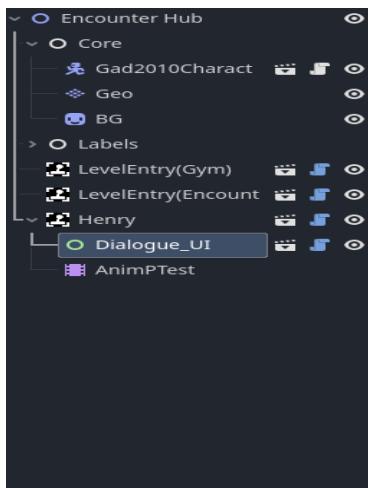
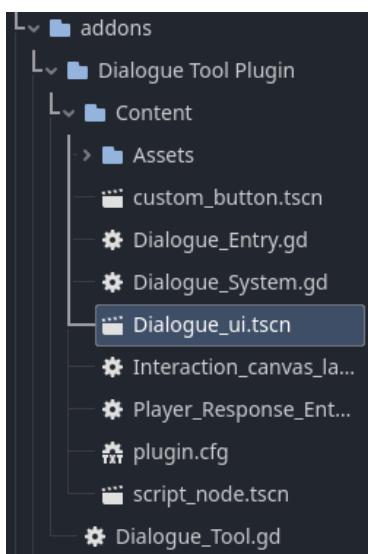


Dialogue Tool

How to setup

Firstly, the GAD2010Interaction Plugin needs to be installed and activated for this to work without needing to adapt it to your dialogue system using script

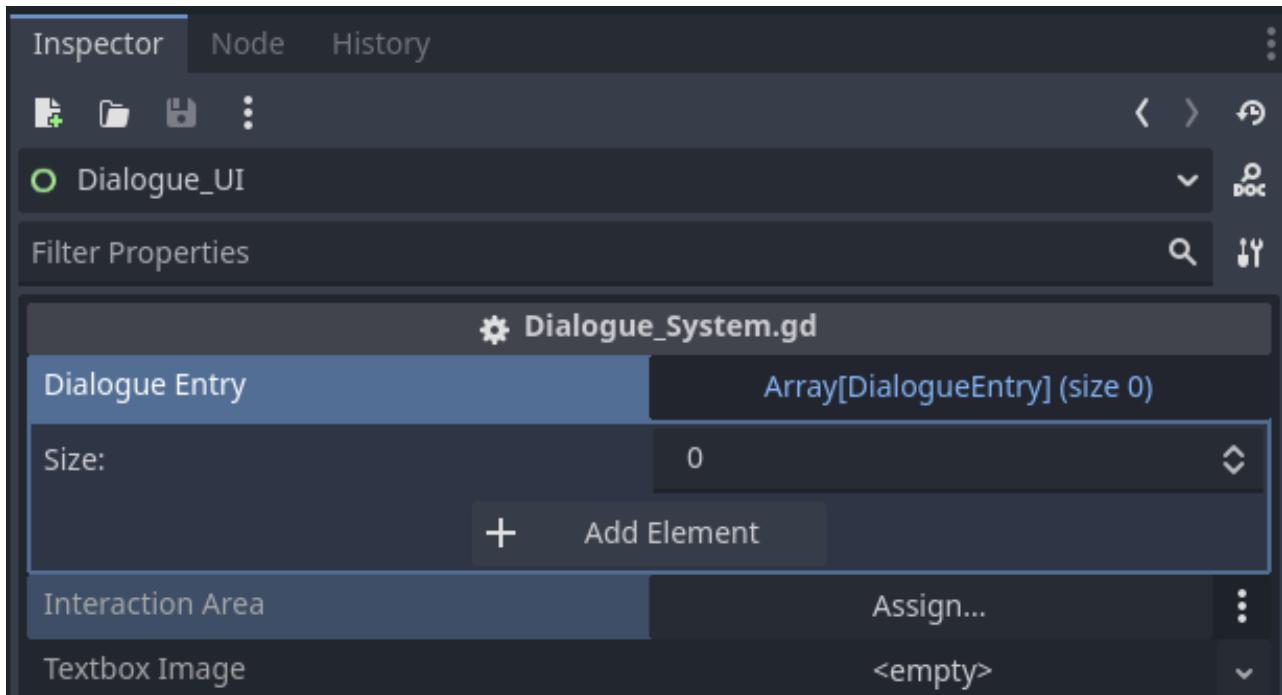
Simply, just get the file named Dialogue_ui.tscn' and just place the scene anywhere in the tree, however if you plan to have the player responses do something it is recommended to place it as a child of the node that it will effect to make it easier on programmers.



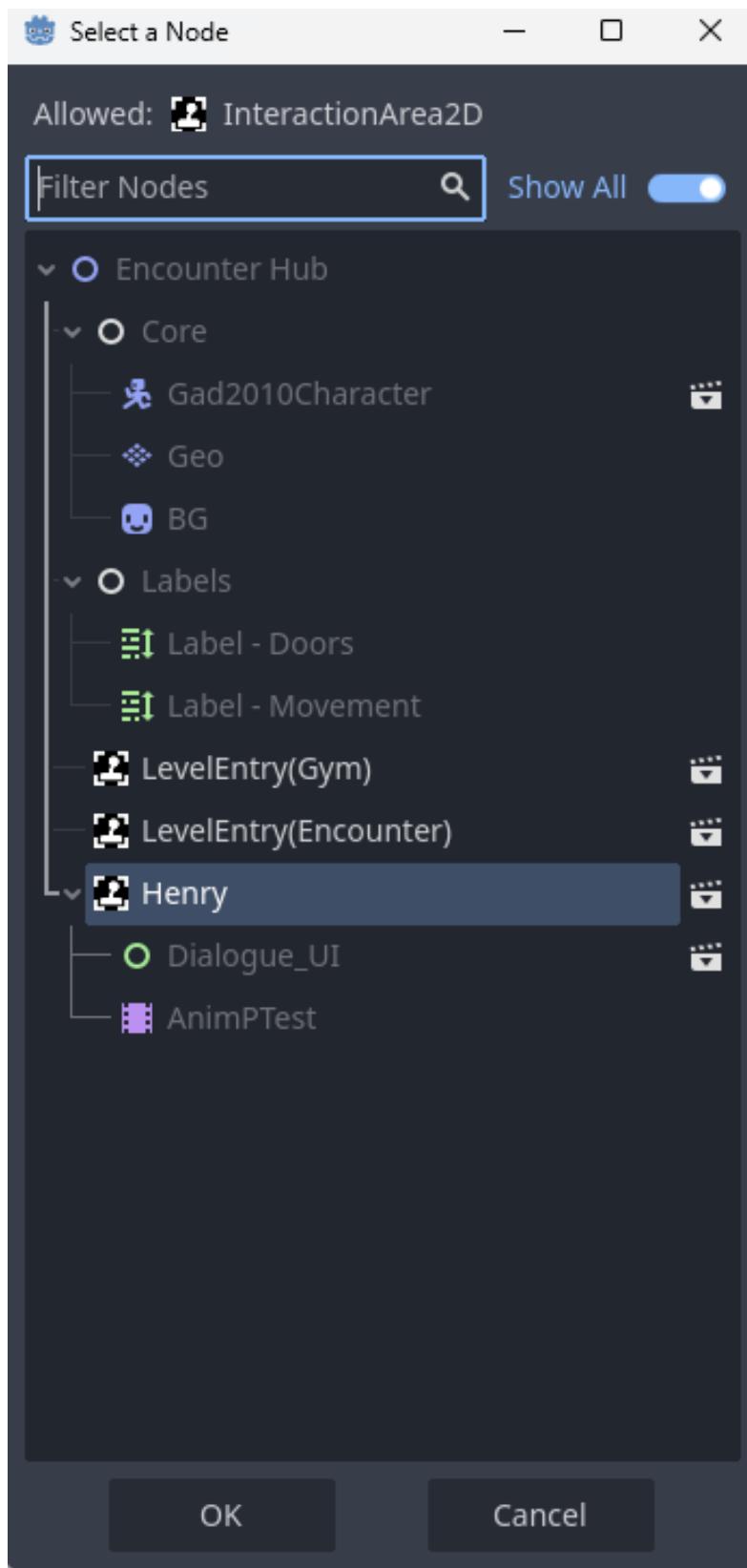
How to use

Setting up the interaction:

To connect this with the GAD2010Interaction Plugin you will need an ‘interaction area 2D’ node present in the scene, once you have that all you need to do is go to the ‘Interaction Area’:



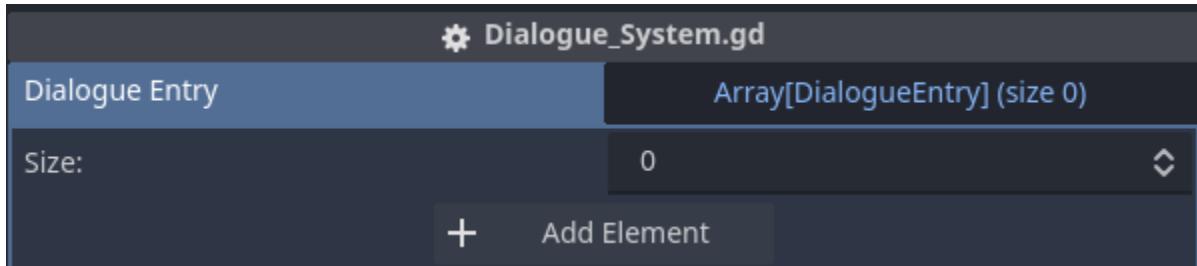
export in the inspector, click assign and then assign it



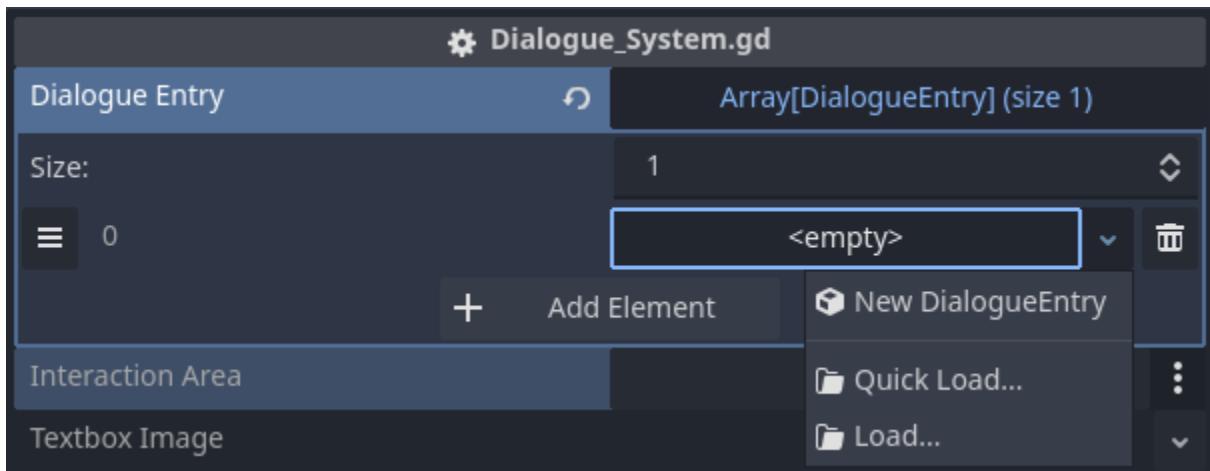
The connected node will be the interaction that causes the Dialogue UI to appear.

Setting up the dialogue system:

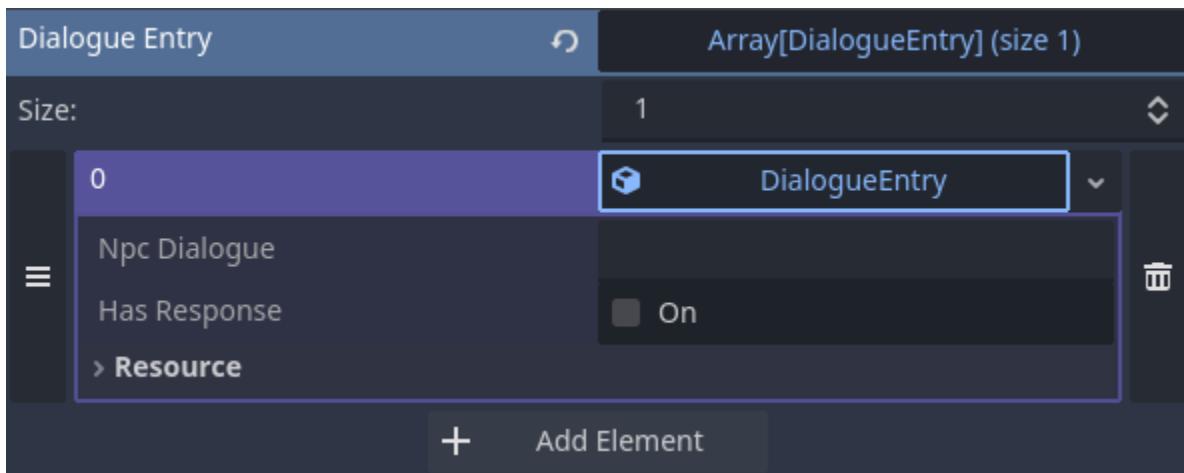
For setting up the dialogue you need to go to the inspector and then go to the ‘Dialogue Entry’ and then click ‘Add Element’



Once you have, you will see a new box with the text ‘<empty>’ within it, click on the empty button and then click on ‘new DialogueEntry’

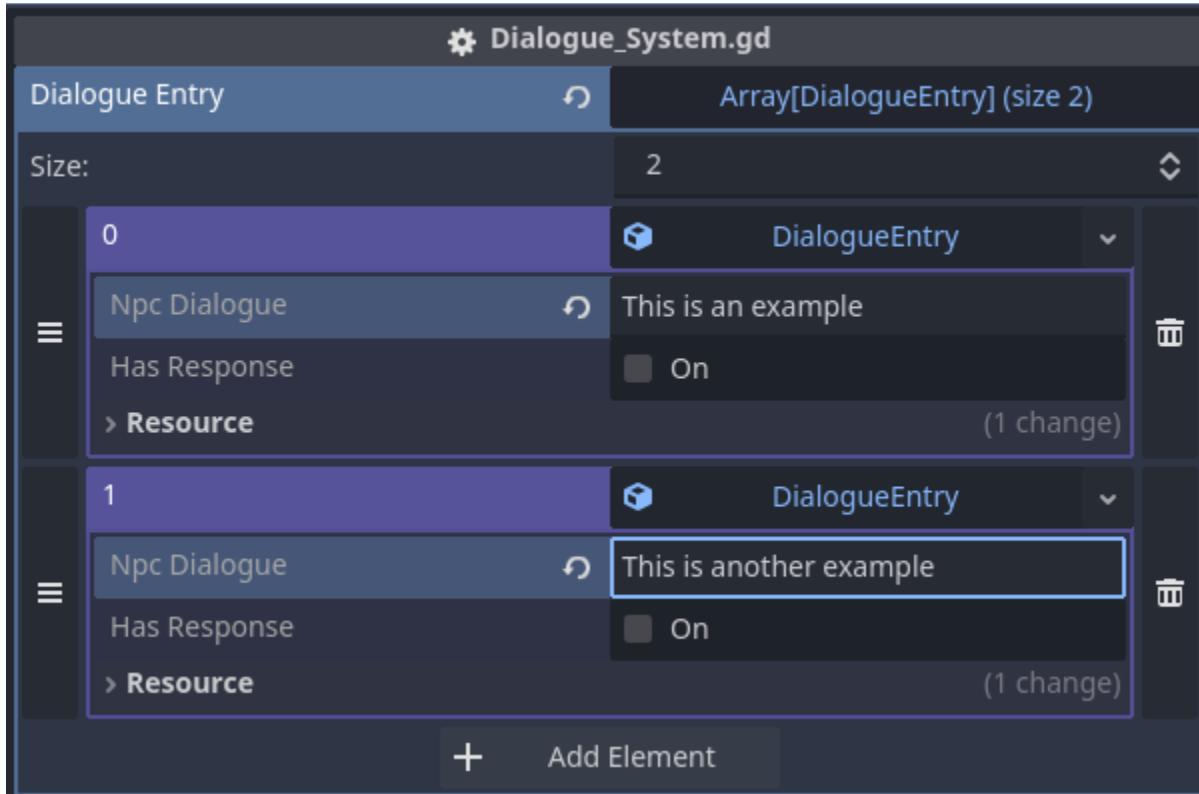


Once you have done that the ‘<empty>’ will be replaced by ‘DialogueEntry’ which will have some new options for you

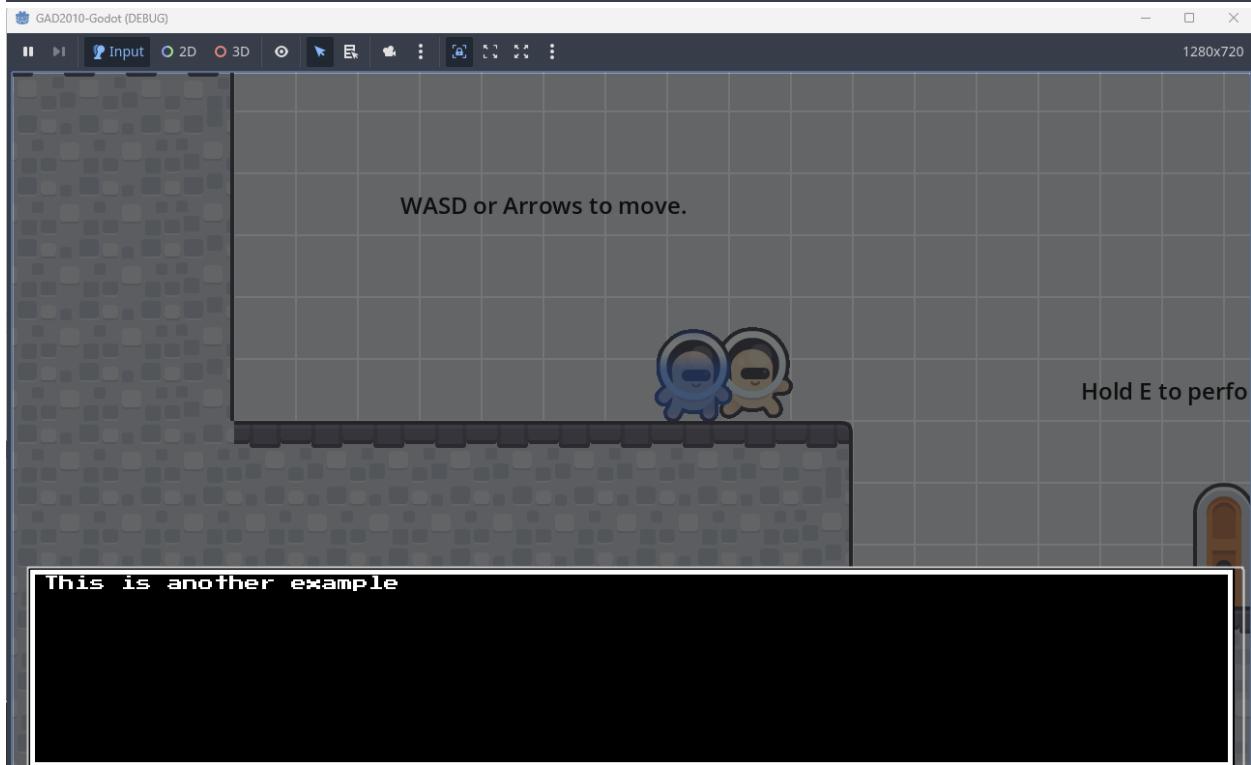
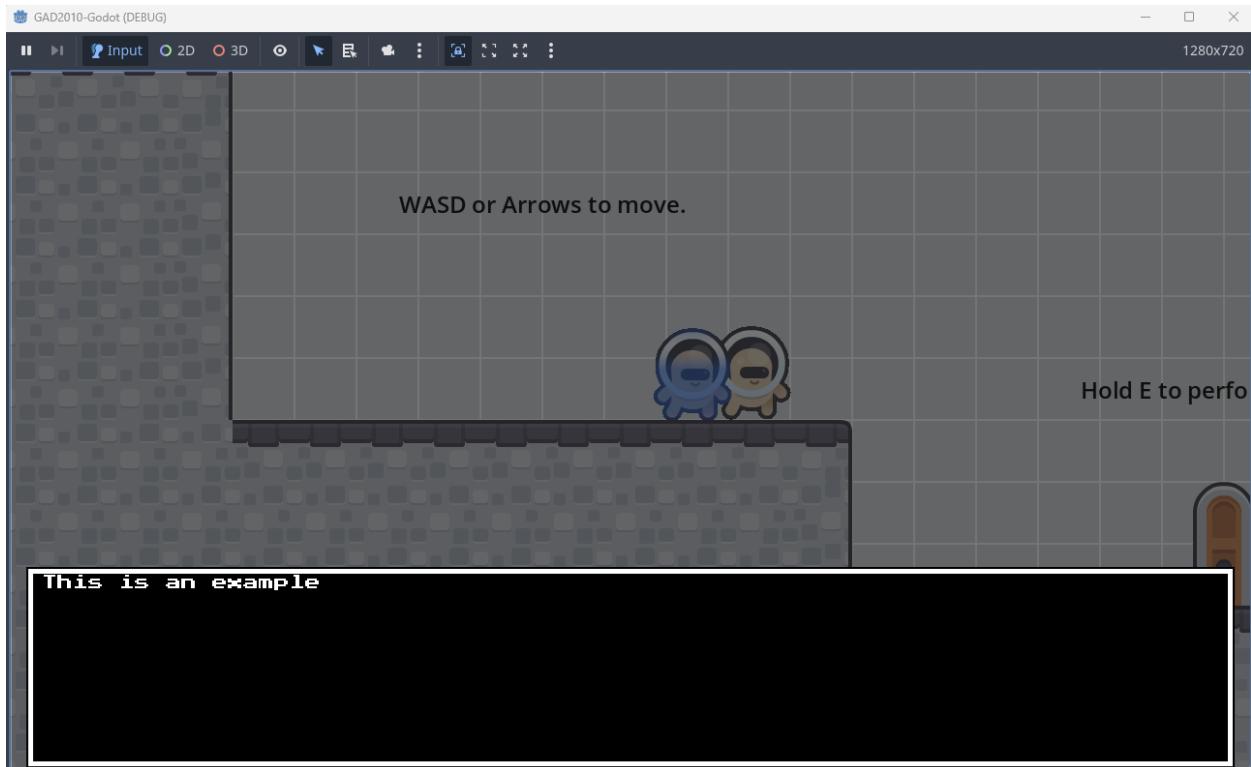


Setting up NPC Dialogue:

Write in 'Npc Dialogue' to write the Npc Dialogue that will appear in a box in the bottom of the screen.

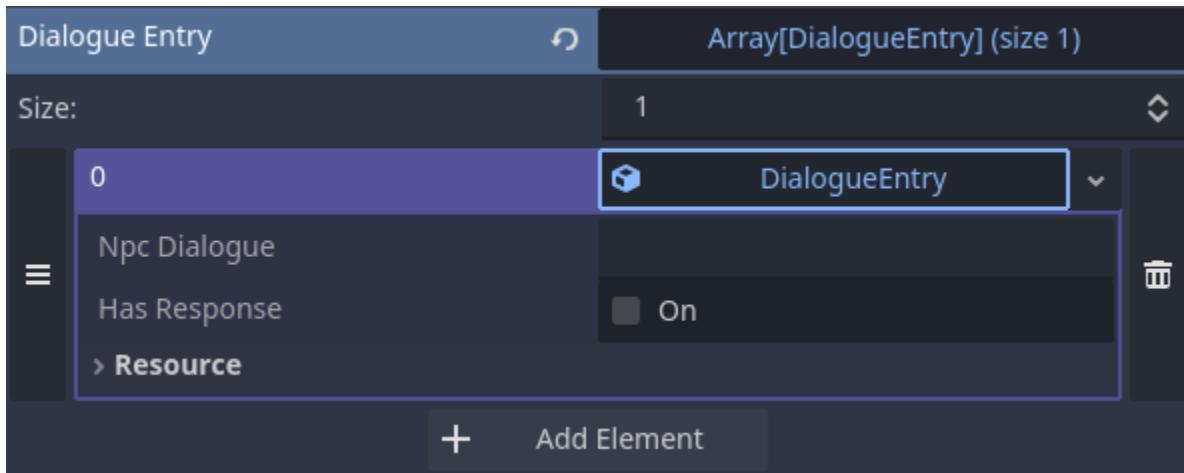


Here I have created 2 entries by clicking 'Add Element' twice and filling in the 'DialogueEntry' as well as filling in the Npc Dialogue and below is how it will look to the player

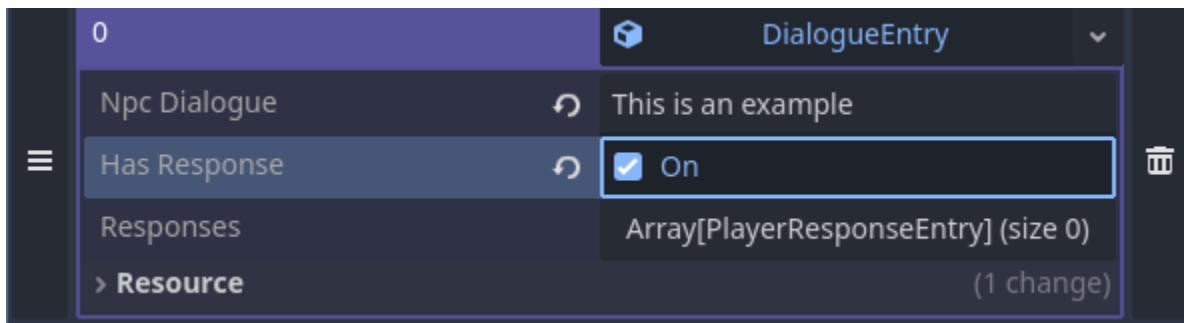


It will transition between them on click without any coding needed and then after the final entry is clicked on it will disappear from the player's view

Setting up the Player dialogue:

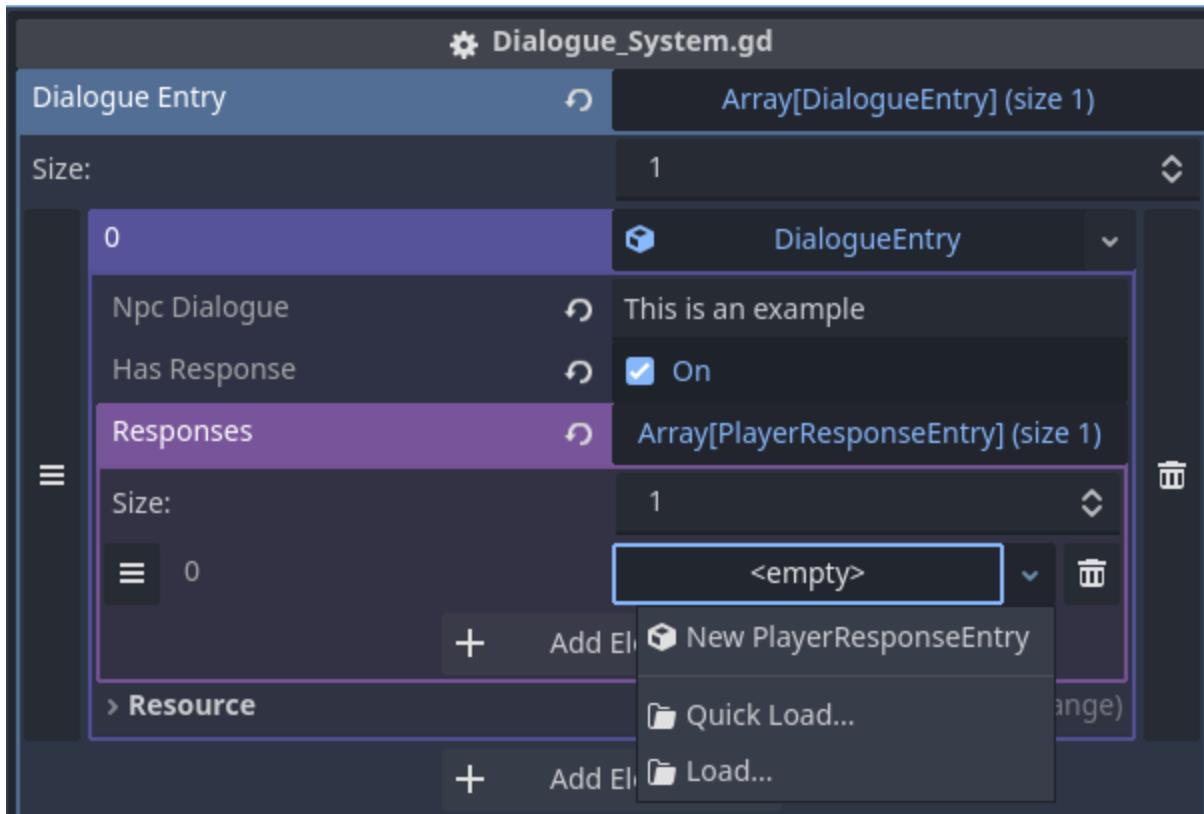


When you have added a dialogue entry to the array there will also have the option to click 'Has Response' to On, if there is a player response needed click it

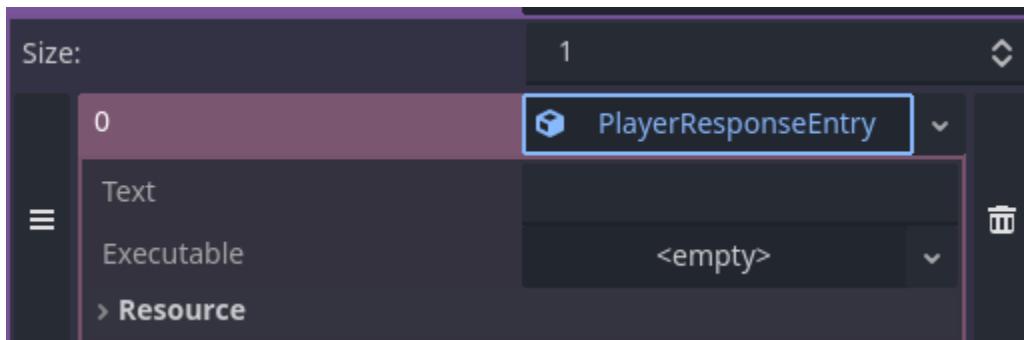


And it will tick showing it is activated, additionally a new array will appear in the inspector right under it labelled Responses

Like for the NPC responses you want to press on 'Add Element' and then add 'New PlayerResponseEntry' to the <empty>



Once you have done that you will be presented with this:

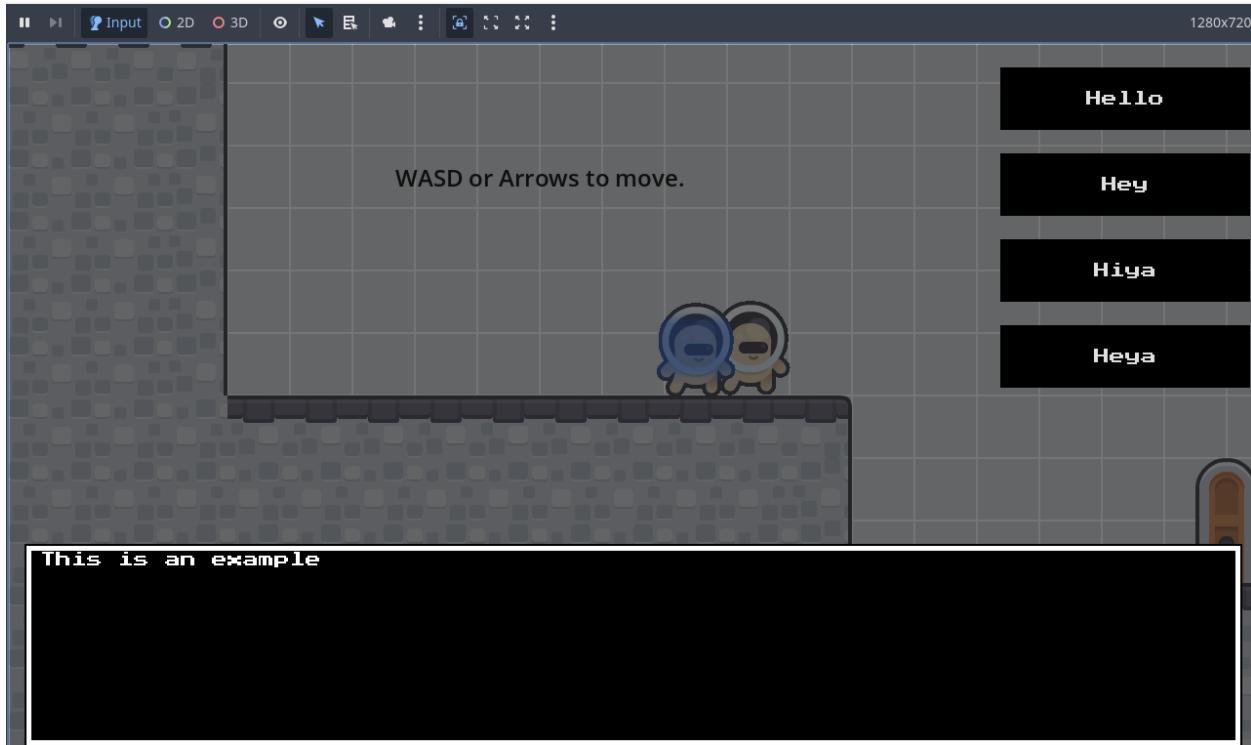


The player response will be whatever is in 'Text'

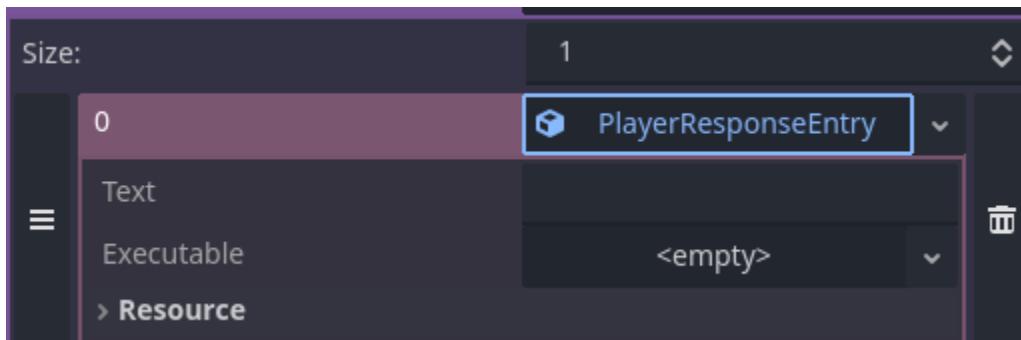
Here is an example where I had multiple elements to show how it looks and that it can have multiple player responses

Responses		Array[PlayerResponseEntry] (size 4)
Size:	4	↑ ↓
0	PlayerResponseEntry	trash
Text	Hello	trash
Executable	<empty>	trash
› Resource		
1	PlayerResponseEntry	trash
Text	Hey	trash
Executable	<empty>	trash
› Resource		
2	PlayerResponseEntry	trash
Text	Hiya	trash
Executable	<empty>	trash
› Resource		
3	PlayerResponseEntry	trash
Text	Heya	trash
Executable	<empty>	trash
› Resource		
+		Add Element

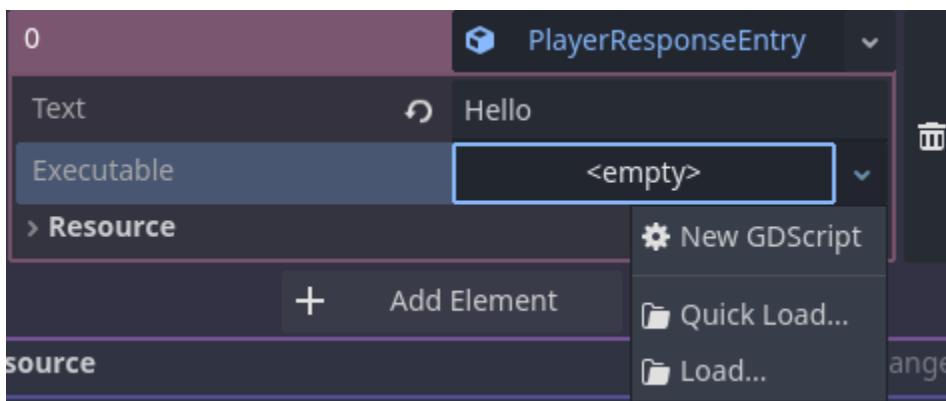
This is how it looks to the player:



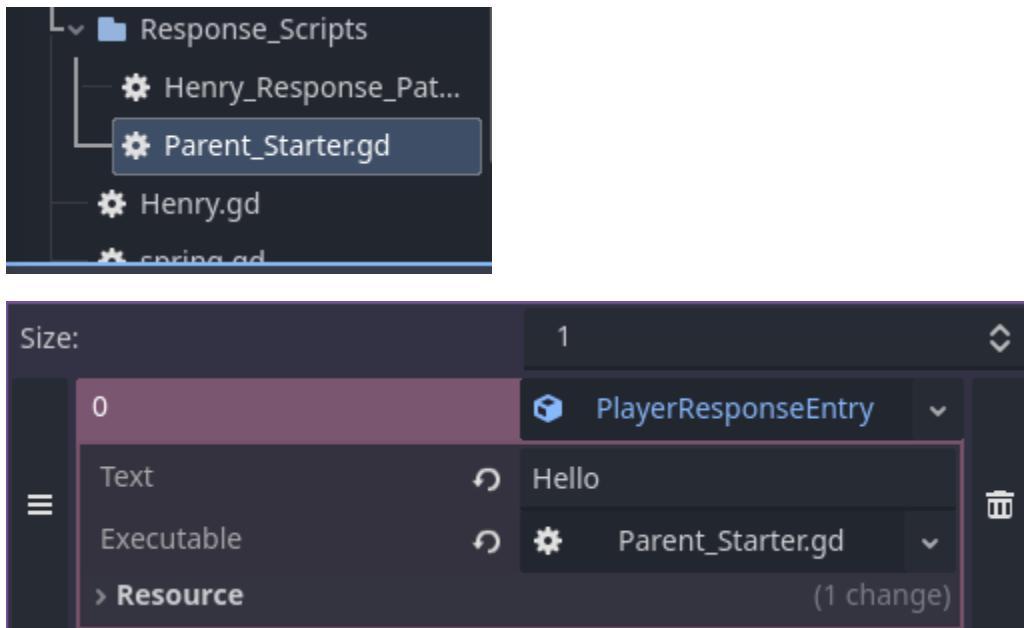
How to use the executable:



If there is no intention other than to continue the conversation with the NPC leave it <empty> and **do not add a 'new GDScript'**



Otherwise, it will cause an error. Drag in a premade script to the empty box made by a programmer, like so:



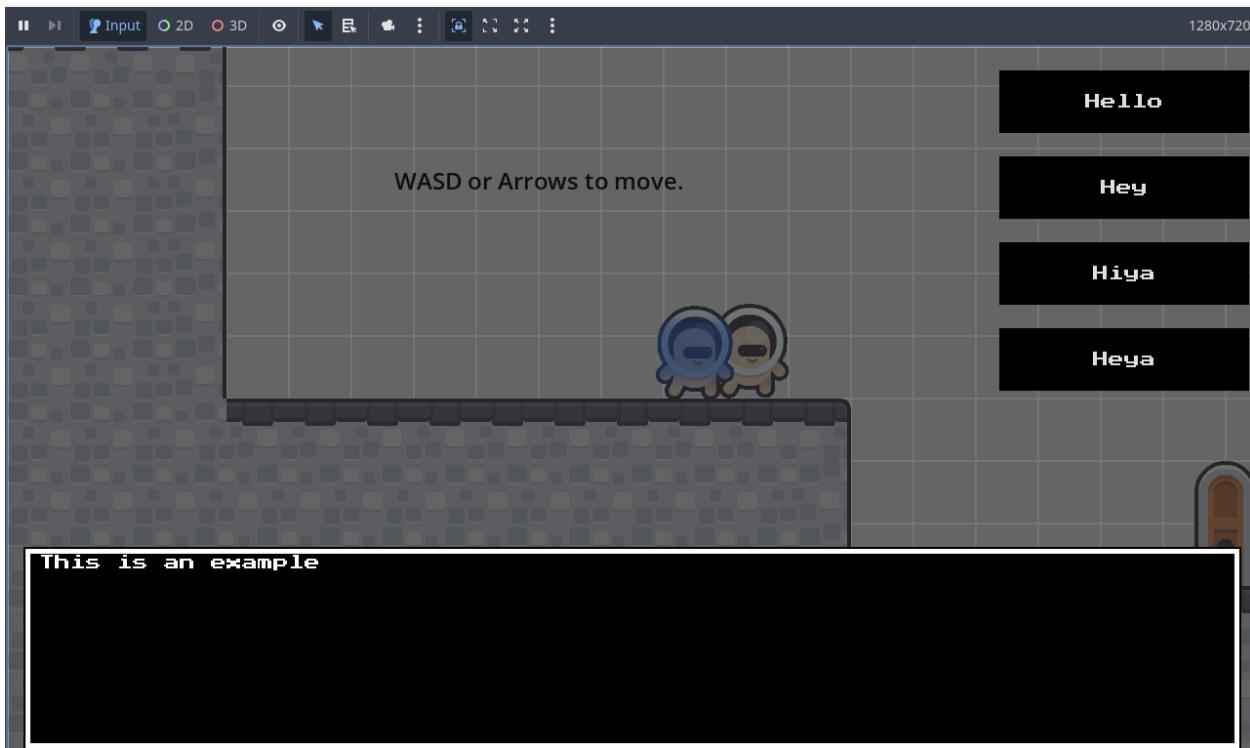
And for you programmers make sure to have a ‘func start():’ in your script, like so:

```
1  extends Node
2
3  func start():
4      var parent = get_parent()
5      parent.start()
```

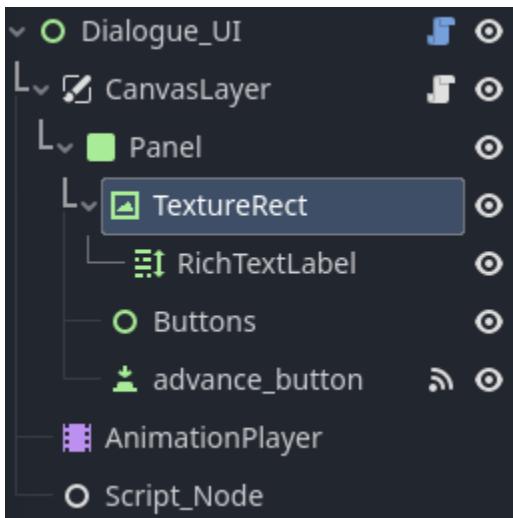
Not doing so will not result in error, however it is expecting a start function so without one it will not run any script.

Changing from the default design

This is the default design:

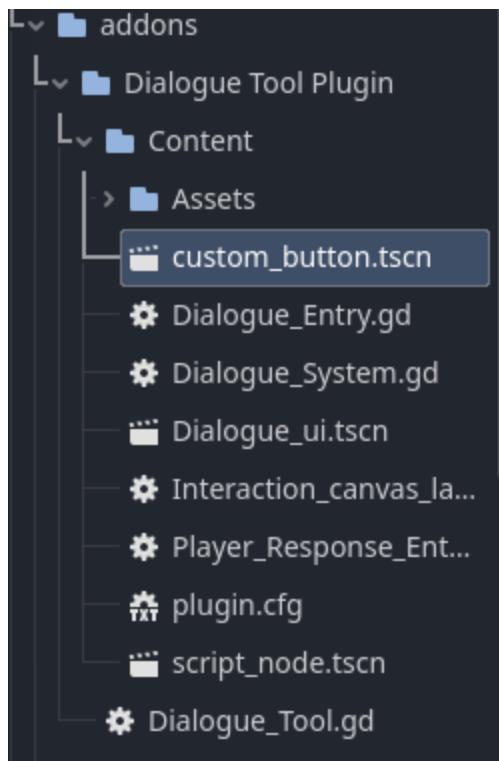


If you wish to change it all you must do is go to the 'Dialogue_UI' scene and change stuff to how you think looks best!

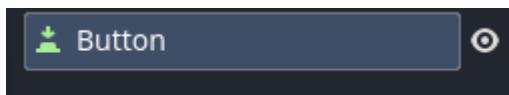


The 'TextureRect' is the text backdrop and the 'RichTextLabel' is the NPC text itself, the 'Panel' is the backdrop which darkens the background and the 'AnimationPlayer' is what makes the Dialogue slide up and down smoothly on interaction, these are the things which you should only really change as a designer.

To change the look of the player response buttons you need to find the 'custom_button.tscn'

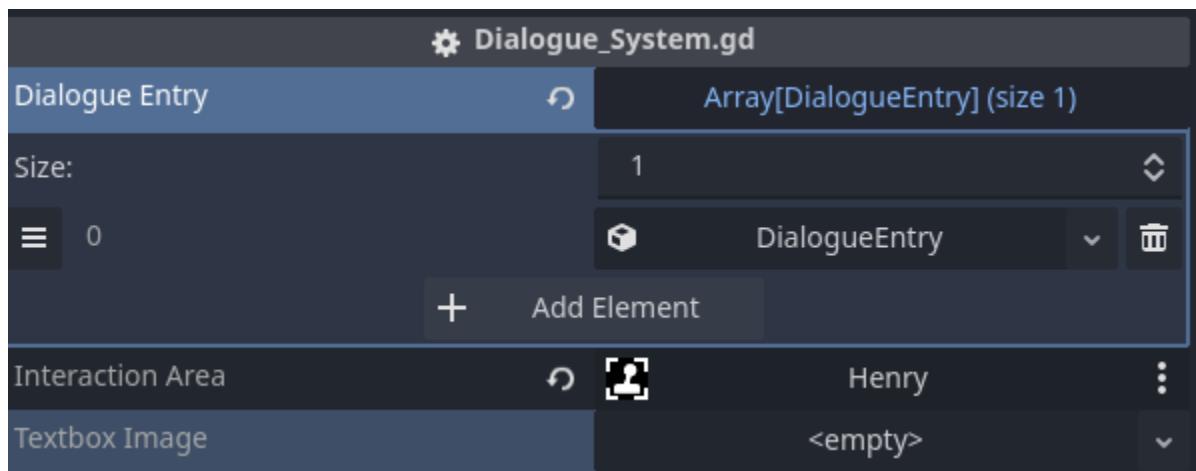


All it has is a

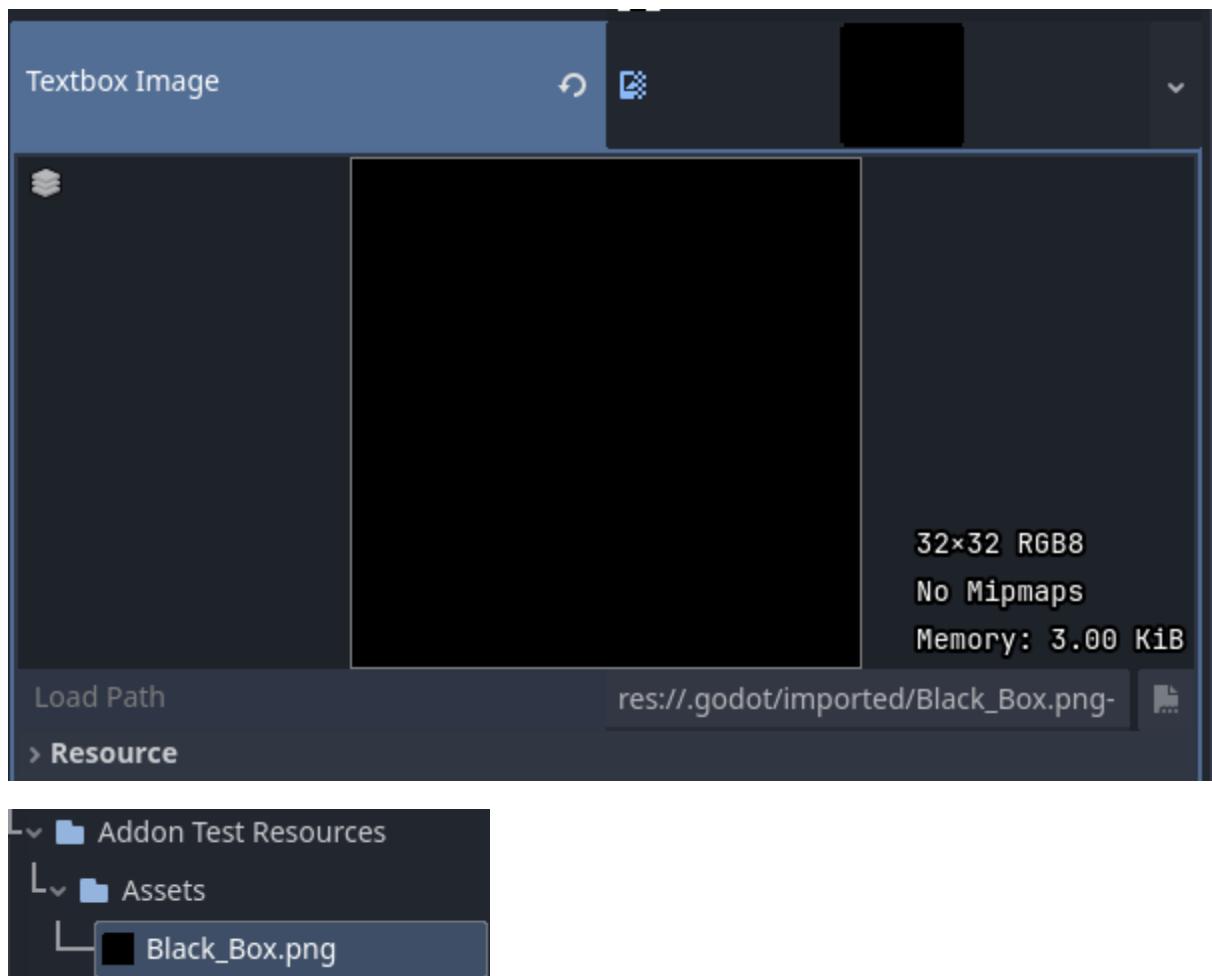


And customise it to your liking.

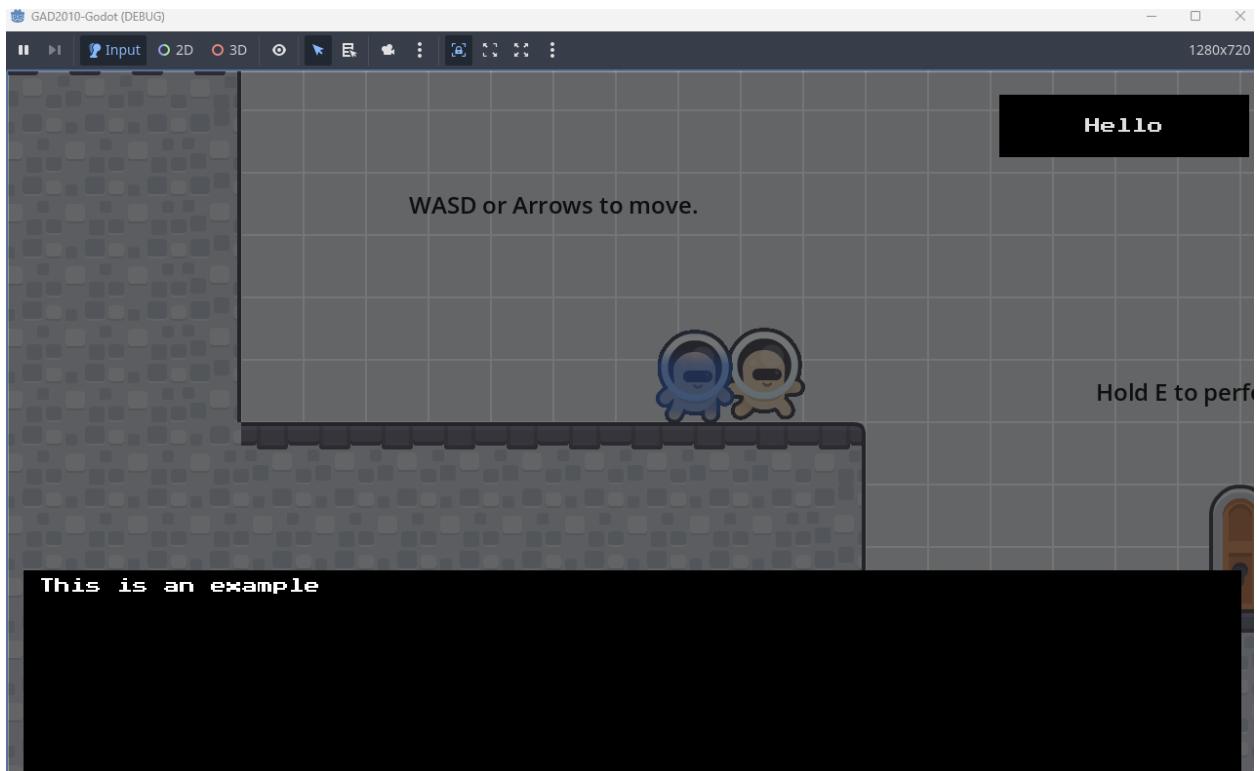
If you want each NPC to have their own different dialogue background, use the 'Textbox Image' in the inspector of the 'Dialogue_UI'



Just drag any image in there that is saved to the project, like so:



And there we go:



Potential errors

'Invalid access of index '0' on a base object of type 'Array[DialogueEntry]'. -