



DIALOGUE SYSTEM

for unity

Addon for OpenAI

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Introduction

Thank you for supporting the Dialogue System for Unity and the Addon for OpenAI, ElevenLabs, and Other Generative AI! This addon requires the [Dialogue System for Unity](#). Using the Dialogue System Addon for OpenAI, you can use OpenAI's generative AI to write narrative content faster, get suggestions when you're stuck, fix spelling and grammar, and translate your text to other languages. You can also use the addon for freeform chat similar to ChatGPT, generate portraits using DALL-E, and voiceover using ElevenLabs.

We want your project to be a success! If you have any questions or feature requests, please contact us any time at support@pixelcrushers.com.

We're Here to Help

- Email: support@pixelcrushers.com
- Forum: <https://pixelcrushers.com/phpbb>
- Discord: <https://discord.gg/FwUaCNt>
- Web: Tools → Pixel Crushers → Dialogue System → Help → Report a Bug

Quick Start

- Read the documentation and/or watch the tutorial videos.
- Import the Dialogue System for Unity into your project.
- Import the Dialogue System Addon for OpenAI into your project.
- The addon's Welcome window will appear. Configure the addon to proceed.
- Click the OpenAI Addon Window button in the Welcome window or the AI buttons in the Dialogue System's Dialogue Editor window.

OpenAI and the Dialogue System for Unity

OpenAI is an AI research company best known for technology designed to generate human-like language, in particular using a language model called Generative Pre-trained Transformer, or GPT. OpenAI has a public API that applications such as the Dialogue System Addon for OpenAI can use to leverage the power of its language models. Modest charges for the use of the API are handled through an API key that you can create on OpenAI's website. ([OpenAI Pricing](#)) The Dialogue System Addon's Welcome window will step you through the process if you don't already have an API key.

The **Dialogue System Addon for OpenAI** is a third party product (i.e., not affiliated with OpenAI) that allows you to leverage the OpenAI API to enhance your content creation. It's designed to work seamlessly with the Dialogue System for Unity.

Note: Language models are not sentient. They are essentially just very advanced pattern matchers. Results may contain grammatical or factual errors, so review them carefully before using them.

Language Models

The OpenAI API provides access to several language models and parameters. In the Dialogue System Addon, the UIs to specify language models and parameters look like this:

A screenshot of a dark-themed user interface for configuring an OpenAI API. It features three settings: 'Model' is a dropdown menu currently showing 'GPT3_5_Turbo'; 'Temperature' is a slider with a circular knob positioned towards the left, and a numerical display showing '0.2'; 'Max Tokens' is another slider with a circular knob positioned towards the left, and a numerical display showing '1024'.

Model: This dropdown allows you to choose a language model for content generation:

Model	Description
GPT_4o	High-intelligence flagship model for complex, multi-step tasks
GPT_4o_mini	Affordable and intelligent small model for fast, lightweight tasks.
GPT_4_Turbo	GPT-4 with 128k context window.
GPT_4_32K	GPT-4 with larger 32k context window.
GPT_4	Optimized for chat but works well for traditional completions tasks.
GPT_3_5_Turbo_16K	GPT-3.5 Turbo with 16k context window.
GPT_3_5_Turbo	Optimized for chat.
Fine-Tuned	Your own fine-tuned model.
Davinci	Good at complex intent and cause & effect.
Curie	Good at language translation.
Babbage	Good at classification.
Ada	Oldest model. Results may be poor.

Temperature: Specifies the amount of “randomness” to include in the content. A value of zero generates plain, straightforward responses. A value of one generates more unexpected or “creative” responses.

Max Tokens: Specifies the maximum number of tokens to spend on a response. Lower numbers generate shorter responses; higher numbers can generate longer responses. OpenAI pricing is based on the number of tokens used, so you can use this slider to reduce expenses.

You can also use OpenAI to generate images and speech.

ElevenLabs Speech Synthesis

You can use the API provided by ElevenLabs, a separate company from OpenAI that specializes in speech synthesis, to generate voiceover audio for your dialogue at design time or runtime.

ElevenLabs uses a separate API key. Any charges for using the API are applied to your API key account. (See [Pricing](#).)

Overtone Speech Synthesis

You can also use Least Squares' [Overtone](#) for runtime text to speech. See [Overtone Integration](#).

DeepVoice Speech Synthesis

You can also use AiKodex's DeepVoice for editor-time text to speech. See [DeepVoice Integration](#).

General AI Assistant

The Dialogue System Addon for OpenAI also has a general AI Assistant window that's useful to ask questions in a ChatGPT-like interface.

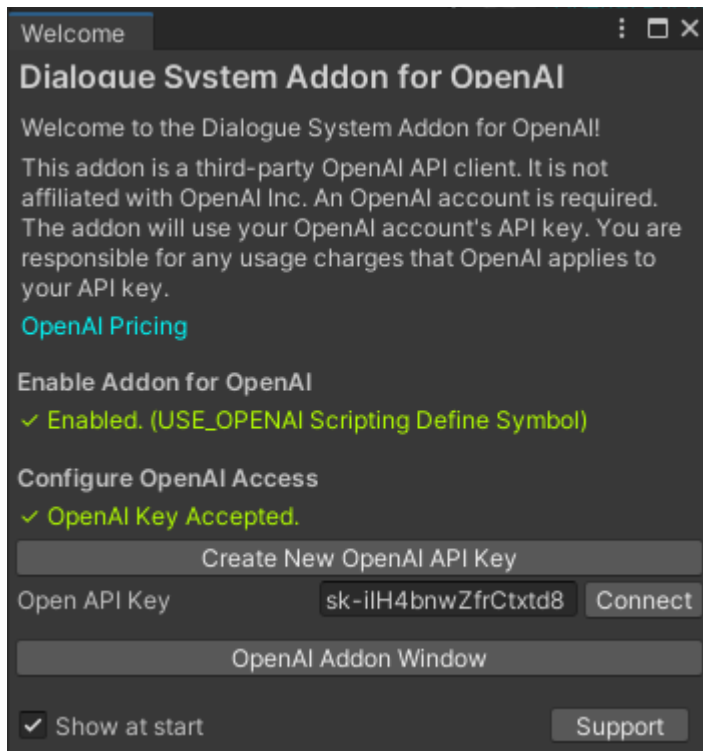
OpenAI API Base URL & Other Services

The Dialogue System Addon for OpenAI connects to the OpenAI API at `https://api.openai.com/v1/` by default. If you want to use a different service, such as Microsoft Azure, that complies to the same API, you can set `OpenAI.BaseURL`. The URL should end with a forward slash (/).

Assembly Definition Files

Optional: The Dialogue System and this Addon are in Unity's special **Plugins** folder, which is compiled separately from your project's main code, so there's no need to use assembly definition files (asmdefs) to improve compilation times. However, if your own code is in an asmdef, you may need to reference the Dialogue System through asmdefs. To do this, import the asmdef unitypackages located in the Dialogue System's **Scripts** folder and the Addon's folder. Then you can add references to the DialogueSystem and PixelCrushers asmdefs in your own asmdef.

Welcome Window

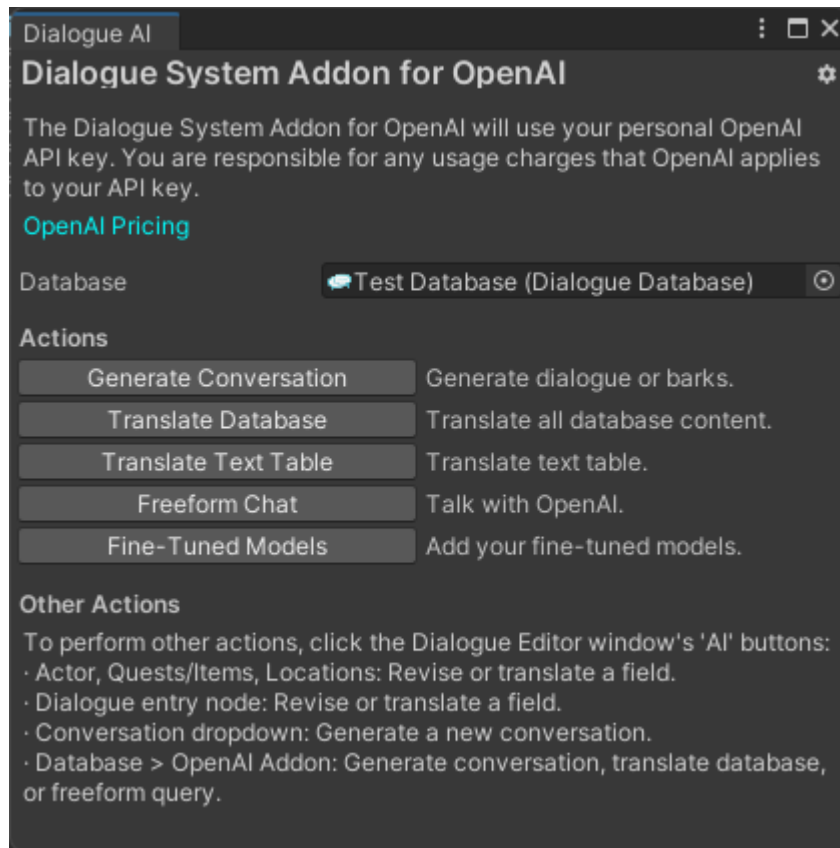


Use menu item **Tools** → **Pixel Crushers** → **Dialogue System** → **Addon for OpenAI** → **Welcome Window** to open the Welcome window.

The Addon for OpenAI will use your OpenAI API key, which you can create on OpenAI's website. You are responsible for any usage charges that OpenAI applies to your API key.

You can use the Welcome window to create and enter an OpenAI API key, and to open the Main Window.

Main Window



You can access the Main window from the addon's Welcome window or menu item **Tools → Pixel Crushers → Dialogue System → Addon for OpenAI → Main Window**.

On the Main Window, you can access these windows:

- **Generate Conversation:** Generate a new conversation or set of barks.
- **Translate Database:** Translate your database to one or more languages.
- **Translate Text Table:** Translate a text table asset.
- **Freeform Chat:** Talk with OpenAI in a format similar to ChatGPT.
- **Fine-Tuned Models:** Add your own fine-tuned models to the addon.

The Addon for OpenAI also adds **AI** buttons to several locations in the Dialogue System's Dialogue Editor window. You can click these **AI** buttons to access additional features.

Generate Conversation

The screenshot shows a software window titled 'Dialogue AI' with a subtitle 'Dialogue System Addon for OpenAI'. It features two tabs: 'Main' and 'Generate Conversation', with the latter being active. Below the tabs, a description reads 'Generate a conversation between two actors or a set of barks.' There are two main buttons: 'Generate Conversation' (highlighted in blue) and 'Generate Barks'. The 'Generate Conversation' section includes several input fields: 'Model' (set to 'GPT3_5_Turbo'), 'Temperature' (slider at 0.2), 'Max Tokens' (slider at 1024), 'Conversation Title' (set to 'War'), 'Actor' (set to 'Player'), 'Conversant' (set to 'Private Hart'), 'Extra Actors' (with a '+' button), 'Action' (set to 'regarding'), and 'Topic' (set to 'the purpose of war.'). A 'Generate' button is positioned below these fields. At the bottom, there is a 'Refinement Instructions' field with a 'Refine' button, and two large buttons: 'Accept' and 'Cancel'.

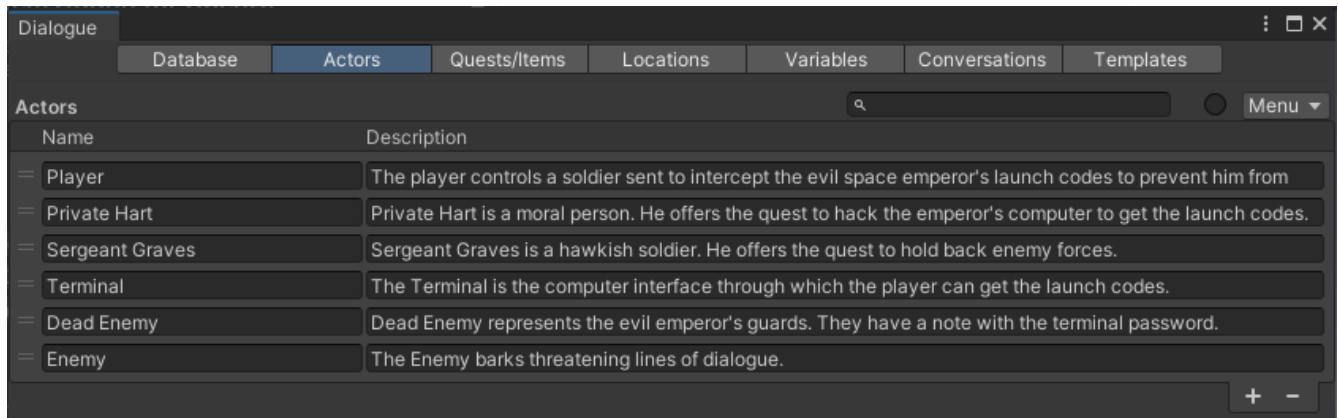
Access the Generate Conversation window from the Main Window. Here, you can create a new linear conversation between two actors or create a bark conversation.

Generate Conversation

To create a conversation, specify a title, participants, action, and topic. For example, the screenshot above will prompt the GPT_3_5_Turbo language model to generate a conversation titled “War” between Private Hart and Sergeant Graves regarding the purpose of war. Then click **Generate**.

When the Addon receives a response from OpenAI, it will show the generated conversation. If you want to adjust the conversation, enter Refinement Instructions and click **Refine**. To add the conversation to your dialogue database, click **Accept**.

When creating a conversation, the prompt will also include the participants' **Description** fields and any actors mentioned in the topic. Include the actor's name in the Description field, such as:



Knowledge & Goals Fields

You can optionally add fields named **Knowledge** and **Goals** to actors to contain additional information to provide in the prompt. To add these fields to all actors, open the Dialogue Editor's **Templates** section > **Actors Template** and click **Add Knowledge and Goals Fields**.

Location Descriptions

If you tick the Generate Conversation window's **Use Location Descriptions** checkbox (not shown in screenshot above) the prompt will also include the **Description** fields of all Locations in your dialogue database.

Branching Dialogue

To generate branching dialogue, see the [Branching Dialogue](#) section.

Generate Barks

To generate barks, click the Generate Barks toolbar. The UI will appear the same as Generate Conversation with the addition of a Num Barks slider. Set the slider to the number of barks you'd like to generate, and click **Generate Barks**.

When you're satisfied with the results, click **Accept** to add a conversation containing the barks.

Branching Dialogue

The screenshot shows the 'Dialogue System Addon for OpenAI' window with the 'Branching Dialogue' tab selected. The interface includes a 'Main' tab and a 'Branching Dialogue' tab. The 'Branching Dialogue' section has a description: 'Use Dialogue Smith to generate dialogue for a branching conversation whose Title fields are filled in.' Below this are sliders for 'Model' (GPT_4o), 'Temperature' (0.2), 'Top P' (1), 'Frequency Penalty' (0), 'Presence Penalty' (0), and 'Max Tokens' (1024). There are text fields for 'Conversation' (Maggie and Jared Original Copy), 'Actor' (Maggie), and 'Conversant' (Jared). A 'Generate' button is present. Below the 'Generate' button is a 'Preview' section with buttons for 'None', 'First', and 'All'. The 'Dialogue Entry [1]: Maggie comments on her day at work and asks Jared how his c' section has a checked 'Dialogue Text' field with the text 'Today was crazy busy, but I made some good tips. How was your day, Jared?'. The 'Dialogue Entry [2]: Jared says he had a bad day and complains about his boss.' section has a checked 'Dialogue Text' field with the text 'Bad. Boss was on my case all day.'. The 'Dialogue Entry [3]: Jared says he had a good day' section has a checked 'Dialogue Text' field with the text 'Fine. Got through it.'. At the bottom are 'Accept' and 'Cancel' buttons.

Dialogue AI

Dialogue System Addon for OpenAI

Main Branching Dialogue

Branching Dialogue

Use Dialogue Smith to generate dialogue for a branching conversation whose Title fields are filled in.

Model GPT_4o

Temperature 0.2

Top P 1

Frequency Penalty 0

Presence Penalty 0

Max Tokens 1024

Conversation Maggie and Jared Original Copy

Actor Maggie

Conversant Jared

Jared hates his work and is often grumpy, only talking in very short gruff sentences.

Assistant Prompt

Context (Description)

Maggie and Jared are coworkers at a restaurant. Maggie is a waitress and Jared is a cook. They have both just finished their shift and are about to leave.

Generate

Preview

None First All

Dialogue Entry [1]: Maggie comments on her day at work and asks Jared how his c

☒ Dialogue Text:

Today was crazy busy, but I made some good tips. How was your day, Jared?

Dialogue Entry [2]: Jared says he had a bad day and complains about his boss.

☒ Dialogue Text:

Bad. Boss was on my case all day.

Dialogue Entry [3]: Jared says he had a good day

☒ Dialogue Text:

Fine. Got through it.

Accept Cancel

The Addon can also fill in text for pre-existing conversations. Set the conversation's **Description** to the subject matter of the conversation:

The screenshot shows the 'Inspector' window with the 'Test Database (Dialogue Database)' selected. The 'Addressable' checkbox is unchecked. The 'Conversation' section has a dropdown menu set to 'AI'. The 'ID' field is 15. The 'Title' field is 'Maggie and Jared'. A tip box says: 'Tip: You can organize conversations into submenus by using forward slashes (/) in conversation titles.' The 'Description' field contains the text: 'Maggie and Jared are coworkers at a restaurant. Maggie is a waitress and Jared is a cook. They have both just finished their shift and are about to leave.' The 'Actor' dropdown is set to 'Maggie [4]' and the 'Conversant' dropdown is set to 'Jared [5]'. There are 'Open', 'AI', and dropdown arrows.

Inspector

Test Database (Dialogue Database)

Open

☐ Addressable

Conversation AI

ID 15

Title Maggie and Jared

Tip: You can organize conversations into submenus by using forward slashes (/) in conversation titles.

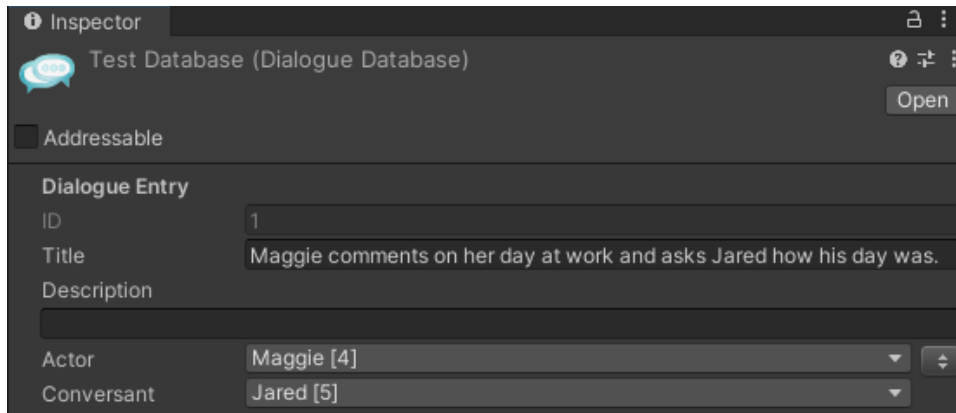
Description

Maggie and Jared are coworkers at a restaurant. Maggie is a waitress and Jared is a cook. They have both just finished their shift and are about to leave.

Actor Maggie [4]

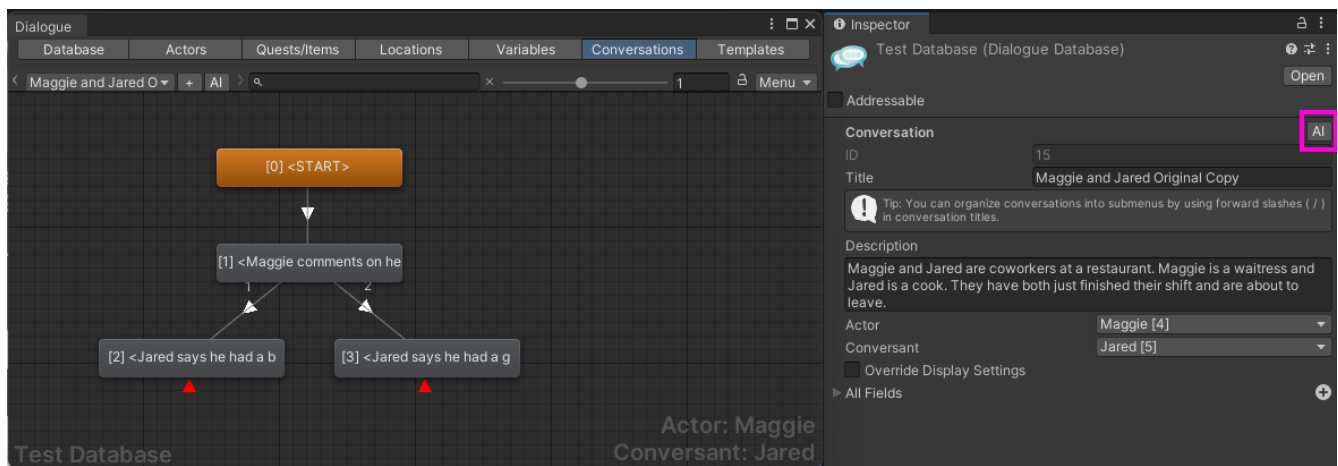
Conversant Jared [5]

Set each dialogue entry's **Title** to the general idea of what you want the actor to say:



TIP: If you plan to have more than one conversation that uses a similar structure, you can use conversation templates ([video tutorial](#)).

Then inspect your conversation properties and click the AI button next to the Conversation heading:



Set the OpenAI model settings you want to use, and click **Generate**. The Addon will generate text for each dialogue entry that doesn't already have dialogue text. When complete, you can tick the checkboxes next to the texts that you want to accept. Then click Accept to add them to the conversation.

Revise Text

The screenshot shows the 'Dialogue System Addon for OpenAI' window with the 'Revise Text' tab selected. The window has a title bar with standard OS controls. Below the title bar, there are tabs for 'Main' and 'Revise Text'. The 'Revise Text' section includes a text input field with the placeholder 'Revise the text of a field.'. Below this are sliders for 'Model' (set to 'GPT3_5_Turbo'), 'Temperature' (set to 0.2), and 'Max Tokens' (set to 1024). A 'Dialogue Entry: Dialogue Text' section contains a text area with the text 'We need to intercept the launch codes before the enemy launches their weapon at our home world.' Below this is a 'Num Variations' slider set to 3. A 'Refinement Instructions' section has a text input field with 'Make it more urgent.' and a 'Refine' button. A 'Fix Grammar & Spelling' button is also present. The 'Proposed Revisions:' section lists three suggestions, each with an 'Accept' button. At the bottom are 'Use All' and 'Cancel' buttons.

Dialogue System Addon for OpenAI

Main Revise Text

Revise Text

Revise the text of a field.

Model GPT3_5_Turbo

Temperature 0.2

Max Tokens 1024

Dialogue Entry: Dialogue Text

We need to intercept the launch codes before the enemy launches their weapon at our home world.

Num Variations 3

Refinement Instructions: Make it more urgent. Refine

Fix Grammar & Spelling

Proposed Revisions:

"It's a matter of life and death! We must intercept the launch codes before the enemy unleashes their weapon on our home world!" Accept

"The clock is ticking! We have to intercept the launch codes before the enemy fires their weapon at our home world!" Accept

"Our survival depends on it! We need to intercept the launch codes before the enemy attacks our home world with their weapon!" Accept

Use All Cancel

Access the Revise Text window by clicking the **AI** button next to a field in the Dialogue Editor such as the Dialogue Text field:

The screenshot shows the 'Dialogue Entry' window. It has fields for 'ID' (1), 'Title' (New Dialogue Entry), and 'Description' (Used if the quest is unassigned. Cuts to an immediate closeup of the speaker (Hart)). Below these are dropdown menus for 'Actor' (Private Hart [2]) and 'Conversant' (Player [1]), and a 'Group' checkbox. At the bottom, there are two text input fields: 'Menu Text' and 'Dialogue Text (95 chars)'. The 'Dialogue Text' field contains the text 'We need to intercept the launch codes before the enemy launches their weapon at our home world.' and has an 'AI' button next to it, which is highlighted with a red box.

Dialogue Entry

ID 1

Title New Dialogue Entry

Description Used if the quest is unassigned. Cuts to an immediate closeup of the speaker (Hart).

Actor Private Hart [2]

Conversant Player [1]

Group

Menu Text AI

Dialogue Text (95 chars) AI

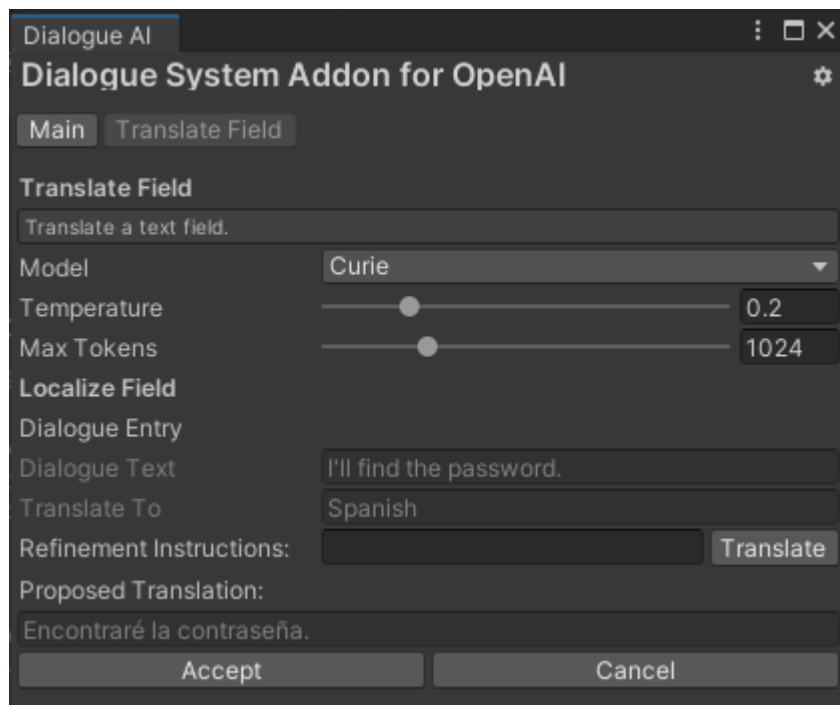
We need to intercept the launch codes before the enemy launches their weapon at our home world.

You can specify how you want to refine the text by specifying refinement instructions and clicking **Refine**, or click **Fix Grammar & Spelling** to fix grammar and spelling.

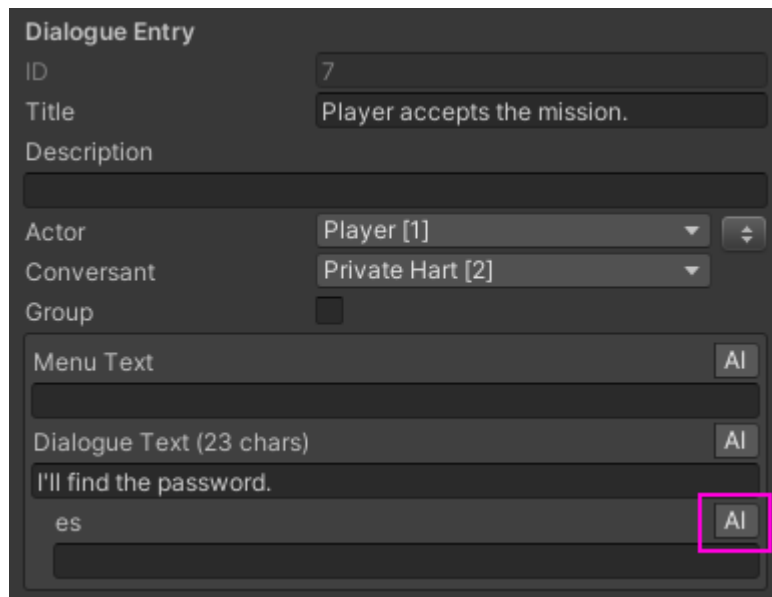
If the **Num Variations** slider is set to 1, you will receive one proposed revision. To accept it, click **Accept**.

If **Num Variations** is greater than 1, you will receive multiple suggestions. To accept one of the suggestions, click the **Accept** button next to it. Or you can click **Use All** to add them all to the conversation, replacing the original dialogue entry node. If the original node was a non-player node, it will be replaced by a group node that calls `RandomizeNextEntry()` to randomly choose from the variations.

Translate Field



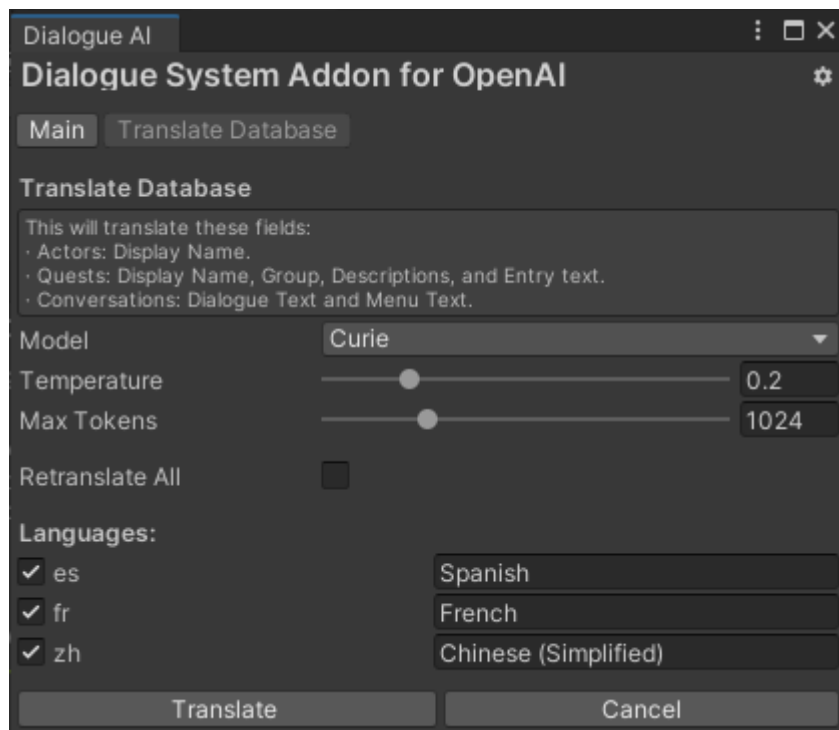
Access the Translate Field window by clicking the **AI** button next to any localization field in the Dialogue Editor, such as this field in a dialogue entry node: (See [Localization](#))



Enter optional refinement instructions, then click **Translate**. To accept the translation, click **Accept**.

Note: This AI button opens a menu to select Translate or Voiceover to generate voiceover audio.

Translate Database



Access the Translate Database window from the Main Window. This window allows you to translate the entire database. Define the languages that you want to translate to in the Dialogue Editor first. (See [Localization](#))

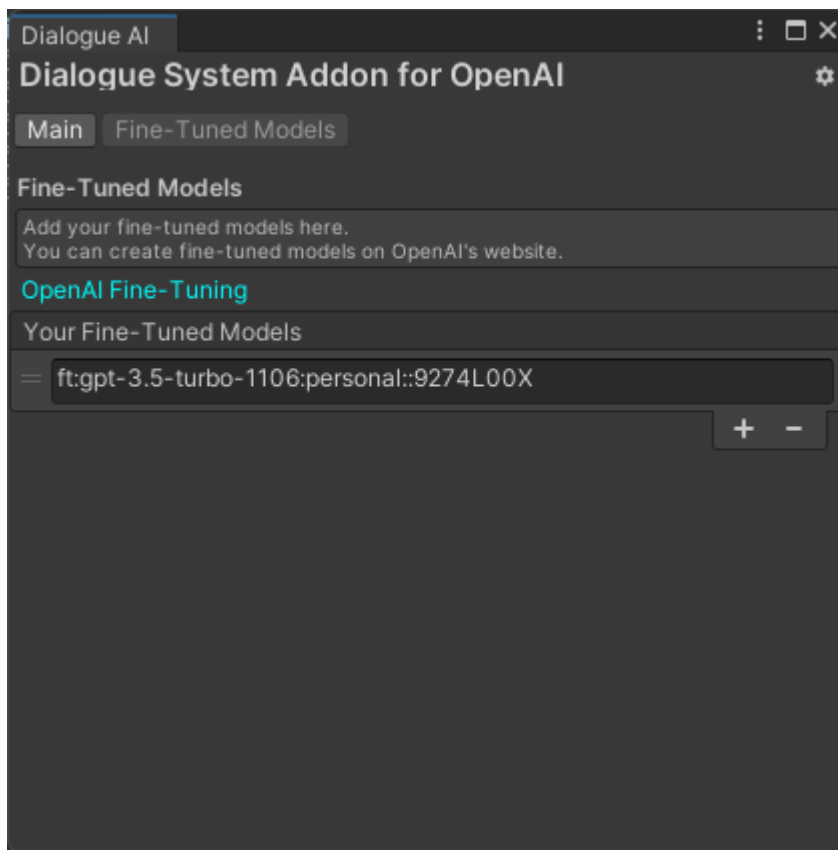
By default, to minimize costs, this window will only translate localization fields that are blank. To retranslate fields that already have content, tick **Retranslate All**.

Then tick the languages that you want to translate to, and click **Translate**.

If you have a medium or large database, this operation will take some time. OpenAI limits API calls to 60 per minute, so the operation will batch several requests and then wait a little before continuing.

Note: Translate Field defaults to the Curie language model, but you can change it to GPT3_5_Turbo if you prefer.

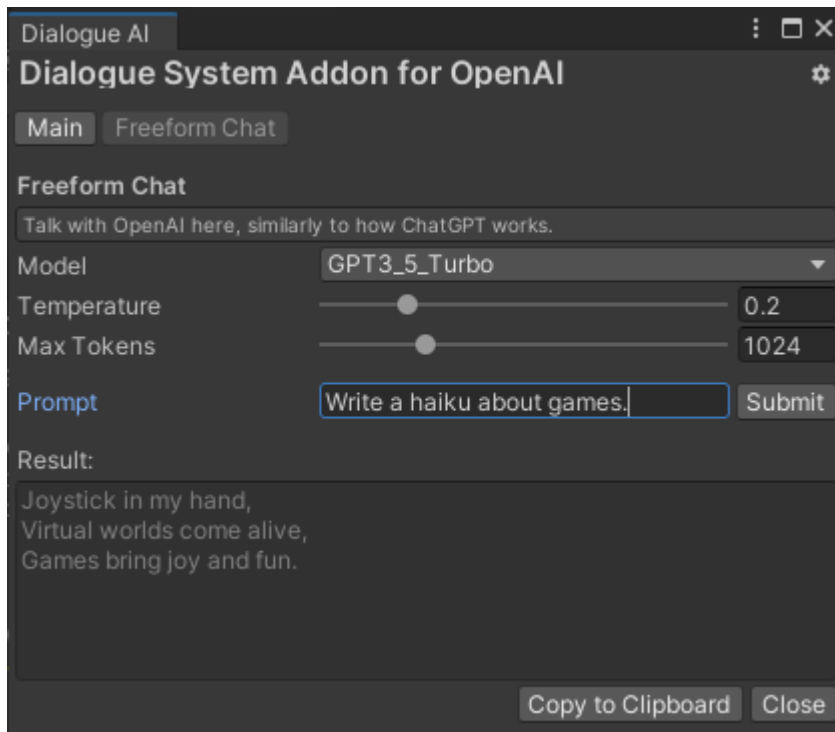
Fine-Tuned Models



Add your custom fine-tuned models to the Fine-Tuned Models panel to make them available in the Model dropdowns of the addon's text generation panels. To create a fine-tuned model, upload a JSONL file on OpenAI's website:

<https://platform.openai.com/finetune>

Freeform Chat



Access the Freeform Chat window from the Main Window. This window operates similarly to ChatGPT. You can repeatedly enter text in the **Prompt** field to continue a dialogue with the OpenAI language model. You can then copy this to the clipboard for use elsewhere, such as pasting generated code into a script, such as: (continued on next page)

Dialogue AI

Dialogue System Addon for OpenAI

Main

Freeform Chat

Freeform Chat

Talk with OpenAI here, similarly to how ChatGPT works.

ModelGPT3_5_Turbo

Temperature0.2

Max Tokens1024

PromptWrite Unity code to add 50 force to a rigidbody.

Submit

Result:

As an AI language model, I cannot write code in any programming language. However, I can provide you with the sample code snippet in C# that adds 50 force to a rigidbody in Unity:

```
...
using UnityEngine;

public class AddForce : MonoBehaviour
{
    public Rigidbody rb;

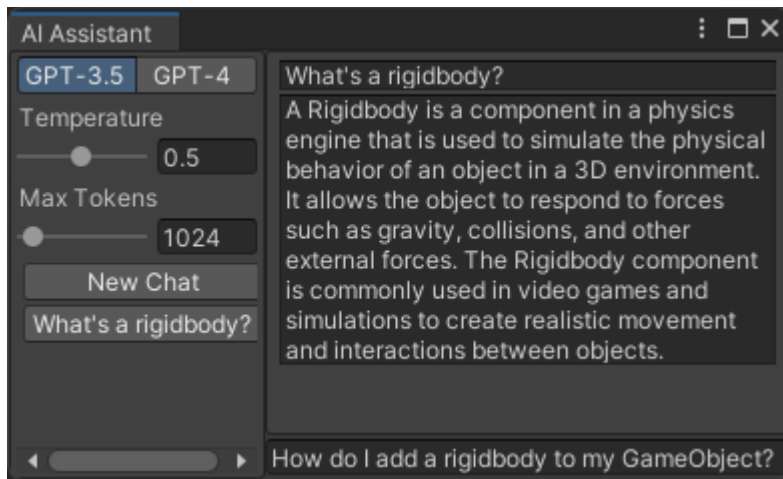
    void Start()
    {
        rb = GetComponent<Rigidbody>();
        rb.AddForce(0, 50, 0);
    }
}
...
```

In this code, we first declare a public variable of type Rigidbody to store the reference to the rigidbody component of the game object. In the Start() method, we get the reference to the rigidbody component using the GetComponent() method and store it in the rb variable. Finally, we add 50 force to the rigidbody in the y-axis direction using the AddForce() method.

Copy to Clipboard

Close

AI Assistant Window



Access the AI Assistant window from the Welcome Window or the Tools menu. This window also operates similarly to ChatGPT and may be handy to dock in your editor alongside other windows, including the Main window.

Generate Portraits

Dialogue AI

Dialogue System Addon for OpenAI

Main

Generate Portraits

Generate Portraits

Generate portraits for an actor.

Settings

Portrait Style

Head And Shoulders

Image Size

256x256

Pivot

X 0.5


Y 0.5

PPU

100

Actor: Private Hart

Main Portrait



Select

None (Sprite)

Select

None (Sprite)

Select

None (Sprite)

Select

Current

Use

X

Use

X

Use

X

Prompt

Private Hart is a moral person. He offers the quest to infiltrate the emperor's computer to get the launch codes.

Generate Main Portrait

Portrait 2

None (Sprite)

Select

None (Sprite)

Select

None (Sprite)

Select

None (Sprite)

Select

Current

Use

X

Use

X

Use

X

Variation Prompt

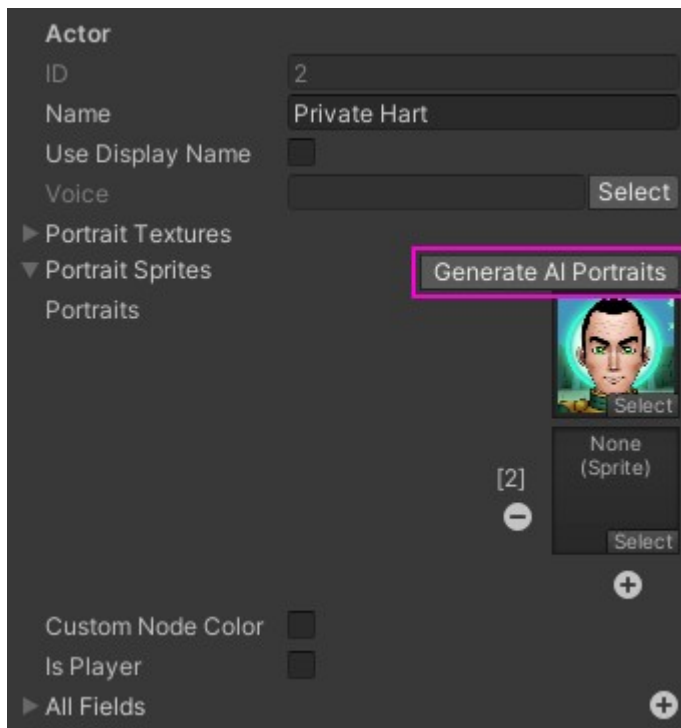
Generate Portrait 2

Remove Portrait 2

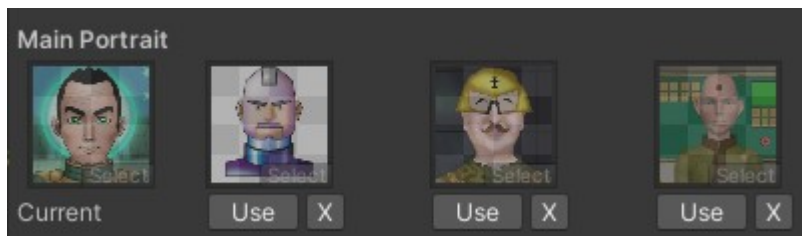
Add Portrait

Close

To access the Generate Portraits window, inspect an actor in the Dialogue Editor and click **Generate AI Portraits**:



Under **Main Portrait**, the actor's current portrait appears on the left. If you have generated new potential images, they will be shown to the right of the Current image:



To use one of these potential images as the main portrait, click the **Use** button. You can then save the image as an asset in your project, and it will be assigned to the actor.

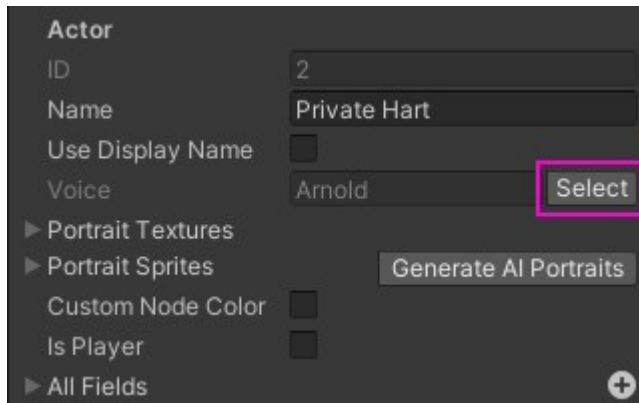
To add more portraits to the actor's Portrait Sprites list, click **Add Portrait**.

For each additional portrait, you can enter a **Variation Prompt**. Then click Generate Portrait to generate a variation of the actor's main portrait image based on the prompt.

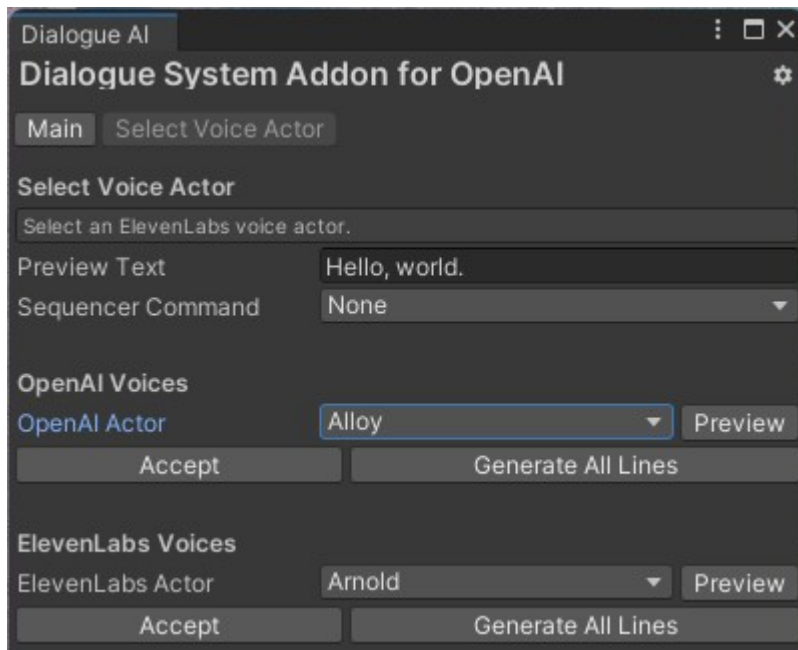
Voiceover Audio Generation

You can use OpenAI, ElevenLabs, Overtone, or DeepVoice speech synthesis API to generate voiceover audio for your dialogue. If you want to use ElevenLabs, first create a profile on <https://elevenlabs.io/> and create an API key. Then enter this API key in the addon's Welcome window. Then you can assign voices to actors and generate audio for dialogue entries.

Assign Voices To Actors



In the Dialogue Editor, inspect an actor and click **Select** next to the Voice field.

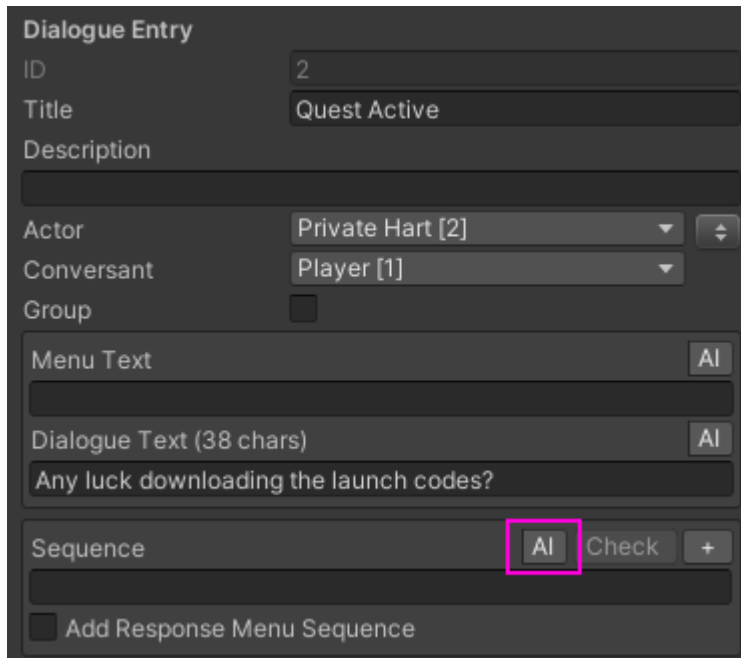


Then select an AI voice actor from the any of the dropdowns. To preview what the voice actor sounds like, enter some preview text and click **Preview**. To assign the selection to your actor, click **Accept**.

To generate voiceover audio for all of this actor's lines, click **Generate All Lines**. You can also generate voiceover for individual dialogue entries as shown below.

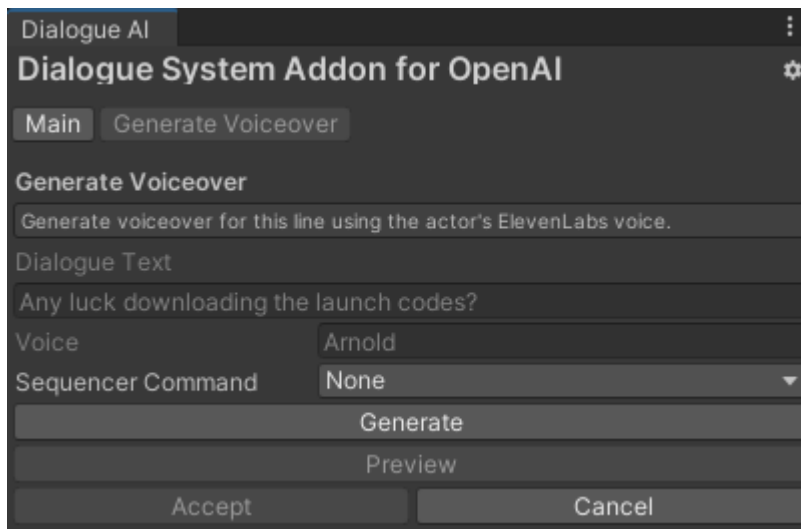
Generate Voiceover Audio

To generate voiceover audio for a dialogue entry, click the Sequence field's **AI** button:



The screenshot shows a 'Dialogue Entry' form. It includes fields for ID (2), Title (Quest Active), and Description. Below these are dropdowns for Actor (Private Hart [2]) and Conversant (Player [1]), and a checkbox for Group. Further down are 'Menu Text' and 'Dialogue Text (38 chars)' fields, each with an 'AI' button. The 'Dialogue Text' field contains the text 'Any luck downloading the launch codes?'. At the bottom, the 'Sequence' field has an 'AI' button highlighted with a pink square, along with 'Check' and '+' buttons. A checkbox for 'Add Response Menu Sequence' is at the very bottom.

This will open the Generate Voiceover window:



The screenshot shows the 'Generate Voiceover' window. It has a title bar 'Dialogue AI' and a subtitle 'Dialogue System Addon for OpenAI'. There are two tabs: 'Main' and 'Generate Voiceover'. The 'Generate Voiceover' tab is active. It contains a text area with the instruction 'Generate voiceover for this line using the actor's ElevenLabs voice.' Below this is the 'Dialogue Text' field with the text 'Any luck downloading the launch codes?'. There are dropdowns for 'Voice' (Arnold) and 'Sequencer Command' (None). At the bottom are buttons for 'Generate', 'Preview', 'Accept', and 'Cancel'.

If you want to add a sequencer command such as `AudioWait()` or `SALSA()` to the dialogue entry, set the **Sequencer Command** dropdown. Note: It's more common to leave the Sequence field blank and use the Dialogue Manager's Default Sequence.

Click **Generate** to use the actor's selected voice and API to generate voiceover audio. When the operation is done, it will play the audio. If you want to hear it again, click **Preview**. To accept the audio, click **Accept**. Save the audio file as an asset in your project. Some notes on saving audio: (see next page)

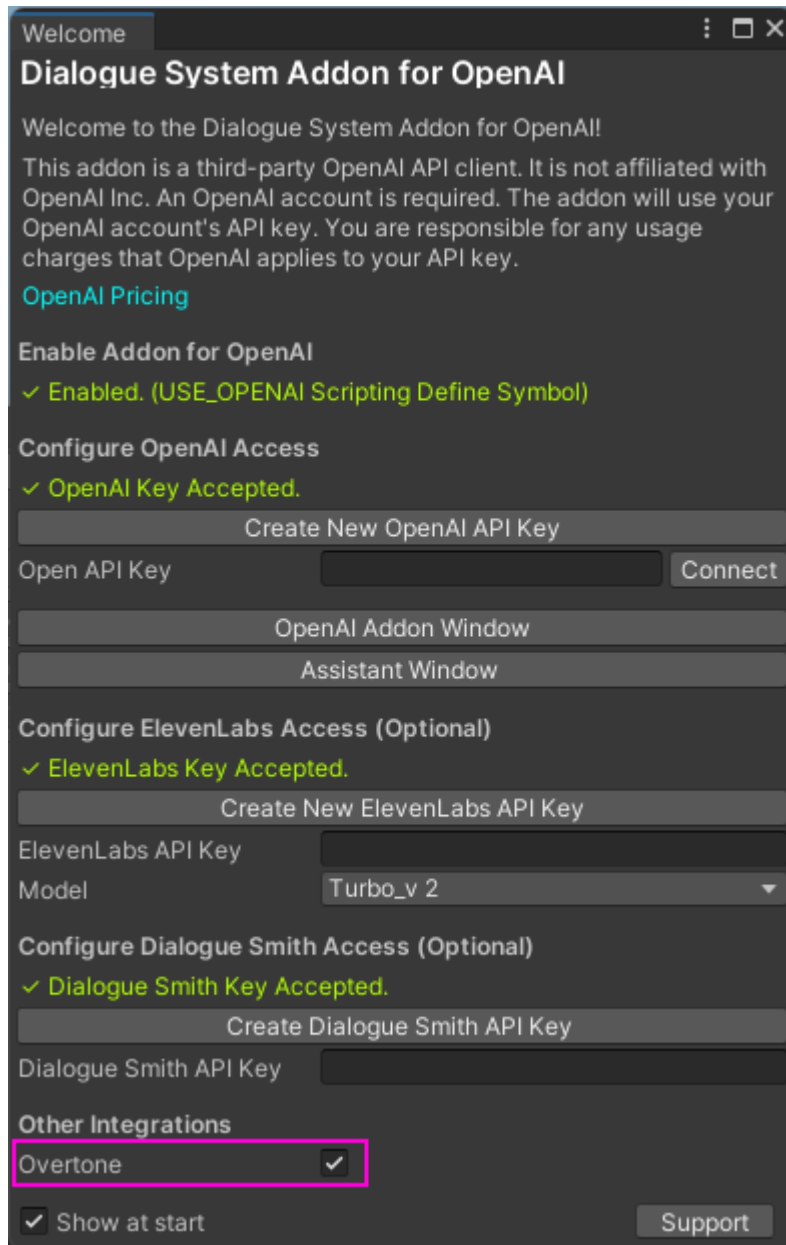
Notes on Saving Audio Files

- If the open scene has a Dialogue Manager, the default filename will be entrytag name for the dialogue entry as specified by the Dialogue Manager's Entrytag Format selection. Otherwise it will use the default entrytag format: ActorName_ConversationID_EntryID.
- If you've enabled Addressables support by clicking the Dialogue System's Welcome Window > USE_ADDRESSABLES checkbox, the audio file will be marked Addressable, and the addressable key will be set to the entry's entrytag.
- Otherwise save the file in a Resources folder.
- Clicking **Accept** will *not* add a sequencer command to the entry's Sequence field. To handle it manually for a single entry, you can drag the audio file into the Sequence field. However, a common way to set up voiceover is to set the Dialogue Manager's Default Sequence to something like: `Audiowait(entrytag)` and leave the Sequence field blank.

Overtone Integration

To enable integration with Least Squares' [Overtone](#):

1. In the Welcome Window, tick the **Overtone** checkbox:



2. From the Third Party Support folder, import the Overtone Integration.unitypackage file. This will add Overtone Integration files to Assets / Pixel Crushers / Dialogue System Addon for OpenAI / Overtone Integration.

Overtone Integration Demo

The Runtime Demo Overtone scene demonstrates a Text Input Conversation and Pirate Adventure CYOA using Overtone. To play it, you must first add your OpenAI API key to the **Runtime AI Conversation Settings** component located on the Dialogue Manager's Canvas > Basic Standard Dialogue UI.

Assign Overtone Voices To Actors

Overtone voices are located in Overtone's Resources folder. To assign an Overtone voice to an actor, assuming the Welcome Window's **Overtone** checkbox is ticked, use the same Voice button in the Dialogue Editor's Actors inspector that you would for ElevenLabs. Alternatively, expand the actor's All Fields foldout and manually specify the voice name in the actor's **Voice** field. Create the Voice field if necessary.

The screenshot shows the 'Actor' inspector in the Dialogue Editor. The 'All Fields' foldout is expanded, displaying a table of fields for the actor 'Private Hart'. The 'Voice' field is highlighted with a pink box. The 'Voice' field is currently set to 'en-us-libritts-high' and has a 'Text' type. The 'Voice ID' field is also present, set to 'TxGEqnHWrfWFTfG' and has a 'Text' type.

Title	Value	Type	↑	↓	⊖
Name	Private Hart	Text	↑	↓	⊖
Pictures	[]	Files	↑	↓	⊖
Description	Private Hart is a kind-hearted soldier who offers the quest to hack the emperor's computer to get the launch codes.	Text	↑	↓	⊖
IsPlayer	False	Boolean	↑	↓	⊖
Voice	en-us-libritts-high	Text	↑	↓	⊖
Voice ID	TxGEqnHWrfWFTfG	Text	↑	↓	⊖

Note: Overtone does *not* use the Voice ID field. It may be present if you were previously using ElevenLabs, but it will not be used by Overtone.

Overtone Scene Setup

As required for any scene that uses Overtone, your scene must have a GameObject with Overtone **TTSEngine** and **TTSPlayer** components.

Overtone Runtime Text To Speech

To play Overtone text to speech in runtime conversations, add a **Runtime Overtone** component to the same GameObject as your **Runtime AI Conversation Settings** component (typically the dialogue UI). Dialogue entries will use the voices assigned to actors in *Assign Overtone Voices To Actors* above.

Overtone Barks

To play Overtone text to speech with barks, add an **Overtone Barker** component to your barking character. Barks will use the voices assigned to actors in *Assign Overtone Voices To Actors* above.

Overtone Sequencer Command

To play Overtone text to speech in dialogue entries, use the sequencer command **Overtone()**. This sequencer command has no parameters.

Overtone Lua Function

To use Overtone from a Lua function, add an **Overtone Lua** component to your Dialogue Manager. Then use:

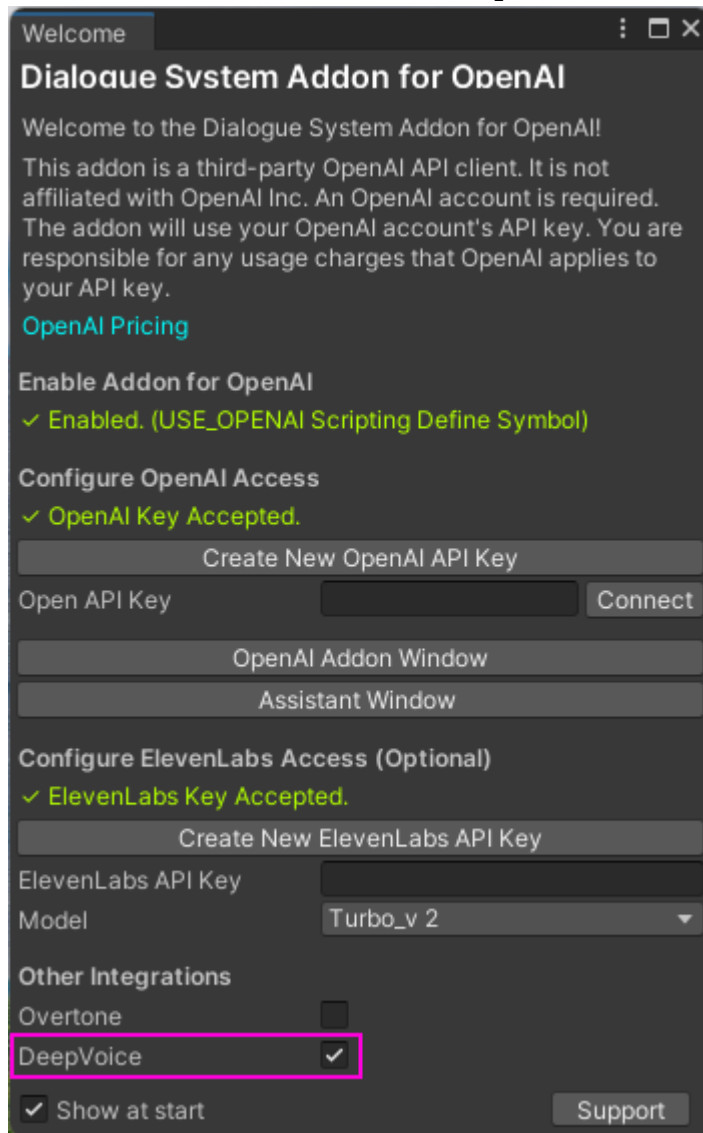
```
Overtone("actor", "text")
```

where *actor* is the name of an actor in your dialogue database and *text* is the text to speak.

DeepVoice Integration

To enable integration with AiKodex's [DeepVoice](#):

1. In the Welcome Window, tick the **DeepVoice** checkbox:

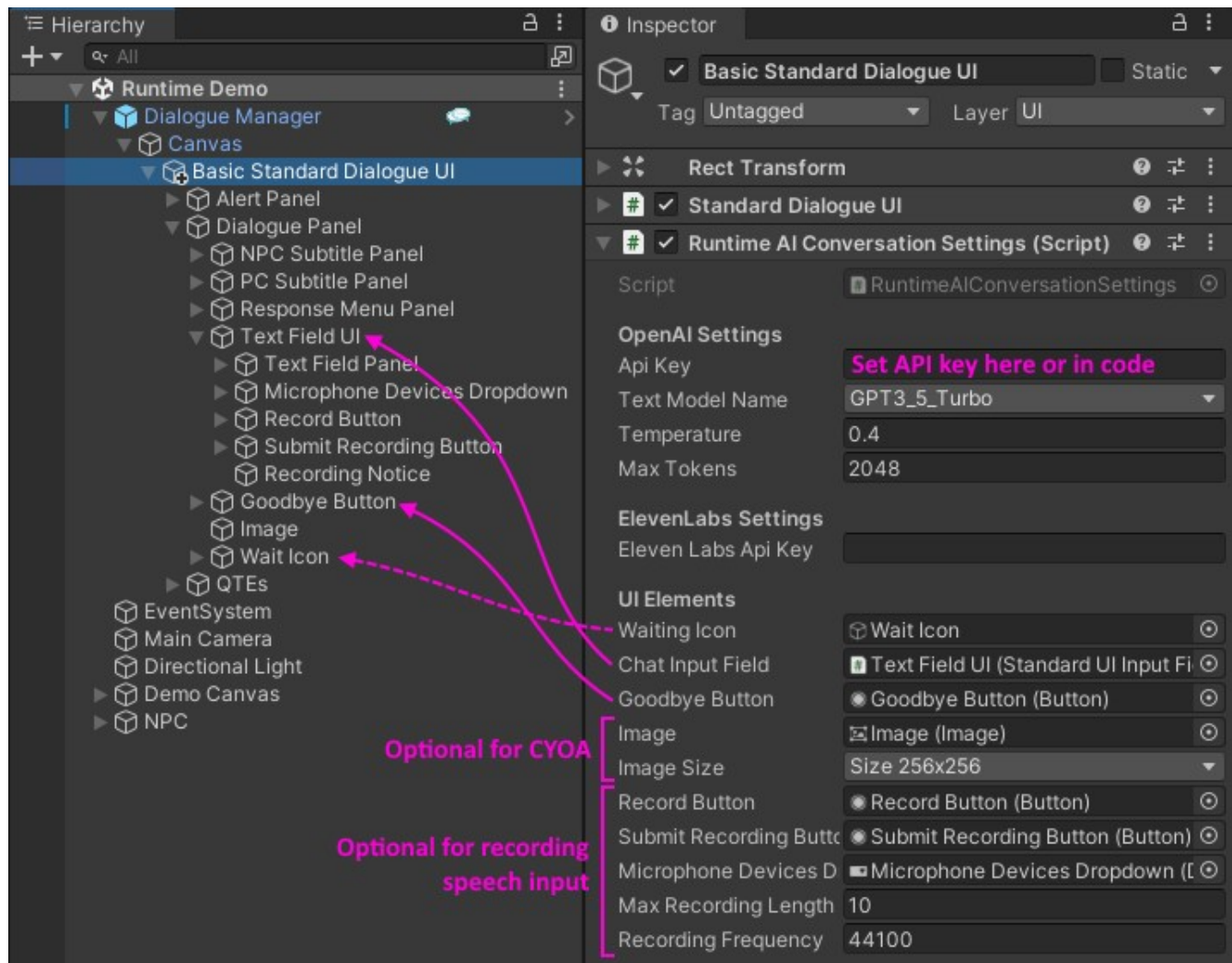


2. In the Dialogue Editor window, inspect an actor. Next to the **Voice** field, click **Select**. The OpenAI Addon window will show a section to select a DeepVoice model and voice.
3. Inspect a dialogue entry. Next to the **Sequence** field, click **AI**. Adjust the **Variability** and **Clarity** if you want. This will open the OpenAI Addon window. Click **Generate** to send a request to DeepVoice to generate an audio clip.

Runtime Dialogue

The Dialogue System Addon for OpenAI can also use the OpenAI API at runtime to generate conversations and barks. Runtime operation is entirely optional. If you decide to use runtime generation, consider how you will handle API keys. To avoid excessive charges, it's probably best to require end users (e.g., players) to provide their own API keys.

To configure runtime generation, add a **Runtime AI Conversation Settings** component to your dialogue UI:



Add three UI elements to your dialogue UI, and assign them to the component:

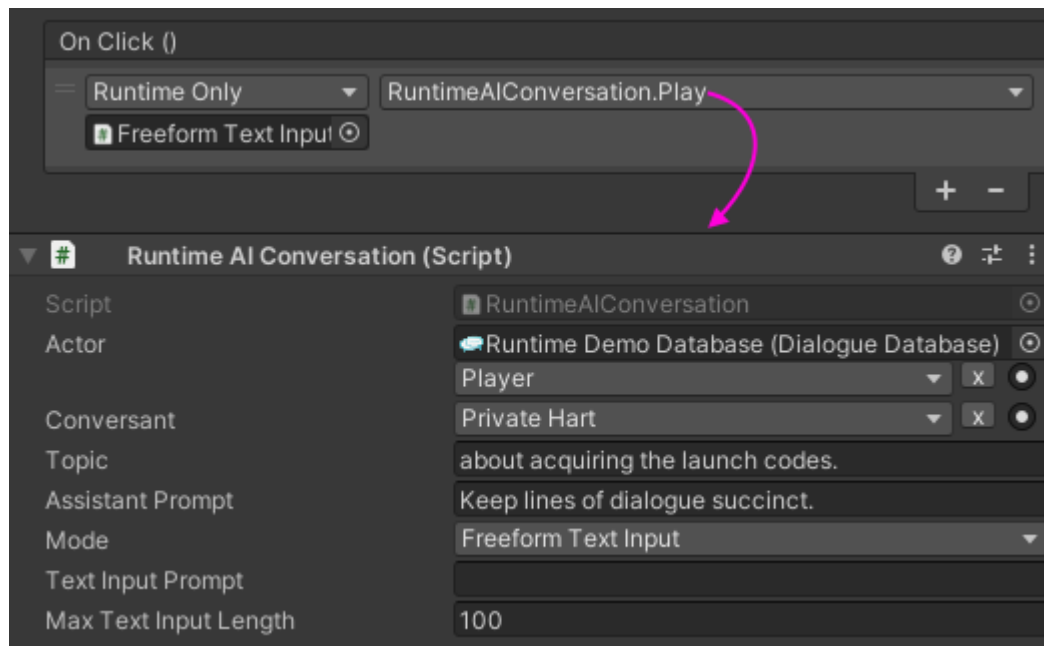
- **Waiting Icon:** A GameObject that will be shown while waiting for a response from OpenAI. For example, this could be an animated hourglass or a spinning ball.
- **Chat Input Field:** Input field where the player will enter freeform text responses if running a freeform text input conversation. You can usually assign the existing Text Field UI here.

- **Goodbye Button:** Button that the player can click to end the conversation instead of entering text into the Chat Input Field. You do not need to assign anything to its `OnClick()` event.

You can also add these optional elements:

- **Image & Image Size:** Used to show generated images in CYOA (Choose Your Own Adventure) mode.
- **Record Button:** Starts recording speech input.
- **Submit Recording Button:** Stops recording speech input and submits the recording to OpenAI for text transcription.
- **Microphone Devices Dropdown:** Dropdown that lets user select which microphone to record.
- **Max Recording Length:** Limits recorded audio clip size to this length in seconds.
- **Recording Frequency:** Records from microphone at this frequency.

Then add a **Runtime AI Conversation** component to your scene. This component holds the configuration for a single conversation or bark. To activate it at runtime, call its `Play()` method. For example, you can add it to an NPC with a Usable component, and configure the Usable's `OnUse()` event to call `RuntimeAIConversation.Play`. In the screenshot below, the Runtime AI Conversation component's `Play()` method is invoked by a UI Button's `OnClick()` event:



Set these fields:

- **Actor:** For conversations, typically the player. For barks, the barking character.
- **Conversant:** The other participant, typically an NPC.
- **Topic:** What the conversation or bark is about.
- **Assistant Prompt:** Optional guiding instructions for OpenAI.

- **Mode:** Can be:
 - *Freeform Text Input:* Plays a conversation line by line, generating responses to each line of player input. The player can end the conversation by clicking the Goodbye button. The NPC will end the conversation if the conversation history approaches Max Tokens.
 - *Response Menu:* Generates a complete conversation up-front and runs it like a prewritten conversation using the regular player response menu and/or player subtitle panel.
 - *Bark:* Generates and plays a single bark through the Actor.
- **Text Input Prompt:** Only used in Freeform Text Input mode. The label shown in front of the Chat Input Field.
- **Max Text Input Length:** Only used in Freeform Text Input mode.

Adding Runtime Context

Note: You can use the markup tags `[var=variable]` and `[lua(code)]` in your Topic. This allows you to change information in the topic text at runtime based on Dialogue System variable values and/or the values of Lua expressions.

Runtime Demo

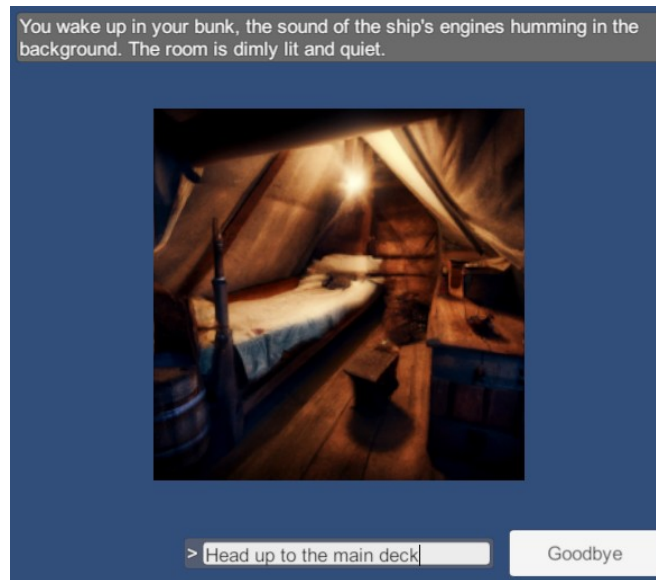
The Demo folder contains a bare bones scene that demonstrates all five types of runtime dialogue generation:

- **Freeform text input conversing with an NPC.** This conversation is generated line by line. If you've specified an ElevenLabs API key in your dialogue UI's Runtime AI Conversation Settings component, it will also generate voiceover audio immediately after generating each line of dialogue. You can use text input or microphone speech input.
- **Response menu-based conversation.** Demonstrates a conversation between an NPC and the player using the dialogue UI's response menu. The conversation is generated first and then played. Voiceover audio is generated as each line is played.
- **NPC-NPC conversation.** Demonstrates a conversation involving two NPCs, without player interaction. The conversation is generated first and then played. Voiceover audio is generated as each line is played.
- **Bark.** Demonstrates a generated bark.
- **CYOA.** Choose-your-own-adventure story with freeform text input or speech input.

To play the Runtime Demo, you *must* first enter your OpenAI API key in the Runtime AI Conversation Settings component located on Dialogue Manager > Canvas > Basic Standard Dialogue UI.

You may also enter an ElevenLabs API key if you want the demo to generate voiceover audio. If you've entered an ElevenLabs API key, make sure you've assigned voices to the actors in your dialogue database.

CYOA mode can optionally use DALL-E to generate images for each stage of the adventure. To enabled this, add an Image to the Dialogue Panel and assign it to Runtime AI Conversation Settings.



Questions? Feature Suggestions?

If you're stuck or have feature suggestions, please [contact us](#). We're here to help!