

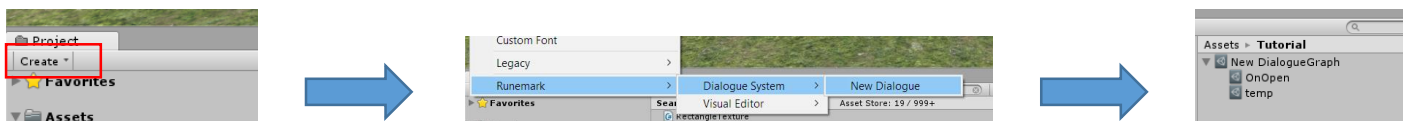
QUICK START - CONVERSATION

Step 0: Create a new Scene. Create a new scene, or open an existing one. Create some environment (a plane, a directional light should be fine right now). Also add a character controller (for example the First Person Controller from Unity Standard Assets) to the scene.

Step 1: Create a new 3D object, a capsule. Name it John and add a **Runemark Dialogue System/Dialogue Behaviour** component to it.



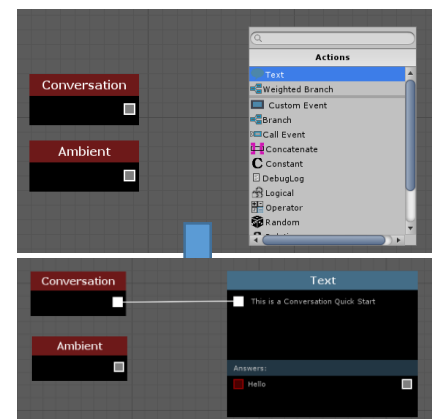
Step 2: Before we could continue with John, we have to create a new dialogue graph: in the project panel click on the Create button, and select the **Runemark/Dialogue System/New Dialogue** menu. This will create a graph asset into the selected folder in the project tab.



You can doubleclick on it to open in the Dialogue Editor

Step 3: Create a simple dialogue

- 1) Right click on the workspace (grid), and select the **Text** node.
- 2) Click on the newly created node, and in the inspector, write some text, and add a new **Next Answer**.
- 3) Connect the Conversation node to the Text node, by clicking on the Conversation node's output square and then the text node's input square.



Step 4: Assign the newly created Dialogue Graph to John's Dialogue. **Step 5:** Foldout the Conversation section and toggle the **Enable** option on.

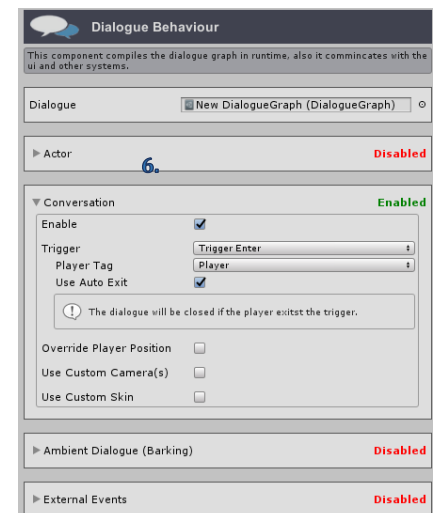
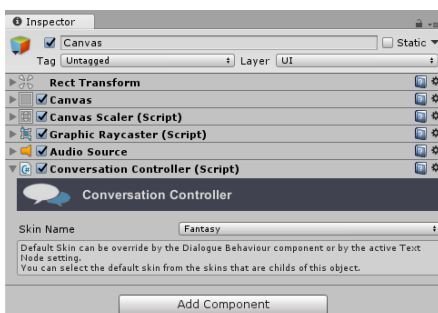
Step 6: Under the Conversation box set the **Trigger** to **Trigger Enter** and set the **Player Tag** to **Player**.

Step 7: Add a new **Sphere Collider** to John, and set it to **Trigger** and set its radius to 5

Step 8: Create a new **Canvas** in the Scene. Add a **Conversation Controller** ([Component Menu: Runemark Dialogue System/UI/Controllers/Conversation](#)) component to it.

Step 9: Drag and drop a **Conversation Skin** prefab from the RunemarkStudio/DialogueSystem/Prefabs/Skin folder as a child of the Canvas.

Step 10: Set the Conversation Controller Skin name to the one you dropped on the scene.



Press Play. When you go into John's trigger a dialogue window will appear.

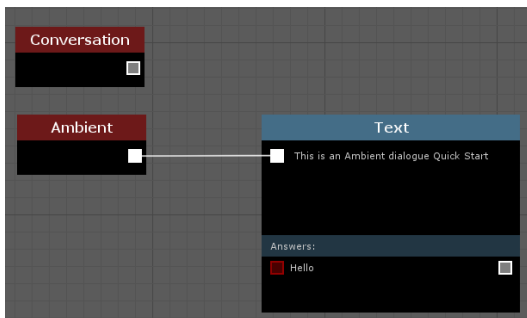
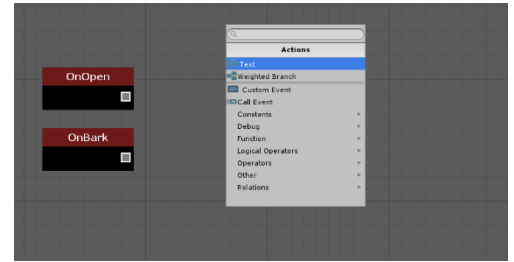
QUICK START – AMBIENT DIALOGUE

Step 0 – 2: These are the very same steps we did in the Quick Start – Conversation section. You can repeat them, or you can use the same Scene, Dialogue Behaviour and Dialogue Graph you created.

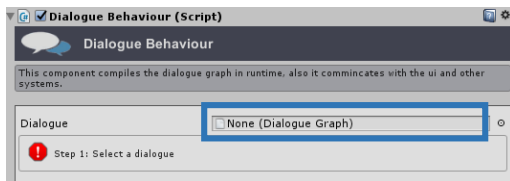
Important: For the Ambient Dialogue you need to create a new, separate Canvas. The canvas Render Mode should be set to World Space, and it's transform scale to (0.05, 0.05, 0.05)

Step 3: Create a simple ambient dialogue

- 1) Right click on the workspace (grid), and select the **Text** node.
- 2) Click on the newly created node, and in the inspector write some text, and add a new **Time** Answer. (Ambient dialogues can have and should have only one Time answer. The ambient text will appear for a number of seconds you set here.)
- 3) Connect the **Ambient** node to the Text node., by clicking on the **Ambient** node's output square and then the text node's input square. At this point your graph should look like this:



Step 4: Assign the newly created Dialogue Graph to John's Dialogue (if you didn't do it already).



Step 5: Foldout the Ambient Dialogue (Barking) section and toggle the **Enable** option on.

Step 6: Under the Ambient Dialogue (Barking) box set the **Trigger** to *Trigger Enter* and set the **Player Tag** to *Player*.

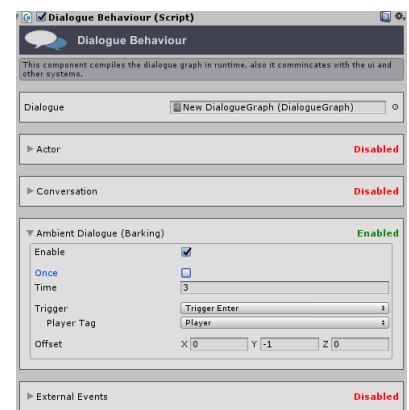
Step 7: Add a new Sphere Collider to John, and set it to trigger and set its radius to 5 (if you didn't do it already).

Step 8: Create a new Canvas in the Scene. Add an Ambient Controller ([Component Menu: Runemark Dialogue System/UI/Controllers/Ambient Dialogue](#)) component to it.

Step 9: Drag any of the premade Ambient Dialogue Skin prefab from the RunemarkStudio/DialogueSystem/Prefabs/Skin folder and drop on the scene as child of the newly created canvas.

Step 10: Set the Ambient Controller (step 8) Skin name to the one you dropped on the scene (step 9).

Press on play. When you go into John's trigger he will start the ambient dialogue.

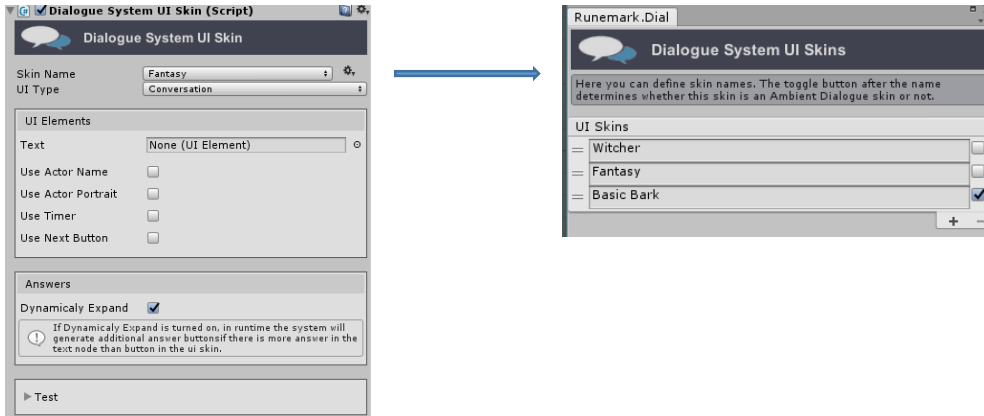


QUICK START – UI SKIN

Step 0: Create a new scene, and add a new Canvas to it. This canvas will be a temporary workspace only.

Step 1: Create an empty game object as a child of the canvas, and add a Dialogue System UI Skin component ([Component Menu: Runemark Dialogue System / UI / UI Skin](#)) to it. This Game Object will be our skin's root. Set its UI Type to Ambient Dialogue or to Conversation based on what type of skin you want to create. (*Important: if you want to make an Ambient skin, don't forget to set the Canvas Render Mode to World Space, and the transform scale to (0.05, 0.05, 0.05)*)

Step 2: Create a new name by clicking on the cogwheel after the Skin Name drop down list – this will open the Skin Names window. In this window you can add a new Skin name to the list. The Toggle button after the name marks the name as Ambient Dialogue Skin, so if you are going to make an ambient skin, turn this on.



Step 3: Select the newly created name in the Dialogue System UI Skin component.

Step 4: Create your UI. (if you are new to Unity or to the Unity UI, you should start with these [tutorials](#)). The Dialogue System has very little requirements for the ui skin. You can create anything. But if you want to use the built in UIElements (I recommend to use it, otherwise you have to code your own elements) you have to keep in mind the following:

- Text (where the Actor Text appears) should be a [Text](#)
- Actor Name should be a [Text](#).
- Actor Portrait should be an [Image](#)
- The Timer should be a [Slider](#) and a [Text](#)
- The Custom Answers and the Next Answers from them the player can choose should be [Buttons](#).



Step 5: Add to your vital elements (see in the above list) the correct **UI Element components** ([Component Menu: Runemark Dialogue System / UI / Elements](#)). Right now the Dialogue System has four type of UIElement built-in: Text, Image, Timer and Answer Button.

Step 6: Assign the UIElement Component to the Dialogue System UI Skin component on the root game object. **Done.** You can create a prefab from your skin root game object. To test it check the previous Quick Starts.

ABOUT THE DIALOGUE SYSTEM

The Dialogue System is the improved version of the Barefoot Dialogue System I have made in 2013. In this 5 years I had several Unity projects, that gave me more experience and improved my skills. I also worked with other game engines as well (unreal engine 4 for example). I was planning to update the old Barefoot Dialogue System to better support Unity 5 for a long time, but when I finally got enough time to do it, I decided to not to update, but fully rework and redesign the system.

After almost 6 months of development I proudly present the new Dialogue System. I think I successfully combined the old system's best features with a very modern and easy to use User Interface. I also added lots of useful tools to the asset, that hopefully will help you to work more rapid. Despite the 500+ logged hours of work, I still have work to do on this asset. I have many plans! And I will do it step by step in the future in form of updates.




[Website](#) | [Email](#) | [Forum](#) | [Facebook](#) | [Twitter](#)



For the full and most up-to-date User's Guide, please go here:

[Online User's Guide](#)

You can also click on the help button () on every Dialogue System inspector to learn more about that component.

BASICS

The Dialogue System is a node based system, in the editor the Dialogue goes from left to right along the white wires. In generic terms this is called the Execution Flow. This flow always starts with an event (mostly with the **Conversation** or with the **Ambient** events) and finishes when no white wire goes out of the node.

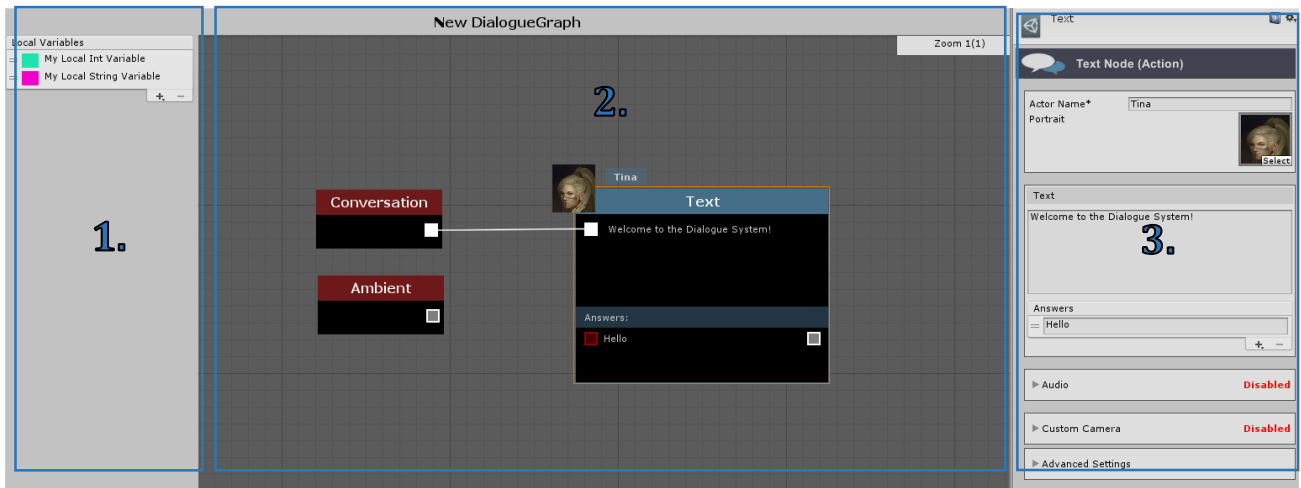
Data also flows through wires, colored to match the variable types. Input pins are evaluated when the node executes, tracing the data wires back from right to left until the final result is calculated and supplied to the node. Nodes with execution pins store the value of their output pins when they execute, while nodes without execution pins reevaluate their outputs every time a node connected to their outputs executes.

Terms

- **Action/Node:** Nodes are the base units of the dialogue system. I call „Action” the node that is shown in the Graph Editor. You can find more information about nodes [later in this document](#).
- **Actor:** In the Dialogue System terms, the actor is the one who says the dialogue. This can be a vendor, a quest giver, or even an abstract one (tutorial for example). By default the Actor is the GameObject where the activated Dialogue Behaviour component is.
- **Ambient Dialogue (Bark):** The Actor says his lines accordingly, but the player can't directly react to these. (For example, a market vendor offering his goods by saying „Fresh fruits! Come and take a look!” in an ambient dialog.)
- **Conversation:** This is a „question – answer” type of dialogue between the actor and the player.
- **Graph:** A graph is a collection of nodes. Can be opened for editing in the Visual Editor, by double click.
- **Variables:** The dialogue system has several variables, that can be used to communicate with different system or make a more complex dialogue functionality, also these are the backbones of the built-in save/load solution.
- **Wire:** these represent the connection between nodes. White wires are the execution flow, while the colored ones are the data flow.

***Differences between Local and Global Variables:** Both can be accessed from the graph with set/get nodes, as well as from code. Local variables can be accessed only from the given graph. Global variables are accessible from every graph.*

USING THE EDITOR



1. LOCAL VARIABLES

In this panel you can add new variables to the root graph as local variables the same way you would do it in the Unity Animator. By selecting a variable it will be opened in the inspector, where you can change its Name, and its Group (not used yet) as well as the Default Value (the variable will be set to this value every time you start the game). You can change the name of the variable by double clicking on its name in the list.

2. WORKSPACE

Here you can create and connect nodes and make your dialogue graphs. You can use the following hotkeys in this area:

Navigating in the Workspace

- **Pan:** Middle Mouse Button + Drag
- **Zoom:** Mouse Scroll
- **Context Menu:** Right Mouse Button on a workspace brings up the Action List, on a node brings up the Node Menu instead.

Node Control

- **Selecting a node:** Left Mouse Button on a node
- **Selecting multiple nodes:** Shift/Ctrl + Left Mouse Button, or Left Mouse Button + Drag to draw a marquee selection tool.
- **Dragging a node:** Left Mouse Button + Drag

Wire Control

- **Connecting:** You can left click on any pin, this will create a wire that will follow your cursor. Then if you click on other pin the two will be connected. You can release the wire by pressing the Esc key.
- **Disconnecting:** Right Mouse button on a pin (if some of the connected pins still show connection – solid rectangle – click on it with right button)

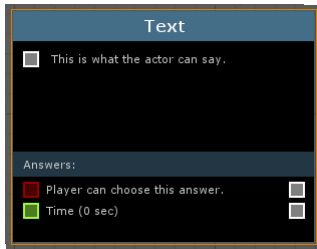
Comment Box

You can create a comment box by pressing the **C** key. If there are nodes selected, the comment box will be resized to contain these nodes.

3. INSPECTOR

When you select an item in the graph editor, it's properties will show up in the inspector window.

TEXT NODE



This node is the most important node in the Dialogue System. It has a quite complex inspector window compared to other nodes.

Actor Name: you can set the name of the speaking actor. If not set the system uses the name you set in the Dialogue Behaviour. Most common useage when you want an actor other than the active one interrupt the conversation.

Portrait: Here you can set a portrait to show it on the dialogue ui.

This will override the portrait set on the Dialogue Behaviour. The skin has to be setup to allow a portrait ([check how to setup an ui skin](#)). You can use this parameter for other than portrait too. If not set, no image is shown.

Text: Here comes the text the Actor says.

Answers: In general the answers are the options the player can choose. However there are some advanced usage options built in. You can add, remove and reorder answers in the inspector. There are three types of answers, but a text node can have only one next and/or time answer, but any number of custom answer.

- **Custom Answer:** You can set the text, and with the bool input (red square), you can control whether or not this answer should appear in the runtime answer list.
- **Time:** This answer type has two useage: first when only a single Time answer is on a text node (no other answer types) the conversation will continue after the defined seconds automatically. The other usage is to use it with other answers, in this case the player will have X seconds to answer. ([You can assign a timer in the ui](#))

Audio: In this section you can assign an Audio Clip. When the Text node activates in runtime, the Audio Clip will be played.

- **Play Delay:** you can delay the audioclip by seconds after the Text node activates in runtime.
- **Playback:** you can define the starting point and the end point of the Audio Clip for this Text Node. This way you can slice up a single audio clip for multiple text nodes. (with the „Play Audio“ button, you can test in the editor)

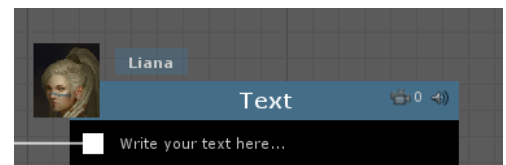
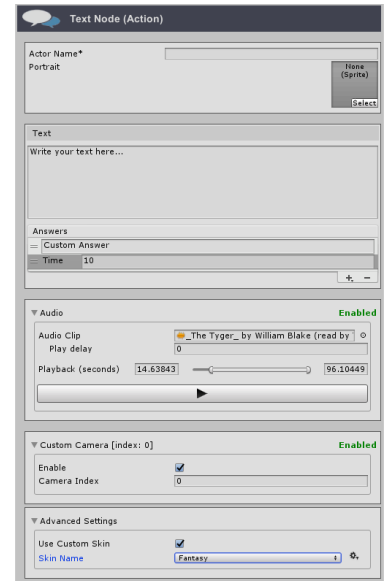
Custom Camera: In this section you can assign a custom camera for this Text Node. When the Text Node activates the Camera with the given camera index will be used. (you have to set the cameras in the [Dialogue Behaviour](#))

Advanced Settings: In this section you can find some advanced settings that aren't commonly needed for a dialogue.

- **Custom Skin:** You can set an UI skin to use for this text node. This will override both the skin defined in the [Dialogue Behaviour](#), and the one that is set in the [Dialogue UI Controller](#) as default.

All of the above information is visually displayed in the workspace, as you can see in the screenshot in the right.

There are several other nodes in the system, you can find more information about them [here](#).



DIALOGUE BEHAVIOUR



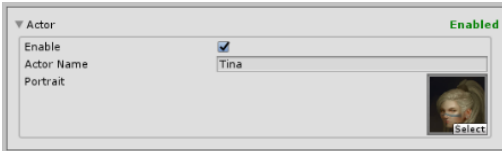
Component Menu: Runemark Dialogue System / Dialogue Behaviour

The Dialogue Behaviour handles almost every runtime functionality that the system has. The DialogueGraph is the plan for a house but, the Dialogue Behaviour is the worker who actually builds up the house.

There are four setting sections in this component. You can expand these sections and the first thing you will see, is an Enable Toggle.

You have to have one Dialogue Behaviour on each Actor you want the player to interact through conversations, or you want the Actor to fire Ambient Dialogues (Barks).

ACTOR



If it's enabled the dialogue system will use the Name and the Portrait you set in this section. If the Name is empty but set to Enabled, the system will use the GameObject name as Actor Name.

Important: Text Node overrides these settings; in that case, even if it's set to Disabled, the system will show the Name and Portrait already set in the Text Node.

CONVERSATION

In this section you can define how you want to trigger the dialogue, want to use custom cameras as well as want to reposition the player character when the dialogue pops up.

*Triggering the conversation will call the **Conversation** event in the dialogue graph.*

TRIGGERS

There is five different option you can use triggering a dialogue.

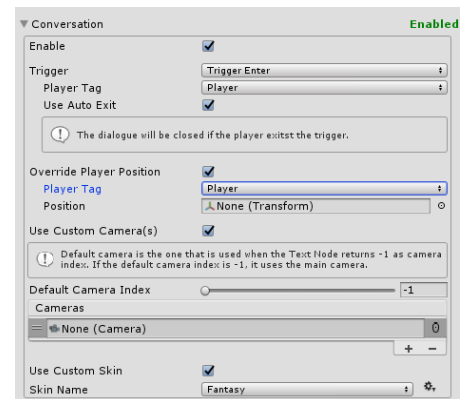
Trigger Enter: Very easy to use. You can select a Tag to filter the GameObject that can trigger the dialogue. Also you have to add a Sphere Collider to this game object, and set its type to trigger and set it's radius as you wish (I use 5 unit).

Use Auto Exit: If turned on, the system will close the conversation automatically, depending on the trigger you are using. If set to Trigger Enter, the conversation will be closed when the player exits the trigger. In case of Use, it will be closed if the player goes farther than the use distance. In case of Custom, you can set an Exit Distance, that works same as in case of Use. You can't however use Auto Exit in case of OnStart.

OnStart: A simple type of trigger, where the dialogue starts when the scene is loaded.

Use: If you are using this type of trigger, you need to call the Dialogue Behaviour `void Use(Transform other)` method in runtime. The other parameter should be the Transform of the player. You can set the player tag as in the Trigger Enter / Trigger Exit method, and also a distance parameter. The Use method will check if the other transform has the right tag, and is within the given distance.

Custom: If you want to trigger the dialogue in a different way, you can select this method, and call the Dialogue Behaviour `void StartDialogue()` method in runtime through script.



OVERRIDE PLAYER POSITION

Sometimes you want to see the player character on a certain position, to make the most of out your conversation. You can do it by setting the player tag, and the Position in this part. The Player Position accept only transforms. This only repositions the player when the conversation starts.

USE CUSTOM CAMERA(S)

If you want to change the view during the conversation, you can do it here. You can drag and drop multiple cameras from the screen to the Cameras List.

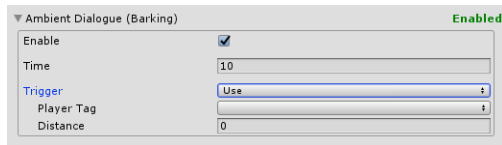
Default Camera Index: this camera will be active during the conversation, when the current Text Node custom camera is Disabled. If this value is set to -1 the game main camera will be used instead.

What is Camera Index? This is the index number of the Cameras list. It start with 0 at the top of the list, and increments by 1 every element below. That's being said, the first camera in a list has the 0 index, the second camera has the 1 index... and so on.

DEFAULT SKIN

You can set the skin you want to use for this conversation. You can find more information about [Dialogue Skins](#) and how to create them [here](#).

AMBIENT DIALOGUE (BARK)



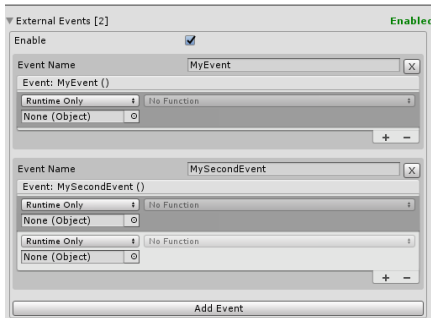
In this section you can setup your ambient dialogue ([Quick Start](#)). The Trigger part of this section works the exact same way as it does in case of the Conversation ([See here](#)).

*Triggering the Ambient Dialogue will call the **OnBark** event in the dialogue graph.*

Time: The behaviour will call the OnBark event in the dialogue graph in this interval.

The time is measured in seconds.

EXTERNAL EVENTS



This section is another option to communicate with systems outside of the Dialogue. This works pretty much the same as the Unity UI Button [OnClick events](#) are working.

You can add multiple Events to a single Dialogue Behavior. Every event on the same Dialogue Behavior should have a unique name. This name is used in the [Call Event Node](#).

You can add multiple functions to a single event to be called when the event is fired.

CLASS REFERENCE (ADVANCED USEAGE)

Important: This part is for those who have basic C# knowledge, or can use unity events!

```
public void StartDialogue()
```

This method will start the dialogue. Only works if the Conversation Trigger is set to Custom.

```
public void StopDialogue()
```

This method immedietly stops the dialogue, and therefore will close the active dialogue window too.

```
public void SelectAnswer(string id)
```

This method will select an answer. This method is called from the ui script as default.

```
public void SelectNextAnswer()
```

Same as the Select Answer, but no id needed, because it selects the next answer if exists.

```
public void StartBark()
```

This method will start the ambient dialogue. Only works if the Ambient Dialogue Trigger is set to Custom.

```
public void StopBark()
```

This method immedietly stops the ambient dialogue.

```
public void Use(Transform other)
```

This method will start a dialogue if the other transform has the right Tag and is within a given distance. Only works if the Conversation or the Ambient Dialogue trigger is set to Use.

```
public void CallEvent(string eventName)
```

Calls an event in the Dialogue Graph. The eventName should be the name of the [Custom Event Node](#).

```
public T GetRootVariable<T>(string variableName)
```

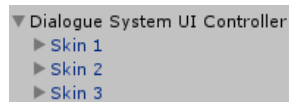
This method returns the value of the root variable of the given variable name.

```
public void SetRootVariable<T>(string variableName, T value)
```

This method sets the value of the root variable of the given variable name.

DIALOGUE SYSTEM USER INTERFACE

The UI solution of the Dialogue System is using modular skin system for maximum flexibility. You are able to use as many skins as you wish for your dialogues. You can even switch between them after every text node if you want to.

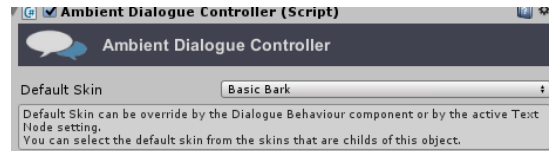
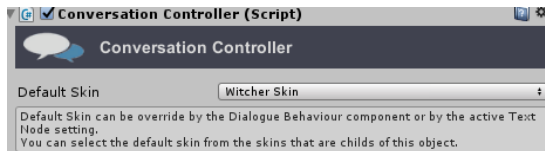


You need a single Dialogue UI Controller component on your canvas, or on one of the child game object of your canvas. A skin is an empty gameobject with the Dialogue UI Skin component on it, and with ui elements as child object.

Check the [Quick Start – UI Skin](#) to learn the basic steps how to create your own ui skin.

DIALOGUE UI CONTROLLERS

The dialogue system contains two types of UI Controllers, one is for **Conversations** and one is for **Ambient Dialogues**. Both of these controller components can be found under the component menu [Runemark Dialogue System / UI / Controllers /](#)



This component is controlling its child UI Skins and handles the dialogue system UI functionality (loading the text nodes, handling the player choices...etc). The Controller is fully independent from the actual UI elements.

Each time a Text Node activates in one of the Dialogue Behaviour on the scene, this component reacts to it, after it decided it should react or not. This decision is based on the type of the controller: Conversation controller only reacts to Text Nodes that are in the flow starting with the Conversation event node. And Ambient Controller only reacts to Ambient Dialogues.

Also this component decides which skin should be used:

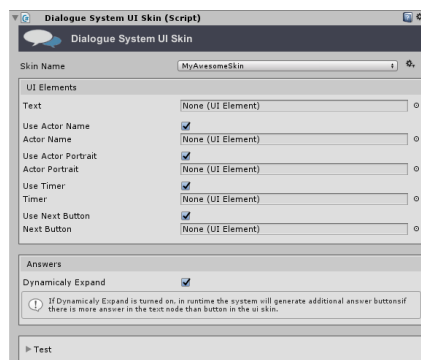
1. Checks if the Text Node skin parameter is set to a valid skin. If it's true, it shows that skin, otherwise
2. checks if the Dialogue Behaviour default skin is set to a valid skin. If it's true, it shows that skin, otherwise
3. it uses the Default Skin set as it's own parameter.

Valid skin means, the UI Controller has a skin with this name as a child object.

The Default Skin on this component can only be set to those that appear as a child of this gameobject.

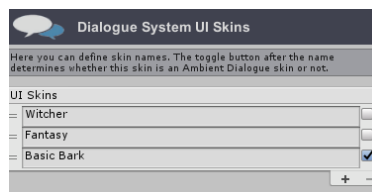
DIALOGUE UI SKIN

[Component Menu: Runemark Dialogue System / UI / UISkin](#)



This component is where you can set up your own skin. This component should be on an empty game object.

Skin
here, but
have to
You can
„cogwheel”
open the
you can



Name: You can set the name of the skin instead of writing in a single string, you select from the predefined skin names. edit the skin names list by clicking on the button after the dropdown list. This will Dialogue System UI Skins window, where add, remove skin names. If the toggle button after the name is turned on the skin is defined as Ambient Dialogue Skin.

The UI elements section is very self-explaining. The only required element is the Text element, the others are optional.

You can find more information about the [Timer](#) and [Answer](#) UI Elements later in this document.

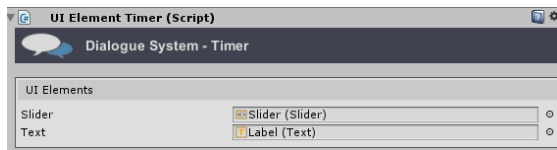
Answers - Dynamically Expand: If this option is enabled the system will automatically create more answer buttons if the Text Node has more answers than the skin's answer buttons. If its disabled, the system will only show number of answers up to the manually created answer buttons.

Based on the UIController the skin is parented, the inspector can be different: ambient dialogues don't have any Answer related settings.

UI ELEMENTS

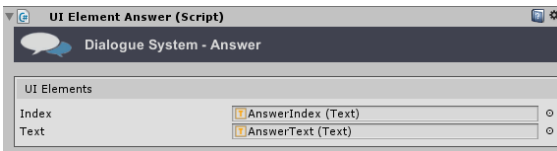
UI elements are small control components for elements of UI, like Text, Images etc. There are four different types built in: Text, Image, Timer and Answer. The first two are simply updates the Text or Image component text/sprite values. But the other two has more advanced functionality.

Find In Children: if this is turned on the system will find the element in the transform children. This is useful if you want to hide the background with the element ([check the Fantasy UI Skin](#)). This option is not available for all elements.



TIMER

The timer component is used for the visualizing the Text node's *Time* answer type. This component ask for a Slider and a Text label to work correctly.



ANSWER

The Answer component is used for visualizing the Text node's *Custom* and *Next* answer. This should be added to a Button.

CREATING YOUR OWN UIELEMENT

This part for those who are familiar to the basic unity scripting. If you are not one of these people, but you need a custom UIElement, please contact me!

Adding your own UIElement logic to the system is pretty easy. You have to create a new C# script and inherit it from UIElement class (using Runemark.DialogueSystem.UI namespace), then you can override the Set<T> and/or the UpdateValue<T> methods.

Check the Timer element as reference:

```
[AddComponentMenu("Runemark Dialogue System/UI/Elements/Timer")]
public class UIElementTimer : UIElement
{
    public Slider Slider;
    public Text Label;

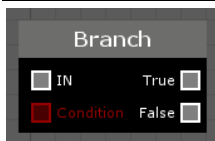
    public override void Set<T>(T value)
    {
        if (typeof(T) == typeof(float))
        {
            float time = System.Convert.ToSingle(value);
            Slider.maxValue = time;
            Slider.value = time;
            Label.text = time.ToString("0.00") + " sec";
        }
        else
            base.Set<T>(value);
    }

    public override void UpdateValue<T>(T value)
    {
        if (typeof(T) == typeof(float))
        {
            float time = System.Convert.ToSingle(value);
            Slider.value = time;
            Label.text = time.ToString("0.00") + " sec";
        }
        else
            base.UpdateValue<T>(value);
    }
}
```

NODES

BRANCHES

BRANCH



Very simple type of branch: based on the Condition input the execution flow will continue through the True or the False output.

WEIGHTED BRANCH



This node is very useful if you want to display different type of text based on an int value.

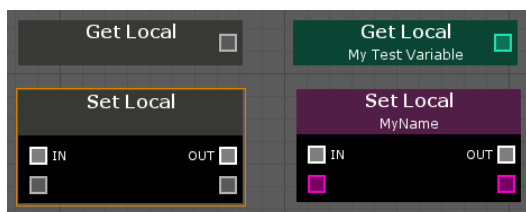
The Node works like a switch: it checks which interval from the weights list contains the Value input, and continues the execution flow on that route.

You can connect a [Random\(int\)](#) node to the Value input for creating random Ambient Dialogue (bark).

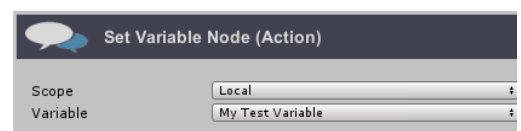
You can add, remove or reorder wheight intervals in the node's inspector window.

COMMUNICATING WITH OTHER SYSTEMS

VARIABLE (SET, GET)



With these nodes you can set or get the value of any local or global variable. This is a tool (with the other logic nodes) to implement simple logic for your dialogue (for example: simple quest system), but you can use the Local and Global Variables to communicate with system outside of the Dialogue System. Global



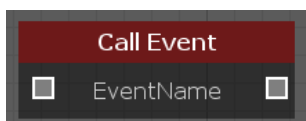
Variables can be used as communication channel between Graphs.

When you create one of these nodes, you will see a gray box. You can set the Scope (Local or Global) and the name of the variable in the inspector.

The Set node has a variable output, this will return the new value of the variable that is set when this node was active last time.

You can read more about global variables [here](#).

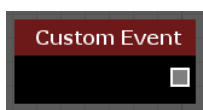
CALL EVENT



This node provides a flexible way to communicate with external systems. You can call a method outside of the Dialogue System. In the inspector window you can define an Event Name that will be fired when this node becomes active.

You can get further informations about [External Events](#) later in this document.

CUSTOM EVENT



If you need you can create events like OnOpen or OnBark. You can set it's name in the inspector window. Once it setup, you can call the Dialogue Behaviour method: `void CallEvent(string eventName)`

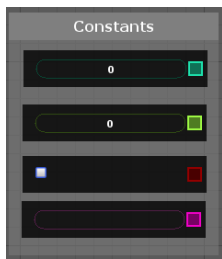
This node may require more programming knowledge than the others.

ADVANCED DIALOGUE LOGIC

The Dialogue System is built on a framework that can be used as a Visual Programming Tool. The Visual Editor has some built in nodes that can be used to develop a simple logic for your dialogue. By simple logic I mean, it can work with four primitive types of variables: int, float, string and bool variables.

You might need some programming knowledge to use these.

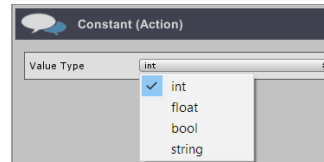
CONSTANT



In most cases you can't just set a value of the input in the like in the Weighted Branch node above, you can't set the foreexample, you have to connect an integer value to this

Sometimes you want to use a predefined (constant) value example you want to compare that your local variable is case you need this node.

Once created you can set the value type in the nodes inspector window to integer, float, boolean or string.



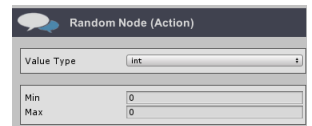
given node directly: Value to 10 input.

to work with (for less than 10). In this

RANDOM



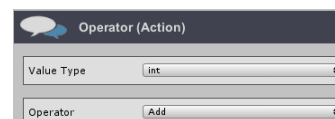
This node generates a random integer or float value (using the Unitys Random.Range method). You can set the node type and the Range minimum (inclusive) and maximum (exclusive) value in the inspector.



OPERATOR



The operator node can do one of the following mathematical Addition (A+B), Subtraction (A - B), Multiplication (A * B), and Modulus (A % B). You can set the operation and the value float) in the inspector.

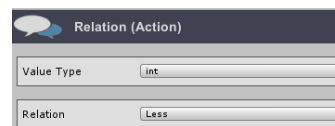


operation: Division (A/B) type (integer or

RELATIONS



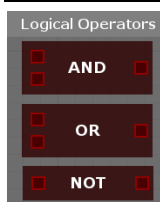
With these nodes you can compare two variable and get the boolean value. The relation type can be set to *Equal*, *Not Than*, *Greater Than* or *Equal To*, *Less Than*, *Less Than or Equal* inspector, as well as the compared variables type to float or to integer.



result as a *Equal*, *Greater To* in the

If you are using Equal or Not Equal relation, you can also set the variable type to string or to boolean in addition to the above two types.

LOGICAL OPERATIONS

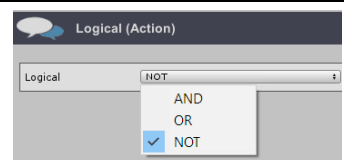


The editor has three types of logical operator.

AND: returns the logical AND of the two inputs.

OR: returns the logical OR of the two inputs.

NOT: returns the logical complement of the single input.



CONCATENATE



The node concatenates two string value and returns a new string. Currently only works with two inputs, therefore if you want to concatenate multiple strings you have to chain these nodes.

TO STRING



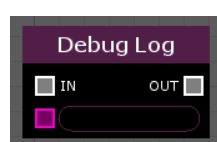
This node converts any variable to a string. It safely converts primitives, but other types will be converted by using it's ToString() method.

WAIT



This node has a float variable that can be set directly or connected to other nodes. Either way this node will suspend the execution flow for the given amount of seconds.

DEBUG LOG



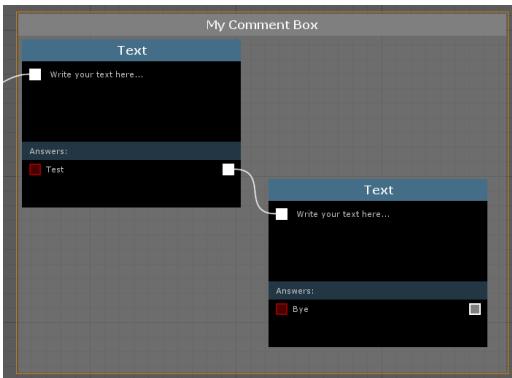
Sometimes it's useful to see whats happening in your logic. This node logs the given message to the Unity Console panel. It uses the Debug.Log method.

You can use the ToString and the Concatenate nodes to create more complex debug messages.

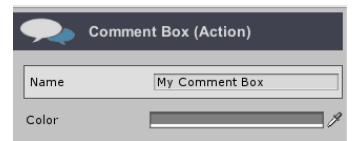
GRAPH ORGANIZATION

The Dialogue System provides several solutions to make your graph more readable and transparent.

COMMENT BOX



Comment boxes are groups. You can drag and drop a node into a comment box, and then move them when you drag the comment box itself. You can also set the commentbox name and color in the inspector to make a visual difference between groups.



Creating a comment box is different than the other node. If you press the C key anywhere in the workspace a comment box will be created. If you do it while nodes are selected the comment box will be resized to contain all the selected nodes.

You can resize the comment box by selecting the comment box, and dragging one of it's edge.

PORTALS

Portals are used to keep your graph nice and tidy. These nodes forward execution flow or variable to another portal without showing a wire in the editor. The system has two type of portal node: **Execution** and **Variable**.

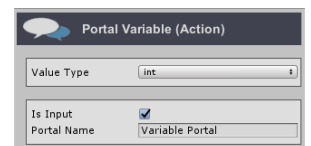
Every portal has a **Portal Name** parameter and an **Is Input toggle**. Variable Portals also have a **Type** parameter. You can set these parameters in the inspector. The Portals can find each other based on their Portal Names.

VARIABLE PORTALS



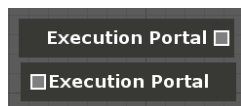
Variable Portals connection uses a **One-to-Many** design.

You can set the Portal Name only on those nodes that have their IsInput toggle set to True. In case of an output node, you can select the Portal Name from a dropdown list. This list contains all the names of all input portals that exists in the loaded graph.



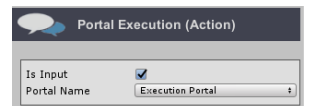
Portal Name should be unique: no two input variable portals can share the same name.

EXECUTION PORTALS

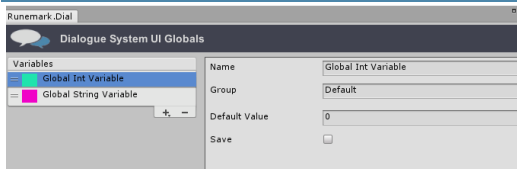


Execution Portals connection uses a **Many-to-One** design.

Execution Portals works very similar to the Variable Portals, except the you can set the name directly on those nodes that have their IsInput toggle set to False.



GLOBAL VARIABLES



Global variables are very important part of this system. You can communicate between your dialogue behaviours through global variables. Also this is another way to connect the Dialogue System with other systems.

You can manage your Global Variables by opening the editor window under the [Window/Runemark/Global Variables](#) menu. Here you can create, delete and edit

variables of string, integer, float or boolean types.

You can access these variables in the Graph editor with the [Global Variable Nodes](#), but you can also access them from code with the Dialogue System Static Class (see below).

DIALOGUE SYSTEM STATIC CLASS

NAMESPACE: [RUNEMARK.DIALOGUESYSTEM](#)

This is a static class that gives access to global variables through code.

```
public static Variable GetGlobalVariable(string name)
```

The method returns the global variable with the specified name. The returned value is a Variable class. Best way to get the actual value is using this class's `public T ConvertedValue<T>()` method. This is a generic method, you have to set the type of the variable. For example: `ConvertedValue<string>()`

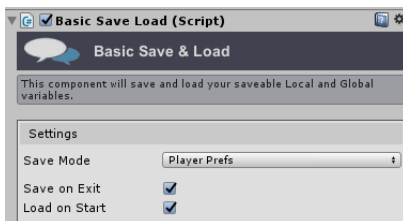
```
public static void SetGlobalVariable<T>(string name, T value)
```

Sets the value of the global variable with the specified name. It gives an error if the type of the new value doesn't match with the variable type.

SAVE AND LOAD IN RUNTIME

The Dialogue System has multiple ways to save and load your runtime progresses. Important to note here that you can save and load only the variables that are marked as **Saveable**. You can only load Local variables for Graph that are assigned to the Dialogue Behaviours on the active scene. Local Variables are connecting to Dialogue Behaviours, not to Graphs when it comes to saving and loading. So if you assign the same Graph to multiple Dialogue Behaviours, the system will save the local variables separately for every Dialogue Behaviour.

EASIEST WAY: DRAG & DROP



As the easiest solution, you can drag & drop the „Basic Save & Load” prefab to the scene from [RunemarkStudio/DialogueSystem/Prefabs](#) folder in your project tab.

This prefab contains a simple component on it where you can set a few options.

Save Mode: you can choose whether the system should save the variables into PlayerPrefs or into a text file. In case you choose the **File** mode the system will save the file to the path defined in the [Application.dataPath](#). You can set the name of the file if you wish.

Save on Exit: if this is checked the component will automatically call the Save method from `OnApplicationQuit()`. Otherwise you have to call the component's `public void Save()` method manually (possibly from UI).

Load on Start: if this is checked the component will automatically call the Load method from `Start()`. Otherwise you have to call the component's `public void Load()` method manually (possibly from UI).

ADVANCED WAY: DIALOGUESYSTEMSAVELOAD STATIC CLASS

In case you want different save & load functionality you have to use the `DialogueSystemSaveLoad` static class from the `Runemark.DialogueSystem` namespace.

```
public static void SaveToPlayerPrefs()
```

This method will save the saveable global variables and all saveable local variables from the dialogue behaviours that are on the scene into the PlayerPrefs.

```
public static void LoadFromPlayerPrefs()
```

This method loads the saveable global variables and all saveable local variables from the dialogue behaviours that are on the scene from the PlayerPrefs.

```
public static string SerializeToString()
```

This method will serialize all global and local variables (from the scene) into a string. You can use save this string as you wish.


```
public static void DeserializeFromString (string s)
```

This method will deserialize the string.

EXTRAS

EXAMPLE SKINS

The asset contains a few example skin too. I'm not an ui artist, so these skins are pretty simple. I used only the unity built in ui-s, no textures only played with layouts and colors. Originaly these were only test pieces for development, but I decided to include them as example, and also for Quick Start.

WITCHER SKIN



My first skin to test the Dialogue System. I chosed Witcher 3 for two reason: one because I liked it, second because it had the timed answer feature.

This skin doesn't support Portraits and Actor Names.

FANTASY SKIN



In the second testing skin I added the support to Portraits and Actor Names. I also made the Portrait and the Name little more complex, by adding them a background.

I wanted to hide the background when the Actor Name is not visible. I made an Image as background (*Name*) and added a Text to it as child for the actual Actor Name (*NameText*). Then I added the **UIElementText** to the background (*Name*) and checked the **Find In Children** option. Then I made the same with the Portrait.