Dictionary:

Lorebook(s) or LB – character world info

Case: Person makes multiple versions of the same character. Wants to pull from one base world info, but have extra lorebooks per version. Simplest example: SFW and NSFW versions of the same character.

SFW character:

* Contains the base lorebook

NSFW character:

* Contains the base lorebook
* Contains an extra lorebook(s) specifically about how the character feels towards NSFW traits/situations

The base and extra lorebook are updated independently. This saves the redundancy and size of two different lorebooks. An example of a redundant lorebook is one that would contain the base information and the other will contain the base information AND the extra NSFW stuff.

Advantage: World info is more modular and easier to load for the user who has such a usecase (you’d be surprised how many SFW/NSFW character card splits there are)

Implementations:

“Character lorebook associations”:

* A section below base character lorebook binding with a multi-selector (the multi selector won’t contain the selected base lorebook. Not exported with character card since these are hot-swapped with the base being constant)
* Chat flow
  + Start chat
  + Automatically provide base lorebook and extras lorebook
  + User continues without having to worry about anything

Advantage: Allows for auto-addition of extra lorebooks that are updated independently. Helps save a lot of time when provisioning a GC.

Disadvantage: Not exported with character. However, this can be mitigated with a description in character associations.

“Chat lorebook selection”:

* Probably located in the hamburger menu
* Chat flow
  + Start chat
  + Select all the extra lorebooks pertaining to the character(s)
  + User continues chatting

Advantage: Ultra-unique chat fine-grained lorebook tuning

Disadvantage: Have to manually provision the associated lorebooks every time. This can get extremely tedious as the amount of members in a group chat scales up.

“Why not just use the global WI selector?”:

* Use multi-select to enable the world(s) and extra lorebook(s) for the chat
* Chat flow
  + Select all appropriate lorebooks and WI in global menu
  + Start chat
  + Continue chatting

Advantage: No extra work needed, uses something that already exists

Disadvantage: Not contiguous with “character lorebook” UI. Ideally, character lorebooks should exist separately from global WI at least in the selector. This helps declutter the WI panel at large. In addition, let’s say you’re chatting with a different character from the same global world, you have to make sure that the correct extras are selected every time.

My conclusion: extra character lorebook associations is the simplest way to link extra lorebooks to a character from a user-facing standpoint. It helps solve the problems of manually provisioning every time a chat is started and makes it way easier for group chats. In fact, this can possibly be paired with chat-specific lorebook selection in the future (if we ever get around to making that). The main disadvantage is that extra lorebooks can’t be exported, but that’s not necessary since they’re considered as “extra”.

Can I make/PR this? Yes

Can I test this? Yes

Do I have UI in mind? Yes, but would like to review it