



Downloadable package: Gabriel Knight conversations

Thanks for downloading the “Gabriel Knight conversations” package for Adventure Creator. This package contains an interface set-up that emulates the conversation style of Gabriel Knight: Sins of the Fathers, whereby character portraits are displayed either side of the list of dialogue options. Graphical assets are supplied as demonstration but are not necessary.

Installation

1. Change your Menu Manager's **Asset file** to **GKConversation_MenuManager**, and copy the GK_Conversation menu
2. Set your Menu Manager's **Asset file** back to your own, and paste in the **GK_Conversation** menu. This template works by naming convention, so make sure this name is kept the same.
3. Attach the Gabriel Knight Conversations component to any Conversation object you want to enable it for.
4. Assign the component's Inspector fields. **NPC Speaking To** should be set to the character the Player will be speaking to, and **Menus To Lock** should be a list of menus that should be locked while this conversation is active.
5. An example can be found in the included **GabrielKnightExample** scene.

Sources

- [Gabriel Knight \(Dialog small\)](#) – licensed under [Creative Commons Attribution](#)
- [Thief portrait \(male\)](#) – licensed under [Creative Commons Attribution](#)
- [Priest portrait \(female\)](#) – licensed under [Creative Commons Attribution](#)