

DIALOGUE SPEAKER



DIALOGUE SPEAKER DOCUMENTATION

GETTING STARTED

1. Make an empty game object and add the “*Dialogue Speaker*” component.
2. Add a text mesh pro object to the *subtitlesText* property as this will be the subtitle for the dialogues.
3. Make sure *useSubtitles* property is checked in order for the subtitles to be printed out.
4. Set the wanted number for your dialogues inside the *Dialogues* list.
5. As you expand each element inside the dialogues list you will notice that each element contains 4 properties: **Audio** (AudioSource), **Time** (float), **Subtitles** (string) and finally **ScriptToEnable** (MonoBehaviour)
 - Audio: is an AudioSource and it’s the actual audio you want to play.
 - Time: is a float and it’s the amount of time passed before playing the audio. Useful for adding a little breathing room between dialogues.
 - Subtitles: takes a string and is the actual subtitles text you want printed out.
 - ScriptToEnable: is a MonoBehaviour and takes in a disabled script that will be enabled when the audio plays.
6. After setting all the above it’s time for the **Script Options**.
7. The *EnableScriptFinish* property is to check whether you want to enable a certain script when the entire dialogue finishes.
8. *EndScriptTimer* set the amount of seconds to pass before enabling the end script after dialogue finish.
9. *ScriptToEnable* takes a MonoBehaviour this should be the script you want to enable on dialogue finish.
10. Now that you’ve finished setting the Dialogue Speaker you can get the “DialogueSpeaker” component via script and run **playDialogue()**.

METHODS AND PROPERTIES:

index – returns the current index of the playing dialogue

playDialogue() – starts playing the dialogues

stop() – stops the current dialogue playing for later resume

resume() – resumes the dialogue

skip() – *skips the current playing dialogue and jumps to the next one*