Code Tips

**Dialogue**

Characters and their meanings:

# : Signifies the conversation number and will clear a line

@ : Signifies that the line before is a character name

~ : Signifies the beginning of a paragraph

\* : Signifies the end of a line of dialogue

< : Signifies the end of a paragraph (a characters part)

> : Signifies the end of a conversation (multiple characters)

% : Signifies the end of the script

{ : Signifies that the next paragraph will be the choice options

Syntax

{ need to come before the <

After a choice situation, the next conversation numbers should be the text to run after the choice is chosen (ex: if conversation 0 has 3 choices, choice 1 will lead to conversation 1, 2 to conversation 2 and 3 to conversation 3)

There can only be up to 4 choices, but there doesn’t have to be 4.

There should be one and only one of the following for each line : \* , < , >

Pressing enter does not effect any of the dialogue (from what I know)

All character except for ~ should be at the end of a line

**Example Text**

0#

Brad@

~I’m telling you, something is wrong with Carl.\*

We need to be cautious, it might be some sort of virus.<

Villager Name@

~Nothing is wrong with Carl. He is always like this.{<

~ What’s going on here?\*

Doc what’s wrong with Carl\*

Leave>

1#

Villager Name@

~Doctor Brad says that something’s wrong with Carl, that he’s been acting strange,\*

But obviously he’s fine, Carl is just being Carl. He’s always like this.<

Brad@

~Yes Carl may be a little strange most of the time,\*

But he is most definitely not acting normal.>

2#

Brad@

~Carl seems to be exhibiting strange symptoms that don’t fit with his… personality.\*

He’s sluggish and quiet. It’s as if something is draining the life out of him.>

%

**Actions and Action Modifier Script**

Look at the Café Owners Rigidbody/the game objects underneath it for examples of how to use the action modifiers within the dialogue setting

Look at the Pipe\_Scalar\_Object in the test scripts for an example of the action modifiers for the movement scripts of the character or NPCs

These are used in the Movement Script for the NPC and player and the dialogue scripts

They allow for different actions to occur for different events without creating different events for each of them(example NPC reaching one spot triggers the action, but then when they reach a different destination it triggers a different action)

To customize the action scriptable objects you need to have an action modifier script attached to an object and then you can add any events which you want to happen when the action is called into the UnityEvent.

One downside is that in order to do separate things you need the action modifier on different objects.

Also you’ll have to remember to call the Add() function somewhere for it to run

Finally within the action modifier UnityEvent you will need to have the action modifier call the Sub() function at the end of the list of events to ensure that there are not any double events happening