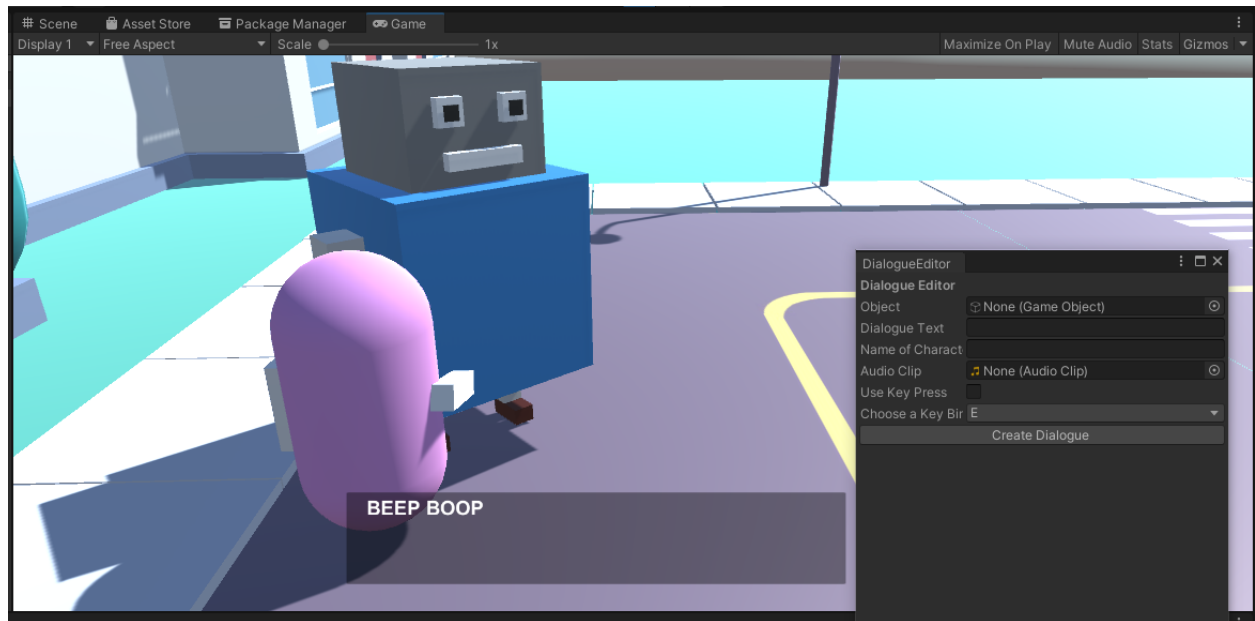


# Unity Tool : Dialogue Editor Documentation

## Samy Du



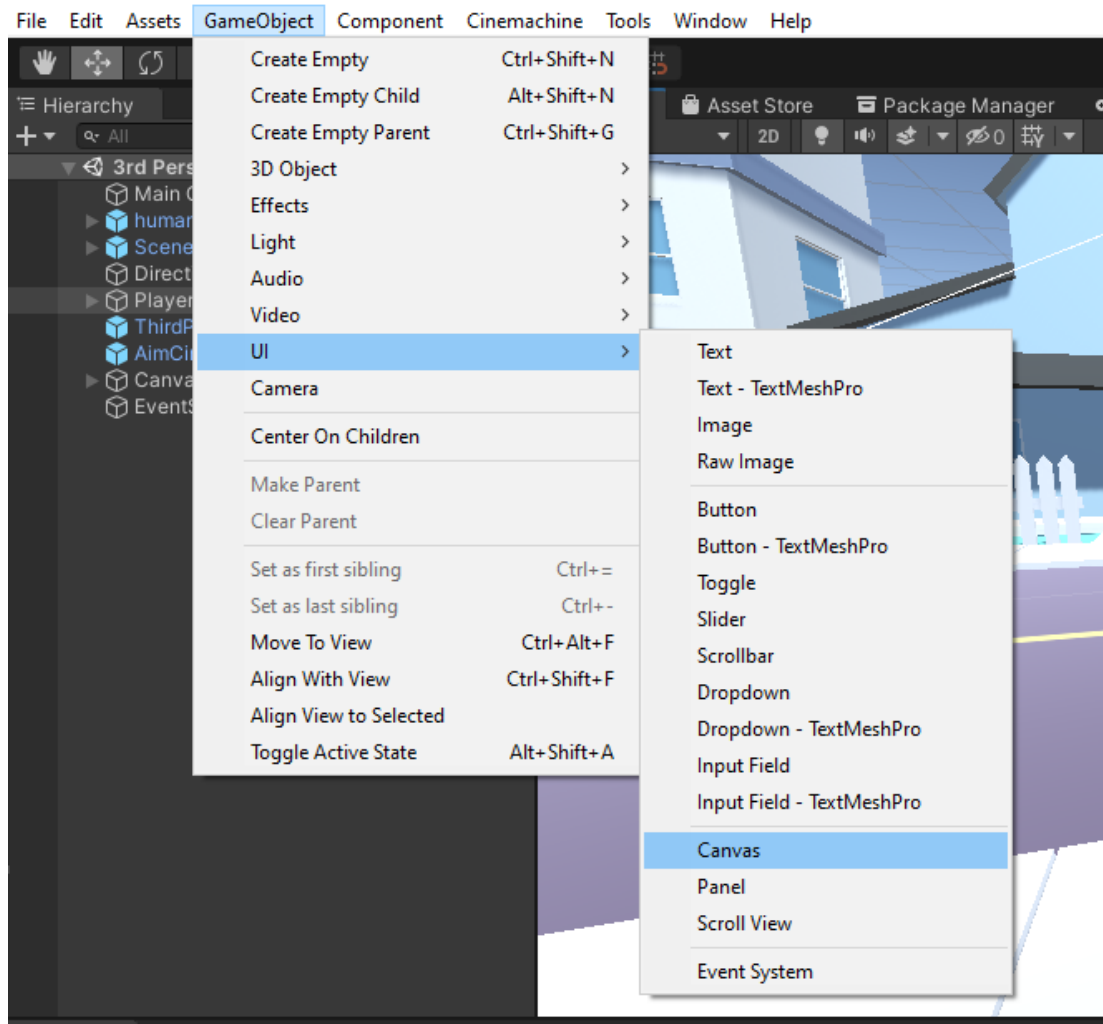
## What is a Dialogue Editor?

A Dialogue Editor is a Unity Tool that allows you to quickly set up a dialogue system that easily adds pop-up text into your game. In this system, you can edit and create dialogue with just a push of a button that requires very minimal set up. No programming is needed! The structure is created to templatize and automate a process that would otherwise take hours. With this tool, you will be able to add personality to your characters within a matter of seconds!

# Setup - UI

## Canvas

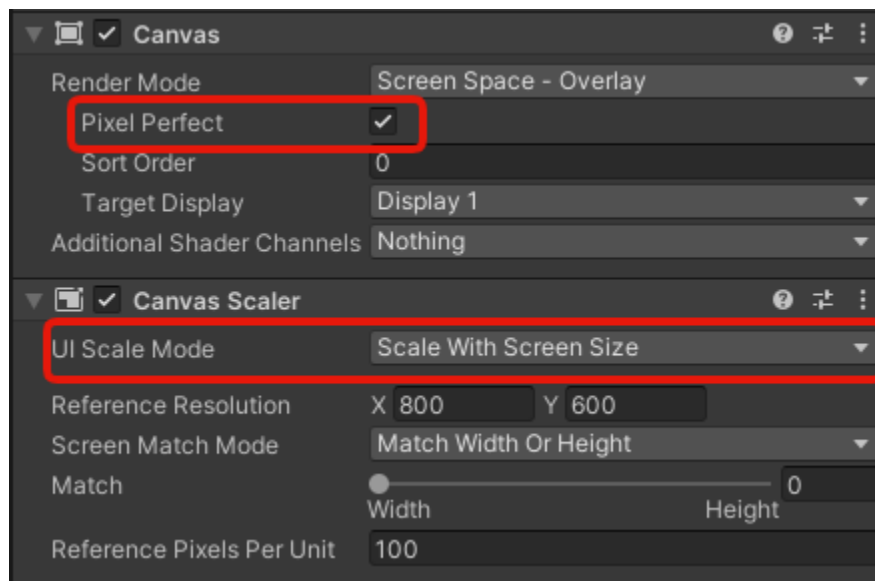
First, make sure there is an empty canvas on your scene. If there is no canvas, you can add one by **GameObject > UI > Canvas**.



Then double click on the canvas in the hierarchy.

On the inspector under **Canvas**, enable **Pixel Perfect**.

Find the section **Canvas Scaler** and make sure **Scaler with Screen Size** is selected on **UI Scale Mode**..



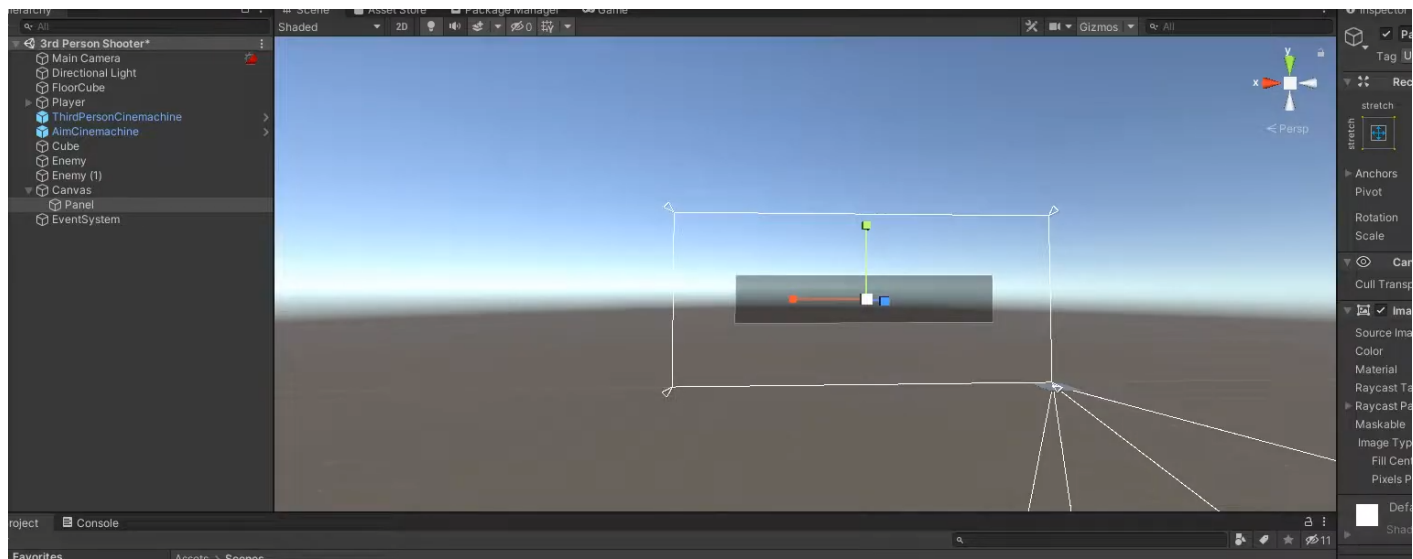
This ensures that the UI is consistent across multiple resolutions.

## Panel UI

Now it is time to add the panel and placeholder text for the UI.

In the hierarchy, right click on **Canvas** and scroll to **UI > Panel**.

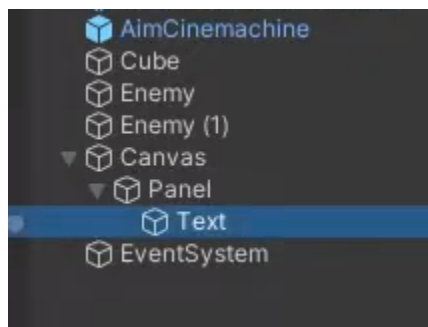
This will take up the entire section of the canvas which is not what we want so you may have to adjust its size and change the color of the panel to your liking.



You can check to see how it looks on the screen by running the game.

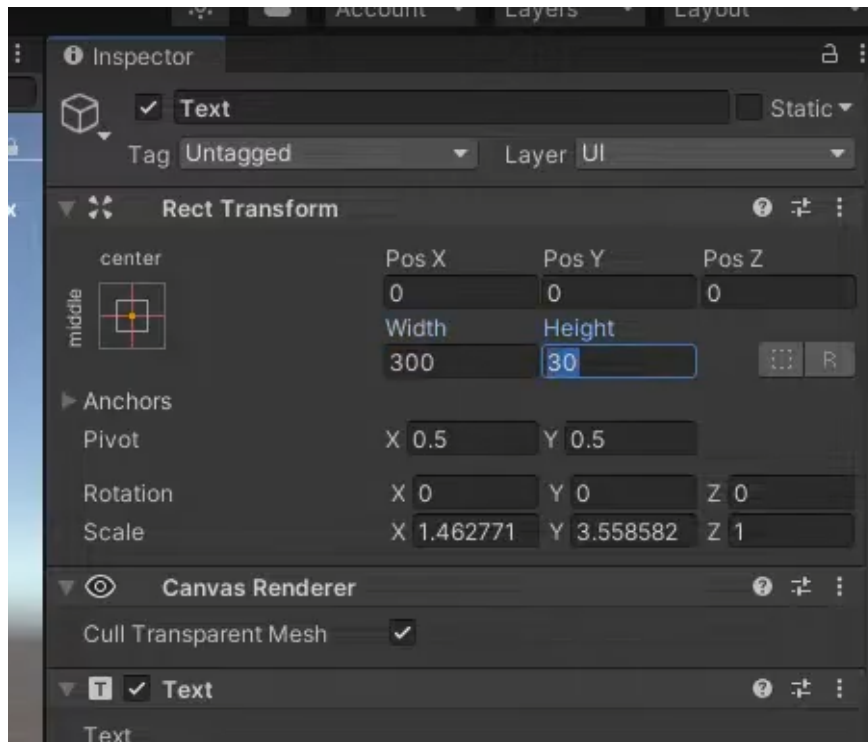
## Text UI

Find the panel on the hierarchy, right click scroll to **UI > Text**. Making sure text is a **child** of the **panel**.



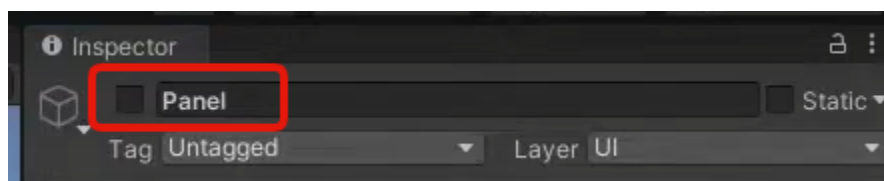
It should end up looking like this.

Scale the size of the text to the size of the panel. Line it up to how you would like. To do this, change the **width and height** value in the inspector to the desired size.



Next is to change the font color to your choosing under **Text > Color** in the inspector for the text.

Lastly, disable the panel from showing by going to panel in the hierarchy, and hit the check box in the inspector



# Linking Script to Canvas

Make sure all the required scripts are in the project.

**DialogueEditor**

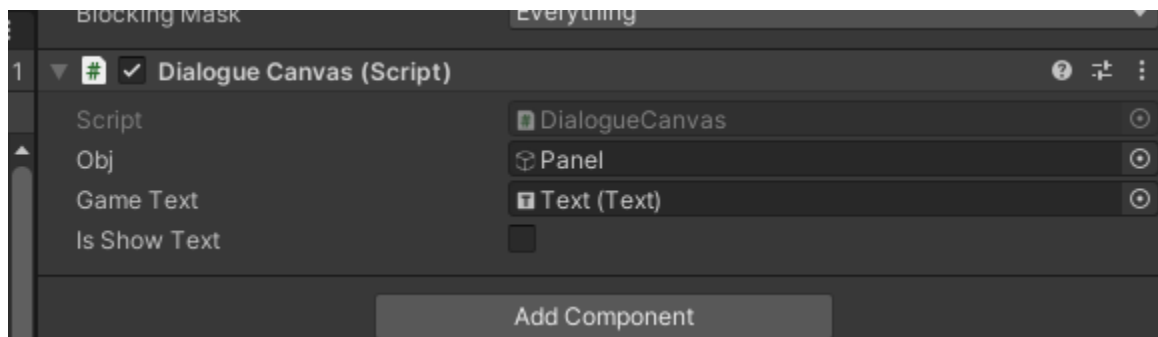
**DialogueData**

**DialogueCanvas**

**Dialogue**

Create a scripts folder in the assets. This is where all the scripts will go.

In the canvas from the hierarchy,, add a component from the inspector and type in **Dialogue Canvas**. It should be the script. Then drag the **Panel** into the **OBJ** slot and the **Text** into the **GameText** slot.

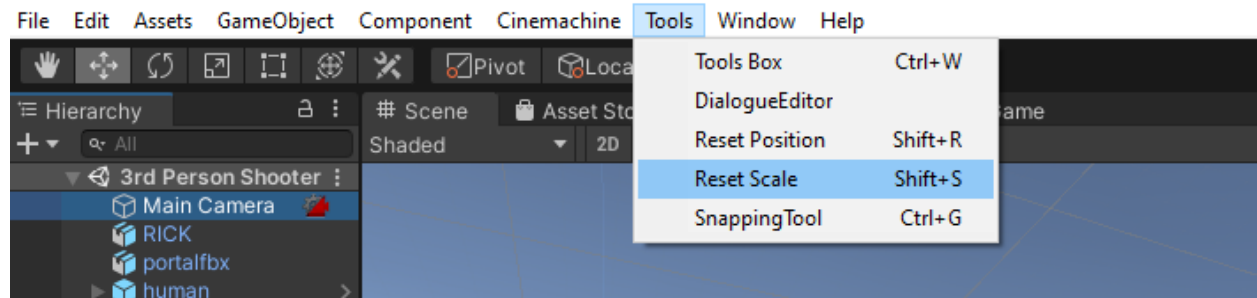


That is all the set up you will need.

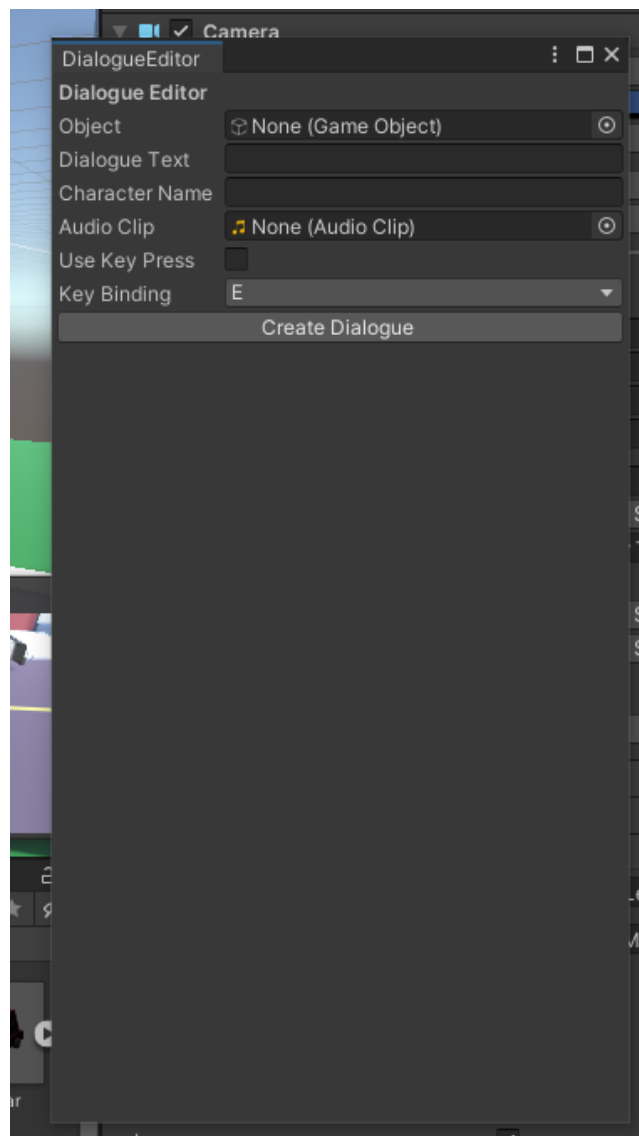
## How Does it work?

Set up your scene however you like.

At the top, there should be a new menu item created named **Tools > Dialogue Editor**.



A separate window should appear called **Dialogue Editor**



**Object** - Choose which object you would like the text to show up on. You can drag in an object or hit the circle button to scroll for an object.

**Dialogue Text** - Enter in the exact text you would want your object to say.

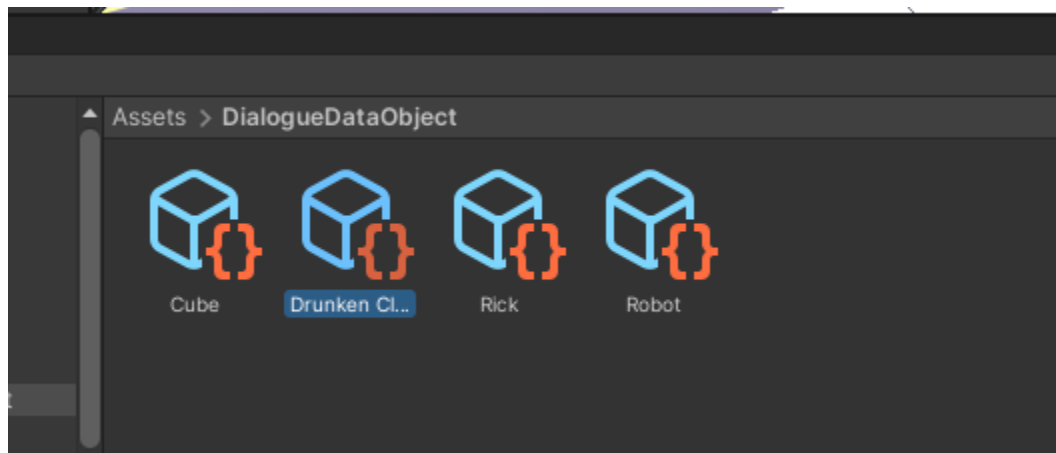
**Character Name** - Give a name for your character.

**Audio Clip** - You can add in voice over clips or any other audio clip that you would like to be played.

**Use Keybinding** - Allows you to decide if you would want to activate the text using a key binding. By checking the box means that you would like to use a keybinding. If the box is not checked, to activate the text you would just need to walk up to that object and the text will appear automatically.

**Key Binding** - Gives you a list of possible keys you can use to activate the text.

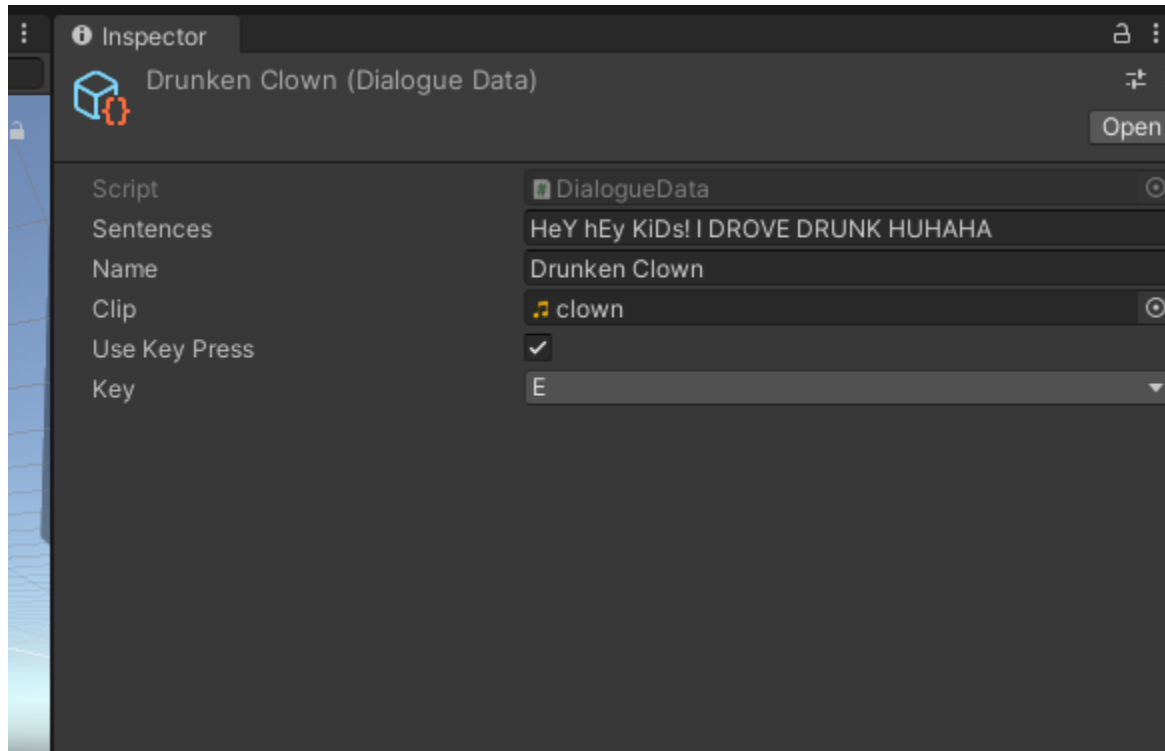
After the form has been filled out, the program will create a scriptable object that will look like this



This holds all the data you have entered in the form.



By clicking on these, you can go back and edit anything you might like.



**This is an expandable system that will allow you to create endless dialogue in seconds!**