

# USER GUIDE FOR BUFFYOUUP'S CUSTOM GENERATOR BUILDER TOOL

## A. Simple Custom Generators: An Example

The simple generators allow making random selections from a given pool of prompts. The selection rules can also be set to assign different probabilities of selection to individual prompts, based on user preference.

1. Go to the "Database" section.
2. Select "Simple Generator 1" from the drop-down menu by clicking/tapping on it, or by using the navigation buttons to the left of the dropdown menu.
3. Click/tap on the big, white "Data Monitor".
4. For all generators, data can be entered in two ways: (1) Enter 'prompts' one by one, or (2) enter multiple prompts at once.
5. Enter prompts one by one: Type in "Dwarf" (without the quotation marks) and press the "Add" button found under the monitor. Click/tap on the monitor again. Type in "Elf" and press "Add". Type in "Tiefling" and press "Add" again. You can enter as many prompts as you like. Press "Display" to display the last saved state of the data inside the generator. Press "Subtract" to remove an individual prompt from the generator. Pressing "Wipe" will erase all prompts from the generator. Pressing "Clear" will only clear the data monitor, and will have no effect on the stored data for a generator.
6. Once you are done, go to the "Simple Generators" page from the menu at the top. Press "Randomize" under "Simple Generator 1": The generator will make a random selection to display one of the prompts you entered. Press "Generate" as many times as you like, or press "Clear" to clear the output and press "Generate" again to generate anew. Using the arrow buttons will cycle between all viable options. Press "Generate All" or "Clear All" to work all nine simple generators at once.
7. Click/tap on the empty, single-line text field above the generator's output text field, enter a name for your generator and press "Save". You have now saved a generator for later use. You can save 20 generators under each "Simple Generator" from 1 to 9, adding up to a total of 180 generators. Use Load/Delete buttons to manage your saved generators. The "Reset Generator" button will erase all current data from the generator so you can start from scratch. This button will have no effect on saved generators.
8. Enter prompts all at once: If you would like to enter all prompts at once, click/tap on the data monitor on the Database page and type in "Dwarf\_Elf\_Tiefling\_Human" (without the quotation marks) to add the four races, and press either "Add", or "Overwrite". The difference between these two buttons is that "Overwrite" completely replaces the generator data with what's on the data monitor, while "Add" only adds to the currently stored generator data what's on the monitor. You can add as many prompts as you wish using this method as well. Proceed to the Simple Generators page to test your generator.
9. Enter prompts with varying probability of random selection: To enter prompts with varying probabilities of random selection, you can use either one of the "one by one" or "all at once" methods above, with added probability values for each prompt. To do this, use the ":" after a prompt, followed by a probability value. Example: Click/tap on the monitor and type in "Dwarf:60\_Elf:10\_Human:30" (without the quotation marks). Press "Add" or "Overwrite" (it's a good idea to always be careful about which one of these buttons to use). Now, "Dwarf" will have a 60 percent probability of being selected, "Elf" 10 percent, "Human" 30 percent. The probabilities entered should always add up to 100. Press "Check Probabilities" button to receive feedback about any probability issues during data entry.

## B. Triad Chain Custom Generators: An Example

The Triad Chain generators operation under the logic of “Parent -> Child -> Grandchild”, meaning the outcome of the random selection for the third sub-generator (the grandchild) depends on the outcome of the random selection for the second sub-generator (the child), the outcome of which depends on the first sub-generator (the parent).

1. Go to the “Database” section.
2. Select “Triad Chain A1” from the drop-down menu by clicking/tapping on it, or by using the navigation buttons to the left of the dropdown menu.
3. Click/tap on the big white monitor and type in “Elf\_Dwarf\_Human\_Tiefling”, press the green “Overwrite & Proceed to Next” button.
4. You will be presented with an automatically-generated template for data entry into “Triad Chain A2”, as the “Overwrite & Proceed to Next” button streamlines the process for entering data into the advanced generators. Below is the template facing you:

```
Elf()  
Dwarf()  
Human()  
Tiefling()
```

5. Enter ‘sub-race’ values inside the parantheses above, separated by the delimiter “\_”, sporting probability values at will (check the section on Simple Generators for more information on how to enter probabilities, as also displayed below). You can enter any number of prompts inside the parantheses, while probabilities in each parantheses should add up to 100. Press “Check Probabilities” to control for any probability issues to receive detailed feedback about individual lines. An example data entry:

```
Elf(High:10_Wood:50_Dark:40)  
Dwarf(Mountain_Hill)  
Human(Mulan:70_Shou:30)  
Tiefling(Fierna_Glasya)
```

Press “Overwrite & Proceed to Next” to proceed to the third and final link in the Triad Chain generator. You will now be faced with the following automatically-generated template:

```
Elf&High()  
Elf&Wood()  
Elf&Dark()  
Dwarf&Mountain()  
Dwarf&Hill()  
Human&Mulan()  
Human&Shou()  
Tiefling&Fierna()  
Tiefling&Glasya()
```

Once again, enter any sub-race prompts you would like inside the parantheses for each unique outcome and press “Overwrite” or “Overwrite & Proceed to Next”.

6. Go to the “Advanced Generators” button from the above menu and click/tap on “Generate” on the Triad Chain A. The random generation process will take a form of parent -> child -> grandchild, while maintaining the probability rules you defined. Give names to the three individual sub-generators by entering names into the empty text fields above each. Give an overall name to the Triad Chain A generator you just created and save it as you like. You can save a total of 100 generators under Triad Chain A and another 100 under Triad Chain B.

### C. Penta Branch Custom Generators: An Example

The Penta Branch generators use the logic of “1 Root -> 5 Branches”, meaning the random selections for the five ‘branch’ generators depend on the outcome of the random selection for the ‘root’ generator.

1. Go to the “Database” section.
2. Select “Penta Branch A Root” from the drop-down menu by clicking/tapping on it, or by using the navigation buttons to the left of the dropdown menu.
3. Click/tap on the big white monitor and type in “Elf\_Dwarf\_Human\_Tiefling”, press the green “Overwrite & Proceed to Next” button.
4. You will be presented with an automatically-generated template for data entry into “Penta Branch A Branch 1”, as the “Overwrite & Proceed to Next” button streamlines the process for entering data into the advanced generators. Below is the template you find:

```
Elf()  
Dwarf()  
Human()  
Tiefling()
```

5. Use the same rules described above for the Simple Generators and Triad Chain Generators to enter data inside the parentheses and press “Overwrite & Proceed to Next”.
6. You will be presented with the automatically-generated template for data entry into “Penta Branch A Branch 2”, which looks exactly like the template generated for “Penta Branch A Branch 1” above. Enter your prompts inside the parentheses and press “Overwrite & Proceed to Next”. This process can be repeated until data entry for “Penta Branch A Branch 5” is complete.

6. Go to the “Advanced Generators” button from the above menu and click/tap on “Generate” on the Penta Branch A. The random generation process will take a form of “Root” --> “5 branches” while maintaining the probability rules you defined. Give names to the six individual sub-generators that make up your “Penta Branch” generator, by entering names into the empty text fields above each. Give an overall name to your Penta Branch A generator and save as you like. You can save a total of 100 generators under Penta Branch A and another 100 under the Penta Branch B.

### D. Using the Save/Load Mechanism for the Database

While the functioning of the Save/Load mechanism under the Database section is no different than those of the generators and is straight-forward, one thing to note is that this feature has no effect on the saved generators. The Save/Load functionality for the Database only affects the ‘Data Monitor’ found on the Database page, and can be thought to be a sketching pad for future ideas. This section has its own 100 save slots.

#### **IMPORTANT:**

**The user should refrain from using the special character of “\$” and “^” during data entry. These characters serve as delimiters inside the JavaScript code and their manual inclusion into data may result in malfunctioning of the code.**