



Harmony Dialogue System

Documentation

The **Harmony Dialogue System** simplifies the integration of interactive dialogues into Unity projects. With support for both 2D and 3D environments, this package enables developers to effortlessly create engaging dialogue between characters and players. It supports both Ink files (Using the Inky Unity System) and allows developers to make use of TXT files and other Text asset formats by either using the default system or easily developing their own parsing code.

The Harmony Dialogue System is compatible with Ink dialogue files and the Inky Unity integration system. However, these are **separate components** that require additional installation.

View the full documentation at <https://kindhearted-fiber-243.notion.site/Harmony-Dialogue-System-b8bf355dd132413b806293c4fe8d5925?pvs=4>.

Quick Setup

1. Setup Prefabs:

- Locate the provided Prefab named **"Dialogue"** in the package's Harmony Dialogue System/Prefabs folder.
- Add the "Dialogue" Prefab to your **Canvas** within the Unity scene.

2. Select Trigger Type:

- Based on your project's environment (2D or 3D), choose between "DialogueTrigger2D" and "DialogueTrigger3D" prefabs in the Harmony Dialogue System/Prefabs folder.
- Both trigger types come equipped with a Box Collider (2D or 3D), which can be customized as per your requirements.
- The Dialogue Trigger scripts includes a `SettingsType` option that allows users to choose between two options for configuring trigger settings:
 - **Use a Dialogue Object Settings:** Select this option to reference an external Dialogue Settings object. This allows you to reuse predefined settings across multiple dialogue triggers.
 - **Use Script Settings:** Select this option to use the settings defined directly within the Dialogue Trigger script itself.
- To get started, choose one of the options in the `SettingsType` dropdown:
 - **If using a Settings Object:** Create or assign an existing Dialogue Settings object.
 - **If using Script Values:** Adjust the settings directly within the Dialogue Trigger script to customize the behavior for this specific trigger.
- Finally set the Player Tag to the tag of the Player object in your scene or the object interacting with the Dialogue. It is defaulted as Player

3. Customize Dialogue Events:

- Utilize Unity Events provided within the Dialogue Trigger script for additional customization. These are called `DialogueEnterEvent` and `DialogueExitEvent`.
- Subscribe functions to these events to trigger actions when the player enters the Dialogue Trigger. They are used to show the Alert Sprite on top of the Player in the example 2D and 3D scene.

4. Using other options to Initiate Dialogue:

- Optionally, if the user wants the dialogue to start once the game begins, feel free to put the Dialogue Start Trigger into the game scene.
- In situations you don't want to use any of the Triggers but want to initiate dialogue or want further customizations of Dialogue settings. Check the Customization and Settings section on the full documentation at <https://kindhearted-fiber->

[243.notion.site/Harmony-Dialogue-System-b8bf355dd132413b806293c4fe8d5925?pvs=4](https://kindhearted-fiber-243.notion.site/Harmony-Dialogue-System-b8bf355dd132413b806293c4fe8d5925?pvs=4).

5. **Setup Ink System (Optional):**

- In order to make use of the Ink system with this system. Go to Tools>Harmony Dialogue>Ink Settings and ensure that Ink Installed is checked Yes (If not, install Inky Unity from the Asset Store) and then click Enable Ink Integration.

6. **Attach Dialogue Data:**

- Assign a TXT file or an Ink JSON file containing the dialogue content to the script component on the chosen Dialogue Trigger.

7. **Initiate Dialogue:**

- With the setup complete, you're ready to initiate dialogues within your Unity project.

It is key to note that each Dialogue Trigger and corresponding TXT or Ink File is for each Dialogue Moment. So a scene can have several Dialogue Triggers with as many TXT or Ink Files. Each Trigger is treated as a separate game Object on its own controlled by the Dialogue Manager.

This setup guide provides a streamlined approach to integrating the **Harmony Dialogue System** into your Unity projects. For advanced customization and usage scenarios, refer to the subsequent sections for in-depth explanations and examples on the full documentation at <https://kindhearted-fiber-243.notion.site/Harmony-Dialogue-System-b8bf355dd132413b806293c4fe8d5925?pvs=4>.