MonoBehaviour Yarn. Unity. Dialogue UIBehaviour + DialogueStarted() + RunLine() + RunOptions() + RunCommand() + NodeComplete() + DialoqueComplete()

TestDialogueUIBehaviour

- + lineHandler
- + optionsHandler
- + commandHandler
- expectedLines
- expectedOptions
- + ExpectLine()
- + SelectOption()
- + LineHandler()
- + OptionsHandler()
- + CommandHandler()
- + RunLine()
- + RunOptions()
- + RunCommand()

Yarn.Unity.Example.Example DialogueUI

- + dialogueContainer
- + lineText
- + continuePrompt
- + textSpeed
- + optionButtons
- + gameControlsContainer
- SetSelectedOption
- + RunLine()
- + RunOptions()
- + SetOption()
- + RunCommand()
- + DialogueStarted()
- + DialogueComplete()
- Awake()