Javascript

Ok, now you've tried making some text with Tracery, and you have a sweet new Twitterbot with so many followers. Rad! But how do you make a game with this?

Go to <https://github.com/galaxykate/tracery/tree/tracery2/s/tracery> and get **tracery.js** and **mods-eng-basic.js**. Add them to your HTML/JS project.

Create a grammar from a Tracery-formatted object (like you made in the tracery.io editor). Maybe your grammar has things like backstories for RPG weapons and interesting descriptions of settings.

```
grammar = tracery.createGrammar({  
  weaponName: ["#monster#blade", "#monster#bane"],  
  weaponDesc: ["wielded by #someHero# of #somePlace#...", ""],  
  inDesc: ["This inn is #inAdjective# and #inAdjective#...", ""],  
  inAdjective: ["busy", "dark", "grim", "grimy", "smelly"],  
  innName: ["The #noun# and #noun#", "The king's #bodypart#"]  
});
```

Add modifiers to the grammar (import “mods-eng-basic.js” for basic English modifiers, or write your own)

```
grammar.addModifiers(baseEngModifiers);
```

All set up! Maybe you've programmed an RPG, and your heroes enter a tavern:

```
var innName= grammar.flatten("#innName#");  
var inDesc = grammar.flatten("#inDesc#");  
console.log("You enter " + innName + " " + inDesc);
```

You have some *great* tavern keeper dialogue, but you want the bartender to refer to the player by name, and remark on their weapon. Easy, you can add this information to Tracery on the fly!

```
grammar.pushRules("playerName", [myPlayer.name, myPlayer.nickname]);  
var barkeeperSays = grammar.flatten("Wow, #playerName#,  
what a great #playerWeapon# you have!");
```



Hipster Cocktails @HipsterCocktail · 22 Nov 2015

Overpriced Instagram

Acquaint 2 shots of sugar-infused Whisky with vegan lemonade. Add

shredded chicory.

Serve in a ladle.