

Your own types and fields

The built-in types are a starting point

Every universe begins with Characters, Places, Items, Factions, Rules, Events, Maps and Other, each with a sensible handful of fields. Many worlds need more: ships, spells, species, clues, deities. The codex lets you add your own types, give any type the fields it needs, and connect entries to one another—a city's country, a character's faction—with the connection visible from both ends. Think of it as building a small relational database by filling in forms, with a wiki page attached to every row.

The Setup rail

In the codex, click **Setup** at the top right. The main area becomes a rail of your types, one box per type, with its fields inside. Nothing about entries is lost; **Back to entries** returns you.

Screenshot: the Setup rail *Screenshot: the codex's Setup rail, with one box per type and that type's fields listed inside it, and Back to entries visible.*

Renaming and hiding types

Each type box has **One is called** and **Several are called**—so *Faction* can be *House* and *Houses*, and the whole codex follows, from the left-hand list to the forms. A built-in type you have no use for can be unticked (**shown**) to hide it; it comes back the same way. Your own types have **Remove type** instead, which is allowed only while nothing uses them.

Adding a type

At the bottom of the rail, **A type called**: give the singular and plural, and it appears as a box of its own with the three fields every type has—Pictures, Overview and Tags. Add fields to it as below.

Adding a field

In any type's box, click **Add a field** and say:

- **Field label**—what the row is called on the entry page: *Rank, Capital, Ship class*.
- **What the field holds**—one of:
 - *a line of text, or paragraphs;*

- *a number*;
- *a date*, a year on one of your calendars;
- *one of a list*, a dropdown; or *several of a list*, tags you pick from;
- *another entry*, or *several other entries*—a connection to other things in the codex;
- *pictures*, from the media library.

Screenshot: the Add a field form *Screenshot: Add a field open in a type's box in the Setup rail, with a Field label typed in and the What the field holds choices showing.*

For a list, give **The choices, one per line**. Choices are strict: only these spellings are accepted, on the page and from any connected AI, which is what keeps a bible from drifting into *Admiral*, *admiral* and *Adm*. More can be added later, from the setup or straight from an entry that needs a new one.

For a connection, say **Points at** which type—*Country* points at Places, *Faction* at Factions—and give the **Reverse list name**: what the other side calls the list of things pointing at it. A city's *Country* field with the reverse name *Cities* means every country's page gains a *Cities* list, filled in automatically from the cities that name it. Choose *another entry* for one (a city has one country) or *several other entries* for many (a character has several affiliations).

The built-in fields already use this: a character's *Affiliation* shows up on the faction as *Members*; a place's *Within* shows on the larger place as *Contains*.

Changing a field

Click a field in the rail to rename it, change its choices, change its reverse name, or change what it holds. Values already stored keep the shape they were saved in, so a field that goes from *a line of text* to *another entry* won't convert its old text into connections—change kinds early, or add a new field and move the information over.

A note on choosing kinds

- Use *one of a list* for anything you'd otherwise type the same way every time: status, rank, species. The dropdown saves you from your own spelling.
- Use *another entry* when the value is a thing with its own page. "Capital: Landfall" as text is a word; as a connection it's a link both ways, and it follows if Landfall is renamed.
- Use *paragraphs* sparingly in at-a-glance; long text belongs in the body. The Overview field is already there for the one paragraph that should travel with the box.

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