

LOCALIZED DIALOGS & CUTSCENES - For Unity.

www.unitygamesdevelopment.co.uk

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Version History

v4.4

- Automatic Translations for Chinese, Korean and Japanese (note that Korean and Japanese translations are still in beta).
- New visual DialogLocalization Editor with new options!
- Languages can now be detected using the old system or using a custom PlayerPrefs string.
- Language settings can now be easily changed at runtime with visual actions in the inspector and via the API. GUISkins can also be automatically reloaded!
- Fixed issue when switching scenes too early, which could cause new dialogs to not show properly.

v4.3

- Unity 5 ready!
- Seamless Dialog Thread Navigation - you can now seamlessly change to any screen of any dialog without having to wait for LDC to fade in and out! This can be done using either an LDC prefab or finding another LDC Dialog in the scene by name. You can even choose the exact screen inside the new dialog thread to navigate to!
- LDC can now send Tokens as the string argument of Navigation Callbacks.
- Option to finish the Typewriter effect early when touching the screen or clicking mouse (DialogUI > Options > Complete Typewriter Effect On Click Or Touch).
- Set the fade in time of the background dialog graphics (Dialog UI > Options > Background Fade Duration).
- Performance Improvement in the Editor for large dialog threads (LDC Also helps you to split up your dialog screens when they are getting too large)!
- Fixed 2 Button navigation callbacks always returning 0 as a button ID.
- Typewriter effect algorithm improved to be more consistent across all devices.

v4.2

- NEW Icon Grid Dialog Style! Create a custom grid of icons (great for merchant screens, level selects, options and more!)
- Optimized the Popup Dialogs dialog style to run more efficiently.
- Set which layer LDC is being drawn to with GUI Depth options in DialogOnGUI > Options.
- LDC custom icon should show correctly in Unity 4.x inspector windows
- Dropping an AudioClip into the Dialogs tab can automatically generate audio filepaths for audio streaming!
- Popup Dialog Icon changed.
- Google Spreadsheet Features moved to "Third Party Extras" folder as an optional installation.

v4.1

- New DialogOnGUI Editor with GUI Scaling features.
- Use 'Stretch To Fill', 'Scale To Fit', and 'Over Scale' modes to render the LDC GUI.
- Minor fixes, including switching between tabs while focusing on previous elements.

NOTE: Due to the fact that LDC's copyright now belongs to Hell Tap Entertainment LTD, there has been some rebranding and renaming of folders. If you are updating LDC, keep an eye out on this as Unity often doesn't correct things like that. You may need to rename any folder labeled "Black Zombie" to "Hell Tap Entertainment". Make sure to backup your projects first!

v4.0

- Easily import and update LDC Dialogs using online Google Spreadsheets.
- NEW Popup Dialog Style – Create custom popup messages with animated backgrounds and buttons.
- LDC GUI Abstraction – GUI part of code separated to allow for custom UI implementations in the future.
- Navigation Function callbacks – SendMessage when a user presses a button. Demo scene included!
- API updated to allow navigation callbacks to be created with dynamic dialogs. (Dynamic Dialogs Demo updated. TIP: Add an extra null argument to get older scripts to work)
- Setup automatic GUI Skin switching between different platforms and builds.
- Focus GUI with Input Axes as well as Keycodes.
- Play Audio on button rollover and click.
- Inspector Performance vastly improved.

IMPORTANT: Extra conditions on Multiple Buttons had to be re-written to work correctly with Unity 4.5+. Updating to LDC 4.0 will delete any extra conditions you have created in your previous Multiple Button screens.

v3.9

- Create "Data Entry" Dialog Screens dynamically via the API. The Dynamic Dialogs demo has been updated to showcase the new features of LDC 3.9.
- API now supports callbacks via System.Action which should work as equal citizens in C#, JS and Boo (NOTE: To upgrade older API scripts, just add another 2 null arguments in every API "DialogAdd" function call).
- API has a new function to return the index of a Token by name. API_GetTokenIndex(nameOfToken : String) .
- FIX: Multiple Button screens created prior to version 3.8 are automatically fixed by the editor to work with the new version. (HOWTO: Select a dialog that has a Multiple Screen in the editor. If you see a "FIX" message in the console this will indicate that the editor has fixed any problems. If you are using a dialog saved as a prefab, make sure you click "Apply" to save the changes).

v3.8

- Add graphics and animations to buttons!
- New "Dialog Buttons" section added to the Dialog Library.
- You can now loop an AudioClip during the typewriter effect. Add a clip to DialogUI > Options > Play Typewriter Audio.
- Tokens can now be applied directly into buttons.
- "Sort All Dialogs" now works on any dialog thread.
- LDC menu shortcuts are now organized in the GameObject > LDC submenu.

v3.7

- Load / Restart Unity Scenes from Navigate tab.
- The Navigate tab can now Link different Dialogs together by using prefabs or playing existing dialogs in the scene.
- PlayMaker Actions! Separate package available (in 'The LDC Demos & Extras/Third Party Extras/PlayMaker').

v3.6

- Logic in "Logic Screens" and "Multiple Buttons" now support multiple conditions (equivalent of && operator)
- Dialog Cast / Scenes Inspectors updated to fix minor display issues on Unity4.x

v3.5.1

- Performance for typewriter effect improved (especially for mobile)
- Auto-detect language detection improved.
- Portraits can now be repositioned using GUISkins (Use 'ContentOffset' in the 'Actor Portraits' custom style).
- Buttons can now be repositioned using GUISkins (Use 'ContentOffset' in the new 'Button Offset' custom style).

v3.5

- Logic Conditions can support keys from Unity's PlayerPrefs as well as LDC Tokens!
- Multiple Button Conditions support logic from PlayerPrefs as well as Tokens! =)
- Create, Edit and Delete PlayerPrefs right inside of LDC, on a per screen basis!
- LDC Shows you a count of how many actions you are using across each tab, making it easier to keep track of things!
- API updated to dynamically create Title Screens.
- API Supports function callbacks "At Start" and "At End" of every dynamic screen.
- API now supports hiding the background UI on each dynamically created Dialog Screen.
- Updated API – Dynamic Dialogs Demo to showcase all the new features!
- Bugfix – Using Input keys would sometimes trigger actions twice.

v3.4

- Automatic Translations! You can now automatically translate your Dialogs into Spanish, Italian, German, French, Portuguese and Russian with a single click! You can translate a single language per screen, all languages per screen, or ALL languages per Dialog Thread! NOTE: *this feature will be available in LDC as long as Yandex provides the service without charge.*
- Fixed bug with changing subtitle color in "Title" Dialogs.
- Fixed bug that caused localizations to be lost while "Sorting" dialogs from the Dialog Controller.
- Updated default Russian Skin to support Russian Header Text.

v3.3

- UI is now focus enabled and fully supports the Keyboard and most joysticks via easy to use KeyCodes.
- New variables in DialogUI to setup KeyCodes ("selectGuiWithTheseKeycodes", "focusNextGuiWithTheseKeycodes", and "focusPreviousGuiWithTheseKeycodes").
- New "Title" Dialog Style. Now you can easily create titles, intros, chapters and more!
- New Dialog option in navigation menu to hide the background UI strip. Allows for control on a per dialog basis.
- Added gizmo icons to the LDC scripts.

v3.2

- The "Multiple Buttons" Dialog Style now supports optional "Conditions" (each button tested against Token values).
- Introduced HD (1920x1280) Skins.
- Choose between legacy / HD skins with "Skins > Use Hi Def Skins" in DialogUI.

v3.1

- Actor Portraits are now customizable from the Dialog Skin (use Fixed Width / Height and Content Offsets!). You can now reposition and resize them.

v3.0

- Portraits, Actor and Background Layers can now be animations. Live updating of animations in the inspectors.
- Animations are now setup in the Dialog Library (in Dialog Cast and Dialog Scenes).
- Notes feature added on all Dialog Screens. Easily keep track of long dialogs in every tab.

v2.9.1

- Flash builds fixed.

v2.9

- New features and UI for GameObject Actions (SendMessage and de-activate being the most notable!).
- New DialogUI option to skip Next / One Button Dialogs using Input keys.
- [Fix] Screen duration now also applies to One Button Dialogs (as well as "Next" Dialogs).

v2.8.1.1

- Fixed Russian and Portuguese localization options.
- Fixed Password Screen's "Mask" option.

v2.8.0

- Added Automatic File Management! You can easily save, load and delete your tokens into multiple save slots!
- New File Management Actions in the Tokens tab!
- New File Management API giving you full control!

v2.7.0

- Full Flash support! LDC should now be fully compatible with Flash builds, as tested with Unity 4.1.2.

v2.6.0

- Added new advanced functions to the API. You can now dynamically create entire Dialog threads completely via scripting. Tokens, Actions and localizations are not available via the API (although they can be implemented in script anyway!).
- Limited Support for Flash builds. Most things should work except for Token-based actions and related Dialog styles (eg Data Entry / Password screens).

v2.5.0

- Added the "Logic" Dialog Style. This allows for an incredibly powerful way of using visual scripting to make on the fly navigation decisions. Using the built-in token system, you can compare tokens on the fly using localized values and allow the system to move to different screens!
- Added "Global Tokens". Toggling this will keep your tokens in tact between scenes. NOTE: Make sure you have the same DialogUI prefab in each scene!
- Added icons to the Data Entry, Password, and Logic Dialog styles.
- The dynamic formatting of numeric tokens is vastly improved.

v2.2.0

- Added the "Password" Dialog Style. Compare data entry to a localized string or a token with 2 way navigation.

v2.1.0

- 3rd Party Scripting API. LDC can now talk to and receive functions easily from other tools and scripts.
- uSequencer Integration built-in. Setup and control your sequences directly from your Dialog Screens!
- New 3rd Party Actions tab added to support other plugins and tools in the future!
- Localization component renamed to DialogLocalization to work better with other plugins.

v2.0.0

- "Data Entry" Dialog Style for collecting user data and storing them into Tokens.
- Tokens – Variable like objects that can store data. Token API available to set / get tokens via script.
- Background & Actor Layers – Easily create full screen comic / visual novel style cut scenes with ease!
- Dialog Library – Centralize your images for the plugin and select them easily in Dialog Screens!
- New Actions for Background & Actor Layers, Custom Audio Channels and Tokens.
- Typewriter Text effect and more Dialog UI options.
- Various Editor Tweaks and Shortcuts.

v1.5.0

- "Multiple Button" Dialog Style for vertically oriented multiple-choice screens!
- More Dialog UI options to independently hide different text elements.
- Dialog UI option to ignore screen durations, and force users to click "Next" or custom single buttons to progress.
- Selecting an actor from the cast also replaces the actor name field in the Dialog Screen, saving even more time.
- Adding a new Dialog Screen from the Dialog Controller now copies over the previous portrait and actor name.
- Various UI bug fixes and validation code.
- 0.75 seconds is now the default transition speed (25% faster than previous versions). This can be set back in DialogUI.

v1.2.0

- "Dialog Cast" Feature and small updates to supporting editors.

v1.1.1

- Updated Documentation.

v1.1.0

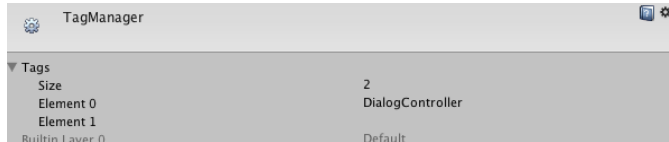
- Standard Dialog variations implemented into the new "Dialog Styles" system.
- Custom Single and Two Button Dialog Styles.
- New Per-Screen transition and visibility options.
- New global options to control all motion, fades, shadows and more of the Dialog UI.
- Memory improvements in the OnGUI routine.

v1.0

- First Commercial version of plugin.

Installation and Setup Guide

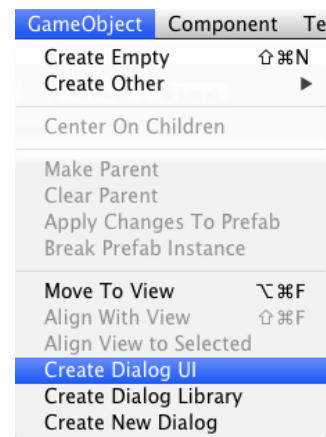
- 1) Install the package file into your project.
- 2) Create a new game tag called “DialogController”



NOTE: Don't forget to create the DialogController tag!

- 3) Next, we need to create the DialogUI object in every scene of our project. This handles all of the UI, Localization and Audio functions of the system.

Create the DialogUI object by clicking on “**GameObject > Create Dialog UI**” in the Unity menu. The “Dialog UI” object will appear in your scene already setup for you. Typically, this should be saved as a prefab so that it is the same object in every scene!



Then, you should create a global library of your game’s Actors, Portraits, Scenes, Animations, etc. you can do this by clicking on **GameObject > Create Dialog Library**. This GameObject should be made into a prefab that you can use on every scene.

- 4) Now, we can choose which languages we will support in our game. In the first scene of the project (eg, the game splash screen), click on the “Dialog UI” GameObject and open the “Supported Languages” section of the DialogLocalization component in the inspector. (NOTE: any language that is not checked will default to English as a fallback).

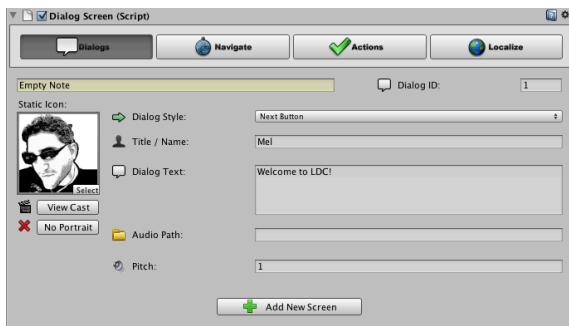


About Dialogs



Dialogs are built up of one **Dialog Controller** component, and at least one **Dialog Screen** component. When a dialog is in use, it sends data to the “**DialogUI**” class where the GUI side of things are taken care of. Luckily, we have some pretty cool editors to work with!

You can create a new dialog object (also known as a ‘Dialog Thread’) by clicking on “**GameObject > LDC > Create New Dialog**” in the Unity menu.



About Dialog Controllers

The “Dialog Controller” controls the inner workings and flow of each dialog thread. Also, we can define whether a particular Dialog will auto-play when it is loaded in the scene (great for one-shot loading of prefabs!) or whether it will remain idle until it is told to play via a script (useful for RPG type games for example where characters can re-use the same dialogs). Also, there is a “Sort Dialog” button which allows for the re-ordering of your Dialog Screens along with a handy “+” button to quickly add a new Dialog Screen to the thread.

About Dialog Screens

The “Dialog Screen” is where all the important stuff goes! It is divided into 4 tabs:

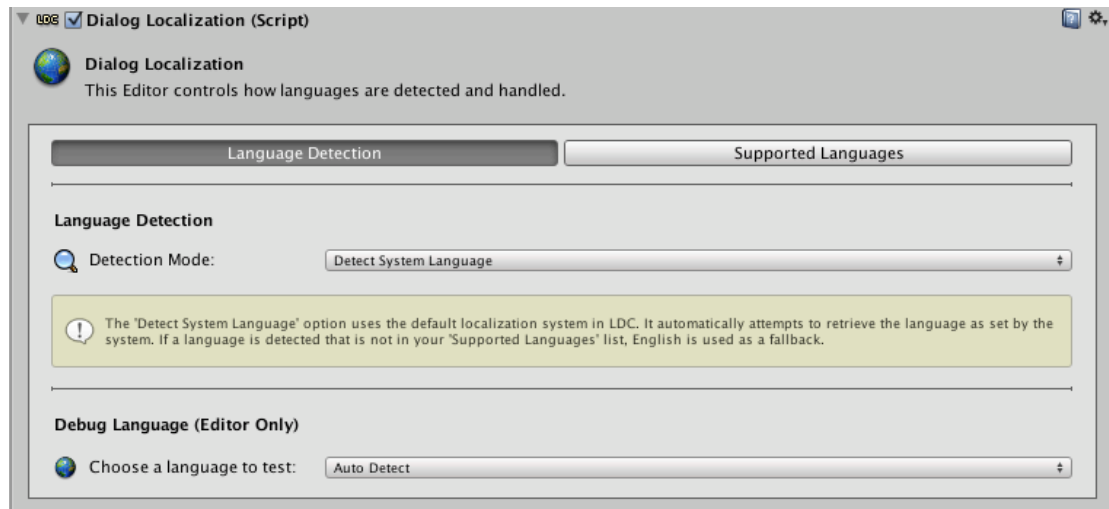
“Dialogs” for setting up the dialog text, actor name, icon image, audio playback, etc. Basically, this is the actual content of the dialog.

“Navigation” for setting up the flow of the dialog thread. For example, will this be a Yes/No question that can take you to different screens or will this be a simple dialog that moves on to the next screen, etc.

“Actions” to easily instantiate, activate, or destroy GameObjects at the start or end of a screen. Also provides access to special actions to control Background and Actor layers, custom audio channels, LDC Tokens and more!

“Localize” to easily localize each dialog screen in different languages.

About Dialog Localization



Introduction

LDC is heavily integrated within an easy to use localized environment. The DialogLocalization component (found attached to the DialogUI GameObject) is what handles language detection and setup within LDC (it can also be easily used within your own scripts too – check the common scripts section for examples!).

The first part the DialogLocalization component handles is language detection. Depending on which language is detected, the appropriate localized text will show within your dialogs.

Language Detection Modes

LDC offers two different ways to detect Languages:

Detect System Language Mode

The first method is the “Detect System Language” mode. This approach uses the runtime operating system to tell LDC which language is being used and will automatically show the correct language - assuming you have allowed it within the Supported Languages list (see the Supported Languages section in this chapter for more details).

This mode is great for simple games where you are either only using one language, or if you want this to be automatically handled and hidden from the user. LDC handles it all automatically without you having to do anything!

Using PlayerPrefs Key Mode

The second method allows you to use a custom PlayerPrefs key to tell LDC which language to use. This allows you to give the player the choice of which language to use and it is even possible to set the language within the Dialog Screen options at any point during runtime. English is always used by default.

This mode is great for more advanced setups, or if you generally want to give the choice to Players to pick their language. Another example is this PlayerPrefs key will be available in Logic Screens, which will allow you to make conditional logic based on what language is being used.

Supported Languages

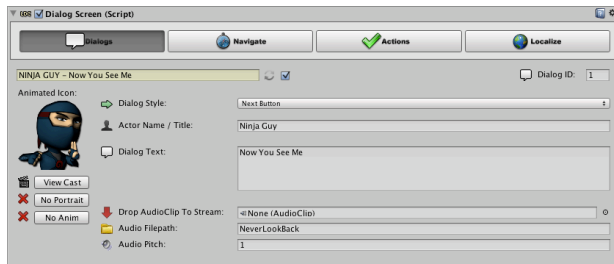
In the Supported Languages tab, you will be able to choose which additional languages you want to support in your game.



Simply check the box next to each language if you want to allow your game to show content in that language.

NOTE: Make sure you set this up correctly because if a language is not selected in this list but is detected by LDC, it will use English as a fallback. This is because the system will assume you do not want to support that language.

Setting Up A Dialog Screen – Dialogs Tab



Introduction

The Dialogs tab is the first section of any LDC Dialog. It offers an easy way to choose what style of dialog will be displayed, as well as setup the various properties and data the dialog will consist of.

These properties are not always the same. They are dependent on the selected “Dialog Style”.

Dialog Styles

Dialog Styles determine the “format” of the UI that is presented to the user. In the current release of LDC, the following styles are available:

Next Button

The “Next Button” style shows the user a simple dialog screen with a portrait, one line of header text, some dialog text, and an automatically localized ‘Next’ button. This means the translations for the button will be implemented automatically in all of LDC’s supported languages (even Simplified Chinese, Korean and Japanese).

The Next button, as well as most dialog styles also allows you to stream audio from your Unity Resources folder, which makes it extremely memory efficient - especially on mobile builds (you also have options to play an AudioClip directly using the Actions tab).

Yes Or No

Similar to the “Next Button” style but offers automatically localized “Yes” and “No” buttons to navigate with.

One Button

The “One Button” style is a custom version of the “Next Button”. Not only can you rename the button label but you can also apply a custom image of animation to be used as a button icon.

Two Buttons

Similar to the “One Button” style but offers two custom buttons.

Multiple Buttons

The “Multiple Buttons” style is a very powerful screen and offers a vertical list of buttons that are incredibly flexible. It can be used for multiple-choice answers, as an in-game menu, or even a simple inventory or merchant screen.

The Multiple Buttons style also allows you to add ‘Conditions’ to make buttons appear only if a set of events are true. For example, you can show a button called “Complete Quest” only if the LDC Token named “QuestCompleted” equals “1”.

See “Logic screen” (the next chapter) for more info about how the ‘Visual Logic’ system works.

Data Entry

“Data Entry” screens are designed to pull data from a user as easily store it into an LDC Token. The value of these tokens can then be re-used in later dialogs or even in Visual Logic (e.g. grabbing the player’s name and then using it in dialogs).

The Data Entry style offers you the ability to define its position on screen using anchors (top, middle, bottom), which Token to save the data into, what format it is (Text or Number), a character limit, and a default value for the input field. You can of course rename the button and add a custom icon.

Password

To the user, the “Password” screen looks very similar to the Data Entry screen. However, under the hood there is a large difference. The Password style is designed to take the user’s input and compare it to either an LDC token or a pre-defined string of text.

The style offers you the ability to position the GUI with the same anchors as the Data Entry style, make the comparison case-sensitive, as well using a password mask (using *** in place of the real text). It also inherits many of the standard features such as custom button labels, icons and audio options.

Logic

The Logic style is the only dialog style that does not reflect in the GUI. See the next chapter to learn all about the Visual Logic system in LDC!

Title

The “Title” dialog style allows you to create interesting Title sequences. Depending on how you have setup the GUISkin, you can create full screen text snippets (great for visual novels), credits, game titles and more.

You can set text for your title and subtitle, position them with pixel accuracy using X and Y values, as well as setting their generic colours. A single button is also available for navigation, as is the default audio options.

Popup

The “Popup” dialog style is new to LDC v4.0 and allows you to create very diverse popup messages / windows. You can change the size of the popup, add custom animated backgrounds and buttons, as well as the option of having one or two buttons. This is great for asking the user to verify a choice, a tutorial screen, or even an in-app purchase screen.

Icon Grid

The “Icon Grid” dialog style is a powerful new dialog style in LDC v4.2. You can setup a window with a scroll view to display a custom layout of icons. This screen is well suited for merchant screens, inventories, Level Selects, and much more!

Dialog Properties

Here is reference list of the properties you will find in the Dialogs tab, along with a brief explanation.

Dialog ID: This ID is used to identify this specific dialog screen. You should make sure that each Dialog Screen has a different ID on this GameObject.

Dialog Note: (Yellow Field) Keep track of long dialog threads by adding a note. The checkbox next to this field enables “Auto-Notes”. This feature creates a dynamic note based on the title and text of each dialog screen. Very useful for keeping track of which dialog you are working on in different tabs!

Dialog Style: Selects the Dialog Style of the current dialog screen.

Portrait: The portrait allows you to setup an actor or an icon to be displayed with many types of dialog styles. If you have setup the Dialog Cast (see the Dialog Library section for more info), you will be able to select animations as well as images using the “View Cast” button.

View Cast: Opens the library to select an actor to be used as a portrait!

No Portrait: Removes any selected image or animation from an image slot.

No Anim: Removes the animation from an image slot, but attempts to capture its first frame as a static image.

Title/Name: A title or the name of an Actor should be typed here in English (the default localization). You may also leave this blank.

Dialog Text: This is used to write the actual text you would like to display to the user. In this field, you should use the default “English” localization.

Custom Button Labels: These will appear if you are using any Dialog Style that requires one or more Custom Buttons. Here you should rename your buttons (in English). You may also choose to localize them in the “Localize” tab.

Custom Button Icons: Here you can add an image or animation to a button (NOTE: You need to setup the Dialog Buttons Library to apply animations).

Drop AudioClip To Stream: You can drop an AudioClip that is located in your Resources folder to automatically create an Audio Filepath (see below). If the AudioClip is in the wrong folder, LDC will show you a message explaining what to do!

Audio Filepath: This is the audio path from the “Resources” folder of your project. This helps manage memory usage by only loading in the audio clips you need at runtime.

eg, if you had an audio file located at “Resources/Audio/NowYouSeeMe”, you would simply type “NowYouSeeMe” in the field as there is an audio prefix already added in the DialogUI component.

NOTE: By default the audio prefix in the DialogUI component is set to “Audio/” You may change this in the inspector but it’s recommended to keep to this file structure. Also, it’s a good idea to make sure your audio isn’t set up as a 3D sound in Unity’s import settings!

Audio Pitch: Change the pitch of audio when it is being played. 1.0 is the default, less is a deeper pitch, and greater is a higher pitch.

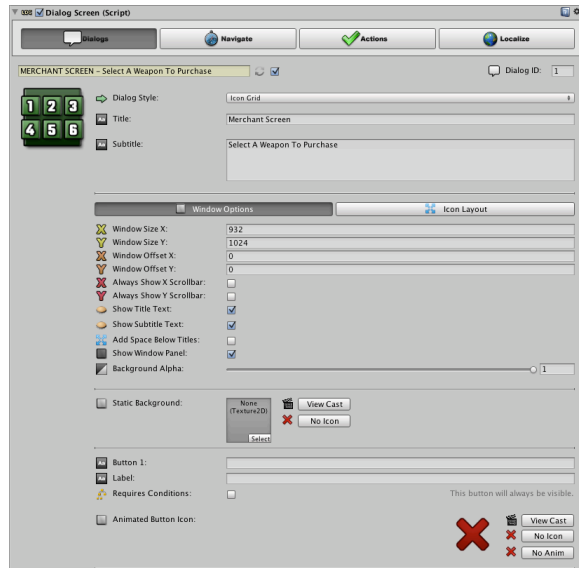
Data Entry: In this screen, you can use “Position” to anchor the GUI to the bottom /middle / top of the screen. “Token to Set” allows you to choose a token to save the data in to, “Data Format” is used to setup the data as a number or text, and finally you can also set a character limit to control the length of the data.

Title: In this screen, you can setup the name of the title and subtitle you want to display by adding text into the “Title” and “Subtitle” fields. You can choose exactly where to place the text using the “Position X” and “Position Y” fields, and set the color of the text with the relative “Color” fields.

Popup: In this screen, you can setup the name of the title and dialog text in the exactly the same way as the traditional dialog styles. The Popup style differentiates itself from the other by allowing you to setup a custom size for the window by using the “Window Size” fields as well as choosing a static / animated background. The opacity of the background can be modified using the “Background Alpha” field. Finally, you can select either one or two buttons to be visible on each Popup screen using the “Options” dropdown menu.

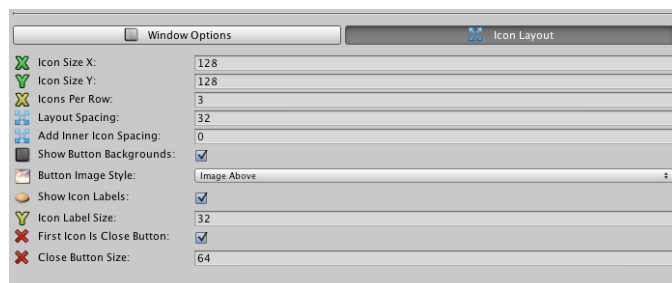
TITLE / POPUP TIP: Title’s and Popups tend to look a lot cooler when you disable the background UI (by default this is the small black strip at the bottom of the interface). You can easily do this by clicking “Hide UI Background” in the Navigate tab!

Setting Up A Dialog Screen – The “Icon Grid” Dialog Style



Icon Grids have the usual Title and Subtitle fields but then splits its setup between Window Options and Icon Layout.

In the “Window Options” tab, you are able to setup various settings concerning the layout and appearance of the window. Other than changing the size of the window, you can offset its position using the “Window Offset X/Y” values. The offset is applied after it is centered on screen so you can have control over placement if preferred. As the Icon Grid style also contains an automatically generated scrollable content layer (called a “Scroll View”), you can also set the scroll bars to be turned on/off using the “Always Show X/Y Scrollbar option”. Note that if your icons take up more space than the content area, the scrollbar will always be visible. You also have the choice to hide the title and subtitle areas of the window (“Show Title / Subtitle Text”) as well as add space between the title area and the content area (“Add Space Below Titles”). You also have control over the background so you can hide the entire window panel, apply a custom image or animation as the background and set its opacity.



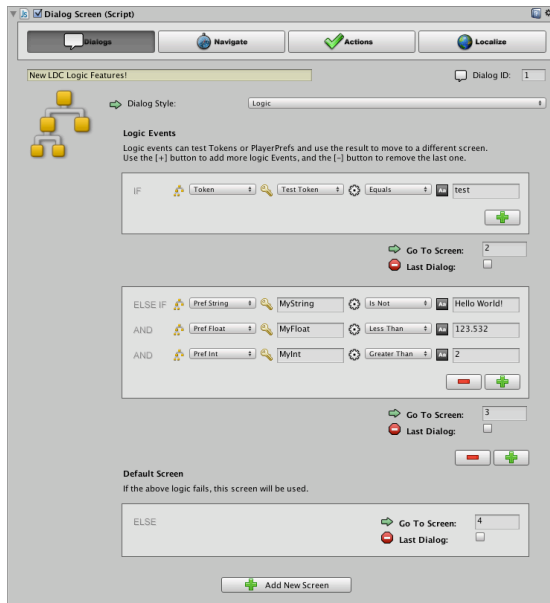
The “Icon Layout” tab allows you to setup the layout of the icons and labels. The most obvious settings are the “Icon Size X/Y” values to control the size of the buttons. The “Icons Per Row” value is very important for setting the layout of your Icon Grid. This setting refers to how many buttons it should show in each

horizontal line before drawing the next row. The “Layout Spacing” field allows you to add space around the icons to make them closer together or further apart. “Show Button Backgrounds” hide the background part of your buttons (note this makes keyboard and joystick focusing difficult for the user to see). You can also override your GUISkin’s button Image Style to set up the text / icon relationship of your buttons. Labels can be turned on or off and also a custom size can be set to display them. Finally, you can have LDC create a “Close” button for your Icon Grid by selecting the “First Icon Is Close Button” checkbox. This takes the first custom button and draws it in the format of a close button in the top right of the window. A custom size for this can also be set with the “Close Button Size” value.

Finally, conditional logic has been extended for Icon Grids (See the “Logic Screens” section for more about how logic works in LDC). On each button you can set how LDC should handle conditional buttons that fail. You can hide or disable buttons and replace their labels. This is great for situations such as merchant screens where the user doesn’t have enough virtual currency and you want to reflect some information back to the user (e.g. “100 Credits” become “Not Enough Credits!”).

ICON GRID TIP: Icon Grids tend to look a lot cooler when you disable the background UI (by default this is the small black strip at the bottom of the interface). You can easily do this by clicking “Hide UI Background” in the Navigate tab!

Setting Up A Dialog Screen – The “Logic” Dialog Style



The purpose of the Logic screen is to allow the system to make a dynamic decision based on the value of LDC Tokens or Unity's PlayerPrefs. The result of this decision will instantly move you to a different screen. This is the only Dialog Style in the system that doesn't reflect in the GUI, it acts like an intelligent bridge to other screens.

You can add as many logic “Events” as you like by pressing the [+] button at the end of the list. You will be presented with 4 elements to create the “condition” of each event:

- 1) Select if you would like to test a Token or a PlayerPrefs String, Float or Int.
- 2) The name of the Token / PlayerPrefs Key to test.
- 3) An operator to test with (“Equals”, “Is Not”, “Less than”, etc.)
- 4) A number or some text to compare with.

Lets look at the screenshot above: “Token,” “Test Token”, “Equals”, “test”.

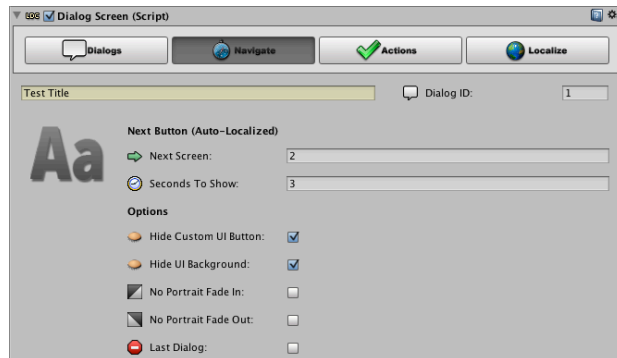
This condition will be true if my token named “Test Token” had previously been set with a value of “test”. This would trigger the navigation to kick in and in this case, we'd move to screen 2.

If my token was not set to “test” this would NOT be true, and the system would move on to the next Event and repeat. If all the Events fail, then the system will use the “Default” screen. In programming terms this would be the “Else” block.

NOTES: The navigation and Action tabs are unavailable when using this mode. The Multiple Choice Dialog Style also supports “Conditional Events” on each button.

As of LDC v3.6, you can add as many conditions to each event as you like allowing you to create amazingly detailed and complex events.

Setting Up A Dialog Screen – Navigate Tab



Main Options

Dialog ID: This ID is used to identify this specific dialog screen. You should make sure that each Dialog Screen should have a different ID on this GameObject.

Next / Yes / No / X Screen: These fields are dynamic and reflect the type of Dialog Style you selected in the Dialogs tab. These require a Dialog ID. For example, if we typed “2” in the Next Screen field, the Dialog will move on to the screen that has the Dialog ID of 2 when the current one has finished.

NOTE: Your dialogs do not have to move in a linear fashion (1,2,3,4,etc.), although that would probably be the easiest way of doing it!

Seconds To Show: how long should this dialog play before moving on to the next screen automatically? This should be set to the same amount of time as the audio clip being played (if any). On Yes/No screens, this field is ignored.

Hide Custom UI Button: If this is checked, the system will hide the button in this dialog screen and rely on “Seconds To Show” instead. This takes away the user’s ability to skip this screen.

Hide UI Background: If this is checked, the system will hide UI background (by default this is the black strip at the bottom of the UI) for this screen.

No Portrait Fade In: If this is checked, the portrait will not play the fade-in transition (works well if the same portrait was used in the last screen).

No Portrait Fade Out: If checked, the portrait will not play the fade-Out transition (works well if the NEXT portrait to be used is the same as this screen).

Last Dialog: If this is checked, the whole Dialog UI will end after this screen is finished.

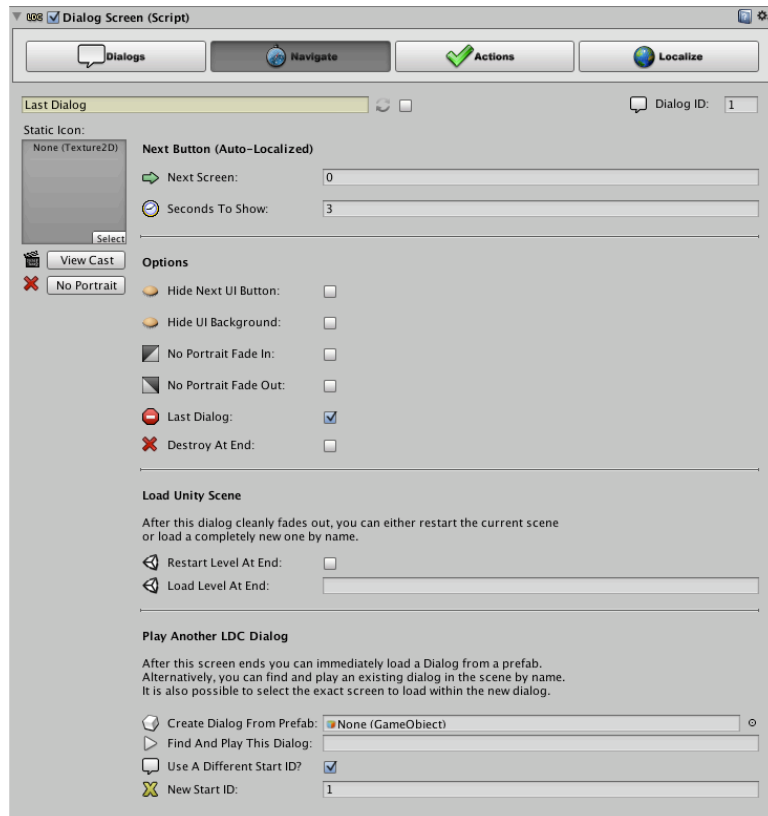
Destroy At End: Only visible if last Dialog is set. If this is checked, the GameObject that contains this dialog thread will be destroyed.

NOTE: You should usually always do this, especially on Auto-play dialogs. If you need a more complicated setup where you want manual control over destroying the dialogs, leave this unchecked.

The Last Dialog

If you set a Dialog screen as the “Last Dialog”, new options will become available to you.

These options are specifically designed to help you link different dialogs and scenes together. For example, you can split up very large dialogs into smaller ones making them easier to manage, or change to a different Unity scene where another dialog is set to Auto-Play, etc.



Restart Level At End: As soon as the dialog fades out, the current Unity scene will be restarted.

Load Level At End: As soon as the dialog fades out, the system will attempt to load a level with the name typed into this field.

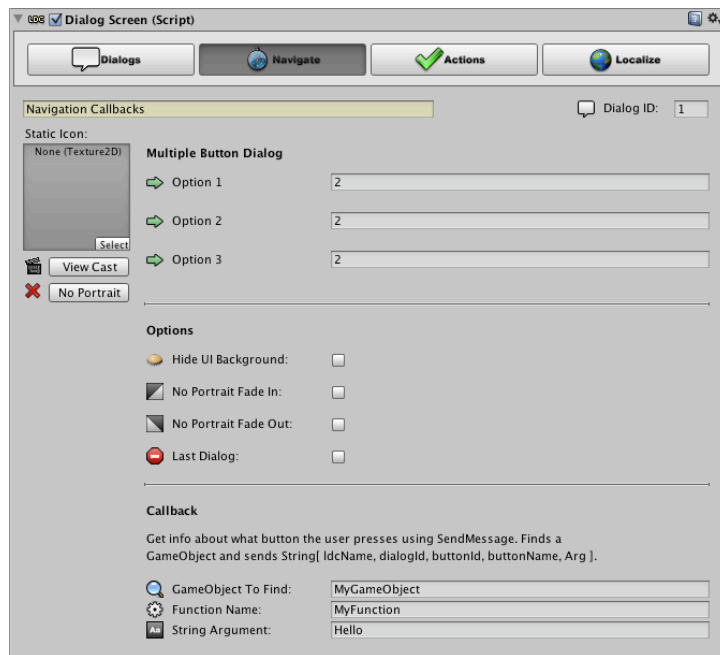
Create Dialog From Prefab: As soon as the dialog fades out, a prefab will be loaded into the scene (You should make sure this is an LDC Dialog prefab set to ‘Auto-Play’).

Find And Play This Dialog: As soon as the dialog fades out, the system will attempt to find and play another LDC dialog already in the scene with the name you have typed in this field.

Use A Different Start ID: Allows you to override the default start ID of the new dialog thread (so you can jump to a specific screen within a new dialog).

Navigation Callbacks

As of LDC v4.0, you have the option to create Navigation Callbacks from the inspector itself.



Navigation callbacks allow you to send information about what button the user just pressed to an external GameObject using SendMessage.

GameObject To Find: Enter the name of the GameObject that will receive the callback. LDC will automatically find it in the scene for you at runtime.

Function Name: The name of the function / method that will receive the message. This function should accept a String[] argument.

String Argument: An additional string that is sent with the other data.

NOTES:

The callback sends a built-in String[] array using SendMessage. The example below demonstrates how to catch the function.

```
function MyFunction( args : String[] ){  
  
    var ldcObjectName : String = args[0];    // The name of the LDC Dialog  
  
    var dialogID : int = int.Parse(args[1]);  // The Dialog ID of the current screen  
  
    var buttonID : int = int.Parse(args[2]);  // The button ID of the selected button  
  
    var buttonName : String = args[3];       // The name of the selected button  
  
    var customString : String = args[4];     // The custom string  
  
}
```

Setting Up A Dialog Screen – Actions Tab (GameObjects)



Dialog ID: This ID is used to identify this specific dialog screen. You should make sure that each Dialog Screen should have a different ID on this GameObject.

Create Objects At Start/End: Used to create a list of prefabs in the scene at the start/end of this Dialog Screen.

Activate Objects At Start: Used to activate a list of GameObjects in the scene at the start/end of this Dialog Screen. This only works if your dialog is NOT a prefab.

Find And Activate Objects At Start/End: Used to activate a list of GameObjects in the scene at the start/end of this Dialog Screen by searching for them by name. This method is recommended as no direct references are used.

De-Activate Objects At Start/End: Used to de-activate a list of GameObjects in the scene at the start/end of this Dialog Screen. This only works if your dialog is NOT a prefab.

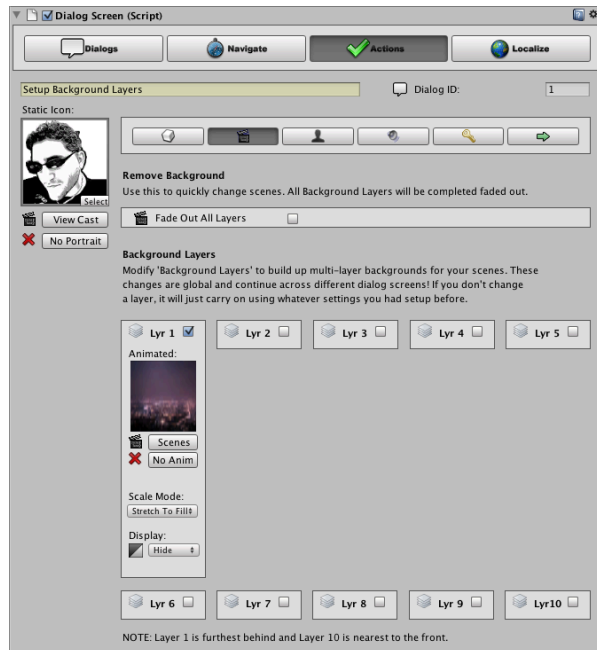
Find And De-Activate Objects At Start/End: Used to de-activate a list of GameObjects in the scene at the start/end of this Dialog Screen by searching for them by name. This method is recommended as no direct references are used.

Send Message At Start/End: Used to send a message with an optional argument to another GameObject. This triggers a function in that GameObject. You can use this to effortlessly connect with different scripts without scripting!

Destroy Objects At Start/End: Used to destroy a list of GameObjects at the start/end of this Dialog Screen. Only works if your dialog is NOT a prefab.

Find And Destroy Objects At Start/End: Used to find a list of GameObjects by name and destroy them at the start/end of this Dialog Screen.

Setting Up A Dialog Screen – Actions Tab (Background)



NOTE: Unlike most settings in the Dialog Screen, Background and Actor Layers are global to the DialogUI object and do not only affect the current screen. Changes made to a particular layer will stay persistent until the DialogUI is closed or until you specifically tell that layer to fade-out or hide.

Dialog ID: This ID is used to identify this specific dialog screen. You should make sure that each Dialog Screen should have a different ID on this GameObject.

Fade Out All Layers: Causes all layers to fade out and be reset by the next screen.

Lyr X: Clicking on a checkbox next to a layer tells the system you will be setting up a layer action on this screen (the options will open up underneath to reflect this)

Scenes: Used to select a scene from the library. If the Dialog Library isn't in the scene, this button will not be available.

Scale Mode: Uses Unity's built-in scale functions to scale up your image to full screen.

Display: Fade In / Fade Out will transition the layers in or out. Show will instantly show the layer, and Hide will immediately hide the layer.

Setting Up A Dialog Screen – Actions Tab (Actors)



NOTE: Unlike most settings in the Dialog Screen, Background and Actor Layers are global to the DialogUI object and do not only affect the current screen. Changes made to a particular layer will stay persistent until the DialogUI is closed or until you specifically tell that layer to fade-out or hide.

Dialog ID: This ID is used to identify this specific dialog screen.

Fade Out All Layers: Causes all layers to fade out and be reset by the next screen.

Lyr X: Clicking on a checkbox next to a layer tells the system you will be setting up a layer action on this screen (the options will open up underneath to reflect this)

Cast: Used to select an Actor from the library. If the Dialog Library isn't in the scene, this button will not be available.

Display: Fade In / Fade Out will transition the layers in or out. Show will instantly show the layer, and Hide will immediately hide the layer.

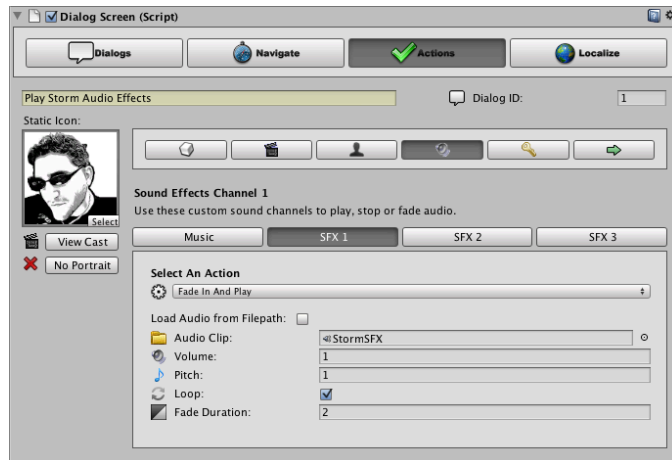
Size In %: Scales the image as a percentage.

Position: Anchors the image to a position of the screen (eg, top, bottom-left, middle, etc.)

Offset: Pixel offset of the position anchor.

Motion From: Used to make motion transitions from the top, left, right or bottom. Fading out will make the image move towards that point.

Setting Up A Dialog Screen – Actions Tab (Audio)



NOTE: You can select a custom audio channel (separate from the main speech channel found on the main Dialogs screen) to apply Audio Actions to.

Dialog ID: This ID is used to identify this specific dialog screen. You should make sure that each Dialog Screen should have a different ID on this GameObject.

Action: None, Play, Fade In And Play, Fade Out, Stop.

Load From Filepath: Allows us to type in the path using the DialogUI prefix (similar to the main screen). This is better for dealing with low RAM situations.

Audio Clip / Path: Either the AudioClip or the Filepath depending on what was selected in “Load Audio From Filepath”

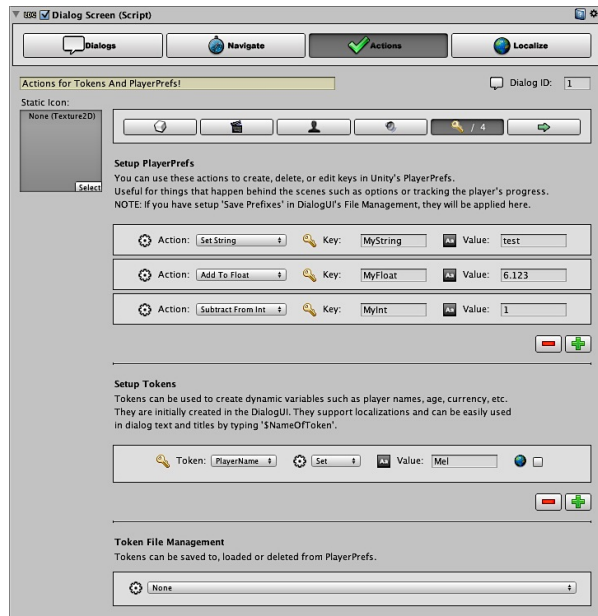
Volume: 1 being the loudest.

Pitch: 1 being the default (normal) pitch.

Loop: Should we loop this audio?

Fade Duration: How long should the audio fade take in seconds?

Setting Up A Dialog Screen – Actions Tab (Tokens & PlayerPrefs)



NOTE: In this screen you can create, edit or delete PlayerPrefs; easily setup LDC Tokens; and perform File Management routines to save, load or delete your Tokens. You can create a list of token or PlayerPrefs actions by clicking the green “+” button. Remove the last item in the list by clicking the red “-” button.

About PlayerPrefs and LDC Tokens

As of LDC v3.5, Unity PlayerPrefs are now deeply integrated into the system. It is important to understand the advantages of using PlayerPrefs and LDC Tokens to store data.

Generally, if you don’t need to use PlayerPrefs you should stick with LDC Tokens. They are ‘Typeless’ (ie, they are not strict Strings, Floats, Ints, etc.) making them easier to manage; they can be easily injected into your dialog text (see the Tokens section for more info!), and can be effortlessly localized within LDC to support different values depending on system language.

That doesn’t mean to say PlayerPrefs are not useful. In some cases you may be using other plugins or your own scripts that were relying on PlayerPrefs to store keys relevant to your game. For example, if your character completed a quest in an RPG game, if they have reached a certain area or level, etc. LDC Allows you to set, edit and test these keys opening up a lot of possibilities when working between scripts and different systems. Also note that LDC can’t inject the keys from PlayerPrefs into dialogs directly, nor can they be localized.

So in conclusion, it is recommended to use Tokens for things like “PlayerName”, “Age”, “Currency”, anything that you might need to use or display in a dialog to the player. If you need to use PlayerPrefs, try to use these for things that happen behind the scenes such as “PlayerDiscoveredLevel2”, “FoundGoldKey”, “HasSword”, etc.

Setup Unity PlayerPrefs

Action: “Set String / Float / Int” creates a new key (or replaces an existing key), “Add to Float / Int” adds a value to an existing key (or creates a new key with that value if it doesn’t exist), “Subtract From Float / Int” subtracts a value from an existing Key (or creates a new key if it doesn’t exist.), “Delete Key” will try to delete a specific key, and “Delete All Keys” will delete All Keys from PlayerPrefs.

Token: The name of the PlayerPrefs Key we should apply this action to. NOTE: If you are using “Save Prefixes” in DialogUI, this will be automatically added to the beginning of the Keys here.

Value: Used as an argument to the current Action.

Setup LDC Tokens

Token: Which token should we apply this action to?

Action: Set replaces a token, Add and Subtract attempts to treat this token like a number and apply simple math using the Value field.

Value: Used as an argument to the current Action. If “Set” is selected, the value will simply replace the old one, if “Add” is selected, then it will attempt to Add the “Value” to the existing Token.

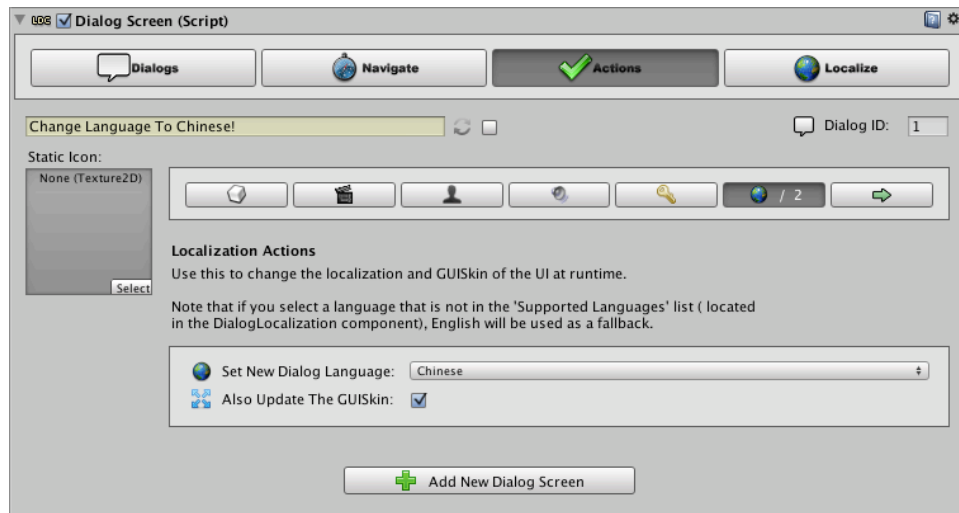
Localize (Globe Icon): Apply a localized Value.

Localized Values: We can apply different values depending on what language is currently selected.

File Management

File Management: We can easily choose to save, load or delete our Tokens to PlayerPrefs using the currently selected ‘Save Prefix’. Take a look at the File Management for more info!

Setting Up A Dialog Screen – Actions Tab (Localization)



In this screen it is possible to change LDC's language and GUISkin.

Set New Dialog Language: AutoDetect will use the chosen detection system in DialogLocalization in order to detect the language. The other language choices will select that language directly.

NOTE: Changing the language using this action will also automatically set the PlayerPrefs string that has been setup in DialogLocalization (if you have selected to use the PlayerPrefs Key detection mode).

Also Update The GUISkin: Automatically reloads LDC's GUISkin to use the settings setup in the DialogOnGUI component.

Setting Up A Dialog Screen – Actions Tab (3rd Party / uSequencer)



NOTE: The developer of uSequencer and I have teamed up to provide out of the box integration between both of our tools. Now you can easily control sequences directly from LDC using the easy to use intuitive editors that you're used to!

uSequencer GameObject: You can drag the sequence into this slot if your Dialog is not setup as a prefab. (Use Find By Name if it is!)

OR Find By Name: Access the sequencer by typing in the name of the GameObject. (Perfect if you are using a prefab!)

Setup Sequence: Opens up some extra options to set up the sequence.

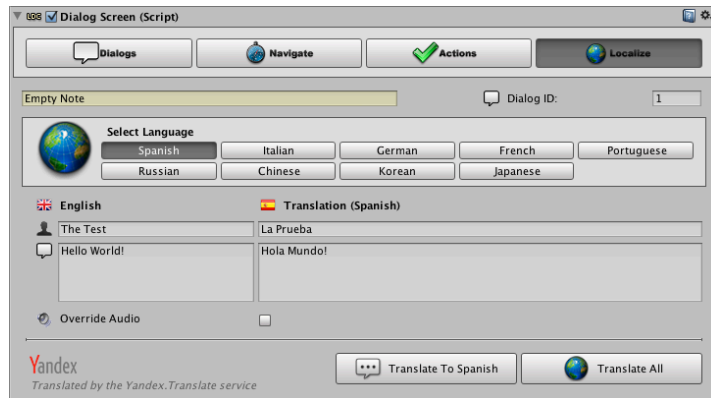
Set Playback Time: Set the playback time of the sequence.

Set Playback Rate: Set the playback rate of the sequence.

Perform this action at the start / End of the Dialog Screen:

Trigger a function to Play / Pause / Stop / Skip the sequence when the dialog screen first appears, or when it ends.

Setting Up A Dialog Screen – Localize Tab



Dialog ID: This ID is used to identify this specific dialog screen. You should make sure that each Dialog Screen should have a different ID on this GameObject.

Select Language: Used to select a localization language.

English/Translation: The English fields of the Dialog screen are conveniently placed on the left so you can type in the active translation on the right.

Override Audio: Check this if you have localized audio files too.

New Audio Filepath: Type in the filepath to the localized audio file. You should use the same format as the “Audio Path” in the Dialogs tab.

Pitch: Used to choose a new audio pitch for the localized audioclip.

Custom Buttons: Your custom button names will appear here also if they have been setup.

Custom Tokens: Your custom button names will appear here also if they have been setup.

Translate To X: Allows you to automatically translate your English text to the selected Language on this screen. NOTE: Chinese, Korean and Japanese are not currently supported.

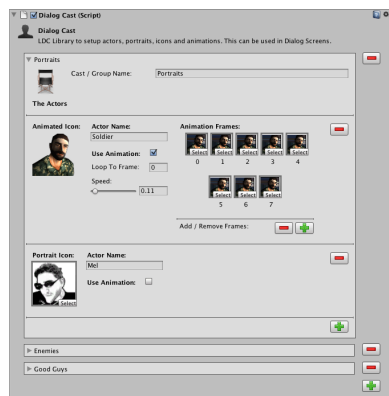
Translate All: Allows you to automatically translate your English text to ALL supported languages on this screen. NOTE: Korean and Japanese translations are currently in beta.

NOTE: When using Automatic Translations, it is important to not change the selected GameObject in the Hierarchy until the translation routine has finished. This will cause the LDC inspector to close abruptly and interrupt your connection to the translation servers!

Dialog Library / Cast, Scenes, and Buttons

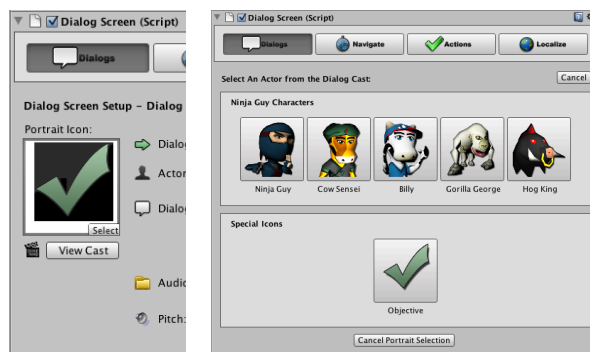
The “Dialog Library” GameObject consists of the “Dialog Cast”, “Dialog Scenes” and “Dialog Buttons” editor. This is a database that is used to setup the graphics and animations used in your Dialogs. You should only have 1 Dialog Library in each scene, and it should most definitely be saved as a prefab to make things easier!

As well as allowing you to organize your graphics and animations into groups, the easy to use editors allow you to delete entire Cast Groups by clicking the outer “-” buttons, or add new ones by clicking the bottom green “+” sign. Also, individual images/animations can be added and deleted in the same way.



Setting Up Animations

You can easily set up animations by clicking “Use Animation” and then adding frames as a Texture2D (Note: They should all be the same size). You can change the animation speed by moving the slider left and right and also tell it which frame to loop back to.



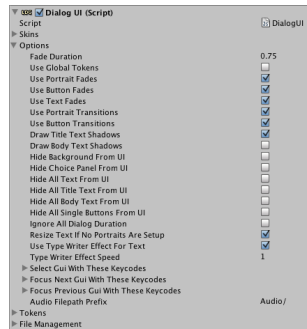
Accessing the Cast from the Dialog Screen

If the appropriate Library is available, a “View Cast” button will appear by the portrait icon in the Dialog Screen, the custom button icon fields, and also under background and actor layers. Clicking this allows you to easily select an Actor / Background with a single click!

REMINDER: If you are going to use this feature, you should save the Dialog Library GameObject to a prefab and use that in every scene of your game. This will make sure that the cast remains available at all times. If you are using animations, you **MUST** keep this prefab in the scene!

Dialog UI Options

NOTE: Info about Localized Skins can be found in “The GUI” section of the documentation.



Fade Duration:	How long the UI transitions are in seconds.
Use Global Tokens:	Tokens will be persistent across different levels.
Use Portrait Fades:	Allow the portrait / icon to be faded in / out.
Use Button Fades:	Allow the UI buttons to be faded in / out.
Use Text Fades:	Allow the UI text to be faded in / out.
Use Portrait Transitions:	Allow the portrait / icon to tween in / out.
Use Button Transitions:	Allow the buttons to tween in / out.
Draw Title Shadows:	Draws a shadow for the Title / Actor UI Text.
Draw Body Shadows:	Draws a shadow for the main body UI Text.
Hide Background UI:	Hides the main background element from the UI.
Hide Choice Panel UI:	Hides the background behind the multiple-choice UI.
Hide All Text From UI:	Hides all text elements from the UI (Not Buttons).
Hide All Title Text From UI:	Hides all actor names and titles from the UI.
Hide All Body Text From UI:	Hides all main dialog text from the UI.
Hide All Single Buttons:	Hides all single buttons from the UI.
Ignore All Dialog Duration:	Ignores the timeout of single button dialogs. Requires the user to press a button to progress to the next screen.
Resize Text If No Portraits:	Widens the text area of the UI if no portraits are setup.
Use Typewriter Effect:	Text is displayed 1 character at a time like a typewriter
Typewriter Effect Speed:	how fast each character is displayed.
Play Typewriter Audio:	Plays an AudioClip during Typewriter effects.
Select GUI With These Keycodes:	Allows you to setup keyboard / joystick keys to select buttons in the UI. Simply choose from one of the KeyCodees in the dropdown menu.
Focus Next GUI With These Keycodes:	Allows you to setup keyboard / joystick keys to focus the next UI element. Simply choose from one of the KeyCodees in the dropdown menu.
Focus Previous GUI With These Keycodes:	Allows you to setup keyboard / joystick keys to focus the previous UI element. Simply choose from one of the KeyCodees in the dropdown menu.
Audio Filepath Prefix:	This is a way of shortening all of the audio file paths from the Dialogs tab. This string is put in front of all audio file paths.

Example: Let's assume you had an audio file located at Resources/Audio/Speech/No.wav. If you changed the prefix to "Audio/Speech/" all you'd need to type in as the Audio file path in the Dialogs tab is "No", and it should work fine!

Tokens

Tokens are simple variables in the system that can be used to store information like the player's name, age, inventory, status, etc. It can also be used very easily in conjunction with the Data Entry Dialog Style, as well as externally using the API (see the common scripts page for examples!)



How To Setup A Token

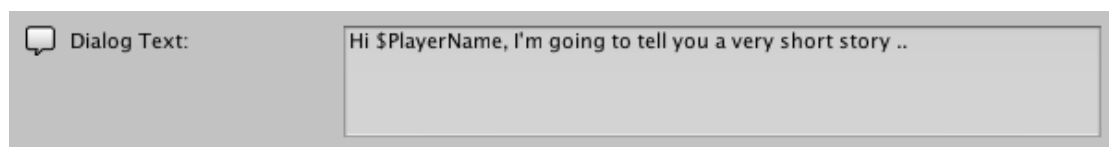
You can setup Tokens in the DialogUI GameObject. Open the Tokens array; add a new entry and give it a name. You can also choose to add a value to it right at the start. That's it! You now have a token you can use to store data!

In the example above, we've setup 2 tokens, 1 called "PlayerName", and another called "Age". "PlayerName" has a value of "Mike", and "Age" has a value of 18.

NOTE: Enabling "Global Tokens" in "Options", allows changes to your tokens to follow you across different levels. Make sure you have the same DialogUI prefab in all of your scenes for this to work! If you want to use the File Management features, you must also enable Global Tokens!

How To Use A Token In A Dialog

You can easily use tokens in a Dialog, like this:



NOTE: You can use Tokens in the Dialog Text, or the Title in the exact same way!

As you can see, we've written the token name "PlayerName" in the dialog but we put a dollar sign "\$" in the front of the text. This tells the system to replace it with the value of the token.

The UI will then end up with the result:

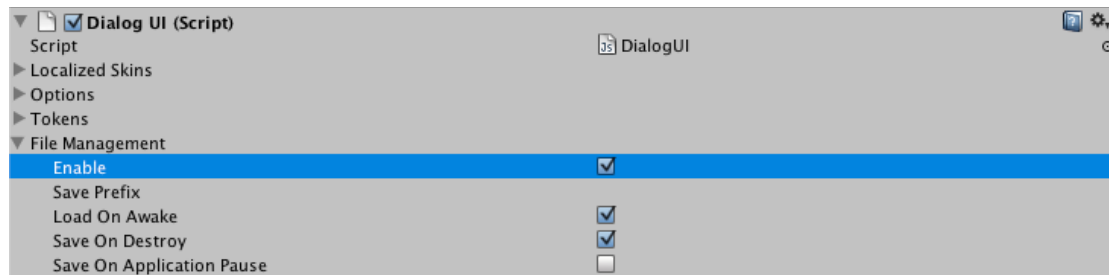
"Hi Mike, I'm going to tell you a very short story .."

NOTE: If a token could not be found in the Tokens Array, the system will simply ignore it.

File Management (Save / Load)

File Management is a new feature since v2.8 of LDC. It allows you to easily save, load and delete your tokens to and from Unity's PlayerPrefs file. It supports multiple save slots within the same file allowing you to have multiple characters or accounts in your projects!

NOTE: Global Tokens must be enabled in Options to use the File Management features!



File Management Explained

If you want to use File Management, you must first go to the File Management group of the DialogUI Component; where you can enable it by checking the “Enable” box.

The Save Prefix is an extremely easy way of changing between different save slots. Whenever you change this with a different string, it will become a key for a unique save slot. For example, you can call it “Save Slot 1”, “Save Slot 2”, etc. if you are not using multiple save slots, it is fine to leave this blank.

“Load On Awake” will automatically load the tokens at the beginning of the level using the current save prefix.

“Save On Destroy” will save your tokens whenever the DialogUI component is about to be destroyed. From a practical point from view, this means that Unity automatically saves it at the end of the level!

“Save On Application Pause” allows for automatically saving tokens whenever the user pauses the game. Particularly useful on mobile devices!

Dialog Actions

You can also save, load and delete Tokens using the Token Action tabs in each Dialog Screen!

Advanced Implementations

If you want full control over File Management, enable it but uncheck “Load On Awake”, “Save On Destroy” and “Save On Application Pause”. You can access all of these functions easily via script. You can find them in the API section!

Common Scripts

These scripts are written in JS but should be simple enough to be understood between all languages in Unity.

```
// HOW TO GET THE CURRENTLY ACTIVE LOCALIZATION
```

```
// This simple static string returns the current localization
```

```
// Returns "English","French","German", etc.
```

```
Debug.Log(DialogLocalization.language);
```

```
// HOW TO PLAY A DIALOG BY SCRIPT – FORCE CLOSE
```

```
// This simple method doesn't check if a dialog is already playing and will attempt to force any other dialog to stop first.
```

```
var dialog : DialogController;
```

```
function Start(){
```

```
    dialog.Play();
```

```
}
```

```
// HOW TO PLAY A DIALOG BY SCRIPT WHEN OTHER DIALOGS ARE DONE
```

```
// This script checks to make sure that no other dialogs are still playing and then attempts to play the dialog variable. This will make sure no other dialog thread is cut short. The dialog will only play once.
```

```
var dialog : DialogController;
```

```
var played : boolean = false;
```

```
function Update(){
```

```
    if (!played && DialogUI.ended ){
```

```
        dialog.Play();
```

```
        played = true;
```

```
    }
```

```
}
```

```
// HOW TO GET A TOKEN
```

```
// This script shows how to get a token as a string or as a float.
```

```
var whatIsMyName : String = DialogUI.GetToken ("PlayerName");
```

```
var whatIsMyAge : float = DialogUI.GetTokenAsFloat ("Age");
```

```
// HOW TO SET A TOKEN
```

```
// This script shows how to set a token as either a String or as a float
```

```
DialogUI.SetToken ("PlayerName","Peter");
```

```
DialogUI.SetToken ("Age", 18);
```

```
// HOW TO SET A NEW LANGUAGE
```

```
// Use this method to directly change the language. You can optionally update  
the GUISkin by setting the second argument to true.
```

```
DialogUI.API_ChangeLanguage ( action : DS_SetNewLanguage, updateGUISkin :  
boolean );
```

```
// Enum Options:
```

DS_SetNewLanguage.No	// The language isn't changed.
DS_SetNewLanguage.AutoDetect	// Use LDC's system Detection.
DS_SetNewLanguage.English	// Use Specific Language
DS_SetNewLanguage.Chinese	// Use Specific Language
DS_SetNewLanguage.Korean	// Use Specific Language
DS_SetNewLanguage.Japanese	// Use Specific Language
DS_SetNewLanguage.Spanish	// Use Specific Language
DS_SetNewLanguage.Italian	// Use Specific Language
DS_SetNewLanguage.German	// Use Specific Language
DS_SetNewLanguage.French	// Use Specific Language
DS_SetNewLanguage.Portuguese	// Use Specific Language
DS_SetNewLanguage.Russian	// Use Specific Language

```
// EXAMPLE USAGE
```

```
DialogUI.API_ChangeLanguage( DS_SetNewLanguage.English, true );
```

LDC API - Basics

If you want to provide functionality for LDC right from within your own tool, that's great (Feel free to contact me to discuss deeper integration)!

Alternatively, you can just create your own scripts to use the LDC plugin using these powerful, yet simple to use functions! Here are the available methods:

DialogUI.API_CreateDialog (*GameObject*)

This function waits for any current Dialog to finish, and then instantiates an auto-play Dialog.

DialogUI.API_CreateDialogNow(*GameObject*)

This function immediately instantiates an auto-play Dialog. This forces any existing Dialog to finish early).

DialogUI.API_PlayDialog (*DialogController*)

This function waits for any current Dialog to finish, and then triggers a Dialog to play.

DialogUI.API_PlayDialogNow (*DialogController*)

This function immediately triggers a Dialog to play. This forces any existing Dialog to finish early).

DialogUI.API_SetToken (*String*, *String*)

The first String is the name of the Token to set; the second string is the value to set it to.

DialogUI.API_SetToken (*String*, *Float*)

The String is the name of the Token to set, the float is the value to set it to.

DialogUI.API_GetTokenAsString (*String*)

Finds a token that has a name matching the String argument. Returns the value as a string.

DialogUI.API_GetTokenAsFloat (*String*)

Finds a token that has a name matching the String argument. Returns the value as a float.

DialogUI.API_GetTokenIndex (*String*)

Finds a token that matches the String argument. Returns the index of the array as an int.

DialogUI.API_StopAllDialogs ()

Forces Any playing Dialog to close early.

DialogUI.API_SaveTokensToDisk()

Saves all tokens of the current save prefix to PlayerPrefs. Global Tokens must be enabled.

DialogUI.API_LoadTokensFromDisk()

Loads all tokens of the current save prefix from PlayerPrefs. Global Tokens must be enabled.

DialogUI.API_DeleteTokensFromDisk()

Deletes all tokens of the current save prefix from PlayerPrefs. Global Tokens must be enabled.

DialogUI.API_SetTokenSavePrefix(*String*)

Set a new prefix for saving tokens to PlayerPrefs. Allows for different save slots.

DialogUI.API_LoadLevel(*String*)

This function waits for any current Dialog to finish, and then attempts to load the level name passed to it.

LDC API - Advanced

In this section you'll learn how to create dynamic Dialog Threads completely via the API. This is very powerful and allows for custom implementations.

Actions and localizations are not available for dynamic dialogs in the traditional sense as your scripts dynamically generate these dialogs. Although, you can add localization to these scripts by using something like this:

```
If (DialogLocalization.language == "English"){  
    myText = "This text is in English";  
}
```

Using DialogLocalization.language, you can compare languages to change dialog strings. Actions can be implemented in any way you want (as you are the one scripting!). These functions merely put together the bare bones of the dialog styles and UI options to get working dialog screens and navigation! =)

You can also use Function callbacks at the start and end of each screen, giving you total control!

NOTE: Check out the "07 API Dynamic Dialogs" Demo that comes with the plugin for an in-depth demo script (you'll find this in "The LDC Demos" folder).

Step 1 – The Basic Template

There are 2 steps in creating a dynamic Dialog Thread. The first thing we need to do is create the LDC basic template. This is achieved by using the API_DialogCreate() function.

You can also send 2 arguments to setup the Autoplay flag, and how long to delay before starting the Dialog. Here is a real life example of how to setup the basic Template with custom arguments:

```
// Create a new DialogObject with Autoplay enabled (true), starting after 1 second.  
  
var go : GameObject = DialogUI.API_DialogCreate(true, 1);
```

At this point, we'll have a GameObject with a DialogController that's setup for Autoplay and a custom delay.

Now, we need to do add the individual screens.

Step 2 – Introduction

When you are setting up each Dialog screen, imagine you are still working in the editor. Simply call the correct function and that screen will be added! The first argument should be the GameObject you created in the first step!

The following functions all return the created DialogScreen, although in most cases you will simply call the functions without storing it in a return variable.

Step 2a – Dynamic Next Screen

This is the function and arguments to setup a “Next” screen:

```
DialogUI.API.DialogAddNextScreen(  
    go : GameObject,  
    dialogID : int,  
    portrait : Texture2D,  
    title : String,  
    dialogText : String,  
    audioFilePath : String,  
    secondsToDisplay : float,  
    hideNextButton : boolean,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    noPortraitFadeIn : boolean,  
    noPortraitFadeOut : boolean,  
    nextID : int,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

Step 2b – Dynamic One-Button Screen

This is the function and arguments to setup a “One Button” screen:

```
DialogUI.API_DialogAddOneButtonScreen(  
    go : GameObject,  
    dialogID : int,  
    portrait : Texture2D,  
    title : String,  
    dialogText : String,  
    audioFilePath : String,  
    secondsToDisplay : float,  
    hideNextButton : boolean,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    noPortraitFadeIn : boolean,  
    noPortraitFadeOut : boolean,  
    buttonLabel : String,  
    nextID : int,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

Step 2c – Dynamic Yes Or No Screen

This is the function and arguments to setup a “Yes Or No” screen:

```
DialogUI.API_DialogAddYesNoScreen(  
    go : GameObject  
    dialogID : int,  
    portrait : Texture2D,  
    title : String,  
    dialogText : String,  
    audioFilePath : String,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    noPortraitFadeIn : boolean,  
    noPortraitFadeOut : boolean,  
    yesID : int,  
    noID : int,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```


Step 2d – Dynamic Two Button Screen

This is the function and arguments to setup a “Two Button” screen:

```
DialogUI.API_DialogAddTwoButtonScreen(  
    go : GameObject,  
    dialogID : int,  
    portrait : Texture2D,  
    title : String,  
    dialogText : String,  
    audioFilePath : String,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    noPortraitFadeIn : boolean,  
    noPortraitFadeOut : boolean,  
    buttonLabelRight : String,  
    buttonLabelLeft : String,  
    yesID : int,  
    noID : int,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

Step 2e – Dynamic Multiple Button Screen

This is the function and arguments to setup a “Multiple Button” screen:

```
DialogUI.API_DialogAddMultipleButtonScreen(  
    go : GameObject,  
    dialogID : int,  
    portrait : Texture2D,  
    title : String,  
    dialogText : String,  
    audioFilePath : String,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    noPortraitFadeIn : boolean,  
    noPortraitFadeOut : boolean,  
    multipleButtons : String[],  
    multipleButtonsID : int[],  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

Step 2f – Dynamic Data Entry Screen

This is the function and arguments to setup a “Data Entry” screen:

```
DialogUI.API.DialogAddPasswordScreen(  
    go : GameObject,  
    dialogID : int,  
    portrait : Texture2D,  
    title : String,  
    audioFilePath : String,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    noPortraitFadeIn : boolean,  
    noPortraitFadeOut : boolean,  
    buttonLabel : String,  
    tokenNameToSet : String,  
    position : DS_DATA_ANCHOR,      // e.g. DS_DATA_ANCHOR.Bottom  
    dataFormat : DS_DATA_FORMAT,    // e.g. DS_DATA_FORMAT.Text  
    characterLimit : int,  
    defaultValue : String,  
    nextID : int,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

Step 2g – Dynamic Password Screen

This is the function and arguments to setup a “Password” screen:

```
DialogUI.API.DialogAddPasswordScreen(  
    go : GameObject,  
    dialogID : int,  
    portrait : Texture2D,  
    title : String,  
    audioFilePath : String,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    noPortraitFadeIn : boolean,  
    noPortraitFadeOut : boolean,  
    buttonLabel : String,  
    password : String,  
    position : DS_DATA_ANCHOR,      // e.g. DS_DATA_ANCHOR.Bottom  
    passwordCaseSensitive : boolean,  
    usePasswordMask : boolean,  
    correctID : int,  
    wrongID : int,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

Step 2h – Dynamic Title Screen

This is the function and arguments to setup a “Title” screen:

```
DialogUI.API_DialogAddTitleScreen(  
    go : GameObject,  
    dialogID : int,  
    title : String,  
    subtitle : String,  
    titleScreenPosition : Vector2,  
    subtitleScreenPosition : Vector2,  
    titleColor : Color,  
    subtitleColor : Color,  
    audioFilePath : String,  
    secondsToDisplay : float,  
    hideNextButton : boolean,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    buttonLabel : String,  
    nextDialogID : int,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

Step 2i – Dynamic Popup Screen

This is the function and arguments to setup a “Popup” screen:

```
DialogUI.API.DialogAddPopupScreen(  
    go : GameObject,  
    dialogID : int,  
    title : String,  
    dialogText : String,  
    popupSize : Vector2,           // The size of the Popup Window  
    backgroundImage : Texture2D,  
    backgroundAlpha : float,  
    popupOptions : POPUP_OPTIONS, // eg POPUP_OPTIONS.TwoButtons  
    audioFilePath : String,  
    secondsToDisplay : float,  
    hideNextButton : boolean,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    buttonLabel1 : String,  
    buttonLabel2 : String,  
    buttonOneNextID: int,  
    buttonTwoNextID: int,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

Step 2j – Dynamic Icon Grid Screen

Creating an Icon Grid via script is a little more complicated as there are so many elements involved. Before calling this function, you need to setup an “IconGridWindowOptions” object to handle the window, an “IconGridLayout” object to handle the icon layout and an “IconGridButtons[]” built-in list to setup the buttons and navigation.

These classes are detailed with examples following the next function.

This is the main function and arguments needed to setup an “Icon Grid” screen:

```
DialogUI.API.DialogAddIconGridScreen(  
    go : GameObject,  
    dialogID : int,  
    title : String,  
    subtitle : String,  
    windowOptions : IconGridWindowOptions, // More info on the following pages ...  
    iconLayout : IconGridLayout, // More info on the following pages ...  
    buttons : IconGridButtons[], // More info on the following pages ...  
    audioFilePath : String,  
    hideDialogBackground : boolean,  
    endAfterThis : boolean,  
    destroyAfterThis : boolean,  
    callbacksAtStart : Function[],  
    callbacksAtEnd : Function[],  
    callbackAtStart : System.Action,  
    callbackAtEnd : System.Action,  
    navigationCallback : String[] // [gameObjectName, FunctionName, UserString]  
);
```

To create the IconGridWindowOptions object and modify its values:

```
var igwo : IconGridWindowOptions = new IconGridWindowOptions();
```

```
igwo.IG_WindowSizeX = 1474;
```

```
igwo.IG_WindowSizeY = 1024;
```

Here is an overview of the “IconGridWindowOptions “ class including its default values:

```
class IconGridWindowOptions{  
    var IG_WindowSizeX : int = 1474;  
    var IG_WindowSizeY : int = 1024;  
    var IG_WindowOffsetX : int = 0;  
    var IG_WindowOffsetY : int = 0;  
    var IG_useXScrolling : boolean = false;  
    var IG_useYScrolling : boolean = false;  
    var IG_WindowShowTitle : boolean = true;  
    var IG_WindowShowSubtitle : boolean = true;  
    var IG_AddSpaceBetweenSubtitleAndContent : boolean = false; titles?  
    var IG_showPanelBG : boolean = true;  
    var IG_BackgroundAlpha : float = 1;  
}
```


To create the `IconGridLayout` object and modify its values:

```
var igl : IconGridLayout= new IconGridLayout();
```

```
igl.IG_iconSizeX = 128;
```

```
igl.IG_iconSizeY = 128;
```

Here is an overview of the “`IconGridLayout`” class including its default values:

```
class IconGridLayout {  
    var IG_iconSizeX : int = 150;  
    var IG_iconSizeY : int = 150;  
    var IG_iconsPerRow : int = 4;  
    var IG_IconSpacer : int = 48;  
    var IG_AddInnerIconSpacing : int = 16;  
    var IG_showIconLabels : boolean = true;  
    var IG_iconLabelSize : int = 32;  
    var IG_firstIconIsCloseButton : boolean = true;  
    var IG_closeButtonSize : int = 100;  
    var IG_showButtonBackgrounds : boolean = true;  
    var IG_buttonImagePosition : ImagePosition = ImagePosition.ImageOnly;  
}
```

To create the IconGridButtons object and modify its values:

```
var igl : IconGridButtons= new IconGridButtons ();  
igl.title = "Button 1";  
igl.label = "Label 1";  
igl.nextID = 2;
```

Here is an overview of the “IconGridButtons “ class including its default values:

```
class IconGridButtons {  
    var title : String = "Button Title";  
    var label : String = "Label";  
    var failedLabel : String = "Unavailable";    // Label to use if logic Failed!  
    var logicFailed : boolean = false;    // Set to true to create a disabled button!  
    var buttonIcon : Texture2D;  
    var nextID : int = 0;    // Next Dialog ID for Navigation  
    // FINAL NOTE: here are other values in this class, but they should be ignored!  
}
```

Google Spreadsheets

As of version 4.0, the Localized Dialog & Cutscenes framework has a great new tool to import and update dialogs using online Google Spreadsheets. LDC is finally ready to be an essential part of the development pipeline for larger development teams and companies.

In many studios, dialogs are split up between the writer who creates the original story, the programmer (or programmers) who build it in Unity, and other writers who deal with localization (manually translating the dialogs in different languages). In this development model, the Google spreadsheet workflow is ideal for the following reasons:

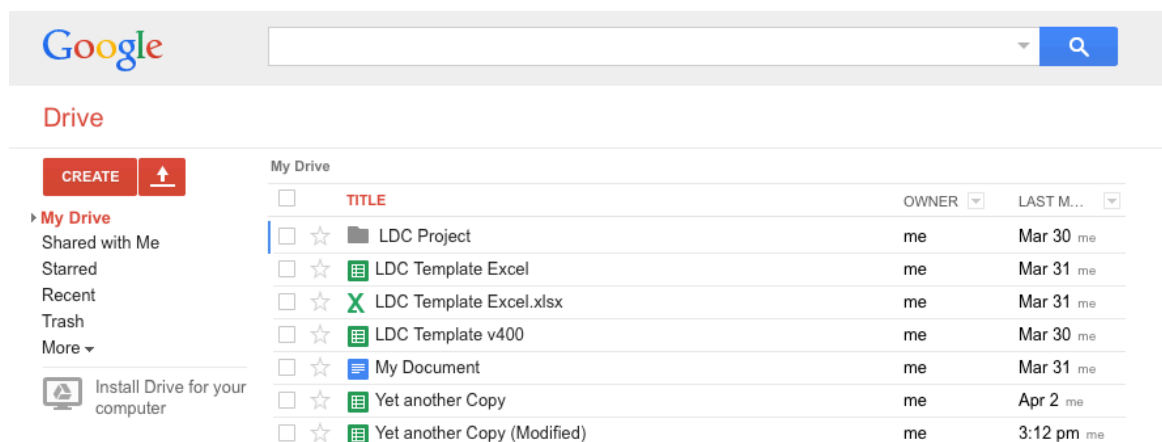
- Google Spreadsheets and services are free to use.
- Google uses secure, fast and reliable servers to host and protect your data.
- It allows you to share your spreadsheets and give permission to others on a file-by-file basis. Perfect for working in teams or outsourcing translation.
- Your source is KING. By design, LDC never changes anything in your spreadsheets.

Preparing A Spreadsheet For LDC

Before you begin working with spreadsheets, you must make sure you use the LDC Spreadsheet template that has been created for you! You can find this in the project hierarchy here:

The LDC Demos & Extras / Third Party Extras / Google Docs / LDC Spreadsheet Template.xlsx

Do not make changes to this file. You must upload the spreadsheet to your Google drive and convert it into a Google spreadsheet before it will be accessible to LDC.



Follow these steps to upload and convert the spreadsheet:

1. Open Your Google Drive at: <https://docs.google.com>
2. Upload the "LDC Spreadsheet Template.xlsx" file to your Google Drive by dragging the "LDC Spreadsheet Template.xlsx" file from your desktop into the browser window.
3. The spreadsheet will now be available in the list. Click the selection box next to the "LDC Spreadsheet Template.xlsx" file icon.
4. Some buttons will appear. Click "More" and then select "Open With > Google Sheets".

This will create a Google Docs version of the spreadsheet, which will be accessible from the LDC Google Spreadsheet Tool. Duplicate this spreadsheet to create copies that you can use directly with LDC.

You can also delete the original (.xlsx) version on your Google drive if you wish.

Understanding The Google Spreadsheet

Now that you have a working template to use and edit in your Google drive, you and your team can get to work building some great dialogs!

The Golden Rule

Firstly, the golden rule is that the spreadsheet is considered by LDC to be the king of the castle. In other words, this means it presumes that you know what you are doing and that before you import the spreadsheet, the structure of it will remain the same in the future.

This doesn't mean you can't make changes or fix typos. The Update action of the tool will allow you to update the content of your spreadsheet as long as there is the same number of dialog screens. This is a safety precaution to protect your data, as it will not delete things such as actions you setup in LDC.

Plan Ahead

Figure out what you're doing before you start building the spreadsheets. Your workflow may look something like this:

- Writer prepares the narrative / conversation between some actors, etc.
- Your programmer converts this into the first draft of the spreadsheet using their understanding of LDC. They import the spreadsheet using the tool to make sure everything works correctly.
- If the dialog works, the programmer / tester gives it the ok and the localization team adds the relevant fields into the template.
- The programmer checks to make sure the spreadsheet looks good, and uses the tool's "Update Dialog From Spreadsheet action" to update the missing localizations.

The above workflow works fine as the structure of the dialog is never changed, and offers the most bulletproof workflow which allows you to playtest early, and add missing localizations or fix typos at a later stage.

Working With The Google Spreadsheet

	A	B	C	D	E	F	G	H	I
1		Notes	Dialog Type	Navigation	End Dialog	English Actor/Title	English Text	English Button/s	S
2	1	Test Note	Next	2	TRUE	First Title	Hello World!	Next	
3	2								
4	3								
5	4								
6	5								
7	6								
8	7								
9	8								
10	9								
11	10								
12	11								

The Google Spreadsheet has 35 columns consisting of 5 technical data columns, and 30 localized content columns.

Other than the header, each row represents an individual LDC Dialog Screen. The first row is created dynamically and is the Dialog ID that you would use normally to identify each screen in the inspector.

Notes

The second row is the “Notes” column. Use this to leave notes about any actions you need to add in LDC, or as a message to others in your team.

Dialog Type

The third row is the “Dialog Type”. It offers an easy to use drop down menu so you can select the correct dialog style.

Navigation

Navigation is the fourth row. You need to have at least a basic knowledge of LDC to set this up correctly otherwise the tool will try its best to guess for you during the import stage (and will likely throw some warnings).

For example, if you are using a dialog style that only has one navigation exit such as a “Next” screen, you must simply type a single number.

“2” (without quotes) would be valid.

If you using a screen that requires 2 buttons such as a “Yes Or No” screen or a “MultipleButton” screen with 2 buttons, you would need to type in your values like this:

“2|3” (without quotes)

The value 2 represents yes (first button) and 3 represents no (the second button). We use the “|” character to separate the values in the spreadsheet.

For Multiple Button Screens you set its length dynamically by the amount of values you submit. For example, this will tell LDC to use 5 buttons:

“2|3|4|5|6” (without quotes)

End Dialog

Use the drop down menu to select if this dialog should end the thread. True will end the dialog after this screen.

<Language> Actor / Title

This is the text that will be entered into the Actor / Title fields in your dialogs (using the relevant language).

A cool feature is the English Actor / Title names are also linked to any Portraits you may have setup in your Dialog Library. If the names match what you write in this field, the portrait of the same name will automatically be used during import.

<Language> Text

This is the text that will be entered into the main body of text (using the relevant language).

<Language> Button/s

The buttons field in the spreadsheet works in much the same way as the navigation field. The number of button names should match the number of navigation values. For example, for a “TwoButton” dialog you could type:

“OK|Cancel” (without quotes)

For a “MultipleButton” screen dialog you could use:

“Screen Two|Screen Three|Screen Four|Screen Five|Screen Six” (without quotes)

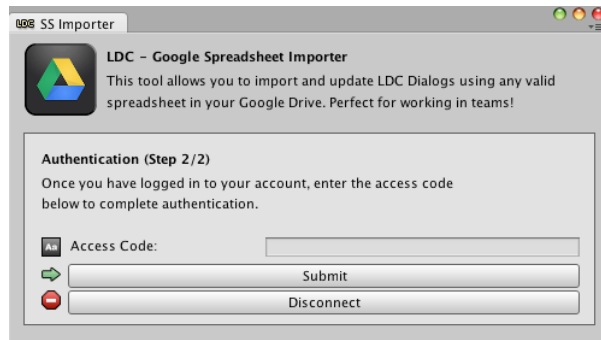
The same applies for all localizations; they should all have the same number of values.

Importing A Google Spreadsheet From Your Google Drive

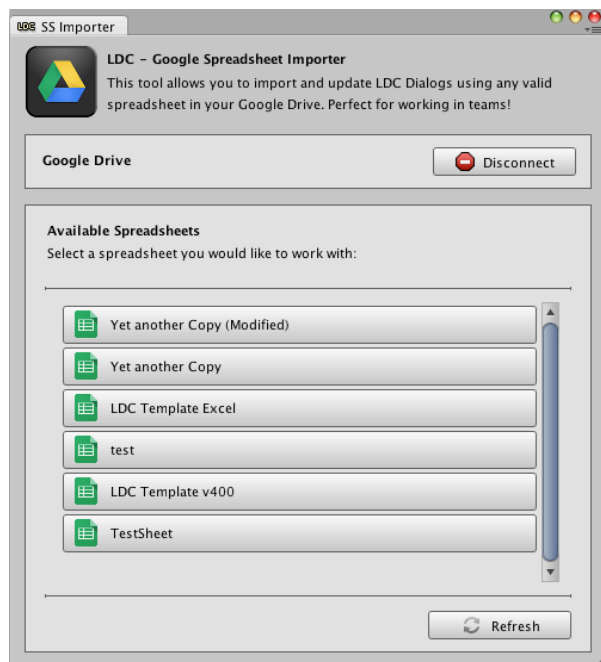
To open the Google Spreadsheet importer, select the following menu item:

GameObject > LDC > Import Google Spreadsheet

Upon clicking “Connect”, a web browser will open asking you to log in and give LDC permission to access your spreadsheets. If you agree, you will be given an Access Code to copy and paste into the box below:



You will be shown a list of your available Spreadsheets in your Google Drive:



Click the Spreadsheet you want to import from the list.

This will open the Action Panel, which allows you to “Create Dialog From Spreadsheet”, or “Update Dialog From Spreadsheet”. As we are importing for the first time, we want to “Create Dialog From Spreadsheet”.

We are offered some options such as which “Worksheet Index” (sheet) to import from the selected spreadsheet, and what we should call the new GameObject.

We can also set the DialogController to be an AutoPlay Dialog from the get-go.



To import the spreadsheet as an LDC dialog, we simply click “Create Dialog” and let the tool do the rest!

You are likely to see some messages in the console about various issues during the import. Mostly these are fine, but look out for LDC Mismatch warnings, as they should be fixed on the Spreadsheet side to avoid any issues (This is usually because a field has either too many values or not enough. For example, having 5 multiple button names and only 4 navigation exits). The messages are quite descriptive and should help you find the error quickly.

Updating An Existing Dialog With A Google Spreadsheet

If you’ve already imported a dialog and have made changes to the spreadsheet, you will be able to update the changes using a very easy workflow!

NOTE: Remember the golden rule? As long as you haven’t changed the structure of the dialog you will be able to update the changes and keep your other additions in tact. If the structure has changed, it’s usually a better idea to import the dialog again to keep things consistent.

For the most part the process is practically the same as importing. Simply authenticate as before and select your spreadsheet from the list.

This time we will select “Update Dialog From Spreadsheet”.

We can still choose which worksheet we want to import, but this time we need to drag an LDC dialog into the “LDC Dialog To Update” field.



To complete the update, we simply press the “Update Dialog” button. The tool will carry out a series of checks and ask you to verify the sync. If everything checks out, the dialog will be updated in real time!

Again, watch out for warnings in the console. In some situations such as when a DialogID has been changed or no longer exists these dialog updates will be skipped and leave you with an incomplete update. The console will let you know where the problem is so you can attempt to rectify it.

As already stated, if the structure has changed too much and you have seen any of these mismatch warning messages, its better to just import a new Dialog from scratch and replace the old one completely.

The GUI

The Localized Dialogs & Cutscenes framework uses a great GUI system that is platform and resolution independent! As of LDC v3.2, the system has a native size based on full HD (1920x1280) as well as a legacy option based on the iPhone4 Retina Display (960x640). Both of these settings scale the UI as needed to fit other resolutions dynamically, bridging the gap between mobile, web and desktops without any extra work!

Along with built-in localization features, this system is a fantastic base to build a great multi-platform, multi-language project. The best thing is it's fully customizable using Unity's standard GUI skins!

Localized GUI Skins

Due to the way Fonts work on mobile (max texture size of 2048 restricts Unicode), the system is designed to make each GUI skin localized. This allows us to use smaller sized fonts per language to get better results on mobile and to be generally more memory efficient across the board. Graphically, you'll find these all to be practically identical with only font settings being different on some of them. This is also a great performance and memory improvement on mobile, as you will only load the fonts / graphics you need!

Note that you can use a single GUI skin with a Unicode font for all languages if you prefer! Check out the 'Dialog On GUI' section for more information on how to setup localized GUI skins.

DialogUI

The DialogUI object allows you to control how the UI is displayed to the user. You can select sliding transitions on the portraits and / or buttons, as well as define which GUI skins to load. In the current version of LDC, many of the options regarding GUI skins in particular have been moved to the 'Dialog On GUI' component.

Designing New GUI Skins

You can completely change the appearance of LDC's UI using GUISkins, Unity's built-in system for skinning and positioning User Interfaces. Below is an overview of the properties that are being used by LDC:



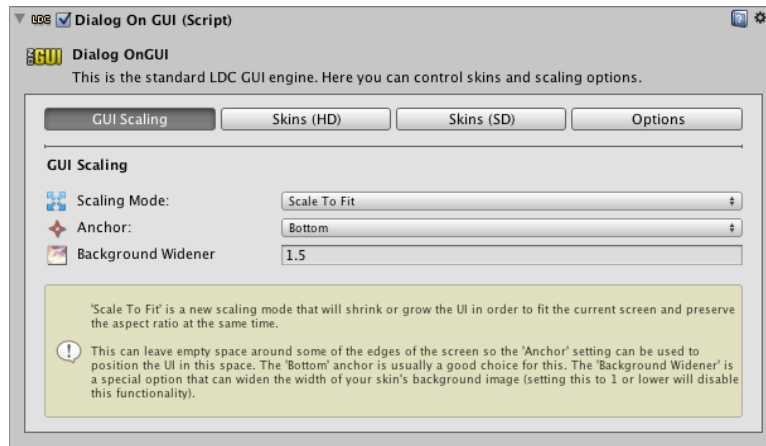
Button:	Used for all the buttons in the UI. <i>NOTE: You cannot use this to move buttons (as it is used for button text), use 'Button Offset' instead.</i>
Scroll View:	Used for the content area in the Icon Grid Dialog Styles.
Vertical /Horizontal Scrollbar:	Used for the background of the scrollbars in the Icon Grid.
Vertical /Horizontal Scrollbar Thumb:	Used for the thumb of the scrollbars in the Icon Grid.
CustomStyles/Dialog Text:	Used for the main text of the dialog. <i>NOTE: Use 'ContentOffset' to reposition the text.</i>
CustomStyles/Header Text:	The actor's name / title in the dialog. <i>NOTE: Use 'ContentOffset' to reposition the text.</i>
CustomStyles/Background Box:	For dialog background images. <i>NOTE: Original size of the background box is 960x160 (or 1920x320 for HD skins).</i>
CustomStyles/Panel Box:	In the "Multiple Button" screens, this box is drawn behind the buttons and on top of the main Background box. <i>NOTE: The "Button Offset" style below also repositions this automatically.</i>
CustomStyles/Panel Header Text:	The title text used in the "Multiple Button" style screens. <i>NOTE: The "Button Offset" style below also repositions this automatically.</i>
CustomStyles/Data Entry Text Field:	The edit box in Data Entry screens.
CustomStyles/Actor Portrait:	For scaling and positioning Portraits <i>NOTE: Use 'Fixed Height / Width' to change the portrait's size and 'ContentOffset' for repositioning.</i>
CustomStyles/Title Style Subtitles:	Used for subtitles in "Title" styles.
CustomStyles/Title Style Titles:	Used for the main text in "Title" styles.

CustomStyles/Button Offset:	For repositioning buttons.
<i>NOTE: Use 'ContentOffset' to reposition buttons and Panel boxes.</i>	
CustomStyles/ Windows: and "Icon Grid" styles.	Background window of the "Popup"
CustomStyles/Popup Title:	Title text of "Popup" styles.
CustomStyles/Popup Text:	Dialog text of "Popup" styles.
CustomStyles/Icon Grid Title:	Title text of "Icon Grid" styles.
CustomStyles/Icon Grid Subtitle:	Subtitle text of "Icon Grid" styles.
CustomStyles/Icon Grid Button Label:	Button Labels of "Icon Grid" styles.

Dialog On GUI

The 'Dialog On GUI' component is the default GUI layer used by LDC. It can be found on the DialogUI GameObject (or will be created dynamically if another GUI abstraction layer doesn't exist). 'Dialog On GUI' works on top of Unity's 'OnGUI' System but extends it with powerful features that allow you to customize how the GUI is scaled across different devices, resolutions and languages.

GUI Scaling



The GUI Scaling tab allows you to select one of three different scaling methods to render LDC's GUI:

Stretch To Fill

'Stretch To Fill' is the original scaling system of LDC. It stretches the screen to fit on any device and resolution. This is the most compatible scaling mode and will guarantee everything you have setup is visible and occupies the entire screen space. A small drawback is the aspect ratio isn't always perfect.

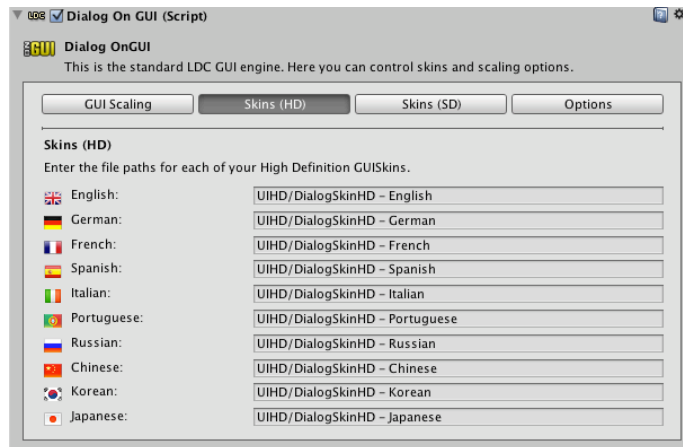
Scale To Fit

'Scale To Fit' is a new scaling mode that will shrink or grow the UI in order to fit the current screen and preserve the aspect ratio at the same time. This can leave empty space around some of the edges of the screen so the 'Anchor' setting can be used to position the UI in this space. The 'Bottom' anchor is usually a good choice for this. The 'Background Widener' is a special option that can widen the width of your skin's background image (setting this to 1 or lower will disable this functionality, while increasing the number will increase the width of the image).

Over Scale

'Over Scale' is a scaling mode that grows the UI to cover the screen and maintain its aspect ratio. It is similar to the 'Scale To Fit' method except that it will clip itself in order to cover the screen. It is anchored to the bottom right to make sure dialog buttons are visible. Because of this, this mode is recommended only for users needing simple dialog screens that prefer a different approach to unusual widescreen resolutions (such as on Android devices).

Skins HD / Skins SD



LDC gives you the option of using lower resolution graphics and fonts (which is particularly useful for optimizing mobile builds) in the form of GUI skins. The Skins (HD) and Skins (SD) tabs allow you to organize these GUI skins by quality (High Definition vs Standard Definition) as well as by language.

This allows you to setup GUI skin collections targeted for particular languages and device quality, which means no unnecessary fonts or graphics are loaded into your game at runtime. The benefit is better performance and less RAM is used making your project streamlined and optimized!

To add a path to your custom GUI skin, you need to make sure it is located within a folder called "Resources". From within the Resources folder, you simply add the appropriate file path into each of the language slots.

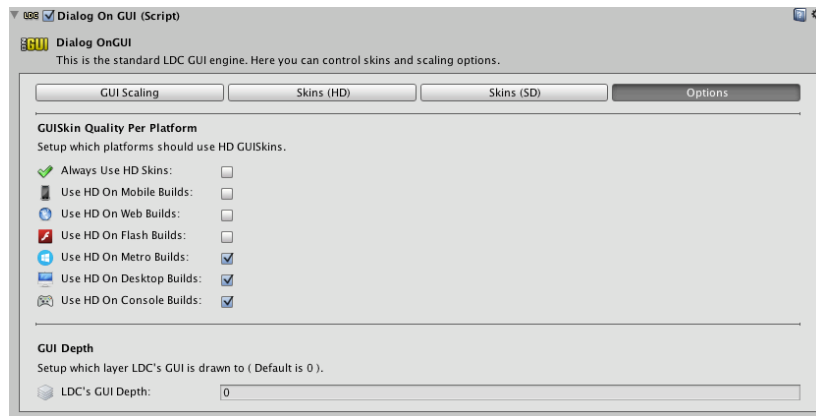
The default skins are loaded at runtime. For example, the English HD skin loads from here (note that "Resources" should not be written in the filepath):

Resources/UIHD/DialogSkinHD – English

TIP 1: *It is advised to duplicate the default GUI skins folder and update the "Localized Skin" group in the DialogUI so you can keep the original skins unchanged for reference.*

TIP 2: *If you are only using English in your project, you do not need to add the references to the other languages – don't forget to turn off the other localizations you are not using in the 'DialogLocalization' component found on the DialogUI GameObject otherwise you may run into errors!*

HD Options



The 'Options' tab in the 'Dialog On GUI' component allows you to toggle HD skins on a per platform basis.

This ensures that the correct GUI Skin is loaded on a specific platform with no coding on your part whatsoever!

You can also click "Always Use HD Skins" which will make LDC use the HD GUI Skins on every platform. Otherwise, everything that is not checked will use the standard definition GUI Skins by default.

The GUI Depth value allows you to select which layer Unity draws the GUI to. This allows you to balance your own GUI's with LDC and make sure everything is getting drawn (and layered) in the correct order.

Support

If you need any assistance or have suggestions for this plugin, feel free to visit the LDC website at:

www.unitygamesdevelopment.co.uk

I hope you find this system useful, as I have in my own personal projects! =)

All the best!

- Mel

Final Notes

All fonts and many images found in the Demos folder of this package do not belong to me and were found online at various freeware websites. If you are launching a commercial project, you should verify you are using fonts and assets that are fully licensed. This package does not cover the licenses for these fonts or images as they are for demonstration use only.