Integrated Authoring Tool

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1 Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

IntegratedAuthoringTool **2**

2 Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ICustomSerialization

IntegratedAuthoringTool.IntegratedAuthoringToolAsset 3

IntegratedAuthoringTool.DialogStateAction 2

LoadableAsset

IntegratedAuthoringTool.IntegratedAuthoringToolAsset 3

3 Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

IntegratedAuthoringTool.DialogStateAction
Represents a dialogue action 2

IntegratedAuthoringTool.IntegratedAuthoringToolAsset
This asset is responsible for managing the scenario, including its characters and respective dialogues 3

4 Namespace Documentation

4.1 IntegratedAuthoringTool Namespace Reference

Classes

- class DialogStateAction

  Represents a dialogue action
- class IntegratedAuthoringToolAsset

  This asset is responsible for managing the scenario, including its characters and respective dialogues

5 Class Documentation

5.1 IntegratedAuthoringTool.DialogStateAction Class Reference

Represents a dialogue action

Public Member Functions

- DialogStateAction (DialogueStateActionDTO dto)

  Creates a new instance of a dialogue action from the corresponding DTO
- DialogueStateActionDTO ToDTO ()

  Creates a DTO from the dialogue action

Static Public Attributes

- static readonly Name **DIALOG_ACTION_NAME** = Name.BuildName("Speak")

Properties

- Guid **Id** `[get]`
- string **CurrentState** `[get]`
- string **NextState** `[get]`
- string **Meaning** `[get]`
- string **Style** `[get]`
- string **Utterance** `[get]`

5.1.1 Detailed Description

Represents a dialogue action

5.1.2 Constructor & Destructor Documentation

5.1.2.1 IntegratedAuthoringTool.DialogStateAction.DialogStateAction (DialogueStateActionDTO *dto*)

Creates a new instance of a dialogue action from the corresponding DTO

5.1.3 Member Function Documentation

5.1.3.1 DialogueStateActionDTO IntegratedAuthoringTool.DialogStateAction.ToDTO ( )

Creates a DTO from the dialogue action

The documentation for this class was generated from the following file:

- DialogStateAction.cs

5.2 IntegratedAuthoringTool.IntegratedAuthoringToolAsset Class Reference

This asset is responsible for managing the scenario, including its characters and respective dialogues

Inherits LoadableAsset< IntegratedAuthoringToolAsset >, and ICustomSerialization.

Public Member Functions

- void AddAgentDialogAction (DialogueStateActionDTO dialogueStateActionDTO)

  Adds a new dialogue action
- string GetCurrentDialogueState (string character)

  Retrieves the current dialogue state for a specific character
- void SetDialogueState (string character, string state)

  Updates the current dialogue state for a specific character
- void AddPlayerDialogAction (DialogueStateActionDTO dialogueStateActionDTO)

  Adds a new dialogue action
- void EditPlayerDialogAction (DialogueStateActionDTO dialogueStateActionToEdit, DialogueStateActionDTO newDialogueAction)

  Updates an existing dialogue action for the player
- void EditAgentDialogAction (DialogueStateActionDTO dialogueStateActionToEdit, DialogueStateActionDTO newDialogueAction)

  Updates an existing dialogue action for the agents
- IEnumerable< DialogueStateActionDTO > GetDialogueActions (string speaker, string state)

  Retrives a list containing all the dialogue actions for the player or the agents filtered by a specific state.
- void RemoveDialogueActions (string speaker, IEnumerable< DialogueStateActionDTO > actionsToRemove)

  Removes a list of dialogue actions for either the player or the agent.
- IEnumerable< CharacterSourceDTO > GetAllCharacterSources ()

  Retreives all the sources for the characters in the scenario.
- RolePlayCharacterAsset GetCharacterAsset (string characterName)

  Retreives the instance of the RPC asset associated to a specific character.
- IEnumerable< RolePlayCharacterAsset > GetAllCharacters ()

  Retreives all instance of the RPC assets.
- void AddCharacter (RolePlayCharacterAsset character)

  Adds a new role-play character asset to the scenario.
- void RemoveCharacters (IList< string > charactersToRemove)

  Removes a list of characters from the scenario
- void **GetObjectData** (ISerializationData dataHolder, ISerializationContext context)
- void **SetObjectData** (ISerializationData dataHolder, ISerializationContext context)

Static Public Attributes

- static readonly string **VALID_DIALOGUE_PROPERTY** = "ValidDialogue"
- static readonly string **INITIAL_DIALOGUE_STATE** = "Start"
- static readonly string **TERMINAL_DIALOGUE_STATE** = "End"
- static readonly string **ANY_DIALOGUE_STATE** = "*"
- static readonly string **PLAYER** = "Player"
- static readonly string **AGENT** = "Agent"

Protected Member Functions

- override string OnAssetLoaded ()

  This method is used to automatically load any associated assets.
- override void **OnAssetPathChanged** (IStorageProvider oldProvider, string oldpath)

Properties

- string ScenarioName `[get, set]`

  The name of the Scenario

5.2.1 Detailed Description

This asset is responsible for managing the scenario, including its characters and respective dialogues

5.2.2 Member Function Documentation

5.2.2.1 void IntegratedAuthoringTool.IntegratedAuthoringToolAsset.AddAgentDialogAction (DialogueStateActionDTO *dialogueStateActionDTO*)

Adds a new dialogue action

Parameters

dialogueStateActionDTO	The dto that specifies the dialogue action

5.2.2.2 void IntegratedAuthoringTool.IntegratedAuthoringToolAsset.AddCharacter (RolePlayCharacterAsset *character*)

Adds a new role-play character asset to the scenario.

Parameters

character	The instance of the Role Play Character asset

5.2.2.3 void IntegratedAuthoringTool.IntegratedAuthoringToolAsset.AddPlayerDialogAction (DialogueStateActionDTO *dialogueStateActionDTO*)

Adds a new dialogue action

Parameters

dialogueStateActionDTO	The action to add.

5.2.2.4 void IntegratedAuthoringTool.IntegratedAuthoringToolAsset.EditAgentDialogAction (DialogueStateActionDTO *dialogueStateActionToEdit,* DialogueStateActionDTO *newDialogueAction*)

Updates an existing dialogue action for the agents

Parameters

dialogueStateActionToEdit	The action to be updated.
newDialogueAction	The updated action.

5.2.2.5 void IntegratedAuthoringTool.IntegratedAuthoringToolAsset.EditPlayerDialogAction (DialogueStateActionDTO *dialogueStateActionToEdit,* DialogueStateActionDTO *newDialogueAction*)

Updates an existing dialogue action for the player

Parameters

dialogueStateActionToEdit	The action to be updated.
newDialogueAction	The updated action.

5.2.2.6 IEnumerable<RolePlayCharacterAsset> IntegratedAuthoringTool.IntegratedAuthoringToolAsset.GetAllCharacters ( )

Retreives all instance of the RPC assets.

5.2.2.7 IEnumerable<CharacterSourceDTO> IntegratedAuthoringTool.IntegratedAuthoringToolAsset.GetAllCharacterSources ( )

Retreives all the sources for the characters in the scenario.

5.2.2.8 RolePlayCharacterAsset IntegratedAuthoringTool.IntegratedAuthoringToolAsset.GetCharacterAsset (string *characterName*)

Retreives the instance of the RPC asset associated to a specific character.

Parameters

characterName	The name of the character

5.2.2.9 string IntegratedAuthoringTool.IntegratedAuthoringToolAsset.GetCurrentDialogueState (string *character*)

Retrieves the current dialogue state for a specific character

Parameters

character	The name of the character

5.2.2.10 IEnumerable<DialogueStateActionDTO> IntegratedAuthoringTool.IntegratedAuthoringToolAsset.GetDialogueActions (string *speaker,* string *state*)

Retrives a list containing all the dialogue actions for the player or the agents filtered by a specific state.

Parameters

speaker	Either "Player" or "Agent".
state	Works as a filter for the state. The value "$*$" will consider all states.

5.2.2.11 override string IntegratedAuthoringTool.IntegratedAuthoringToolAsset.OnAssetLoaded ( ) [protected]

This method is used to automatically load any associated assets.

5.2.2.12 void IntegratedAuthoringTool.IntegratedAuthoringToolAsset.RemoveCharacters (IList< string > *charactersToRemove*)

Removes a list of characters from the scenario

Parameters

character	A list of character names

5.2.2.13 void IntegratedAuthoringTool.IntegratedAuthoringToolAsset.RemoveDialogueActions (string *speaker,* IEnumerable< DialogueStateActionDTO > *actionsToRemove*)

Removes a list of dialogue actions for either the player or the agent.

Parameters

speaker	Either "Player" or "Agent".
actionsToRemove	The list of dialogues that are to be removed.

5.2.2.14 void IntegratedAuthoringTool.IntegratedAuthoringToolAsset.SetDialogueState (string *character,* string *state*)

Updates the current dialogue state for a specific character

Parameters

character	The name of the character
state	The name of the character

5.2.3 Property Documentation

5.2.3.1 string IntegratedAuthoringTool.IntegratedAuthoringToolAsset.ScenarioName [get],[set]

The name of the Scenario

The documentation for this class was generated from the following file:

- IntegratedAuthoringToolAsset.cs

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