

Cyberpunk Dialog System Usage Guide

Basic Setup

First, make sure the dialog container exists in your HTML:

html

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```
<div class="dialog-footer">
  <div class="dialog-container">
    <div class="dialog-speaker">SYSTEM:</div>
    <div class="dialog-text">INCOMING CALL</div>
  </div>
</div>
```

Creating Dialog Content

Define your dialog content with hidden elements at the bottom of your HTML:

html

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```
<!-- Hidden dialog data -->
<div class="dialog-data" data-dialog-group="intro" data-speaker="REGINA JONES">
  V, I need someone with your particular skill set for a job. Interested?
</div>

<div class="dialog-data" data-dialog-group="intro" data-speaker="V">
  What's the gig, Regina? Better be worth my time.
</div>

<div class="dialog-data" data-dialog-group="intro" data-speaker="REGINA JONES">
  Trust me, it is. Got intel on some experimental tech. Arasaka warehouse in Watson.
</div>
```

Make sure to hide these elements with CSS:

css

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```
.dialog-data {
  display: none;
}
```

Creating Dialog Triggers

Add dialog triggers to your interactive elements:

html

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```
<!-- Button trigger -->
<button class="button dialog-trigger" data-dialog-group="intro">
  <span class="button__content">Answer Call</span>
</button>

<!-- Navigation trigger -->
<a href="#" class="nav__link dialog-trigger" data-dialog-group="quest-brief">Quest Brief</a>

<!-- Image trigger -->

```

Dialog Features

Adding Audio

html

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```
<div class="dialog-data" data-dialog-group="intro" data-speaker="REGINA JONES"
  data-audio="audio/regina_01.mp3">
  V, I need someone with your particular skill set for a job. Interested?
</div>
```

Typewriter Effect

html

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```
<div class="dialog-data" data-dialog-group="quest-brief" data-speaker="V"
  data-typewriter="true" data-typewriter-speed="20">
  What exactly am I walking into here, Regina?
</div>
```

Glitch Effect

html

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```
<div class="dialog-data" data-dialog-group="ai-encounter" data-speaker="ROGUE AI"  
     data-glitch="true" data-glitch-duration="1000">  
  Subject identified: Potential threat. Defense protocols active.  
</div>
```

Custom Dialog Duration

html

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```
<div class="dialog-data" data-dialog-group="intro" data-speaker="REGINA JONES"  
     data-duration="6000">  
  The warehouse has been abandoned since the corporate wars. Until now.  
</div>
```

Complete Example

Here's a complete example showing dialog triggers and a dialog sequence:

html

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```
<!-- Navigation menu with dialog triggers -->
<ul class="nav">
  <li class="nav__item">
    <a href="#" class="nav__link dialog-trigger" data-dialog-group="quest-brief">Quest Brief</a>
  </li>
  <li class="nav__item">
    <a href="#" class="nav__link dialog-trigger" data-dialog-group="map-info">Location Details</a>
  </li>
</ul>

<!-- Fixer call section with dialog trigger -->
<div class="fixer-call-section">
  <button class="button button--primary button--size-lg dialog-trigger" data-dialog-group="fixer-call">
    <span class="button__content">ACCEPT CALL</span>
  </button>
</div>

<!-- Dialog footer container -->
<div class="dialog-footer">
  <div class="dialog-container">
    <div class="dialog-speaker">SYSTEM:</div>
    <div class="dialog-text">INCOMING CALL</div>
  </div>
</div>

<!-- Hidden dialog data -->
<!-- Fixer Call dialog sequence -->
<div class="dialog-data" data-dialog-group="fixer-call" data-speaker="REGINA JONES"
  data-audio="audio/regina_01.mp3">
  V, I need someone with your particular skill set for a job. Interested?
</div>

<div class="dialog-data" data-dialog-group="fixer-call" data-speaker="V"
  data-typewriter="true">
  What's the gig, Regina? Better be worth my time.
</div>

<div class="dialog-data" data-dialog-group="fixer-call" data-speaker="REGINA JONES">
  Trust me, it is. Got intel on some experimental tech. Arasaka warehouse in Watson.
</div>

<!-- Quest Brief dialog sequence -->
```

```
<div class="dialog-data" data-dialog-group="quest-brief" data-speaker="REGINA JONES">  
  The warehouse has been abandoned since the corporate wars. Until now.  
</div>  
  
<div class="dialog-data" data-dialog-group="quest-brief" data-speaker="V"  
  data-typewriter="true">  
  What exactly am I walking into here, Regina?  
</div>  
  
<!-- Map Info dialog sequence -->  
<div class="dialog-data" data-dialog-group="map-info" data-speaker="REGINA JONES"  
  data-glitch="true">  
  Watson's industrial zone. Security systems suddenly reactivated after years of dormancy.  
</div>
```

CSS for Dialog Styling

For the best cyberpunk dialog styling:

css

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```
.dialog-footer {  
  position: fixed;  
  bottom: 0;  
  left: 0;  
  width: 100%;  
  z-index: 100;  
  padding: 1rem 0;  
}  
  
.dialog-footer::before {  
  background-color: var(--colors-primary--500);  
  box-shadow: var(--ui-glow);  
  top: 0;  
  content: "";  
  height: 2px;  
  position: absolute;  
  left: 0;  
  width: 100%;  
}  
  
.dialog-container {  
  display: flex;  
  align-items: center;  
  justify-content: center;  
  flex-direction: column;  
  text-align: center;  
  padding: 0.5rem 1rem;  
}  
  
.dialog-speaker {  
  color: var(--colors-secondary--500);  
  font-weight: bold;  
  margin-bottom: 0.5rem;  
  text-transform: uppercase;  
}  
  
.dialog-text {  
  color: var(--colors-tertiary--500);  
  text-align: center;  
  max-width: 800px;  
}
```

