

JanusNode 3.14 was released on August 29, 2012 [For OS X only]

- Added the 'WebPoem' button, for generating random text using on-line resources.
- Added the 'Chipstep Spacecore' textDNA, contributed by Calum Rodger and Sebastian Charles- thanks!

JanusNode 3.13 was released June 19, 2012. [For OS X only]

- Fixed two or three of the oldest bugs in JanusNode (decades old!), that killed the spaces between words in some fairly obscure circumstances that would take too long to explain.
- Added conversation topic and band-name generating TextDNA.

JanusNode 3.12 was released May 26, 2012 (for Macintosh) and June 5, 2012 (for Windows)

- Whoops, I broke 'RepriseTextDNA' (at least when it had only one possible value). Fixed it.

JanusNode 3.11 was released May 25, 2012 (for Macintosh only)

- Added a 'fast'n'loose' mode (for rule-based generation only).
- Added Ted Talk description textDNA

JanusNode 3.10 was released May 14, 2012 (for Macintosh only)

- Again improved 'assigned' TextDNA, especially when there are strong constraints (Bökification or Assonanciation with Alliteration).

JanusNode 3.09 was released April 16, 2012 (for Macintosh only)

- Fixed a few bugs that stopped some output (especially 'assigned' TextDNA and 'GetSubject' function calls) from working properly
- Added the ability to change the color of the text window, randomly (leftmost button at the top of the output window) or using the color palette (rightmost two buttons).

JanusNode 3.08 was released April 1, 2012

- Added Bökification and Assonanciation functionality
- Added some paragraph returns to Markov chaining to make it easier to read.
- Tried yet again to address the problem that is sometimes causing the Macintosh installation to look in the wrong folder for resources...I have never been able to replicate this problem (though it has been reported multiple times) so I am flying blind here.
- Fixed a minor problem with line count updating

JanusNode 3.07 was released on March 1, 2012

- Changed the random alliteration to better co-exist with the new post-3.0 syntax, which has broken the link between a line of textDNA and a line of output. The alliterating letter is now randomly changed at the end of a paragraph.
- Still trying to address the problem that is sometimes causing the Macintosh installation to look in the wrong folder for resources.
- Improved the screen updating so that the line-count would keep up and for aesthetic reasons.

JanusNode 3.06 was released on February 20, 2012 (for Macintosh only)

- Major break-through: BrainFood is now TextDNA! This means that the ‘drop through’ scheme that JanusNode depends for deciding if something is a literal text or a piece of interpretable code now goes to its logical end: text that is stored in files can be executed as TextDNA. This could cause some problems as text in textDNA that was intended to be taken as a literal but that happens to have the name of a BrainFood file (most likely, the words ‘people’, ‘good’, and ‘bad’) will be taken to refer to the BrainFood file. I have made sure this does not apply to all the code that ships with JanusNode 3.06.
- Added visual feedback and a new unique sound to the ‘control click’ text saving, to make clearer when it has ‘taken’.

JanusNode 3.05 was released on February 20, 2012 (for Macintosh only)

- Tried again to address a problem that is sometimes causing the Macintosh installation to look in the wrong folder for resources. I think this is a Lion-related problem.

JanusNode 3.04 was released on February 13, 2012 (for Macintosh & Windows)

- Improved the fix on a bug (see below) that slowed down processing considerably all the time, but especially when there were a lot of rules classified under the same subject, as in edde addad’s Shakespeare Template.
- Tried to address a problem that is sometimes causing the Macintosh installation to look in the wrong folder for resources (hard to address, as I cannot replicate this problem on my own machines).

JanusNode 3.03 was released on February 8, 2012 (for Macintosh only)

- Fixed a bug (identified by edde addad) that slowed down processing considerably all the time, but especially when there were a lot of rules classified under the same subject, as in edde addad’s Shakespeare Template
- Added edde addad’s Shakespeare, Socratic Dialogs, and Gil Revolution textDNA (thanks for these contributions!)

JanusNode 3.02 was released on February 7, 2012 (for Macintosh only)

- Fixed a bug (identified by Tim Drage) that caused the output field font to ‘lock’ if it was interrupted in the middle of using a different font. The font now resets to the default font.

JanusNode 3.01 was released on February 5, 2012 (for Macintosh only)

- Added ‘Undo’ everywhere.
- Re-wrote the eecummingsfication for speed and quality. It eecummingsfies slightly less now than previously, but it can be repeatedly applied.

JanusNode 3.0 was released January 31, 2012

This is a major release that makes many changes. **A few fundamental changes in how textDNA works may require (or suggest) changes to older textDNA.** All of the textDNA included with this release has been upgraded to the new syntax.

- Most importantly, the ‘ChooseTextDNA’ function is no longer confined to working only at the end of a line. Now you can call up a new line of textDNA anywhere you want and have that line’s output inserted at the current location in the output stream. This seemingly small change makes a huge difference in power.
 - o NB *Older textDNA often ended with multiple calls to the ‘ChooseTextDNA’ function. These may not work as expected now.* Before JanusNode 2.2 only one of those calls could ever fire; now they all can. To upgrade your textDNA, use choice brackets (‘{’ and ‘}’) if you have multiple calls to ‘ChooseTextDNA’ at the end of a rule, and only want one of them to fire
- However, the ChooseTextDNA function is no longer required at all (though it may be still be used if desired). The ‘drop through’ system (by which JanusNode tries to figure what kind of a symbol is was processing– TextDemon, BrainFood, or literal– by trying one after another) has now been extended to include local textDNA (that is, textDNA defined in the same file as the current rule). When JanusNode encounters an unquoted string, it first checks to see if it is a reference to local textDNA, then to a TextDemon, and then to a BrainFood file. If none of these matches, it treats the symbol as a literal, and simply prints it. Quoted strings are always treated as literals, as usual. See the end of the ‘Hello World’ file for an example of how this works.
- After decades of requiring a probability of firing (from 1 to 100) after every item, this probability is now optional. The probability defaults to 100 if it is skipped. The reasons for this change are that 99% of all probabilities used in textDNA are 100, so it seems redundant to put them, and skipping the probability was a very common error in writing textDNA. TextDNA without probabilities is also much easier to read and write.
- The probability before each rule is no longer required and is now ignored if it exists. These probabilities were almost always 100 and output management was problematic when they were not, for various reasons. No functionality has been sacrificed since you can control the probability of calling a rule in other ways: either by copying rules you want to have a higher probability of calling

or (official best practice) by using 'top-down' probability control by calling rules using 'ChooseTextDNA'.

- Errors due to missing brackets of any kind are now dealt with more gracefully than they used to be. It was possible to get JanusNode to hang with these errors previously; now it just prints an error message.
- Spaces before and after brackets are now optional, although they are still officially recommended. This change is mainly intended for handling errors, as missing spaces often caused errors previously.
- Re-worked the 'Make TextDNA' command, both to make it compatible with the new syntax and to make it work better in general. Although it still generates fairly mediocre TextDNA, it does now usually generate TextDNA that runs. The generated TextDNA is a good start for making your own TextDNA.
- Added the ability to re-use an earlier set of files for the 'Make TextDNA' function, so that it is no longer necessarily to laboriously select every desired file each time the 'Make TextDNA' function is used in a JanusNode session.
- I have fixed the 'Stop' button so it is less likely to erase generated text by accident. That was annoying. I also fixed a bug that did not always make the 'Stop' sign disappear when it was clicked on, even when processing halted correctly.
- I improved the font-change functions so they actually do what they are supposed to do.
- I changed the way that the number of lines of output is specified: Instead of asking for this number each time, it is now specified in a user-editable field below the text output window.
- The main window is now re-sizeable.
- The alliterate-by-specification function now accepts strings longer than one single character.
- Due to internal changes in the way textDNA function calls are handled (mostly invisible to the user), the function 'random' no longer works. Use the newly-defined 'randomNumber' instead. It takes an (optional) single integer as an argument and returns a random number between 0 and that value. If no integer is given as input, '100' is assumed.
- Fixed a problem that occasionally caused assigned variable values not to be retrieved.
- I slightly improved the way that rules are printed when the 'Show Rules' checkbox is checked.
- Fixed a bug that made cancelling out of 'Markov Chain Input Window' impossible in some circumstances.
- There is no longer an option to 'Run random TextDNA'. Given the increased emphasis on rules that explicitly call other rules, this option no longer made any sense.
- There is no longer a 'Display Mode', for the same reason.
- Because of the widespread use of TextDNA calls, it is a difficult to know what should count as a 'line'. JanusNode counts lines of textDNA, not lines of output, so your count and its count may not always agree.

- The 'Be extra-brilliant' button is a placebo. It doesn't actually do anything, but you will probably be able to convince yourself that it does. As Janus likes to remind us: a lot of what matters is in how you look at things.

Janus Node 2.14 v.2 (for Mac only) on January 8, 2012

- No changes were made to the program
- I added and/or fixed quite a lot of TextDNA and BrainFood in various places, including the Robot Johnson Project rules, the Story Plot rules, and the ArtSpeak rules.
- I have noted a few known (minor) bugs and am pondering some enhancements to the program itself...
- I hope to work on the Windows version soon, as the Mac version has now far outstripped it.

JanusNode 2.14 was completed (for Mac only) on January 7, 2011

- Eliminated the need for 'compilation' during loose Markov chaining
- Tinkered with the eecummingsfication because it seemed to be doing a little too much to the texts
- Added new resources contributed by edde addad (<http://www.eddeaddad.net/>)
- Edited the documentation to reflect changes and for clarity.

JanusNode 2.13 was completed (for Mac only) on December 13, 2010

- Fixed a bug that had broken Markov chaining....was it really broken all year!?! Thanks to those who pointed this out...

JanusNode 2.12 was completed on January 10, 2010.

Changes:

- JanusNode.com was re-made
- Unified the look and algorithms between the Windows and Mac versions.
- Compiled a universal Mac version
- Eliminated command-. as a control method. Instead, click on the stop sign to halt processing
- Fixed several bugs in Markov-chaining by character.
- Fixed a major bug in calculating odds of using an element.
- Fixed many bugs in the Robot Johnson TextDNA, some of which were fatal for running the TextDNA.
- Made JanusNode recover more gracefully from errors of a similar type in the future.
- Added a 'Show rules' button to help in debugging TextDNA.
- Numerous other small bug fixes.
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JanusNode 2.11a was completed on July 17, 2010

Changes:

- Added a PayPal donation button. Please consider using it if you want to tip me for my work.

JanusNode 2.11 was completed on January 14, 2010

Changes:

- Fixed a bug that stopped users from making their own Markov chain files
- Fixed a bug that misprinted apostrophe characters in Windows