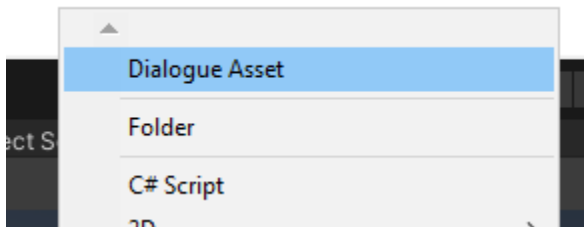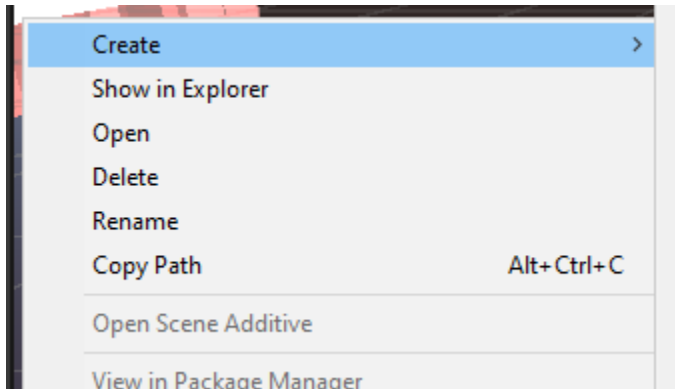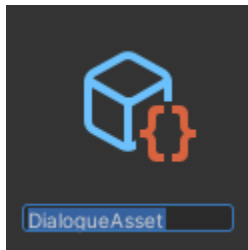# How to use Dialogue System

By Rob Storm Gaming and Associates Industries Inc. LLC
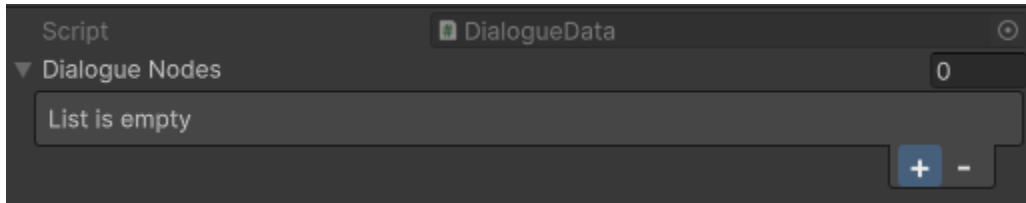
Creating New Dialogue

1. Find the Dialogue folder in Assets
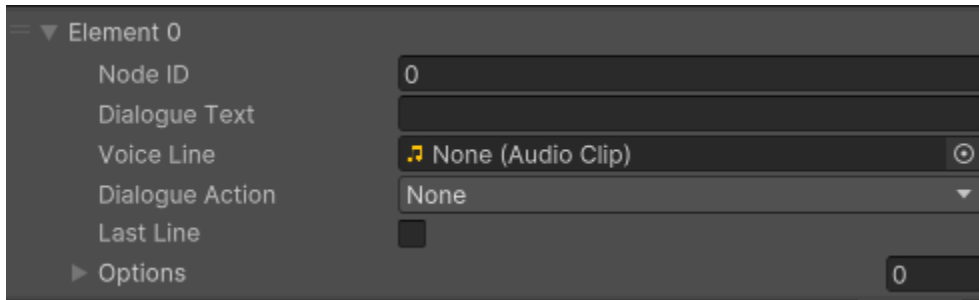2. Right click and go to Create > Dialogue Asset

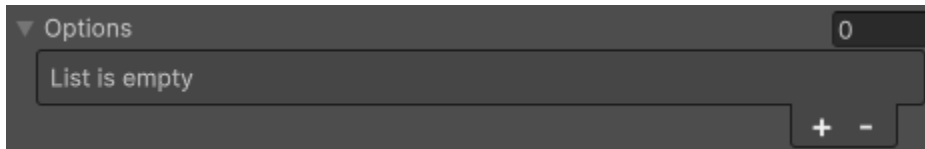3. Be sure to give it a name other than "New Dialogue Asset"

4. Press the plus (+) icon in the inspector to add a new Dialogue Node

Script	▣ DialogueData	◉
▼ Dialogue Nodes		0

List is empty

+ -

5. Fill in the appropriate field as needed

▼ Element 0

Node ID	0
Dialogue Text	
Voice Line	♫ None (Audio Clip) ◉
Dialogue Action	None ▼
Last Line	☐
▶ Options	0

6. To add a branching path open the "Options" dropdown menu

▼ Options   0

List is empty

+ -

7. Fill in the fields as you see fit. "Option Text" is the text that shows up on the button. Next Node ID is the Node ID of the ID of the Node you wish to go to.

▼ Options   1

▼ Element 0

Option Text	
Next Node ID	0

+ -
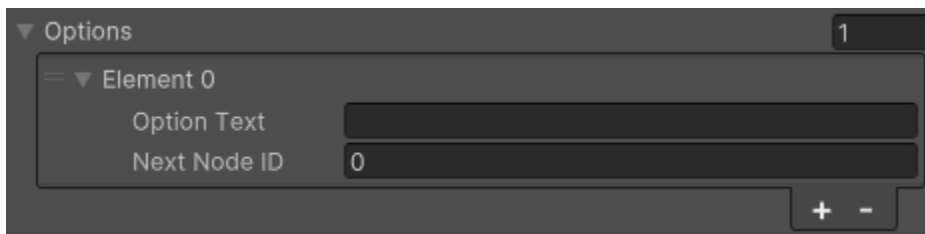
Using In Scripts

1. Get a reference to the `DialogueManager` class
2. Using that reference, call the `StartDialogue()` function and input the `nodeID` you would like to start from

```
private void Debugging()
{
    if(Input.GetKeyDown(KeyCode.J))
    {
        dialogueManager.StartDialogue(0);
    }
}
```