

# **Meet and Talk - Dialogue System**

# Welcome to Meet and Talk

Meet and Talk is a powerful and intuitive dialogue system that enables you to create complex and interactive conversations using a graphical editor. With an advanced branching system, you can design dynamic dialogue paths that adapt to player choices and influence in-game events.

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## Support Tiny Slime Studio!

Thank you for purchasing **Meet and Talk**! We hope you enjoy it as much as we loved creating it. At **Tiny Slime Studio**, we're passionate about delivering tools that empower developers like you, and we truly believe **Meet and Talk** is the best dialogue editor available on the Unity Asset Store. We can't wait to see the incredible interactive experiences you create with it!

We'd greatly appreciate your support through a review. Share what you love about **Meet and Talk** and help us continue to improve!



Meet and Talk - Dialogue System

Pro Version

Price: \$4.99



Meet and Talk - Dialogue System

Free Version

Price: Free



Meet and Talk - Dialogue System

UnityAssetStore



Meet and Talk - Dialogue System - Free Version

UnityAssetStore



# Getting Started

# Version Difference

## Node Types



- Dialogue Start
- Dialogue Node
- Dialogue Choice
- Dialogue Time Choice
- Dialogue End



- Dialogue Start
- Dialogue Node
- Dialogue Choice
- Advanced Choice
- Dialogue Time Choice
- Advanced Time Choice
- Dialogue End
- Event Invoker
- Random Output
- Simple Branch
- Advanced Branch
- Change Music
- Reset Saved
- Editor Notes

## Function



- Dialogue Start
- Dialogue Node
- Dialogue Choice
- Dialogue Time Choice
- Dialogue End



- Dialogue Start
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## Other



- Dialogue Start
- Dialogue Node
- Dialogue Choice
- Dialogue Time Choice
- Dialogue End



- Dialogue Start
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# Installation

## 1 Open / Create Project

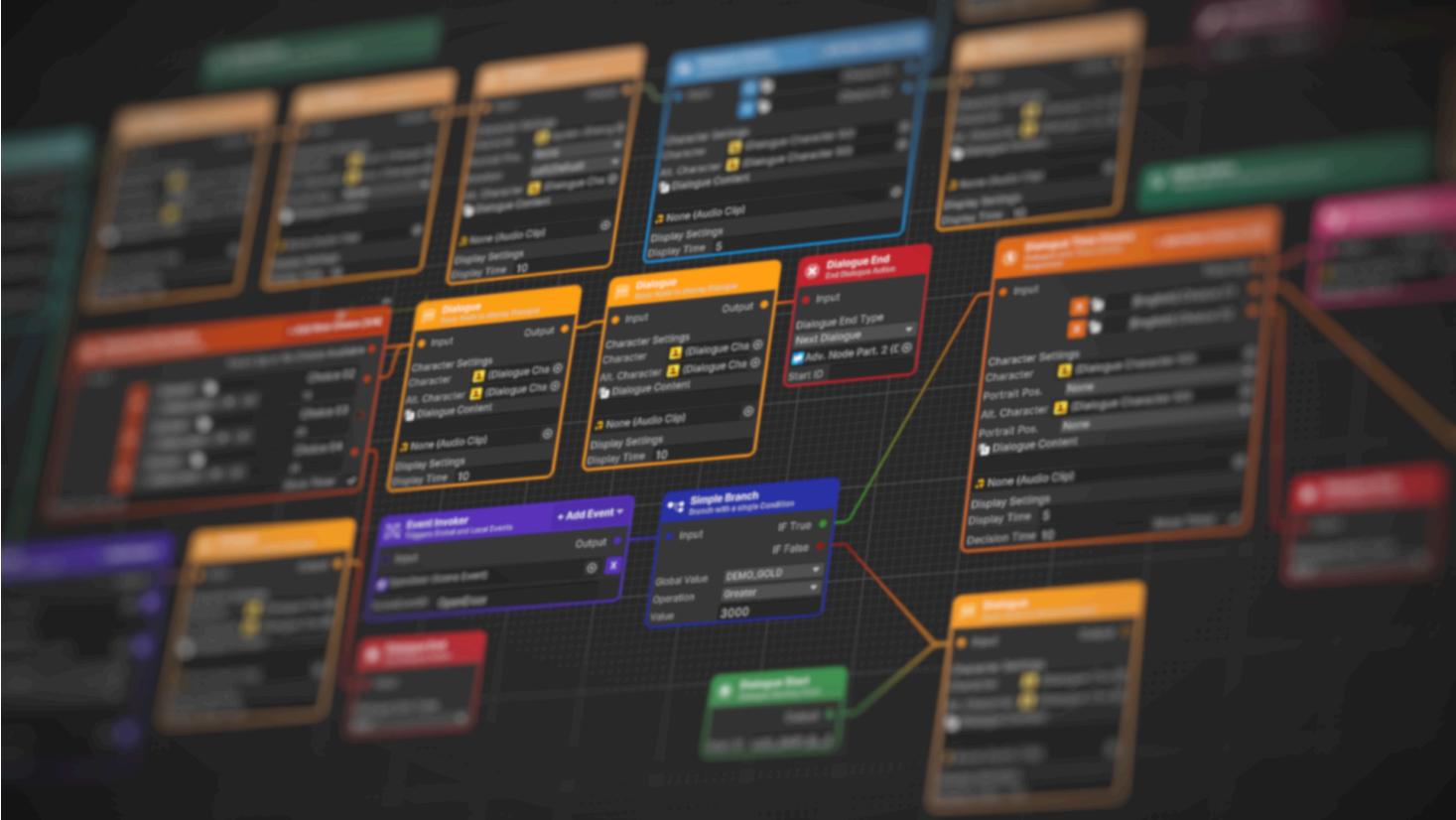
Open or create a new unity project, version 2021.3+



Unity Hub Version 3.11

## 2 Open Package Manager

From the toolbar, select `Window -> Package Manager` to open the Package Manager



Unity Edtior 2021.3.17f

### 3 Install Package

From Dropdown Packages: select `My Assets` and search `Meet and Talk`, download and install



Package Manager from Unity Editor 2021.3.17f

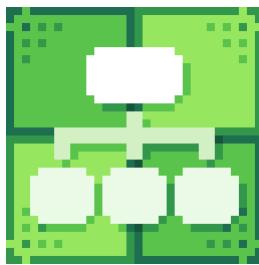
# **Editor**

# Dialogue Editor

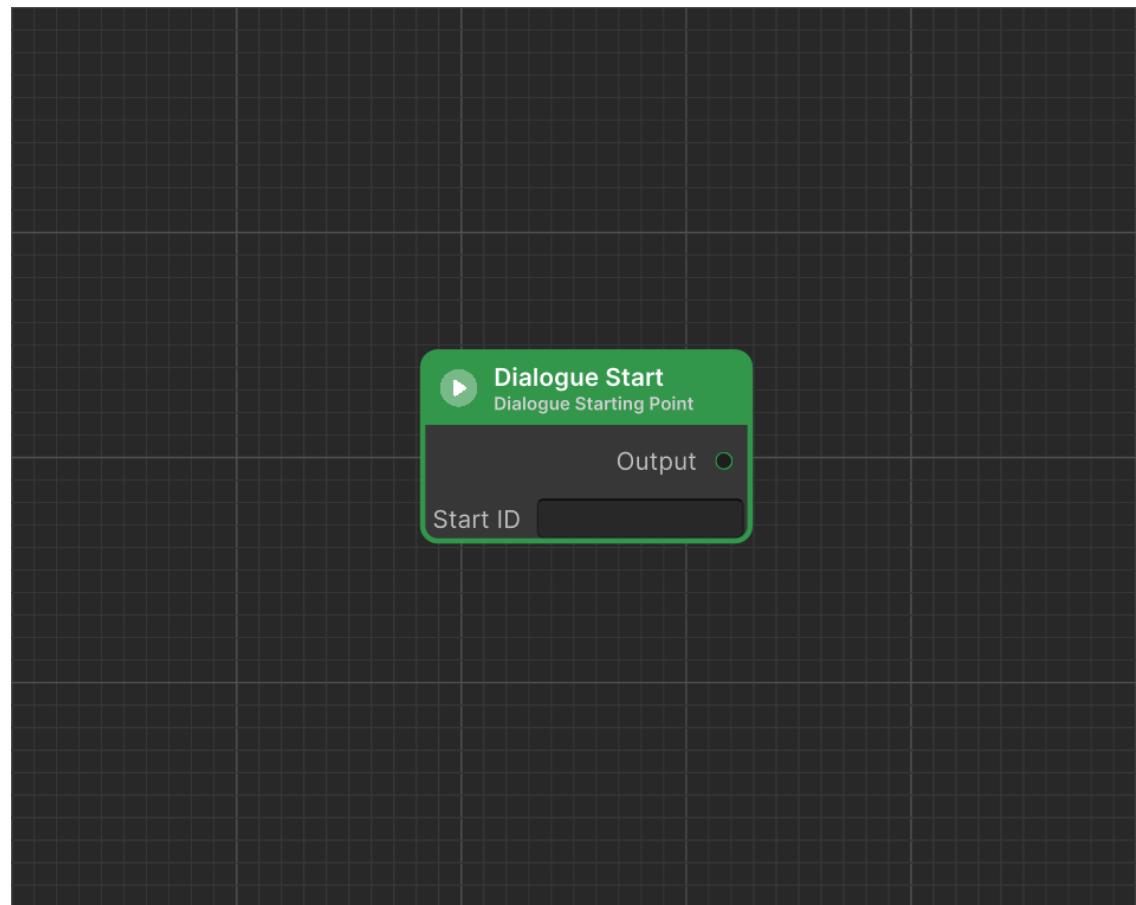
# Base Nodes

# Dialogue Start

Dialogue Starting Point



Icon



Node in Dialogue Editor

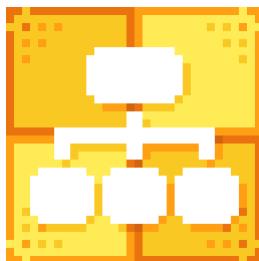
Dialogue Start is a node that defines the starting point of a dialogue. It is required in every dialogue. If a dialogue contains more than one Dialogue Start, it allows selecting or randomly determining the starting point.

## Value Description

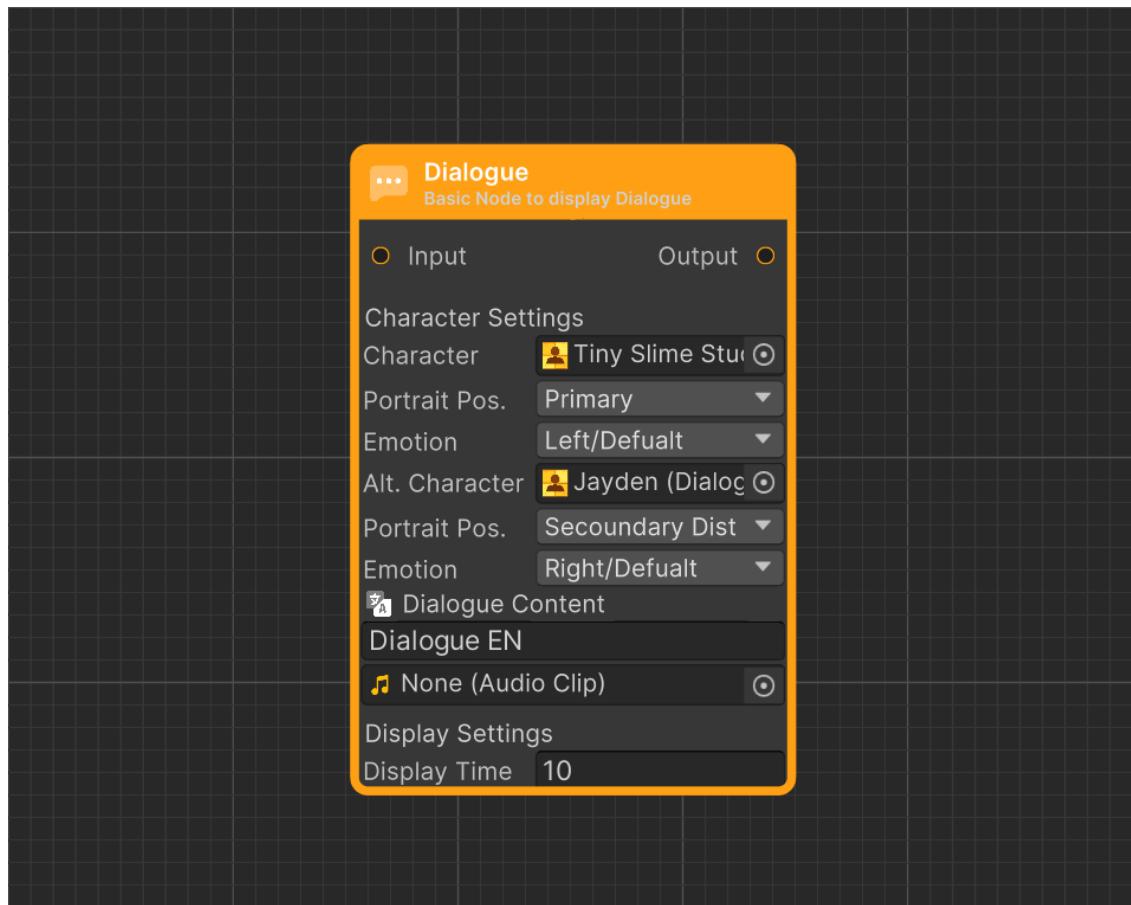
Version	Value	Description
Pro Only	Start ID	A value used to define an ID that can be used to start the dialogue from the appropriate point.

# Dialogue Node

Dialogue with Responses



Icon



Dialogue Start in Dialogue Editor

Dialogue Node is the primary node for displaying text in a dialogue and is likely the most frequently used node.

## Value Description

Version	Value	Description
Pro Only	Character	Character used to define the person speaking in the dialogue.
Pro Only	Portrait Position	Specifies the position where the main character's avatar will be displayed.
Pro Only	Emotion	Allows selecting one of the emotions available for the main character.
Pro Only	Second Character	Defines an additional character that can be displayed in the dialogue.
Pro Only	Second Portrait Position	Specifies the position where the additional character's avatar will be displayed.

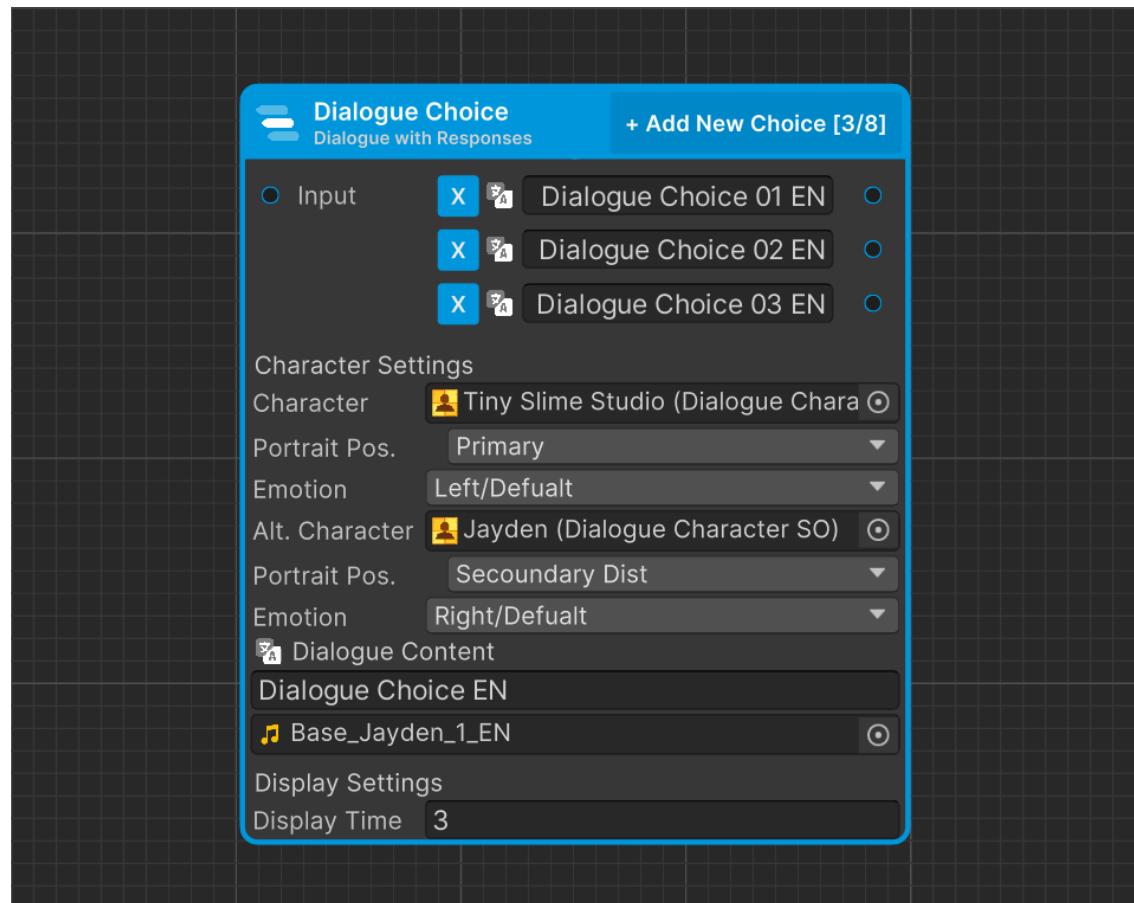
Pro Only	Second Emotion	Allows selecting one of the emotions available for the additional character.
Free & Pro	Dialogue Content	Defines the text displayed during the dialogue, supports Rich Text.
Free & Pro	Dialogue Audio	Specifies the audio file played during the dialogue
Free & Pro		Determines the time after which the dialogue moves to the next

# Dialogue Choice

Dialogue with Responses



Icon



Dialogue Start in Dialogue Editor

Dialogue Choice is an extended version of the Dialogue Node that allows displaying dialogue options after a specified time. It enables the player to choose from available responses, which can influence the conversation flow and the progression of the dialogue.

## Value Description

Version	Value	Description
Pro Only	Character	Character used to define the person speaking in the dialogue.
Pro Only	Portrait Position	Specifies the position where the main character's avatar will be displayed.
Pro Only	Emotion	Allows selecting one of the emotions available for the main character.
Pro Only	Secound Character	Defines an additional character that can be displayed in the dialogue.
Pro Only	Secound Portrait Position	Specifies the position where the additional character's avatar will be displayed.

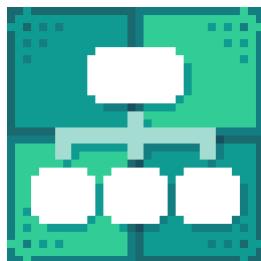
Pro Only	Second Emotion	Allows selecting one of the emotions available for the additional character.
Free & Pro	Dialogue Content	Defines the text displayed during the dialogue, supports Rich Text.
Free & Pro	Dialogue Audio	Specifies the audio file played during the dialogue
Free & Pro	Display Time	Defines the time delay between displaying the dialogue text and showing the available choices. This allows for better control

## Choice Options

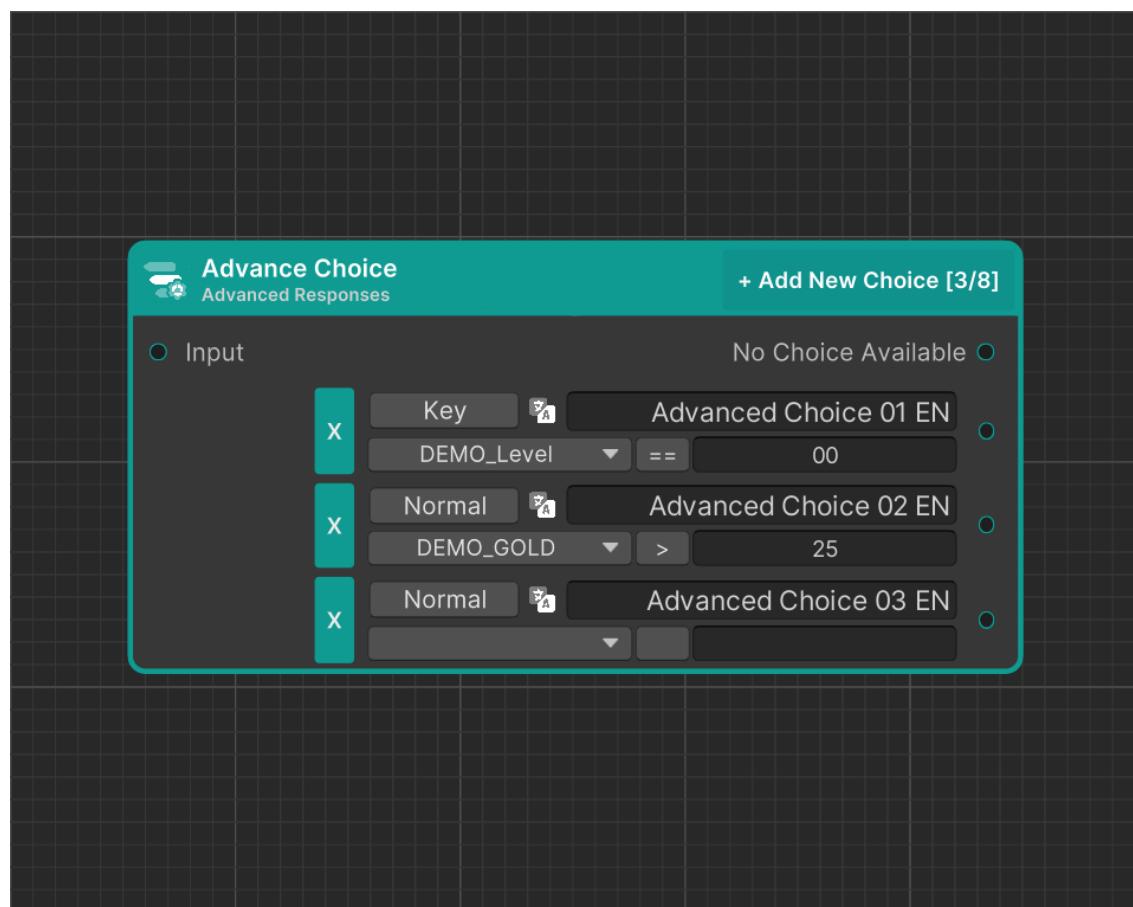
Dialogue Choice uses basic responses that are always displayed. It allows for the creation of selectable options that appear after a set time, guiding the player through multiple dialogue paths and influencing the conversation's progression.

# Advanced Choice

Advanced Responses



Icon



Dialogue Start in Dialogue Editor

(i) This Feature is available only in the **Pro Version**

This is one of many features available exclusively in the **Pro** version. To learn more about all the exclusive functionalities of **Pro Version**, check out this comparison: [\[Version Difference\]](#)

Advance Choice is a node that allows for the creation of advanced dialogue options, which are displayed based on specific conditions. Additionally, responses can be marked with different types, enabling more dynamic and interactive conversations.

If none of the available choices meet their condition, the node linked to **No Choice Available** will be triggered, ensuring an alternative dialogue flow.

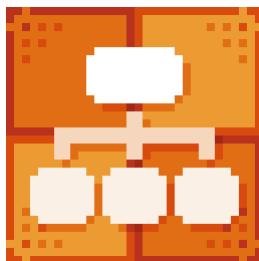
## Advance Choice Options

Value	Description
Type	Allows for defining the response type, making it possible to highlight key dialogue choices relevant to the story and various special behaviors, such as unique character reactions or alternative dialogue paths.

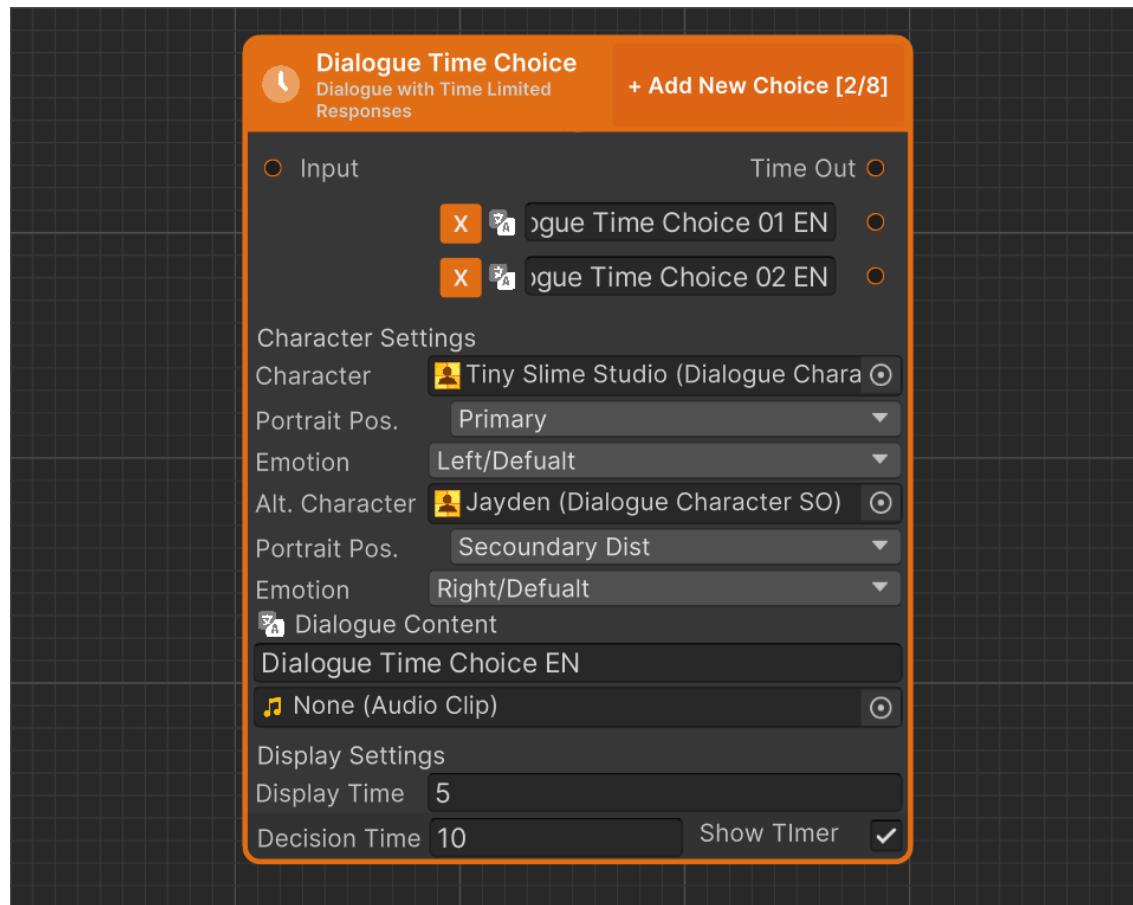
Content	Specifies the content displayed for a given choice option.
Condition	Defines the condition that must be met for the response to appear in the game.

# Dialogue Time Choice

Dialogue with Time Limited Responses



Icon



Dialogue Start in Dialogue Editor

(i) This Feature is available only in the **Pro Version**

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Dialogue Time Choice is a variant of the Dialogue Choice node that includes a countdown timer for making a decision. If the player does not choose within the given time, a default action will be executed automatically.

## Value Description

Value	Description
Character	Character used to define the person speaking in the dialogue.
Portrait Position	Specifies the position where the main character's avatar will be displayed.
Emotion	Allows selecting one of the emotions available for the main character.
Second Character	Defines an additional character that can be displayed in the dialogue.

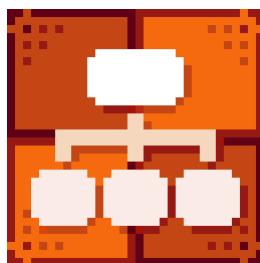
Second Portrait Position	Specifies the position where the additional character's avatar will be displayed.
Second Emotion	Allows selecting one of the emotions available for the additional character.
Dialogue Content	Defines the text displayed during the dialogue, supports Rich Text.
Dialogue Audio	Specifies the audio file played during the dialogue
Display Time	Defines the time delay between displaying the dialogue text and showing the available choices. This allows for better control over the conversation flow.
Decision Time	Defines the time limit for the player to make a decision. If no choice is made before the time expires, the Time Out path will be executed automatically.
Show Timer	Determines whether a countdown timer should be displayed on the screen while time is running out for making a decision.

## Choice Options

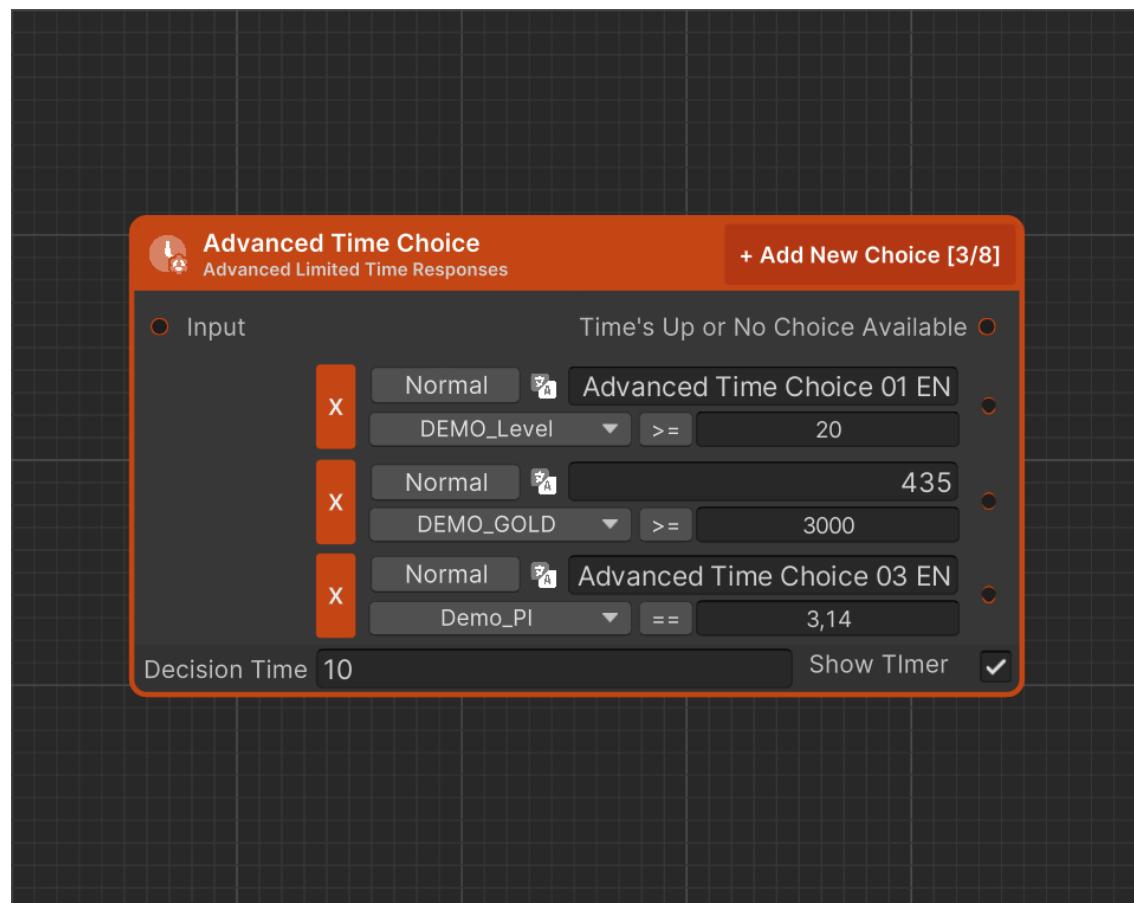
Dialogue Time Choice uses basic responses that are always displayed. It allows for the creation of selectable options that appear after a set time, guiding the player through multiple dialogue paths and influencing the conversation's progression.

# Advanced Time Choice

Dialogue with Responses



Icon



Dialogue Start in Dialogue Editor

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Advanced Time Choice is a node that allows for the creation of advanced, time-limited dialogue options, which are displayed based on specific conditions. Additionally, responses can be marked with different types, enabling more dynamic and interactive conversations. If the player does not make a choice before the time expires, a default action or the Time Out path will be executed.

If none of the available choices meet their condition, the node linked to **No Choice Available** will be triggered, ensuring an alternative dialogue flow.

## Value Description

Value

Description

## Decision Time

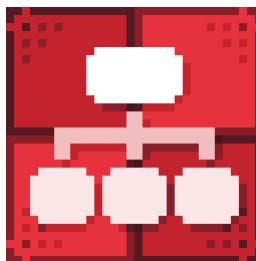
Defines the time limit for the player to make a decision. If no choice is made before the time expires, the Time Out path will be executed automatically.

# Advance Choice Options

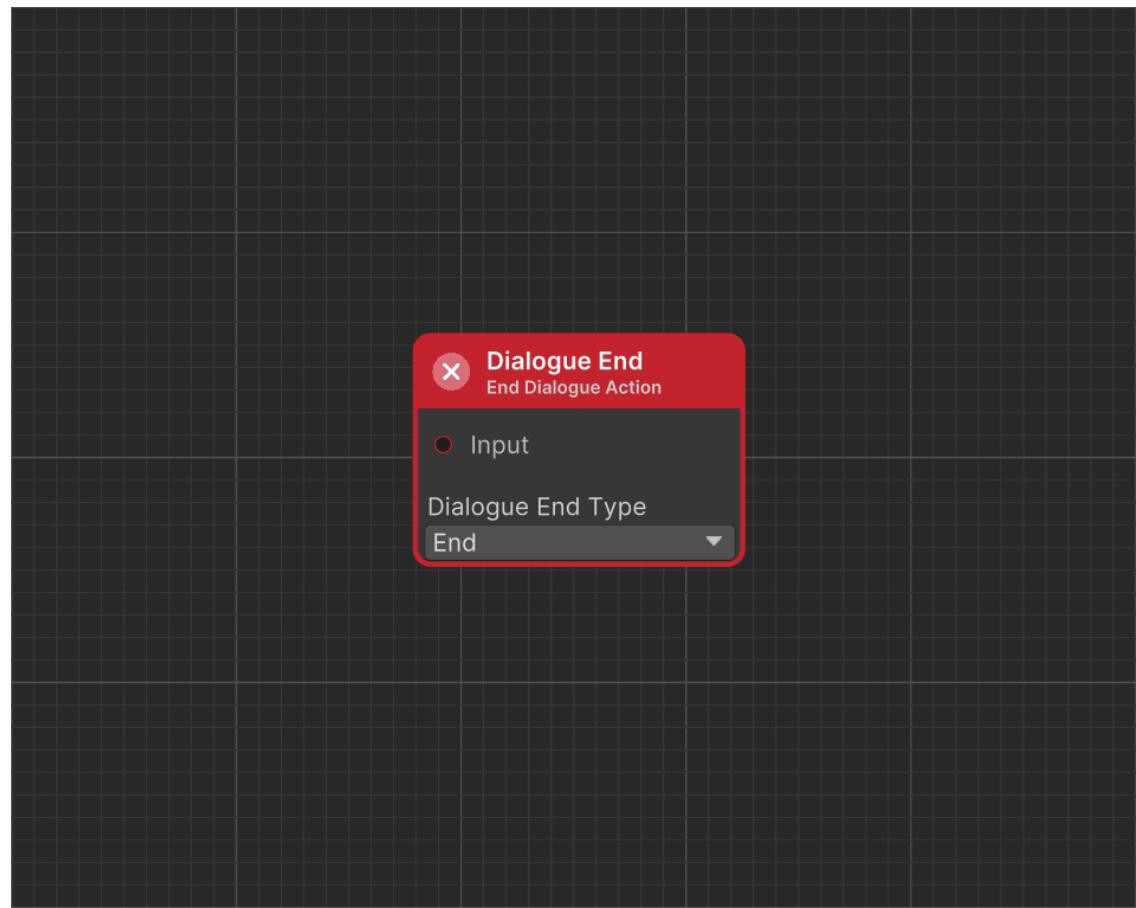
Value	Description
Type	Allows for defining the response type, making it possible to highlight key dialogue choices relevant to the story and various special behaviors, such as unique character reactions or alternative dialogue paths.
Content	Specifies the content displayed for a given choice option.
Condition	Defines the condition that must be met for the response to appear in the game.

# Dialogue End

End Dialogue Action



Icon



Dialogue Start in Dialogue Editor

Dialogue End is a node that defines the end of a dialogue. It is required in every dialogue. Each ending can have a different behavior.

## Value Description

Version	Value	Description
Free & Pro	Dialogue End Type	Defines the behavior that will be executed when the dialogue ends.
Pro Only	Dialogue SO	Defines the next dialogue that will start when the current dialogue ends.
Pro Only	Start ID	An optional field that defines an ID used to find the appropriate starting point. If the ID exists in the next dialogue, the dialogue will start from that ID. If not, or if the field is empty, a random starting point will be used.

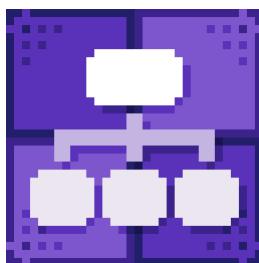
## Dialogue End Types

Version	Value	Description
Free & Pro	End	Ends the dialogue without any additional functionality.
Free & Pro	Return to Start	Restarts the same dialogue from a selected or random starting point.
Pro Only	Next Dialogue	Starts a selected dialogue from a chosen or random starting point.

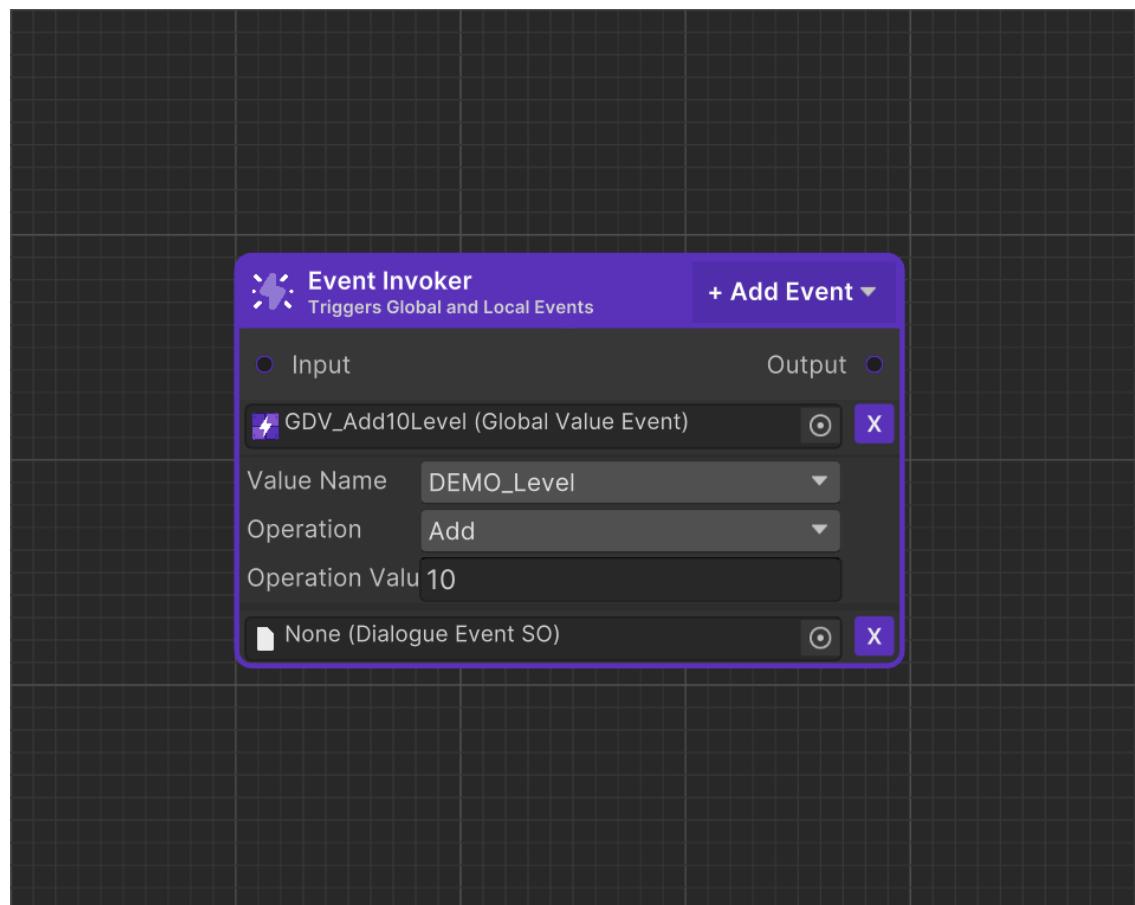
# Functional Nodes

# Event Invoker

Triggers Global and Local Events



Icon



Dialogue Start in Dialogue Editor

i This Feature is available only in the **Pro Version**

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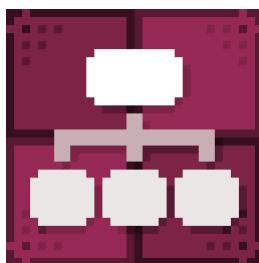
**Event Invoker** allows triggering both **global** and **local** events that affect behaviors and actions occurring in the scene.

## Value Description

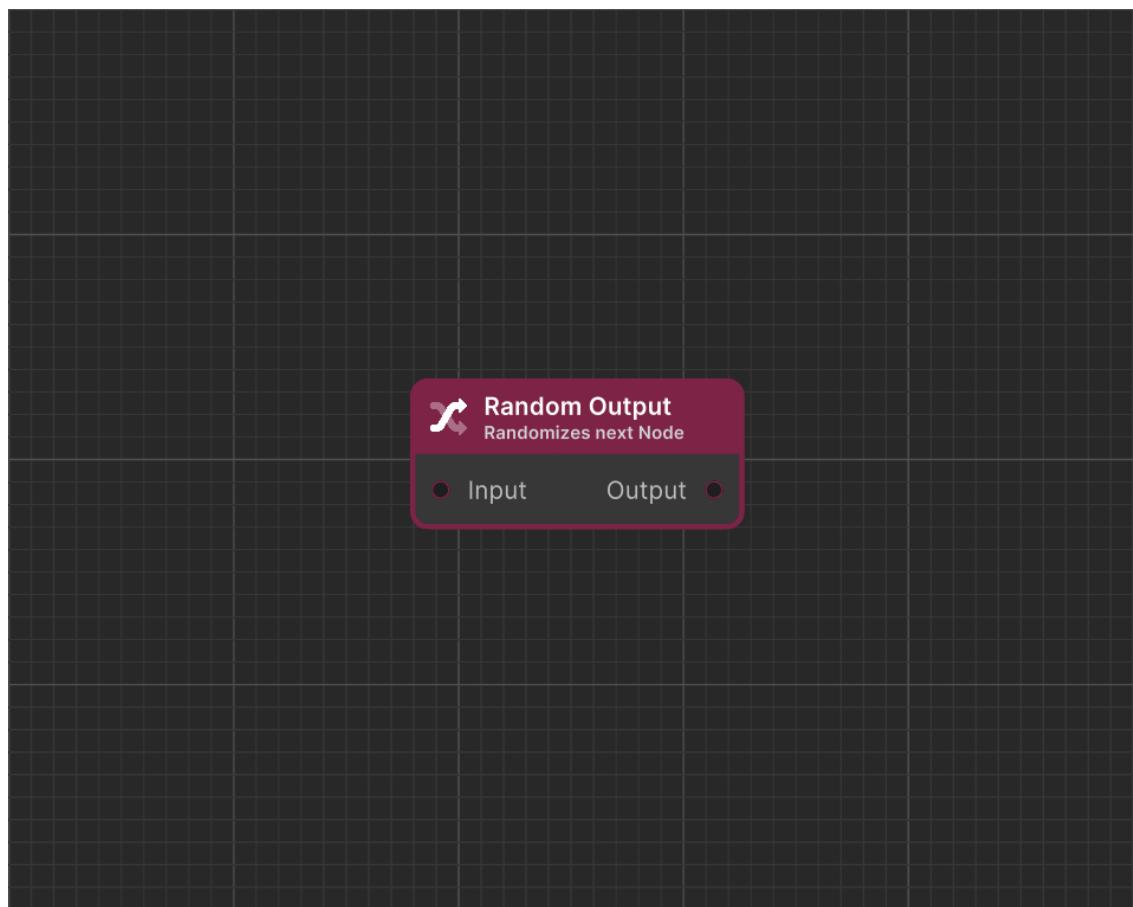
Value	Description
Event Scriptable Objects	The <b>EventSO list</b> contains instructions that can be executed when the <b>Event Invoker</b> is triggered.

# Random Output

Randomizes next Node



Icon



Dialogue Start in Dialogue Editor

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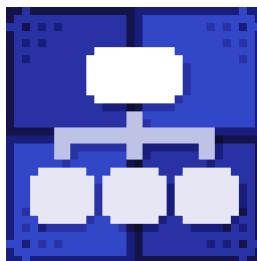
! **Random Node** has been significantly changed in update **2.0.0a**.

Starting from **2.0.0a**, **Random Node** no longer has a list of **Outputs** where nodes were connected individually. Instead, it now features **a single port**, allowing multiple nodes to be connected at once.

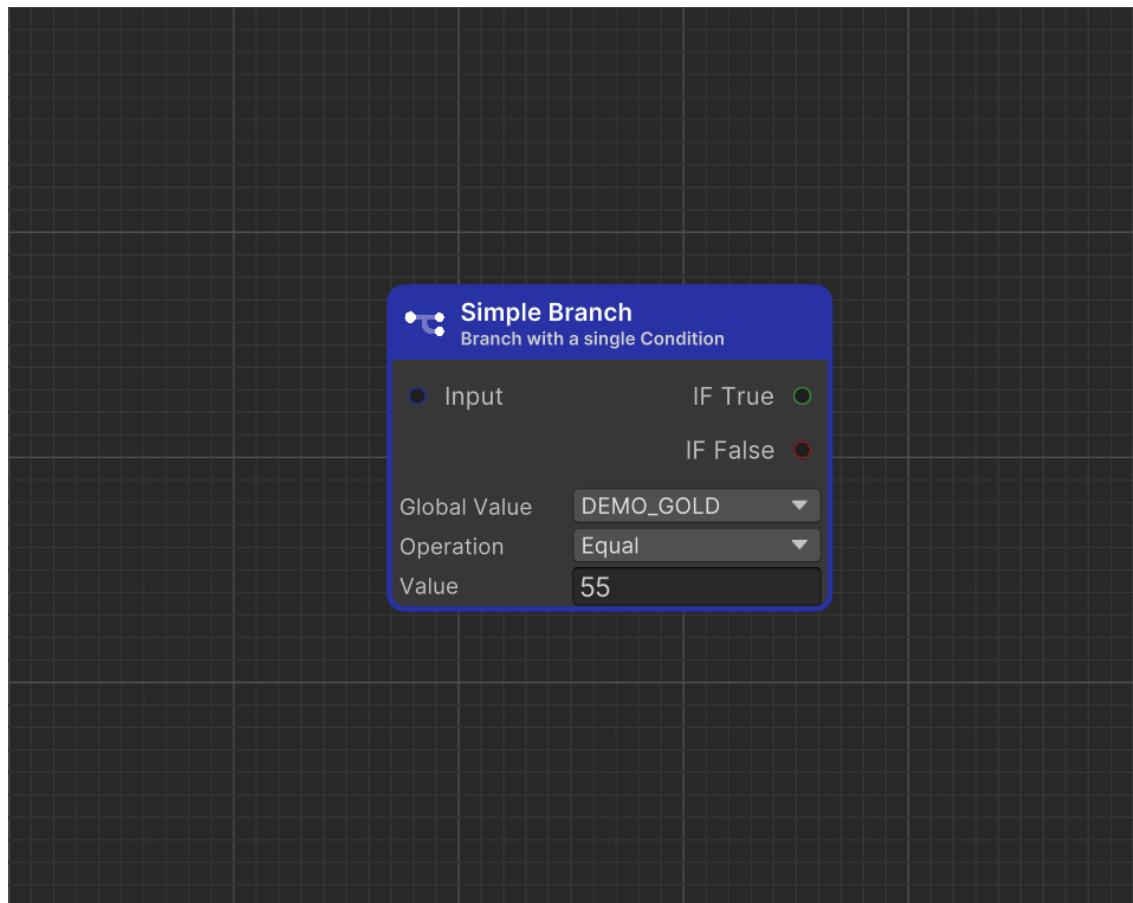
**Random Output** randomly selects and executes one of the connected nodes.

# Simple Branch

Branch with a simple Condition



Icon



Dialogue Start in Dialogue Editor

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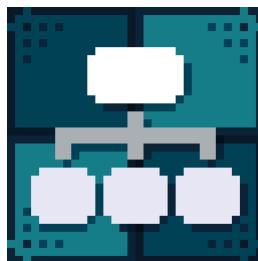
**Simple Branch** allows selecting a dialogue path based on whether a specified condition is met.

## Value Description

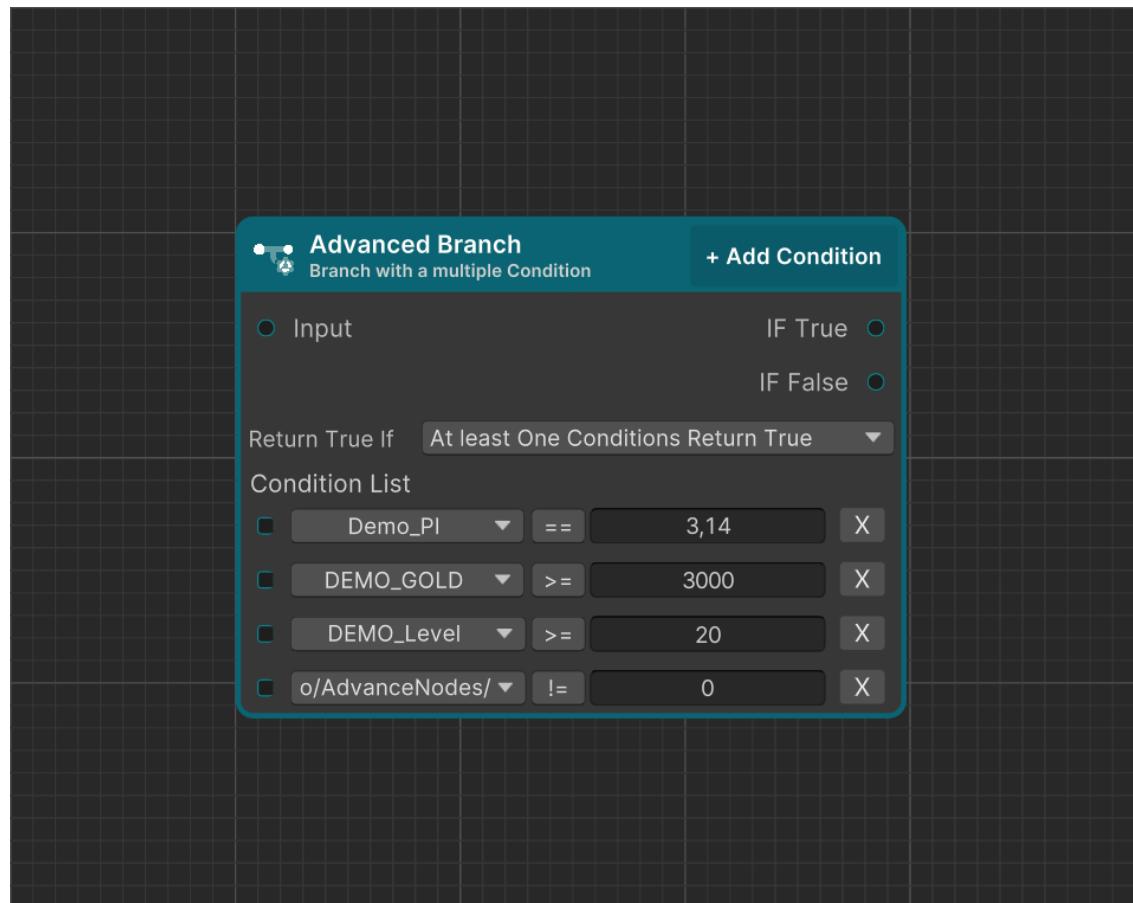
Value	Description
Global Value	<b>Global Value</b> that serve as the left side of the condition.
Operation	<b>Operation</b> that can be performed on both values.
Value	<b>A value</b> that serves as the right side of the equation

# Advanced Branch

Branch with a multiple Conditions



Icon



Dialogue Start in Dialogue Editor

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**Advanced Branch** is an enhanced version of **Simple Branch**, allowing multiple conditions to be checked within a single node. It also lets you decide whether **any** condition needs to be met or **all** conditions must be satisfied for the node to return the **IF True** path.

## Value Description

Value	Description
Return True If	Determines whether <b>at least one</b> condition or <b>all</b> conditions must be met.

## Condition Value

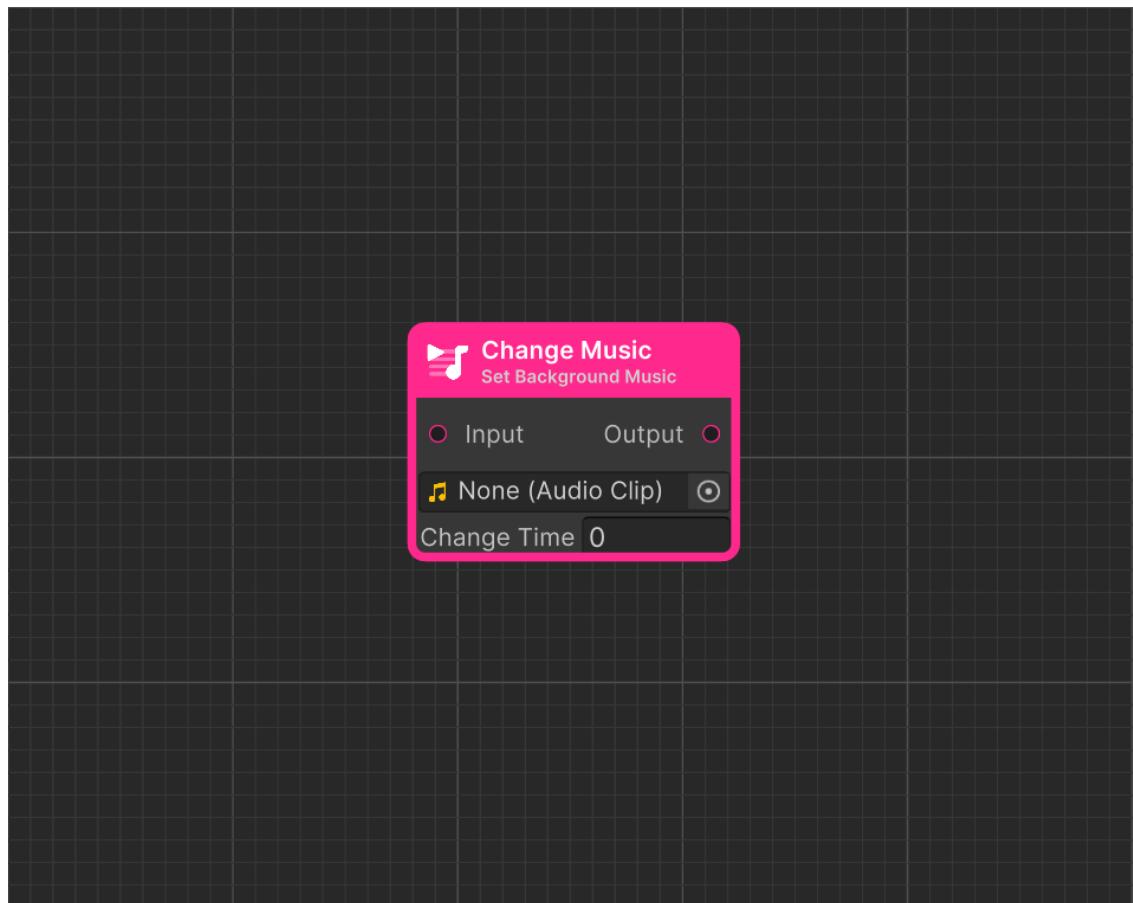
Value	Description
Global Value	<b>Global Value</b> that serve as the left side of the condition.
Operation	<b>Operation</b> that can be performed on both values.

# Change Music

Set Background Music



Icon



Dialogue Start in Dialogue Editor

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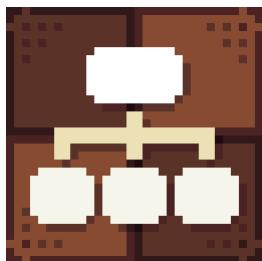
**Music Node** allows changing the background music during a dialogue.

## Value Description

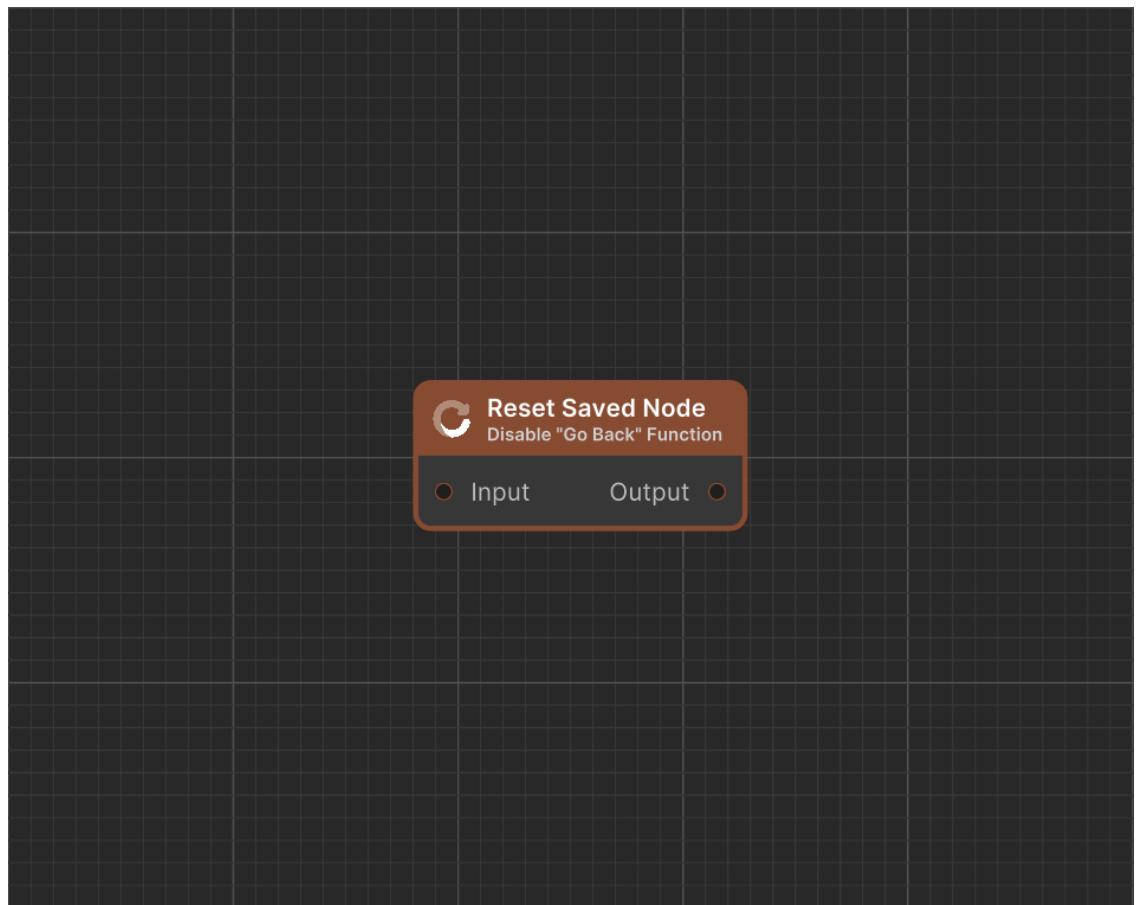
Value	Description
Music	<b>Specifies the audio</b> that will play after the node is executed.
Change Time	Determining how smoothly the current audio fades into the new one.

# Reset Saved Node

Disable "Go Back" Function



Icon



Dialogue Start in Dialogue Editor

i This Feature is available only in the **Pro Version**

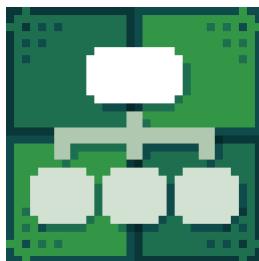
This is one of many features available exclusively in the **Pro** version. To learn more about all the exclusive functionalities of **Pro Version**, check out this comparison: [\[Version Difference\]](#)

**Reset Saved Node** clears all saved nodes upon execution, preventing the ability to go back to previous nodes using the **"Go Back"** function.

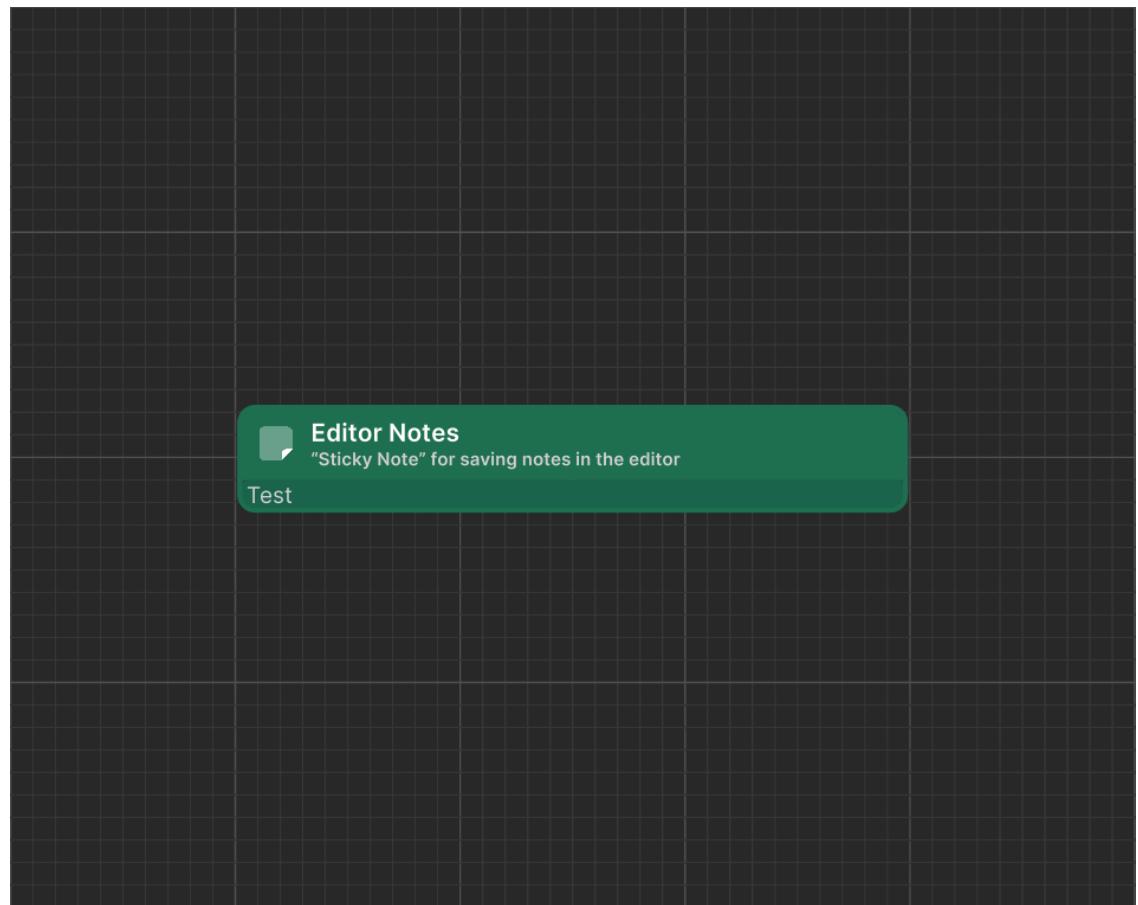
# Decoration Nodes

# Editor Notes

Dialogue with Responses



Icon



Dialogue Start in Dialogue Editor

## i This Feature is available only in the Pro Version

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Editor Notes is a node that allows adding comments within the dialogue editor. It can be used to describe specific sections, plan the conversation structure, and highlight important details for future editing. This helps improve the clarity and organization of complex dialogues, making them easier to manage and refine.

## Value Description

Value	Description
Context	The content that will be displayed in Editor Notes, used for describing, organizing, and planning the dialogue structure

# **How To...**

# Create New Dialogue

## 1 Create Dialogue Container SO

In the Hierarchy tab, right-click, in the pop-up window hover over the **Create** option, hover over the **Dialog** option and click **New Dialogue**

## 2 Open Dialogue Editor

Double-click on the created dialogue to edit it

## 3 Edit Dialogue in Editor

You will open the dialog editing window, at the beginning you must add start Node, and at the end of the dialog you must give end node

- (i) You can have more than one end of the dialog and at each end you must give end node

## 4 Save Dialogue

At the End you have to write the changes in the Dialog in the upper left corner of the editor

- (i) In Editor Settings, you can enable Autosave, removing the need to manually save changes and ensuring they are automatically stored

# Create New Character

# Use Dialogue in Scene

## Set Up Dialogue in Scene

To set up Dialogue for a scene, you need to go through a few steps:

### 1 Setup UI

You need to prepare the Dialogue UI as described in this part of the documentation ...

### 2 Interaction Object

To use the dialogue, you must have a prepared object in the scene that can trigger the dialogue. For the purposes of the demo and documentation, I will describe an example using TriggerArea.cs, but it could be a different script allowing the use of Unity Events, for example:

- InteractionScript.cs in Hellish Battle - **2.5D Retro FPS**
- DemolInteraction.cs or TriggerArea.cs in **Meet and Talk**

### 3 Start Dialogue

 Selected option starts Dialogue from random Start Node

#### Base Dialogue Start (1 Line)

Quick Start Dialogue  
`DialogueManager.StartDialogue(DialogueContainer S0);`

#### Base Dialogue Start (2 Line)

Setup first then Start Dialogue  
`DialogueManager.SetupDialogue(DialogueContainer S0);  
DialogueManager.StartDialogue();`

#### Pro Version

#### Specific Dialogue Start (1 Line)

Quick Specific Start

```
DialogueManager.SetupDialogue(DialogueContainerSO DialogueSO, string StartID);
```

- ⓘ Using this function in **Free Version** will Start Dialogue from random Start Node

### Specific Dialogue Start (2 Line)

Setup first then Specific Start

```
DialogueManager.SetupDialogue(DialogueContainer SO);  
DialogueManager.StartDialogue(string);
```

- ⓘ Using this function in **Free Version** will Start Dialogue from random Start Node

## Change Dialogue UI In-Game

With a simple function you can change the UI used for dialogues, it can be called in UnityEvent or in Script

```
DialogueManager.SetupUI(DialogueUIManager);
```

## Change Dialogue Language

```
LocalizationManager.Instance.selectedLang = SystemLanguage.Polish;
```

# Manage Localization System

Localization settings can be found in: **Project Settings → Meet and Talk → Localization**



## Adding a New Language

To add a new language, in the **Available Language List** click the + Icon

This will add a new language to the list, then you need to select the language you want to add from the list

At the very end, you need to click **Generate C# Enum**

i In Future Updates [Generate C# Enum] button will be replace by automated version

## Managing Localization in Code

Get Localization Settings

```
LocalizationManager.Instance;
```

Get Actual Used Language (In-Game)

```
LocalizationManager.Instance.SelectedLang();
```

Change Selected Language (In-Game)

```
LocalizationManager.Instance.selectedLang = SystemLanguage.Polish;
```

# Setup Global Value

To open Global Value Manager, go to **Edit → Project Settings** and then find the tab **Meet and Talk → Global Value Manager**



# Import / Export CSV Localization File



(i) This Feature is available only in the Pro Version

Import / ExThis is one of many features available exclusively in the **Pro** version. To learn more about all the exclusive functionalities of **Pro Version**, check out this comparison: [\[Version Difference\]](#)

A separate .CSV (*Comma-separated values*) file can be generated for each Dialogue containing all translatable data

! Remember!

That only saved data is converted to CSV file

## How to Generate a CSV File with Translations

Dialogue Editor

- In the upper right corner of the editor find the button "Export".
- After clicking it, File Explorer will open, where you can choose the location where you want to save the CSV file

- After selecting the location, save the file

## Inspector

- In the upper right corner of the editor find the button "Export".
- After clicking it, File Explorer will open, where you can choose the location where you want to save the CSV file
- After selecting the location, save the file

# How to Load a CSV File with Translations

## Dialogue Editor

- In the upper right corner of the editor find the "Import" button.
- After clicking on it, the File Explorer will open, where you can select the place where the CSV file is saved.
- After selecting the file, click "Open" and the data from the file will be loaded into Dialog

## Inspector

- In the upper right corner of the editor find the "Import" button.
- After clicking on it, the File Explorer will open, where you can select the place where the CSV file is saved.
- After selecting the file, click "Open" and the data from the file will be loaded into Dialog

### Remember!

In a CSV file, text containing a quote is enclosed in quotes, and original quotes are replaced with double quotes.

Example:

 → 

# Example of Data Structure (Converted to Table)

GUID ID	English	Polish
1c13e8b4-c831-4a8c-9b1f-33b7a8ee6b90	Hello	Cześć

ba35f36e-65d7-488d-9dea-364b80238d26	Quote in CSV	Cudzysłów w CSV
fa98a1b3-7263-4049-b044-26792bff70cd	"A ""Quote"" Z"	"A ""Cudzysłów"" Z"
<b>Example of Data Structure (Raw Data)</b>		
GUID ID,ENGLISH,POLISH 1c13e8b4-c831-4a8c-9b1f-33b7a8ee6b90,Hello,Cześć ba35f36e-65d7-488d-9dea-364b80238d26,Quote in CSV,Cudzysłów w CSV fa98a1b3-7263-4049-b044-26792bff70cd,"A ""Quote"" Z","A ""Cudzysłów"" Z"		

# Integration

# Hellish Battle - 2.5D Retro FPS

by Tiny Slime Studio

 All Version Support

**Hellish Battle - 2.5D Retro FPS** support **Free & Pro** Version

## Installation

Integracja Meet and Talk z Hellish Battle odbywa się automatycznie i nie ma żadnych dodatkowych kroków podczas instalacji

## Setup Dialogue

- 1 Dodaj MeetAndTalk.prefab do Player.prefab (z Hellish Battle)
- 2 W obiekcie zawierającym InteractionScript.cs przeciągnąć do pola WhenInteraction() skrypt
- 3

# UHFPS - Ultimate Horror FPS

by ThunderWire Studio

## All Version Support

UHFPS - Ultimate Horror FPS support **Free & Pro** Version

Meet and Talk - Dialogue System support **HDRP & URP** Version

- ⓘ The integration of Meet and Talk with UHFPS is made possible thanks to the generosity of **Ravi & TW (Patrick)**, who created a guide for integrating both assets.

To access the integration instructions for UHFPS with Meet and Talk, please refer to the UHFPS documentation (link below) to go through all the steps



UHFPS - Documentation



UHFPS - Ultimate Horror FPS KIT  
(URP)



UHFPS - Ultimate Horror FPS KIT  
(HDRP)

# Upgrade 1.X.X to 2.0.0

# Troubleshooting

# More Assets



## Hellish Battle - 2.5D Retro FPS

Hellish Battle is modeled on classics such as Doom (1993), Wolfenstein 3D (1992). It takes the best of the old classics, and adds elements from the latest FPS.



Hellish Battle - 2.5D Retro FPS

UnityAssetStore





Hellish Battle  
2.5D Retro FPS

9.99\$



Draw the Line  
Game Template

4.99\$



Loot Table  
Universal Loot System

Free

# Changelogs

See what has been added, changed in updates.

✓ Do you want to check what will be in the next update? check it out for the always up-to-date roadmap: [Trello](#)

## Version 2.0.0a

⚠ Create a **backup** of your project before updating to this or a higher version.

Added	Pro Only	Advanced Choice Node
Added	Pro Only	Advanced Timer Choice Node
Added	Pro Only	Advanced Branch Node
Added	Pro Only	Change Music Node
Added	Pro Only	Reset Saved Node
Update	Pro Only	Rework Random Node
Update	Pro Only	Rework Portrait System
Update	Pro Only	Rework Emotion System
Update	Pro Only	Improve Dialogue End Node
Added	Free & Pro	Localization Dropdown Selector
Added	Free & Pro	TMP Pro Localization
Added	Free & Pro	Add "Go Back" Function
Update	Free & Pro	Improve Dialogue Editor
Update	Free & Pro	Improve Dialogue Themes
Update	Free & Pro	Improve Dialogue UI Manager
Update	Free & Pro	Improve Dialogue Manager
Update	Free & Pro	Improve Script Inspectors

Update	Free & Pro	Rename Nodes
Update	Free & Pro	Improve Dialogue Validation

## Version 1.7.0a

Added	Pro Only	Dialogue Save Option
Update	Pro Only	One-Click Dialogue Translation
Added	Pro Only	Hide UI Elements in Dialogue
Update	Pro Only	Improved DialogueContainer Editor
Added	Free & Pro	Dynamic UI Change
Added	Free & Pro	New Script Icons
Update	Free & Pro	Improved Demo Scene
Fix	Free & Pro	Fix Skip Audio
Fix	Free & Pro	Fix Build Settings
Fix	Free & Pro	Fix Missing Script

## Version 1.6.0a

Added	Pro Only	End Option: Start New Dialogue
Update	Pro Only	Improved Event SO
Added	Free & Pro	Dialogue Editor Validation
Added	Free & Pro	Migrate to MeetAndTalk namespace
Update	Free & Pro	Improved Hellish Battle Integration

## Version 1.5.0a

Added	Pro Only	Import / Export Text
Added	Free & Pro	3 New UI Demo
Added	Free & Pro	Updated Dialogue Manager UI
Added	Free & Pro	Locking Option to Open Editor in Play Mode

## Version 1.4.0b

Update	Free & Pro	Change Font to Cube Cavern
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## Version 1.4.0a

Added	Pro Only	IF Node
Added	Pro Only	Global Value Event
Added	Pro Only	Global Value in Dialogue
Added	Pro Only	Hide Private Value in Event Node
Added	Free & Pro	Global Value (Int, Float, Bool, String)
Added	Free & Pro	Global Value UI

## Version 1.3.0a

Added	Pro Only	Character Avatar
Added	Pro Only	Character Emotion
Added	Pro Only	Type Writing - Support Rich Text
Added	Free & Pro	Auto Save Dialogue
Added	Free & Pro	Hide Skip Button on Choice
Fix	Free & Pro	Fix Link Break Error

## Version 1.2.0a

Added	Pro Only	Comment Node
Added	Pro Only	Random Node
Added	Pro Only	Start ID
Added	Pro Only	Typing Animation
Added	Free & Pro	Click Button to next Dialogue
Added	Free & Pro	Better Naming

## Version 1.1.0a

Added	Pro Only	Improved Event Nodes
Added	Free & Pro	Random Start Node
Added	Free & Pro	Selectable Editor Theme
Added	Free & Pro	Possibility of not using Character Name in Dialogue
Added	Free & Pro	Add New Font
Fix	Free & Pro	Fix Warning when dialog didn't have audio

## Version 1.0.0b

Integrated	Pro Only	Hellish Battle - 2.5D Retro FPS Intregration
Added	Free & Pro	Skip Btton
Fix		Fix Few Bugs

## Version 1.0.0a

Added	Pro Only	Timer Choice Node
Added	Pro Only	Event Node
Added	Pro Only	Dialogue SO Custom Editor
Added	Free & Pro	Dialogue Editor Window
Added	Free & Pro	Start Node
Added	Free & Pro	End Node
Added	Free & Pro	Dialogue Node
Added	Free & Pro	Choice Node
Added	Free & Pro	Character SO
Added	Free & Pro	Localization System
Added	Free & Pro	Audio in Dialogue