Dialogue System Package

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# Introduction

# Creating and Editing Conversations

A Conversation can be created through the Assets/Create/Dialogue submenu. Conversation assets can be edited using the inspector or with the Dialogue Window.

\*\*\*\*TO DO explain dialogue window features\*\*\*\*

## Dialogue Entries

## Responses

## Conditions

## Dialogue Events

## Cutscene Events

# Using Conversations

## Dialogue Manager

## Dialogue UI

## Localization Manager

## Actors

## Cutscene Manager

# Class Reference

## Conversation

A ScriptableObject containing a list of DialogueEntries which make a conversation.