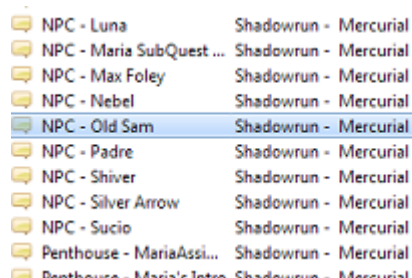


Reading Text Expansion Conversations

This is how we do it.

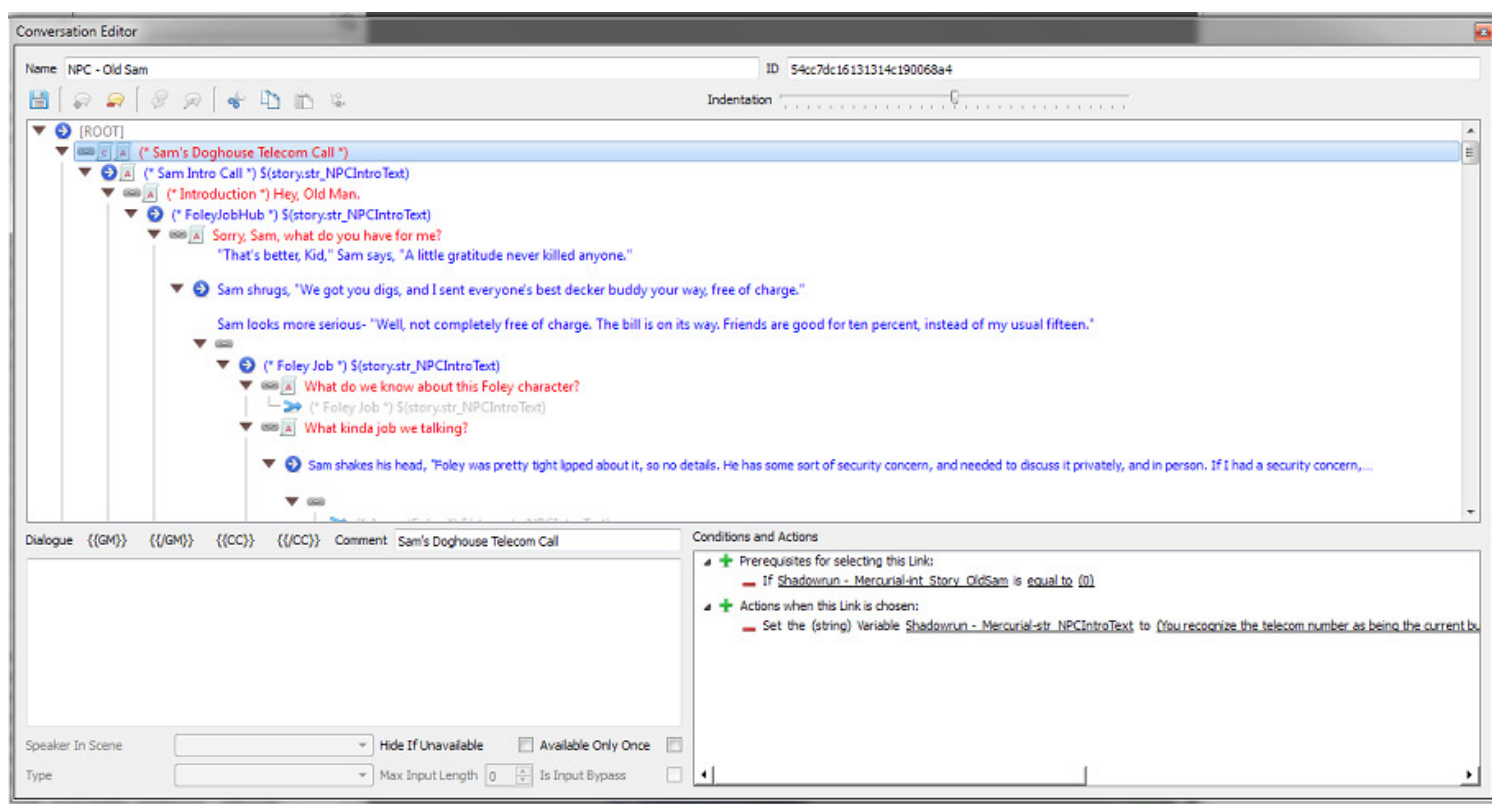


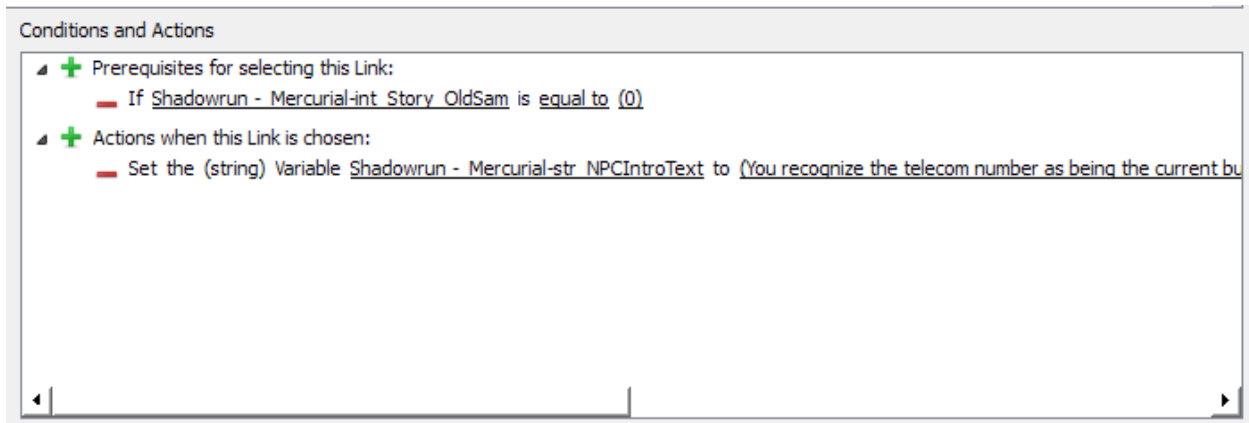
1) Open the Editor. It'll open to the last scene that you loaded (mine usually goes to the Betrayal, because that's where I've been doing the bulk of my work lately).

2) Click on a Conversation- as an example, I'll be looking at Old Sam/Sam Watts'.

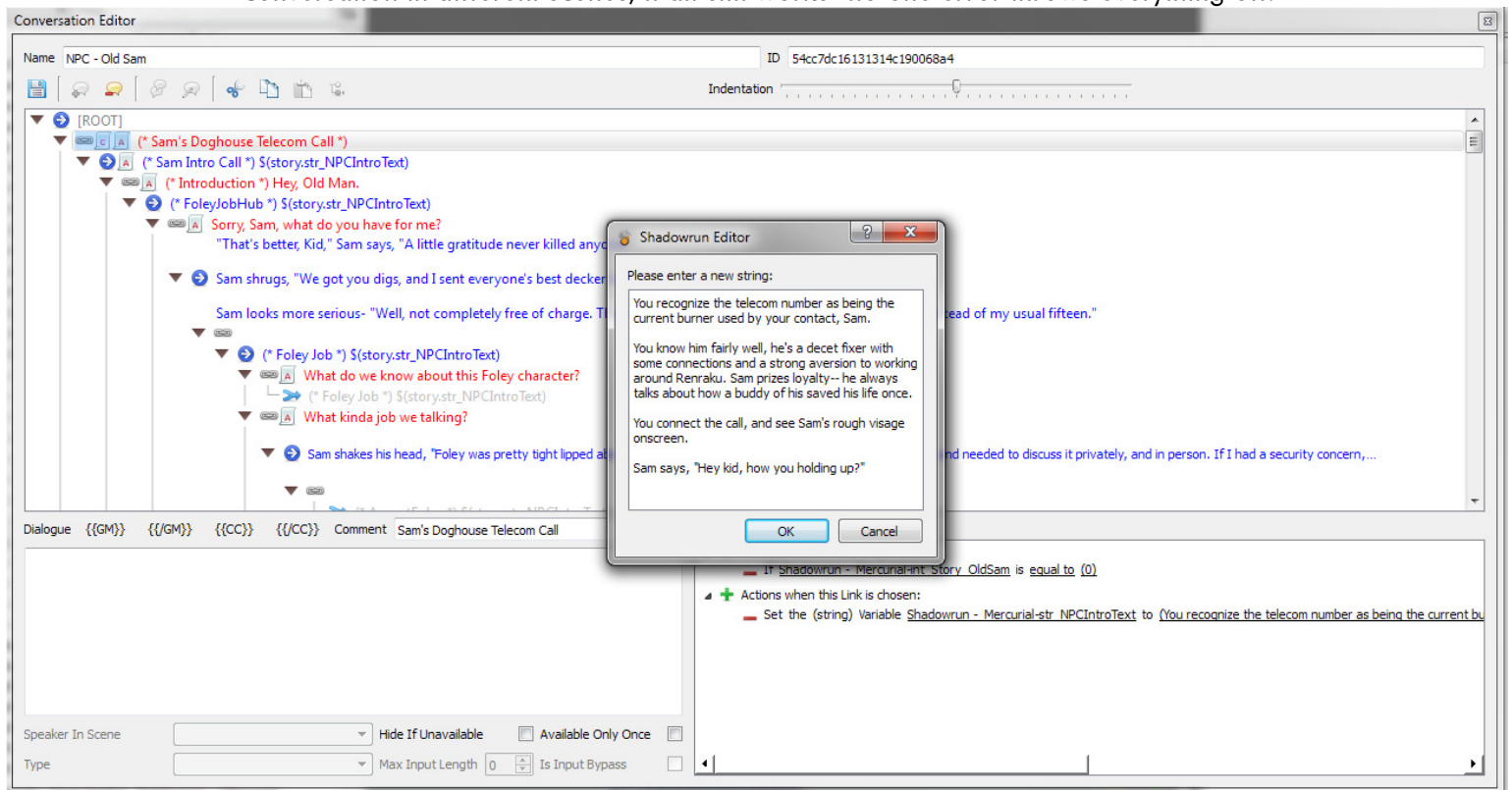
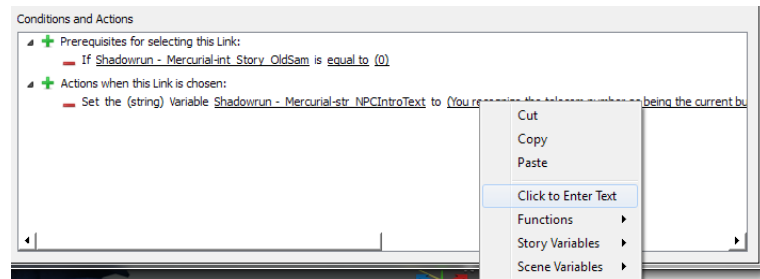
3) I usually tie the responses to the red dialogue options (player options). Note, that when the player option is blank, it appears as that orange ellipsis at the end of the NPC

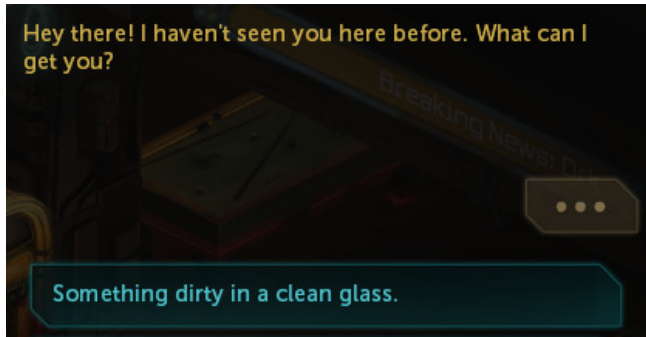
dialogue option. If the introduction is blank, the text starts with the first NPC line of dialogue. In these conversations, we set the NPC dialogue through text expansion on the PC0 options, and display a different text expansion each time.





- 4) For instance, "If Shadowrun – Mercurial –int_story OldSam is equal to (0)" means that when we first meet Sam, this is the conversation that pops. Anytime you talk to Sam and his story integer is 0, we'll have this conversation come up. It also means that we don't have to attach thirty different conversations for him, we just attach one conversation and change which story integer it's attached to.
- 5) Next, we set the string variable. "Shadowrun – Mercurial –str_NPCIntroText" is our variable, and shows up in the NPC dialogue as \$(story.str_NPCIntroText). Right-click on the variable value to input a new value (this will give you the tiny window that I write prompts in).
- 6) We can put pretty much anything in there, including some text expansions of our own, but we can't reference listener or speaker, and we can't use GM text or CC text.
- 7) We can set the actors who speak certain lines, but they're scene specific, so if you want to read Maria's conversation in U93, you have to load U93 or it'll throw weird errors about which actors and variables you reference. Luckily, when you load difference parts of the conversation in different scenes, it all still works- no one error throws everything off.





8) We have to be careful to write dialogue to a certain amount of space; because too much and it feels like you have to scroll through a novella, too little and it feels like you're constantly clicking on the ellipses to get to the next part of the conversation. I try to keep a back-and-forth, and if necessary I'll use two NPC lines together, but I want to keep the player engaged, so more than two lines of dialogue and I try to let the player react.

9) This enables us to use simple loops. I make use of the comment system to write something specific about each dialogue loop (for instance, background or weapon loop, hiring loop, confirmation) if I'm up too late the naming convention get sillier.

- 10) For instance, in one part of the conversation, you have three possible options of responses, and Silver Arrow gets a response for each of those. Then you have a few conversation options that let you ask questions, each within the loop and containing its own response, until the conversation moves on. It gets complicated very quickly, look through the conversations and ask if you have any questions.
- 11) If you don't want an option to show up until you need it, check the 'hide if unavailable' checkbox. Leaving this unchecked means that the option shows up, but grayed out.
- 12) If you want the option to disappear after you've taken it, check the 'Available Only Once' check box. Leaving this unchecked means that PC0 can say it over and over with no difference in response from the character.
- 13) ...
- 14) Last Step = Profit!