

# Audio Trigger from Dialog

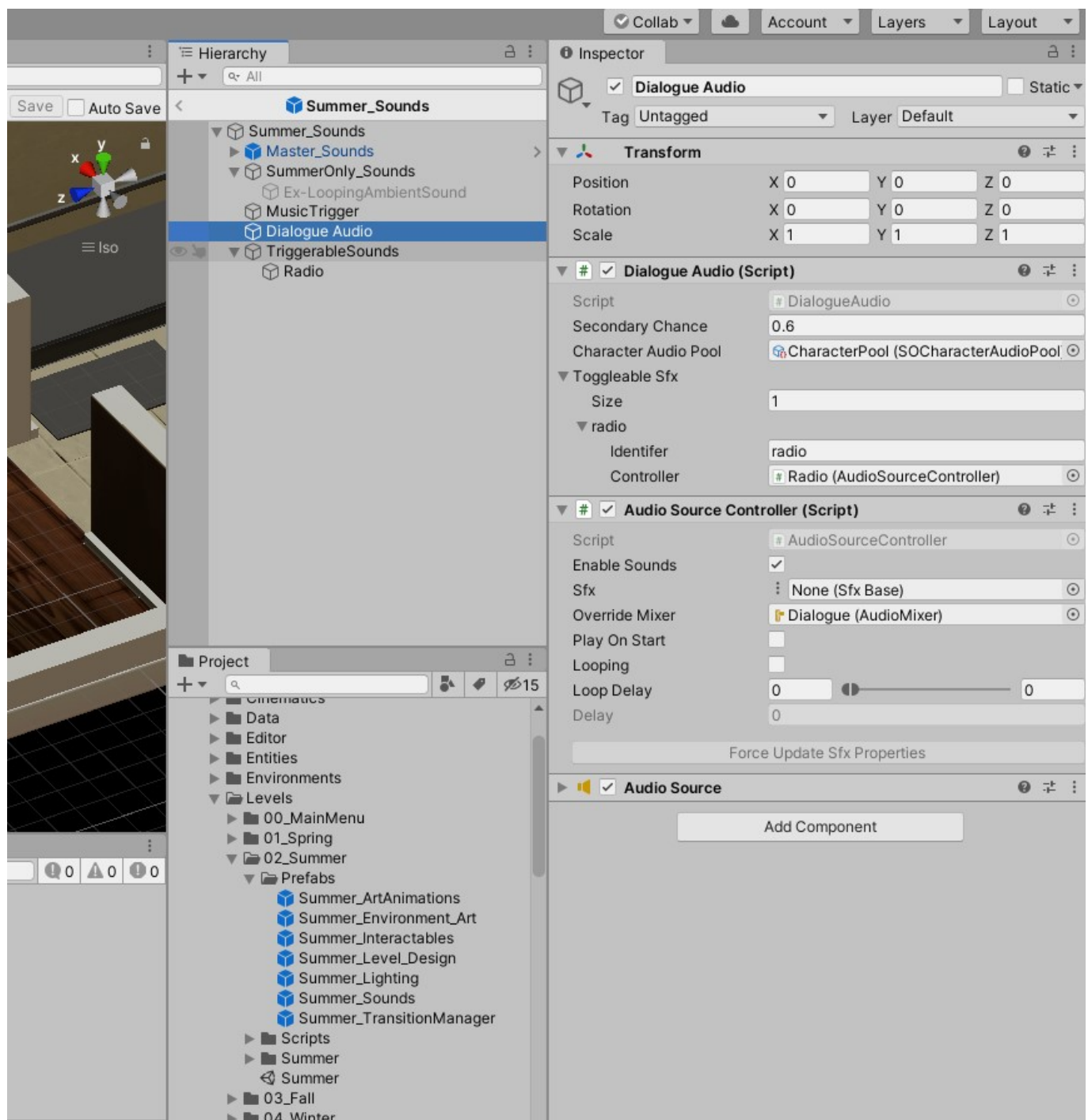
## Unity Side

The Dialog Audio object has been moved from the "Dialogue System" prefab to each level's "Sounds" prefab. This means each level can have level specific dialog audio or sfx.

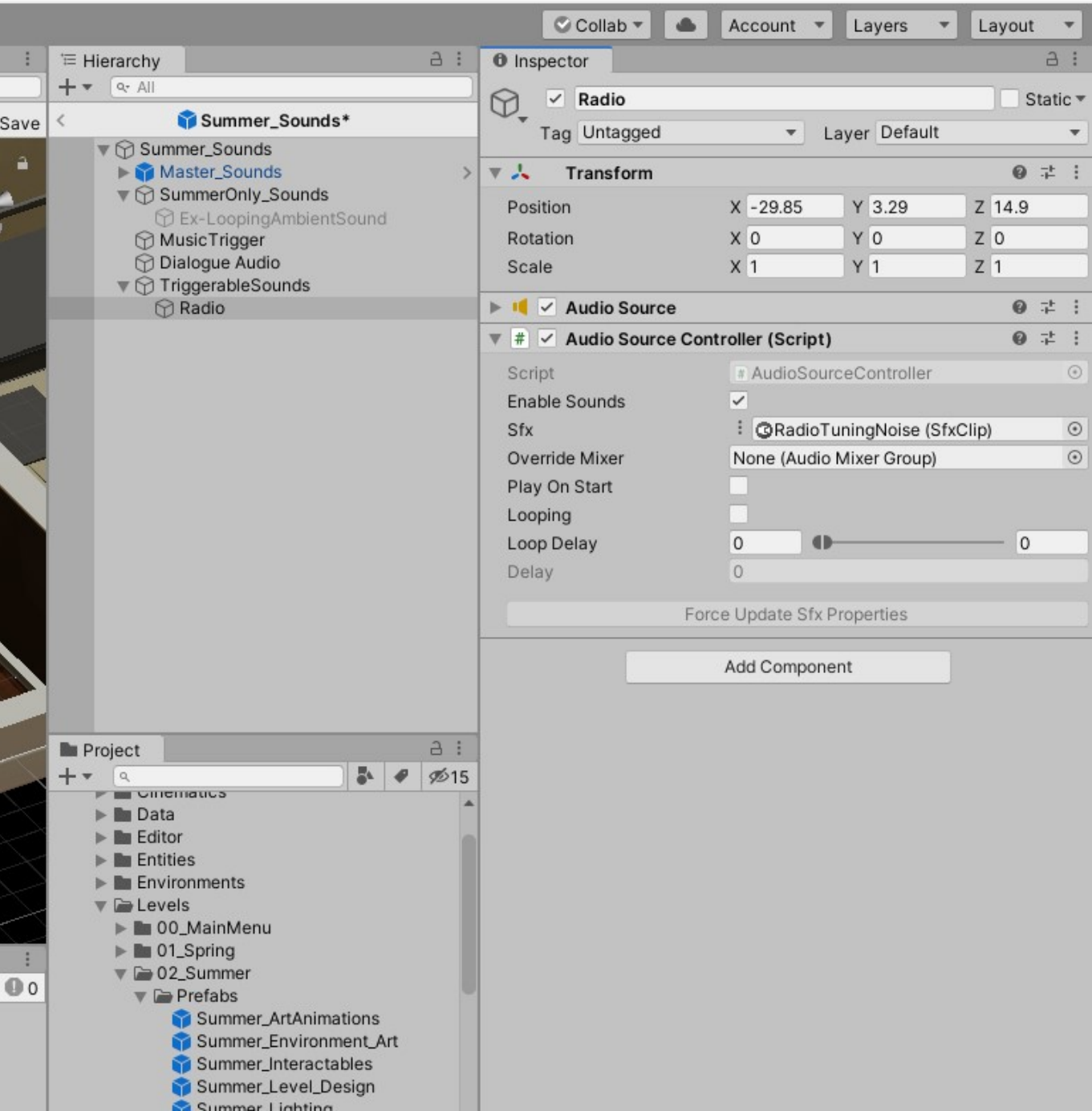
The **Toggleable Sfx** field has been added to allow audio sources to be manipulated during dialog. Each item in this list has an **Identifier** and a **Controller**. Please see the below image for the **Summer\_Sounds DialogueAudio**.

**Identifier**: the name used in the narrative script to reference this specific sfx.

**Controller**: the Audio Source Controller being played or stopped.



The sfx or music in scene just needs a controller and an audio clip, as shown below.



## Narrative Side

The `[sfx="id" active=boolean/]` markup may be added to the narrative script to enable/disable sfx in the current scene's `DialogueAudio`'s `ToggleableSfx`.

`id`: is a string (surround by " ") that should be equal to the `Identifier` of an element of `ToggleableSfx`.  
`active` is a boolean (true or false) that will be if the sfx should be set to active or inactive. Activating an already active sfx will restart the clips progress.

\*Note: Do not add the markup to the end of a line. It will not run. Message Nick if this needs to be fixed.

## Example

```
: Jaqueline really does have talent.
```

The above line of dialog would become the below if the radio should be turned off after "Jaqueline" has been displayed in the dialog.

```
: Jaqueline[sfx="radio" active=false/] really does have talent.
```