using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class DialogueTrigger : MonoBehaviour

{

public Dialogue dialogue;

public Button ContinueButton;

public Animator CameraAnim;

private void Start()

{

ContinueButton.interactable = false;

}

public void TriggerDialogue ()

{

FindObjectOfType<DialogueManager>().StartDialogue(dialogue);

ContinueButton.interactable = true;

CameraAnim.SetTrigger("Camera2");

}

}