

Dialogue System for Unity

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Thank you for supporting the Dialogue System for Unity! You now have a robust and proven system that will let you easily add AAA-quality conversations to your projects.

We want your project to be a success! If you have any questions or feature requests, please contact us any time at support@pixelcrushers.com.

Getting Started:

- Read the documentation and/or watch the tutorial videos.
- Play the scene `Assets/Dialogue System/Examples/Feature Demo/Feature Demo`.

Documentation:

- Video tutorials and online documentation: Window > Dialogue System > Help.
- Online documentation: http://www.pixelcrushers.com/dialogue_system/manual/html/
- Download a copy: http://www.pixelcrushers.com/dialogue_system/manual/Documentation.zip
If you download a copy for offline use, do *not* unzip it into your Assets folder! It contains Doxygen-generated JavaScript files; if these are in the Assets folder, Unity will try to compile them and fail. Unzip it outside of your Assets folder.

Upgrade Notes:

- The underlying Lua implementation changed in 1.3.0. If you have an older version, please delete the old `Dialogue System` folder first.
- Re-import any Third Party Support packages that you imported in a previous release.

Need Help?

- Check the FAQ for solutions to common questions: Window > Dialogue System > Help > FAQ.
- Email: support@pixelcrushers.com
- Web: Window > Dialogue System > Help > Report a Bug