

DialogueSystemWithText

Assets which allows you to create a dialogue system.

Steps to use:

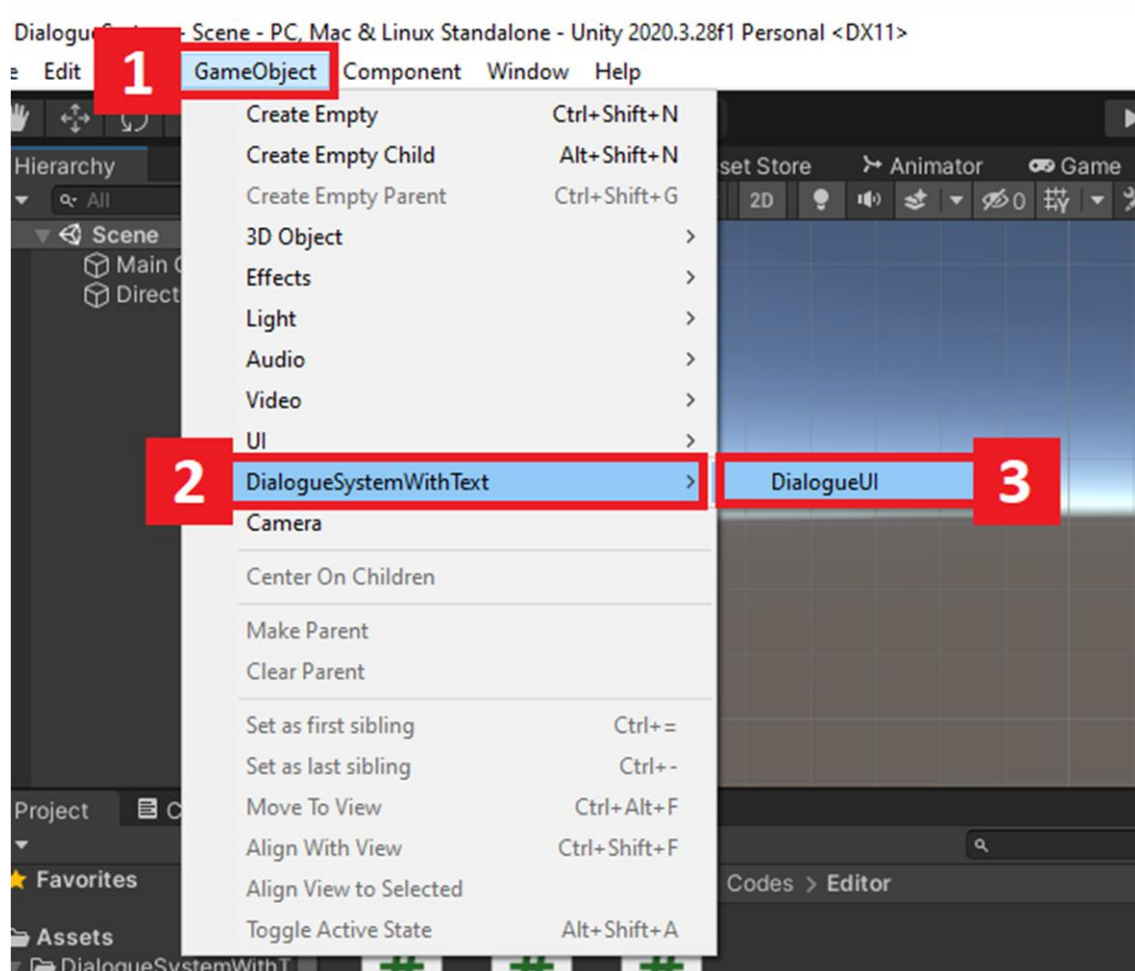
1. In the scene where you want to place dialogue. Create a GameObject DialogueUI.
2. Configure the DialogueUI.
3. Create the DialogueConcept needed for the dialogue.
4. Modify each Dialogue Concept how you want the dialogs to be displayed.
5. Call the "ShowDialogueUI" method of the DialogueUIController script (The script is in GameObject DialogueUI).

Step1 - How to create the GameObject DialogueUI

There are two ways to create the DialogueUI:

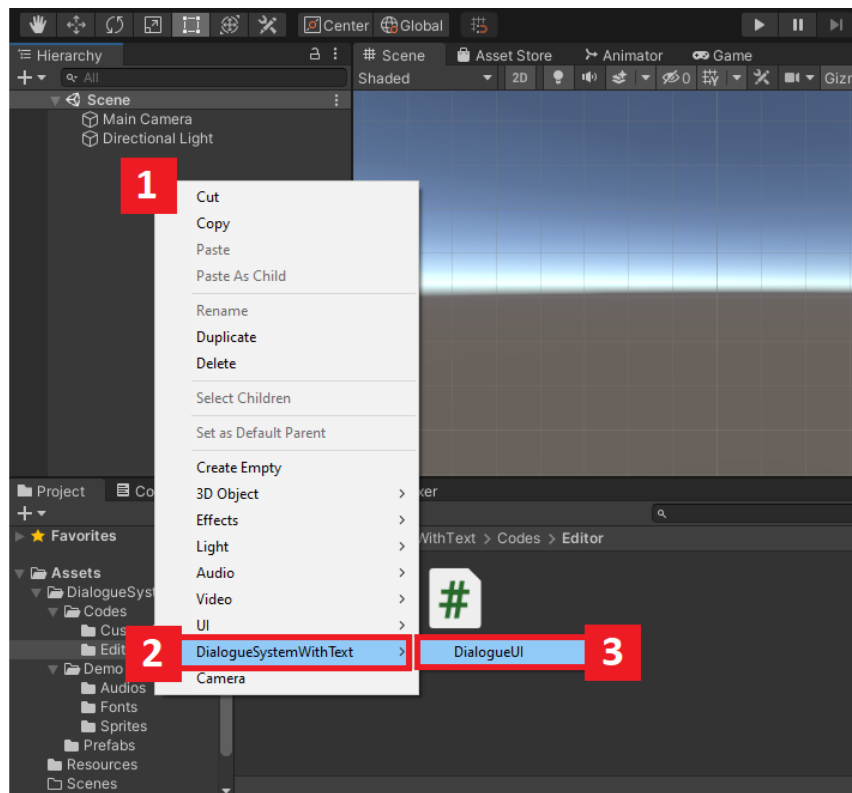
From the menu bar

1. In the menu bar select "GameObject".
2. Select the "DialogueSystemWithText" option.
3. Finally select "DialogueUI".



From the hierarchy window

1. Right click on the empty space of the hierarchy window.
2. Select the “DialogueSystemWithText” option.
3. Finally select “DialogueUI”.

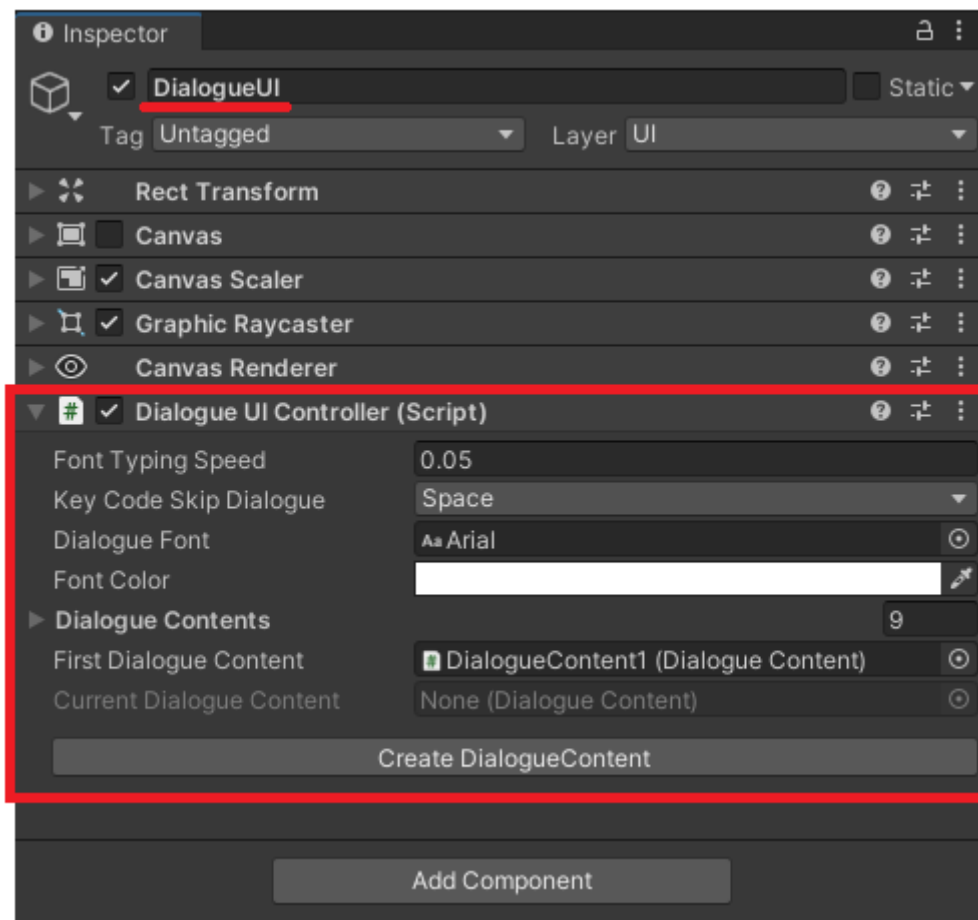


Step2 – DialogueUI(DialogueUIController) configuration.

You must assign all fields except “Dialogue Contents” which is optional.

The settings are the following fields:

- Font Typing Speed. *required
- Key Code Skip Dialogue. *required
- Dialogue Font. *required
- Font Color. *required
- Dialogue Contents.
- First Dialogue Content. *required
- Current Dialogue Content.



Font Typing Speed

It is variable float type. It is the time it takes to type the letter of the dialogue. Note: If you want the dialogue to not type the letters, you can put the value 0.

Key Code Skip Dialogue

It is a field to assign the key to skip typing or to go to the next dialogue.

Dialogue Font

It is the field to assign the font of the dialogue that will be displayed on the screen.

Font Color

It is the field to assign the font color of the dialogue that will be displayed on the screen. Be careful that the color is not transparent.

Dialogue Contents

It is the list where all the DialogueContents that are created using the "CreateDialogueContent" method are added automatically. This list was created to be able to easily search the DialogueContent created in the scene. It is not being used in any core logic of the dialogue system, so it is not necessary that all DialogueContent must be assigned in this list.

First Dialogue Content

It is the first dialogue (Dialogue Content) to be displayed when you call the ShowDialogueUI method. Note: This field is required.

Current Dialogue Content

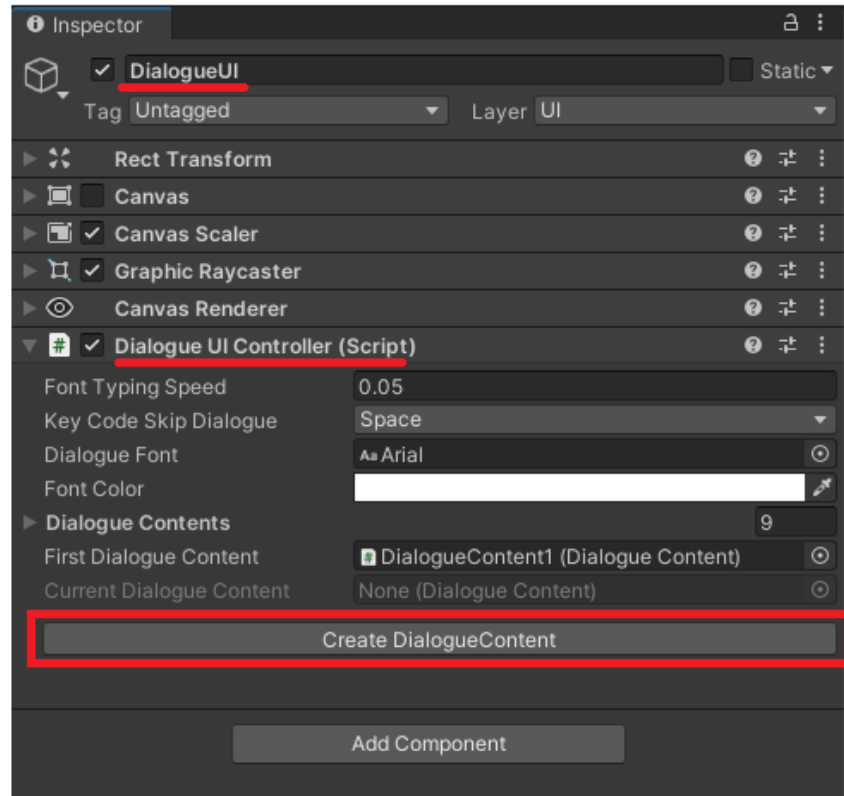
This field is to know what DialogueContent you are in the dialogue when it is in Play Mode. This field is read-only.

Step3 - How to create the DialogueConcept

There are two ways to create the DialogueConcept:

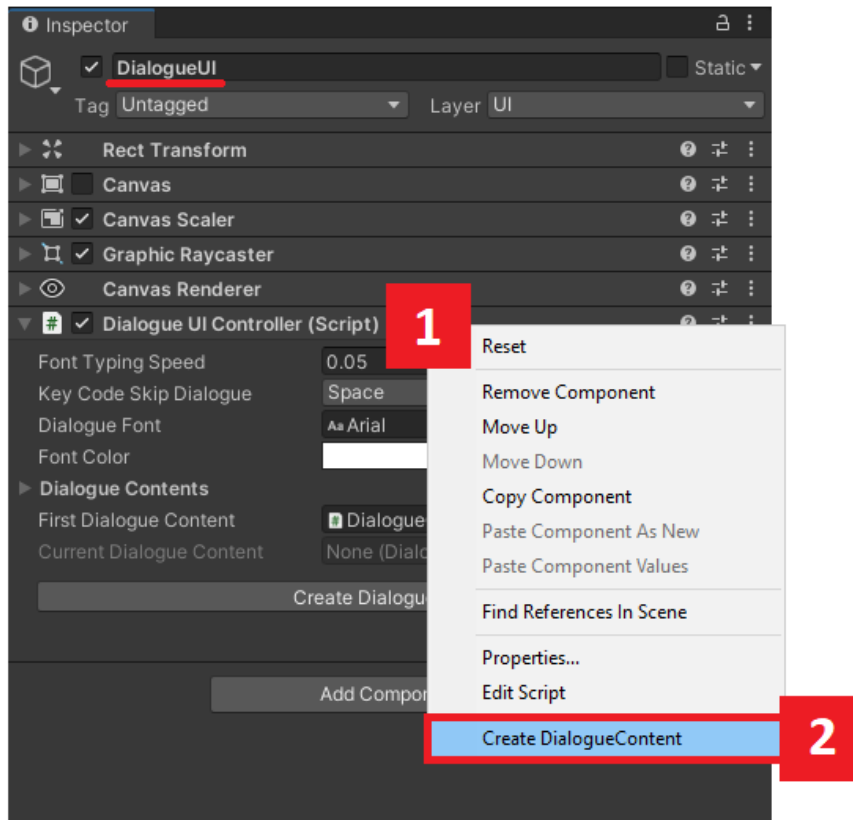
From Inspector with button of the DialogueUIController component.

Press the “Create DialogueContent” button found in the DialogueUIController component of the DialogueUI GameObject.



From Inspector with commands to the context menu of DialogueUIController.
in the inspector to the GameObject “DialogueUI”.

1. Right click on the Dialogue UI Controller Component.
2. Select the “Create DialogueContent” option.



Step4 – DialogueContent configuration.

In DialogueContent the fields are assigned to display the desired dialogue.

The settings are the following fields:

- Dialogue.
- Customize Dialogue Font.
- Dialogue Font.
- Font Color (For Dialogue).
- Character Name.
- Customize Character Name Font.
- With Line Break.
- Bold.
- Italic.
- Font Color (For Character Name).
- Font Size.
- Character Sprite.
- Character Image Position.
- Next Dialogue Content.
- Dialogue Start Event.
- Dialogue End Event.
- Dialogue Options.

Inspector

DialogueContent

Static

Tag UntaggedLayer Default

Transform

Dialogue Content (Script)

Dialogue

Hi Wizard. I already completed the quest.

Customize Dialogue Font

Dialogue Font

Font Color

Character Name

Customize Character Name Font

With Line Break

Bold

Italic

Font Color

Font Size

! If Font Size is set to 0 it will have the same font size as the dialogue.

Character Sprite

Character Image Position

Next Dialogue Content

All methods are called when this dialogue start.

Dialogue Start Event ()

List is Empty

All methods are called when this dialogue end.

Dialogue End Event ()

List is Empty

Dialogue Options

List is Empty

! Add to convert dialogue with options. When having an option, the next dialogue will be called from said option.

Add Component

Dialogue

The text of the dialogue that you want to display.

Customize Dialogue Font

It is the field to indicate the font customization of this specific dialogue. This field becomes visible when the "Dialogue" field is not empty.

Dialogue Font

It is the field to assign the font of this specific dialogue. This field is visible when the "Customize Dialogue Font" field is checked.

Font Color (For Dialogue)

It is the field to assign the font color of this specific dialogue. This field is visible when the "Customize Dialogue Font" field is checked. Be careful that the color is not transparent.

Character Name

The character name text in the dialogue you want to display. This field can be left empty if you want to display a dialogue without the character's name.

Customize Character Name Font

It is the field to indicate the font customization of the character name of this specific dialogue. This field becomes visible when the "Character Name" field is not empty.

With Line Break

It is the field to add line break after the character name. This field is visible when the "Customize Character Name Font" field is checked.

Bold

It is the field to add bold style to the character name. This field is visible when the "Custom Character Name Font" field is checked.

Italic

It is the field to add italic style to the character name. This field is visible when the "Custom Character Name Font" field is checked.

Font Color (For Character Name)

It is the field to assign the font color of the character name of this specific dialogue. This field is visible when the "Customize Character Name Font" field is checked. Be careful that the color is not transparent.

Font Size

It is the field to assign the font size of the character name of this specific dialogue. You can leave the field's value at 0 so that the character's name is the same size as the dialogue. This field is visible when the "Customize Character Name Font" field is checked.

Character Sprite

It is the field to assign the sprite of the character image that will be displayed in this specific dialogue. This field can be left empty if you want to display a dialogue without the character sprite.

Character Image Position

It is the field to assign the position that will find the image of the character. It can be placed for two sides left and right. This field becomes visible when the “Character Sprite” field is not empty.

Next Dialogue Content

It is the field to assign the next dialogue that will be displayed after this one. It can be left empty to indicate that this dialogue is the last one. If the dialogue is with options when it will show the next dialogue, it will not switch to the dialogue of this field.

Dialogue Start Event

It is the UnityEvent list which all the methods in it are called when the dialogue starts. If you don't have any methods in this dialogue that you need to call at the start of the dialogue, you can leave this list empty.

Dialogue End Event

It is the UnityEvent list which all the methods in it are called when the dialogue ends. If you don't have any methods in this dialogue that you need to call at the end of the dialogue, you can leave this list empty.

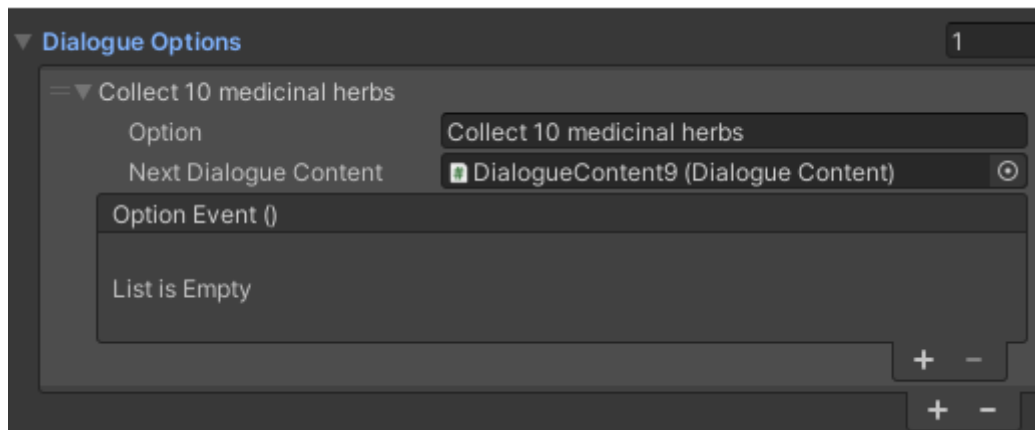
Dialogue Options

Adding DialogueOption in this list turns this dialogue with options.

Dialogue Option Structure

Dialogue Option has the following fields:

- Option
- Next Dialogue Content
- Option Event



Option

The text to display on the option button.

Next Dialogue Option

It is the field to assign the next dialogue that will be displayed after pressing the option button. It can be left empty to indicate that this dialogue is the last one.

Option Event

It is the UnityEvent list which all the methods in it are called when the press option button. If you don't have any methods in this dialogue that you need to call at the end of the dialogue, you can leave this list empty.

Step5 - Call the "ShowDialogueUI" method of the DialogueUIController script

From code

First add the namespace "DialogueSystemWithText".

```
using DialogueSystemWithText;
```

Then add the DialogueUIController reference.

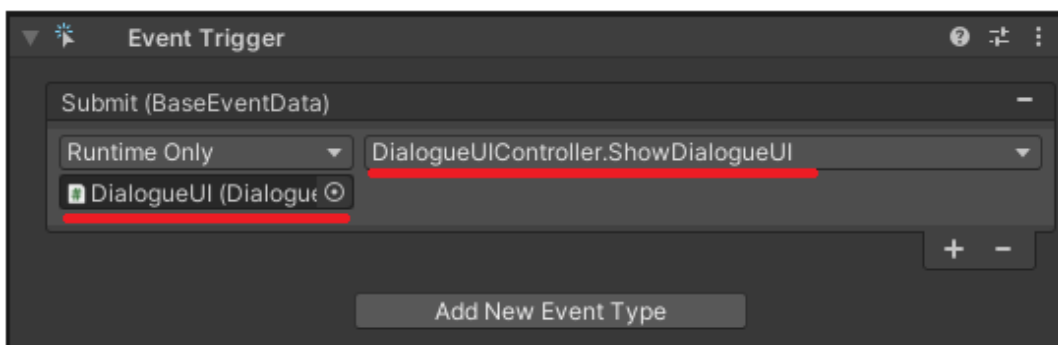
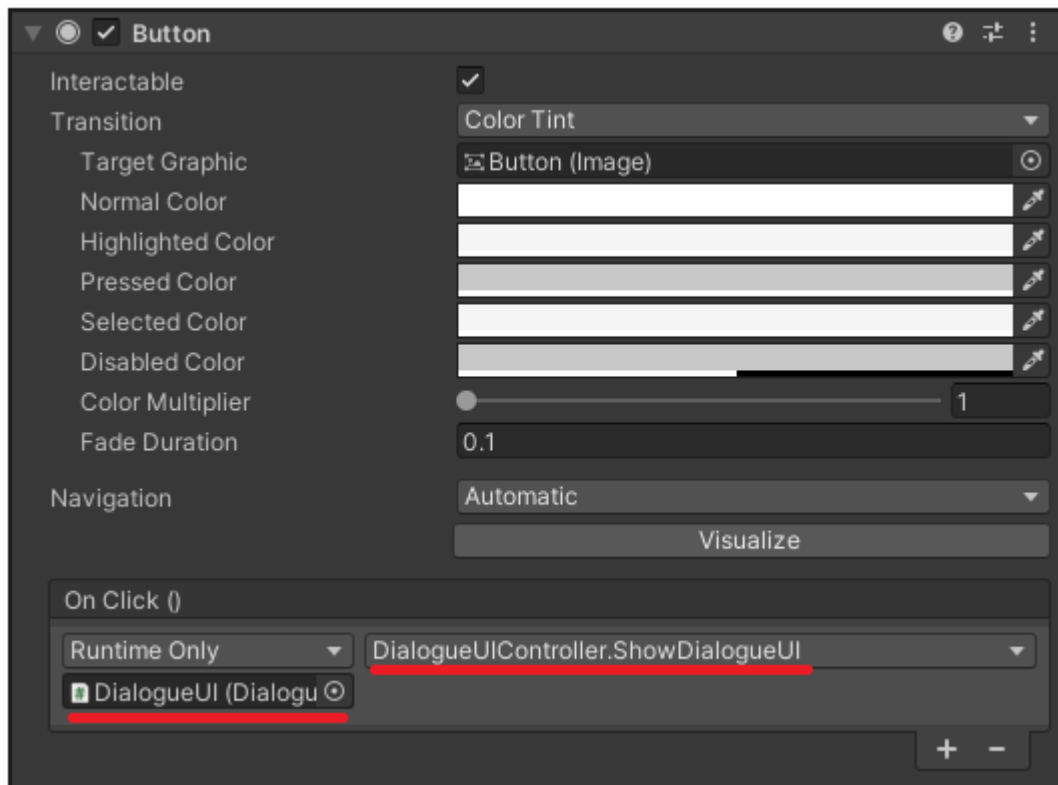
```
[SerializeField] private DialogueUIController _dialogueUIController;  
//or  
public DialogueUIController dialogueUIController;
```

Finally call the ShowDialogueUI method.

```
private YourMethod()  
{  
    //Your code...  
    _dialogueUIController.ShowDialogueUI();  
    //Your code...  
}
```

From inspector

You can also use the ShowDialogueUI methods by dragging the GameObject DialogueUI onto the Button and/or EventTrigger components.

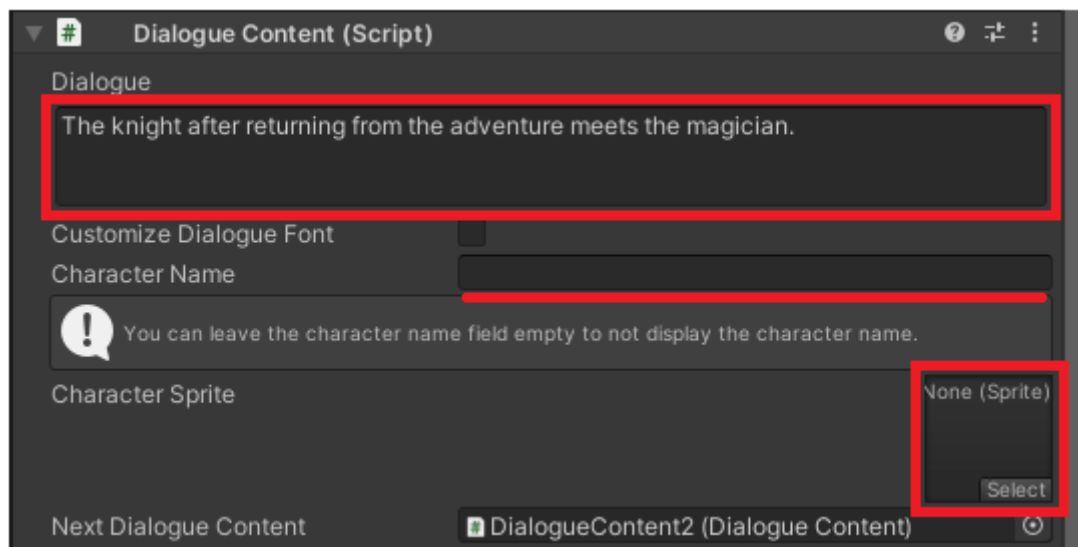


Dialogue Example

Dialogue without character name and image of the character.



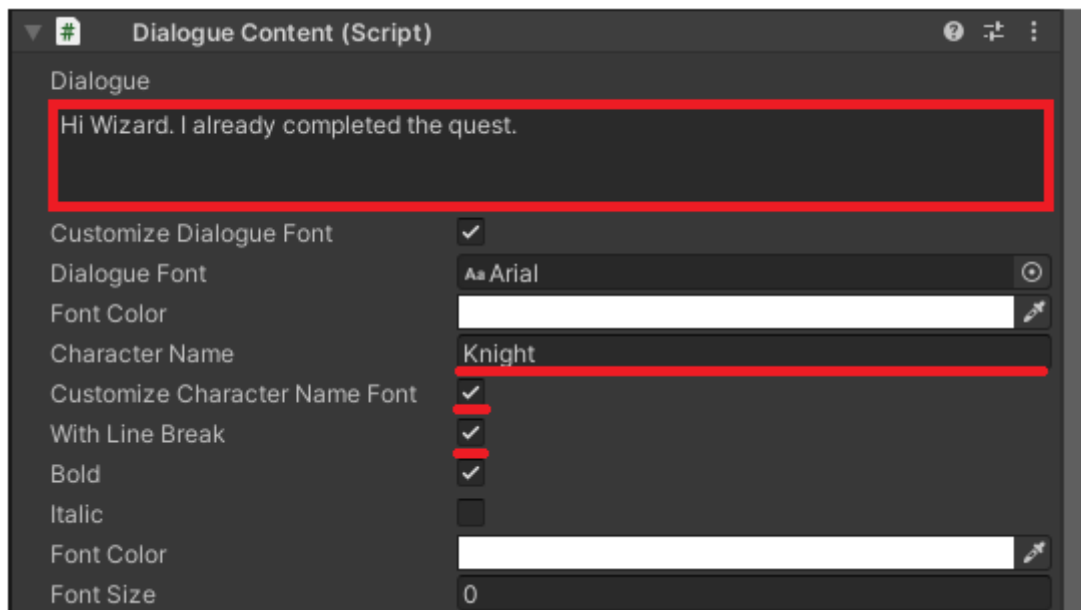
Leave the field the “Character Name” and the “Character Sprite” empty.



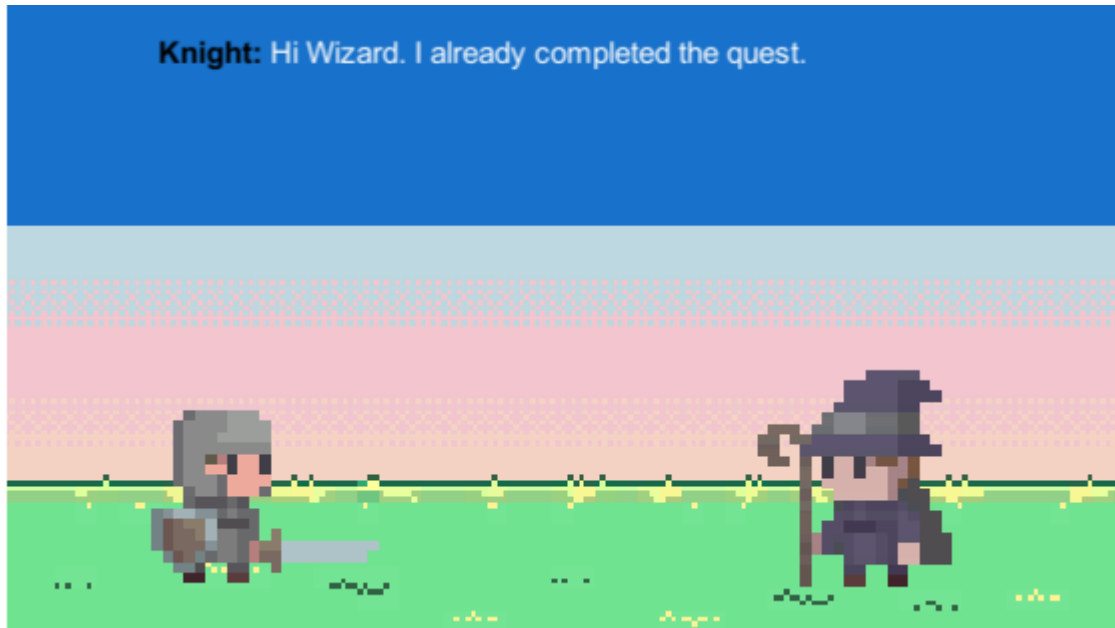
Dialogue with character name and line break in character name.



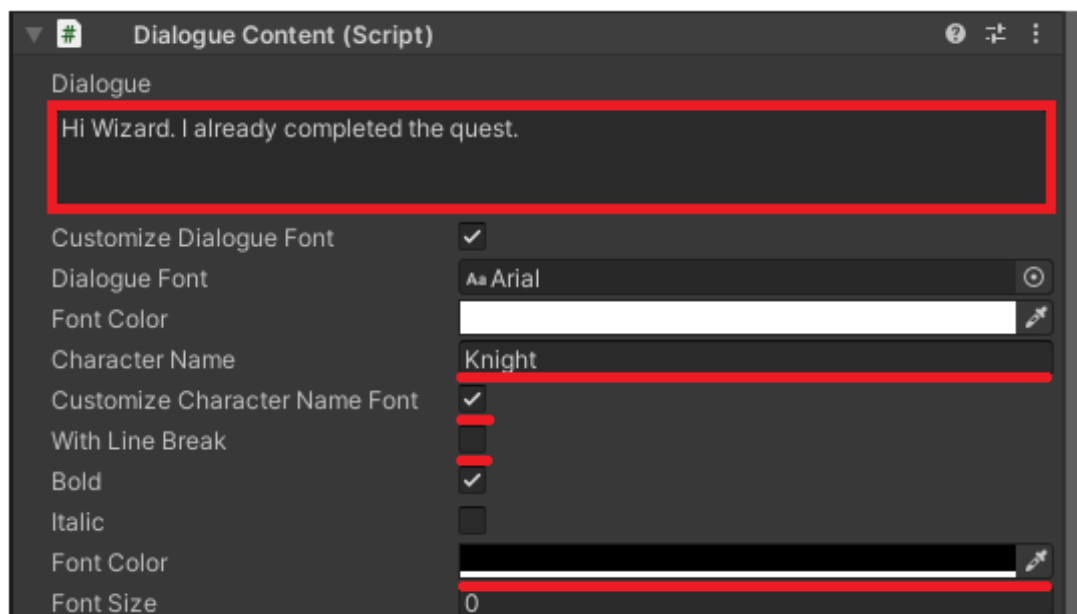
Fill in the “Dialogue” and “Character Name” fields. Have check “Customize Character Name Font” and “With Line Break”.



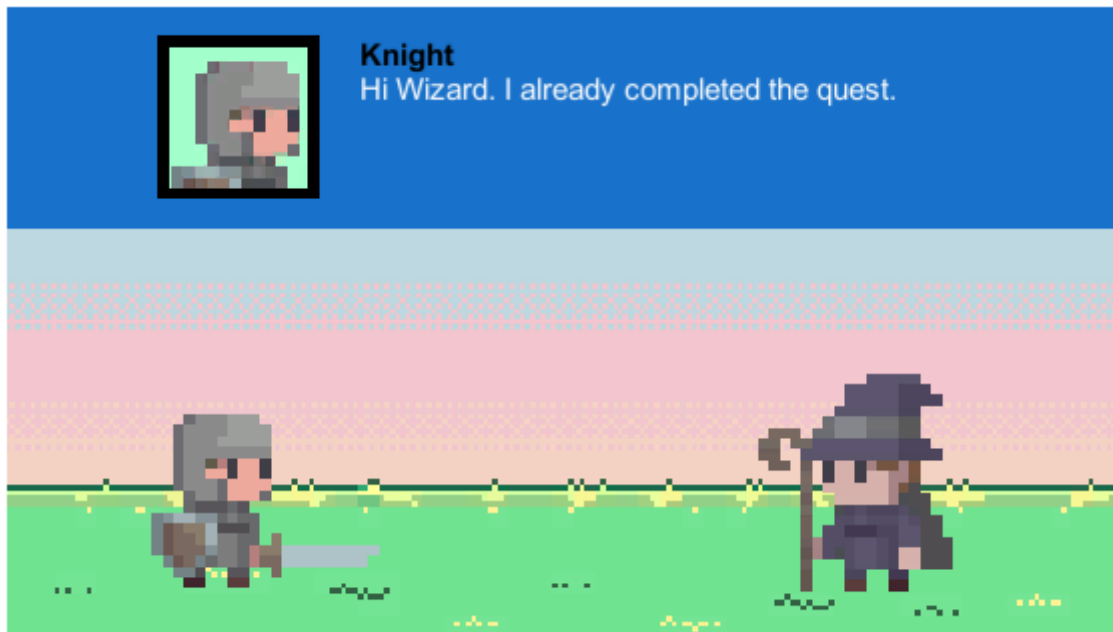
Character name without a line break and with a different color.



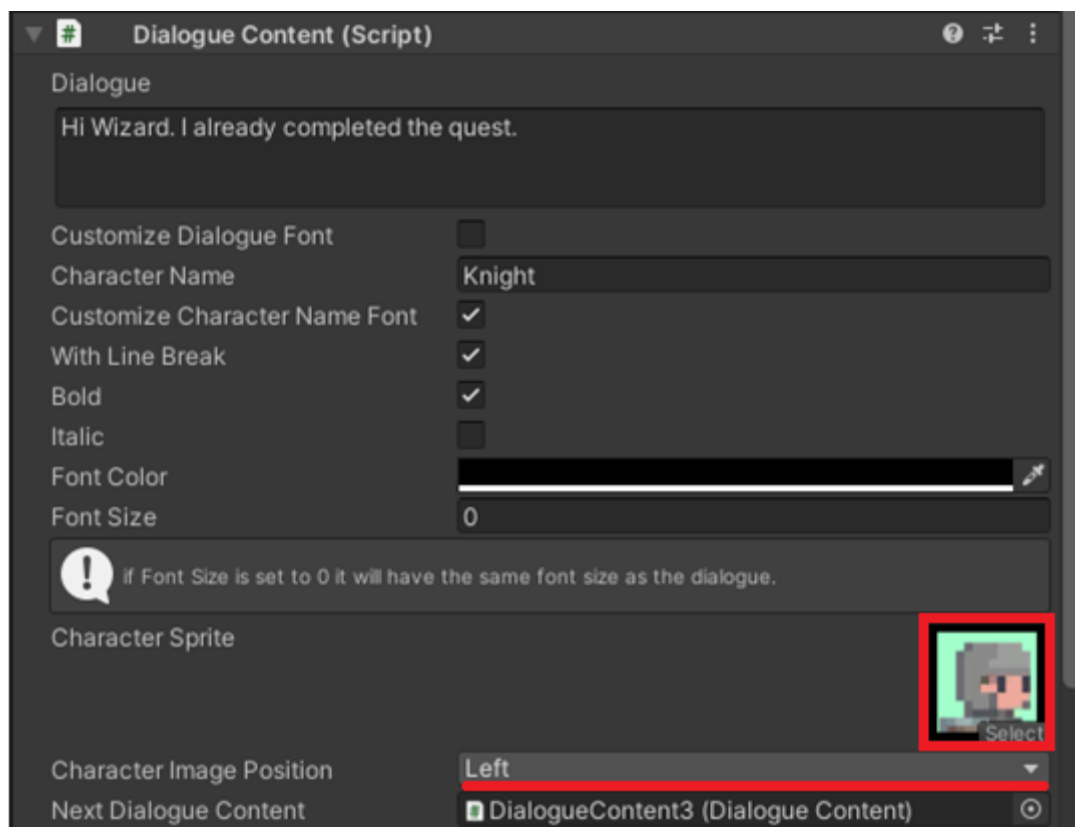
Fill in the “Dialogue” and “Character Name” fields. Have check “Customize Character Name Font”, Have uncheck “With Line Break”.



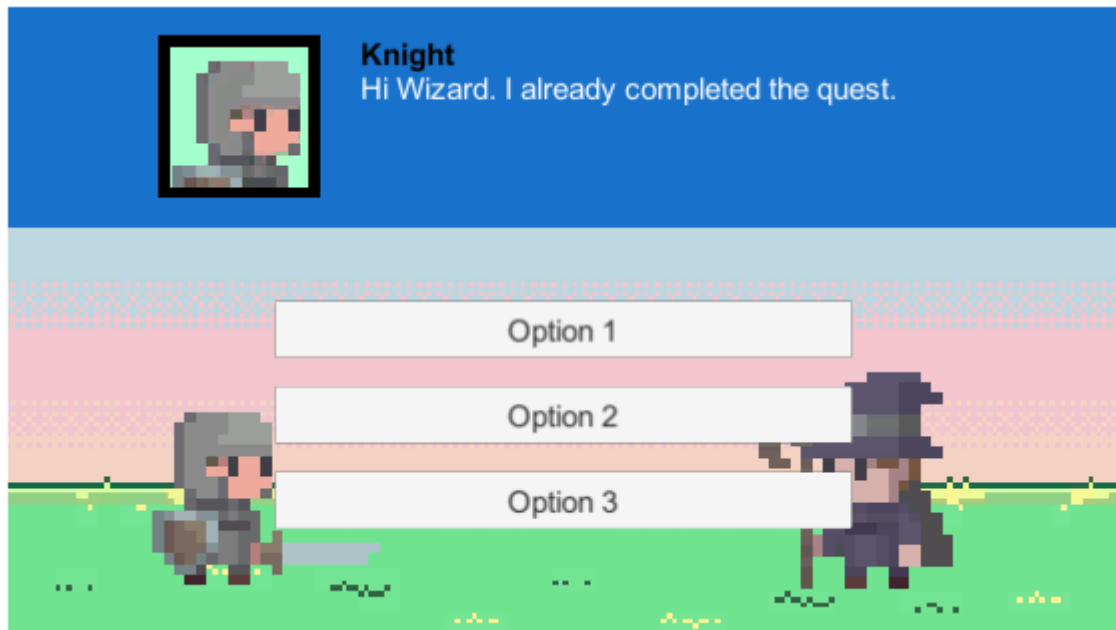
Dialogue with the image of the character



You must assign "Character Sprite" and select the position where you want to display the character image. Note it is recommended that the character sprite have width and height of the same size.



Dialogue with options



Add option with the text you want to display and the next dialogue that will be displayed when the option button is pressed.

