

The statement	select * from Examples
The statement, marked parts	::SELECT * ::FROM Examples
The select part	SELECT *
The from part	FROM Examples
The "tables"	Examples
The "driving table"	Examples

The "records"	"A Thesis Notebook" by Alberto Molina
	"Gospel Bubbles" by Rev. David Gifford
	"Lucky Sushi" online shop by sini-Kit
	"PETTIL - Forth for the Commodore PET" by Charlie Hitselberger
	Interactive Git Documentation by Devin Weaver
	PESpot Lesson Planner by Patrick Detzner
	Simple Zork-like Game by Jed Carty
TriTarget.org by Devin Weaver	

The "columns"	title created modified tags type url text
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	created	modified	tags	text	title	type	url
The record set	20130302085406905	20130302084548184	Examples	A thesis notebook based on TiddlyWiki . <<< This is an example of a thesis notebook powered by TiddlyWiki 5.0.8-beta. TiddlyWiki is a great piece of software created by Jeremy Ruston. It allows you, among other things, to take notes, organize ideas, store information, and display all your stuff the way you want. It is an incredibly flexible tool you can adapt to fit almost all your needs. This TiddlyWiki has been customized to serve as a philosophy notebook centered around authors, books and papers, concepts and theories, and personal notes. I use it along with Zotero, which is a dedicated bibliography software. Both are free, open source projects. TiddlyWiki can be downloaded at https://tiddlywiki.com . <<<	"A Thesis Notebook" by Alberto Molina		http://tesis.tiddlyspot.com/
	20141122093837330	20210106151027081	Examples	Creates bubble maps of Biblical texts. <<< This TiddlyWiki , which is still under construction, has several features that together make it lightning fast to find passages, types of passages, themes, people, places and images in the New Testament Gospels. The bubblemaps are color-coded overviews of each Gospel. Each type of passage (miracle story, parable, etc) was assigned a color. Bubblemaps allow you to do three things: #The bubblemaps are color-coded overviews of each Gospel. Each type of passage (miracle story, parable, etc) was assigned a color. Bubblemaps allow you to do three things: ##See how the different types of passages are distributed throughout each Gospel. ##Hover over passages to see the verses and titles. ##Click on a passage to open it and see the themes and other data it mentions. #The themes by passage indexes are lists of the passages in each Gospel, followed by the themes and other data found in the passage. Clicking on a theme calls up a list of all the passages that mention that theme. #The indexes of themes contain lists of links to each theme, person, group, place and image. Clicking on a theme calls up a list of all the passages that mention that theme. #There is a search window hidden in the right hand menu. Use the search window to find passages quickly, by typing things like sower or paralytic. Click the arrows in the upper right of the screen to open the menu and search. <<<	"Gospel Bubbles" by Rev. David Gifford	text/vnd.tiddlywiki	http://giffmex.org/gospels.bubbles.html#Gospels%20Bubbles
	20141122093837330	20210106151027143	Examples	A complete online shop made in TiddlyWiki !	"Lucky Sushi" online shop by sini-Kit	text/vnd.tiddlywiki	http://luckysushi.ru/habarovsk/heeg.html#index
	20140716085406905	20140716084548184	Examples	A fast Forth interpreter for the Commodore PET , written in 6502 assembly language. The TiddlyWiki containing program documentation is automatically generated from the source code: see https://github.com/chitself/pettil . <<< Objectives of the project are, in no particular order: * make a Forth that runs on my Commodore PET 2001 * have fun * improve my "6502 assembly golf" skills * find other people who are interested in this project <<<	"PETTIL - Forth for the Commodore PET" by Charlie Hitselberger	text/vnd.tiddlywiki	http://pettilmobile.com/tw/
	20150621212120755	20150621214507584	Examples	A git choose-your-own-adventure!🕒 for walking yourself though fixing a <i>broken</i> Git repository. <<< This document is an attempt to be a fairly comprehensive guide to recovering from what you did not mean to do when using git. It isn't that git is so complicated that you need a large document to take care of your particular problem, it is more that the set of things that you might have done is so large that different techniques are needed depending on exactly what you have done and what you want to have happen. <<<	Interactive Git Documentation by Devin Weaver		http://sukima.github.io/GitFixUm/
	20150403104722092	20150403105247619	Examples	A system for lesson planning built with TiddlyWiki . <<< I built a program to help enter and store lesson plan information and then facilitate/automate some of the tedious work involved in creating the actual lesson plan document. <<<	PESpot Lesson Planner by Patrick Detzner	text/vnd.tiddlywiki	http://pespot.tiddlyspot.com
	20141118143636664	Examples	A simple game built with TiddlyWiki , introduced in this post . <<< I decided to see if it was possible to make some sort of game using only the core tiddlywiki with no plugins or javascript. I made a very bare bones zork/interactive fiction type game. It is currently the simplest thing I could make and claim it was a game, but I may add on to it in the future. It uses the 5.1.5 prerelease because the action-setfield widget saved lots of work making macros. One goal of this is to use nothing besides what is contained in the core tiddlywiki , so there is no javascript and no plugins. <<<	Simple Zork-like Game by Jed Carty		http://zorklike.tiddlyspot.com	
	20160424111304190	20160424112155381	Examples	A personal website built with TiddlyWiki . <<< TriTarget.org is a name I came up with in high school. I was big into computer programming and wanted a company name that was kinda catchy. When I made a few programs in BASIC I would brand them with TriTarget as a way to show off my company (Even though I didn't have one). <<<	TriTarget.org by Devin Weaver	text/vnd.tiddlywiki	https://tritarget.org