



NPC Chat 2

Created by Stephen O'Donnell

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Thank you for supporting me through your purchase.
Please consider leaving a review to let me know how I'm doing.

The asset is always being improved, if you have any feedback please join the discussion forum:
<https://forum.unity.com/threads/npc-chat-2-0.926999/>

More complete, and organized documentation is available at:
<https://npcchat.turnthegameon.com/>

Introduction

Add **NPC Chat** to objects in your scene, then trigger it to display a UI chat box, play audio, and/or trigger custom events. The **Chat Box** is a prefab made of built-in Unity UI components that you can customize, add-to, or remove.

Quick Start Instructions

1. Open the Tutorial scene, located at: Assets\TurnTheGameOn\NPCChat\Tutorial
2. Add an NPCChat prefab to the scene, located at: Assets\TurnTheGameOn\NPCChat\Prefabs\NPCChat\
3. Add a ChatBox prefab to the scene, located at: Assets\TurnTheGameOn\NPCChat\Prefabs\ChatBox\
4. Select the NPCChat prefab in the scene.
5. Assign the ChatBox prefab to the NPC Chat Chat Box inspector field.
6. Type some text in the NPC Chat Text inspector field.
7. Press the Add Component button and type TriggerChatOnMouseDown in the search field and select it, enable the option Mouse Over To Start.
8. Press the Add Component button and type Box Collider in the search field and select it, change the Box Collider Size Y to 2.
9. Set the Transform Position to -0.85 X 1 Y 0 Z
10. Press play, mouse-over the NPC in the scene and click the left mouse button.

Performing these steps allowed you to create an NPC Chat object that is triggered by left-mouse clicking over the box collider. This object was positioned to be around a stationary NPC object, but you can also attach it to the NPC so if the NPC moves, the dialogue goes with it.

This workflow is the core idea of NPC Chat, it will allow you to place NPC Chat objects anywhere in your scenes, create reusable interactive prefabs, and use it in an object oriented way.

LipSync Pro Integration

To activate this integration, open the Player Settings, find Scripting Define Symbols field, add

`NPCCHAT_LIPSYNCPRO`

Note: Scripting Define Symbols should be separated by a semicolon ;

Prefabs

Primary prefabs included with NPC Chat.

NPC Chat

A modular component that can be used to trigger chat sequences, notifications and your own custom events.

Chat Box

Assign this UI Canvas object to NPC Chat pages to display dialogue or notification text along with the triggered event.

Chat Box Render Texture Camera

Assign this Camera object to a Chat Box to have it update the Render Texture used by the Chat Box when the Chat Box is enabled by NPC Chat.

Additional Components

Additional scripts/components that can be added to NPC Chat objects.

DistanceCheck

Controls whether or not NPC Chat can be started based on the player's distance to the NPC Chat object.

MouseOverOutline

Assign Renderers to the OutlineRenderList field, these will be outlined when the mouse is over the NPC's Box Collider. Useful for providing visual notification to the player that the object can be interacted with. Note: This shader only supports built-in standard pipeline, and Renderers with a single material; if you have multiple materials on an object that you want outlined, consider combining meshes as this will also provide better overall performance.

TriggerChatOnCollision

Assign the Trigger Tag that will start NPC Chat, it's set to 'Player' by default. This is the tag on the player's collision object. When that object collides with the NPC's Box Collider. Note: NPC Box Collider Is Trigger must be set to true.

TriggerChatOnKeyDown

Assign the KeyCode that will start NPC Chat after the key is pressed down.

TriggerChatOnKeyUp

Assign the KeyCode that will start NPC Chat after the key is released.

TriggerChatOnMouseDown

By default will start NPC Chat when the left-mouse button is pressed, regardless of mouse position. Enable 'Mouse Over To Start' with a Box Collider attached to require mouse-over to start.

TriggerChatOnMouseUp

By default will start NPC Chat when the left-mouse button is released, regardless of mouse position. Enable 'Mouse Over To Start' with a Box Collider attached to require mouse-over to start.

Tutorial Videos

1. Getting Started: <https://youtu.be/FUFdVDveUAM>
2. Timeline and LipSync Pro Integration: <https://youtu.be/l9IT5sKLI6Q>
3. Quick Outline Integration: <https://youtu.be/jWppeHTPQ4c>