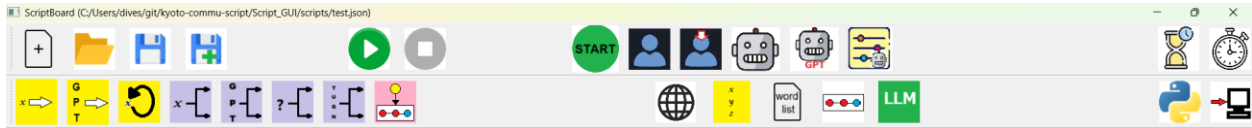


# ScriptBoard Buttons and Nodes:



*Toolbar displaying buttons and nodes*

## File Management buttons:



Create a new blank script



Open and load a new script. Scripts are usually located in the “scripts” folder as JSON files



Save the current script.



Save the current script under a different file name.

## Script execution buttons:



Start the current script from the start node. If there is no start node a message will be displayed.



Stop the current running script. This button is disabled in editing mode

## Participant Nodes:



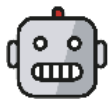
Set the starting point of the script.



Process the actions of a human participant(s). Refer to XXX for details.



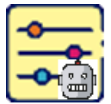
Change the target human.



Set the speech and behavior of the system. Refer to XXX for details.



Set the speech and behavior of the system using an LLM. Refer to XXX for details.



Set the parameters of the system voice (volume and speed).

## Time Nodes:

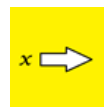


Pause the script for a designated amount of time.



Start a timer for a designated amount of time. Refer to XXX for details.

## Variable and Control Nodes:



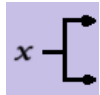
Set the value of variable.



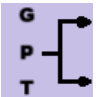
Set the value of a variable according to the result of an LLM. Refer to XXX for details.



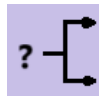
Reset all variables to their initial values.



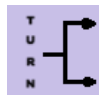
Control the flow of the script based on the value of a variable.



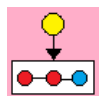
Control the flow of the script based on the result of an LLM. Refer to XXX for details.



Control the flow of the script randomly.



Control the flow of the script based on the current turn state.



Add a subsequence. Refer to XXX for details.

### Environment Information:



Designate the human participants and their identifications. Refer to XXX for details.



Set variables and their initial values in the script. Refer to XXX for details.



Create, edit and view word lists. Refer to XXX for details.



Create, edit and view subsequences. Refer to XXX for details.



Check the availability of large language models (LLMs). Refer to XXX for details.

### Advanced Nodes:



Call a Python script to execute within the script. Functions are located in the “functions” folder. Refer to XXX for details.



Send a fixed message to the dialogue manager. Refer to XXX for details.