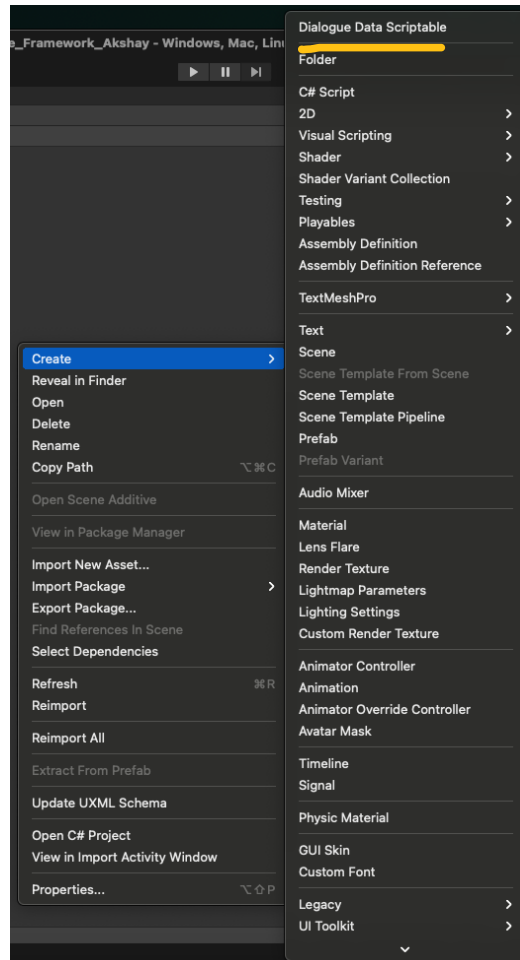


# Dialogue Framework

## Dialogues and corresponding audio clips

This framework includes tools to store Dialogue data alongside Audio at once. This is achieved using a scriptable called DialogueDataScriptable.



This follows chapters and story lines. Each chapter contain lines of Dialogue, each Line will have the Dialogue text and corresponding audio clip, alongside narrator name which can be used by external tools, each line can be considered the text narrated in the audio file, if present. Each line can then contain the number of words in the line with start and stop time, this information is used in Word based narration effects.

Keep in mind to have the correct number of words, necessary for some the desired narration effect, and sync the timings with the audio clip.

# Basic Dialogue Navigation

Functions to navigate the dialogues are available in DialogueCallbacks class, which offer various functions such as:

- SetLine(), the core function to fetch corresponding line and clips, stop narration effects and set the TMP\_Text.text as the line.
- NextLine(), goes to next line if possible and SetLine().
- PrevLine(), goes to previous line if possible, and SetLine().
- NextChapter(), goes to next chapter line 1, and SetLine().

The class also has functions to control the narration effect, keep in mind to assign DialogueValues.currentEffect variable to the corresponding effect.

- ReplayNarration(MonoBehaviour monoBehaviour), Requires a MonoBehaviour parameter. Stops previous narration, sets currentWordNumber to 0 and replays it.
- PauseNarration(MonoBehaviour monoBehaviour), Require a MonoBehaviour parameter. Stops Current Narration Effect.

## Dialogue Values

DialogueValues has Variable required for all functionalities across the framework.

```
DialogueDataScriptable dialogueData;  
  
TMP_Text narratorName;  
TMP_Text narrationText;  
  
int currentChapterNumber = 0;  
int currentLineNumber = 0;  
int currentWordNumber = 0;  
  
string currentLineText;  
AudioClip currentAudioClip;  
  
IEnumerator currentEffect;  
Coroutine runningEffect;  
  
float interval;  
Color highlightcolor;  
float highlightSize;  
bool isDebugLog;
```

- Scriptable reference used across functionalities
- Narrator's name in Canvas
- The Dialogue in canvas
  
- All three values can be changed as required
  
- Dialogue String to be displayed
- Audio Clip to be played
  
- The variable needs to be initialized to play the desired effect in DialogueCallbacks
  
- 3 variables required depending on the narration effect
  
- Assign true to get Debugs from the framework

# Narration Effects

```
TypeWriterIntervalWiseCharacterNarration,  
TypeWriterIntervalWiseWordNarration,  
TypeWriterWordWiseCharacterNarration,  
TypeWriterWordWiseWordNarration,  
HighlightIntervalWiseNarration,  
HighlightWordWiseNarration
```

The framework offers 2 Narration effect types,

- Typewriter – Dialogue not displayed fully; characters are added based on 4 types and interval.
  - IntervalWiseCharacterNarration() – Adds one character to display every interval.
    - Requires Dialoguevalues.interval
  - IntervalWiseWordNarration() – Adds one word to display every interval.
    - Requires Dialoguevalues.interval
  - WordWiseCharacterNarration() – Adds all characters in a word based on word interval in dialogueData.
  - WordWiseWordNarration() – Adds one word based on word interval in dialogueData.
- Highlight Word – Dialogue is displayed fully; Words are highlighted by size and/or color.
  - IntervalWiseNarration() - Highlights words based on fixed interval.
    - Requires Dialoguevalues.interval, Dialoguevalues.size and Dialoguevalues.color.
  - WordWiseNarration() - Highlights words based on word interval in dialogueData.
    - Requires Dialoguevalues.size and Dialoguevalues.color.