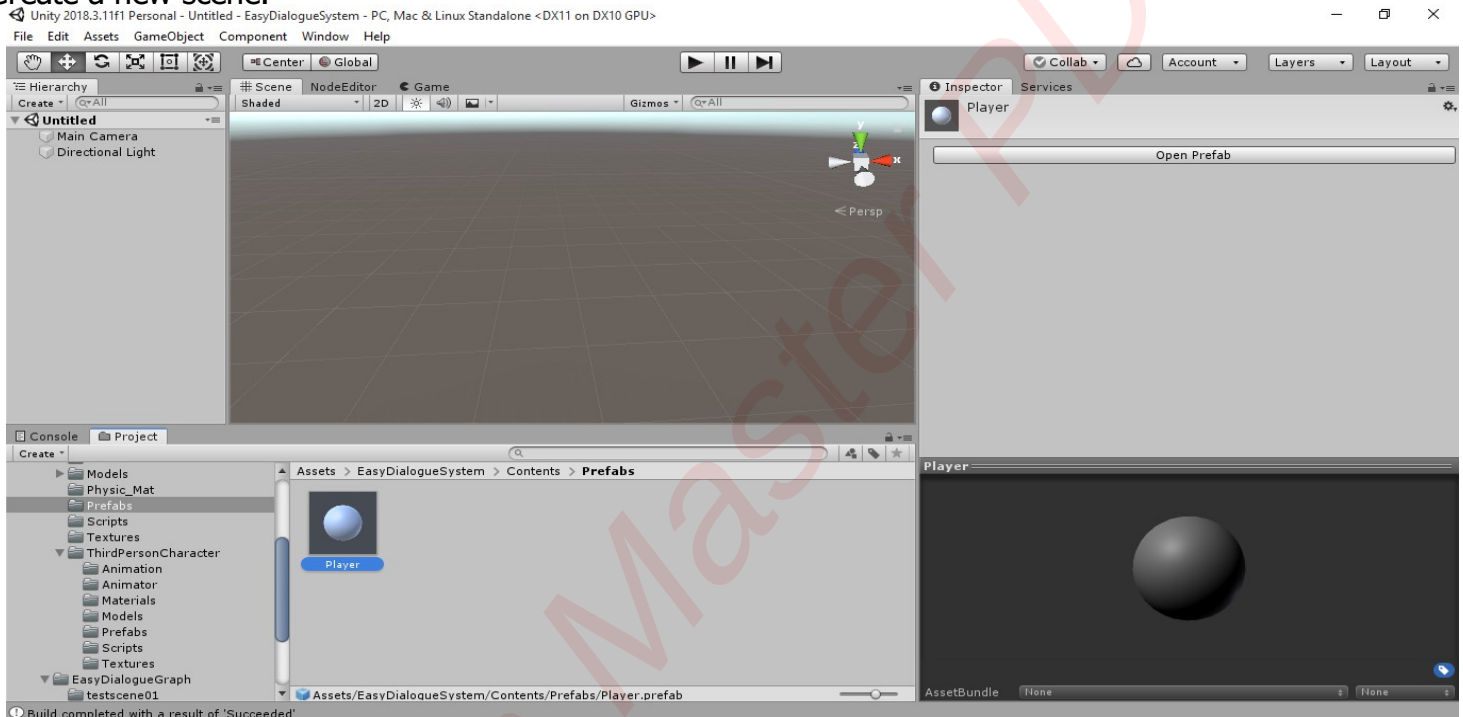


EASY DIALOGUE SYSTEM

This tool will let's you create dialogue system, message boxes decisions etc. it has been designed to work with it's user regardless of their talent, weather you are programmer or not you can build up a solid dialogue network without having to script anything.

HOW TO USE

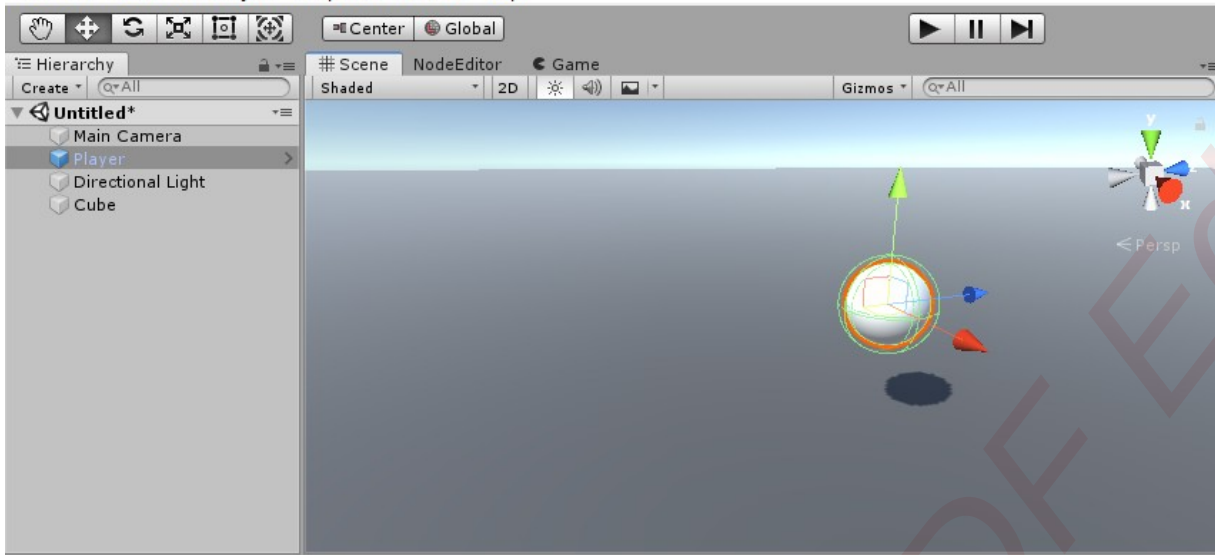
1. Create a new scene.



2. lets create a ground for the character to move on, goto the hierarchy create a box gameobject next reset its position to (0,0,0) then scale it in x and y axis (500,1,500), next change its material to anything but white.

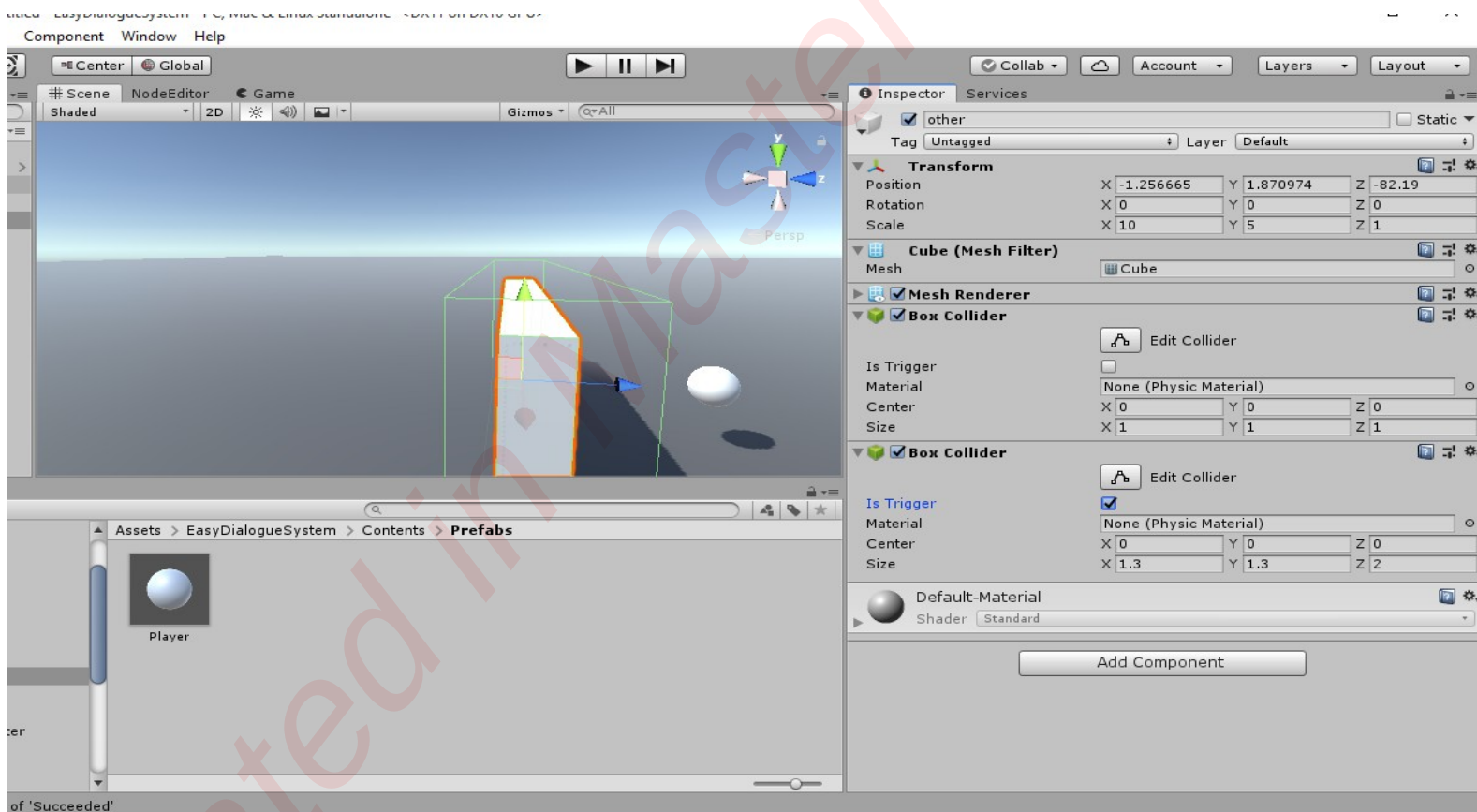
because the character is going to be white in order to blend.

3.go to folder EasyDialogueSystem/Contentets/prefabs and then drag and drop the ball prefab into the scene,make it is place on top or a little bit above the ground.

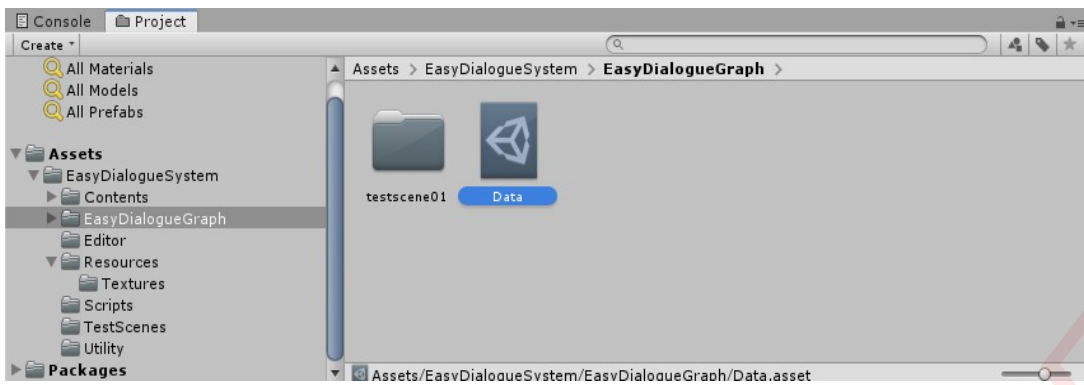


4. now that we have the ball in the our scene next add another cube that the ball can interact with. place this object in front of the ball and scale it by(10,5,1).

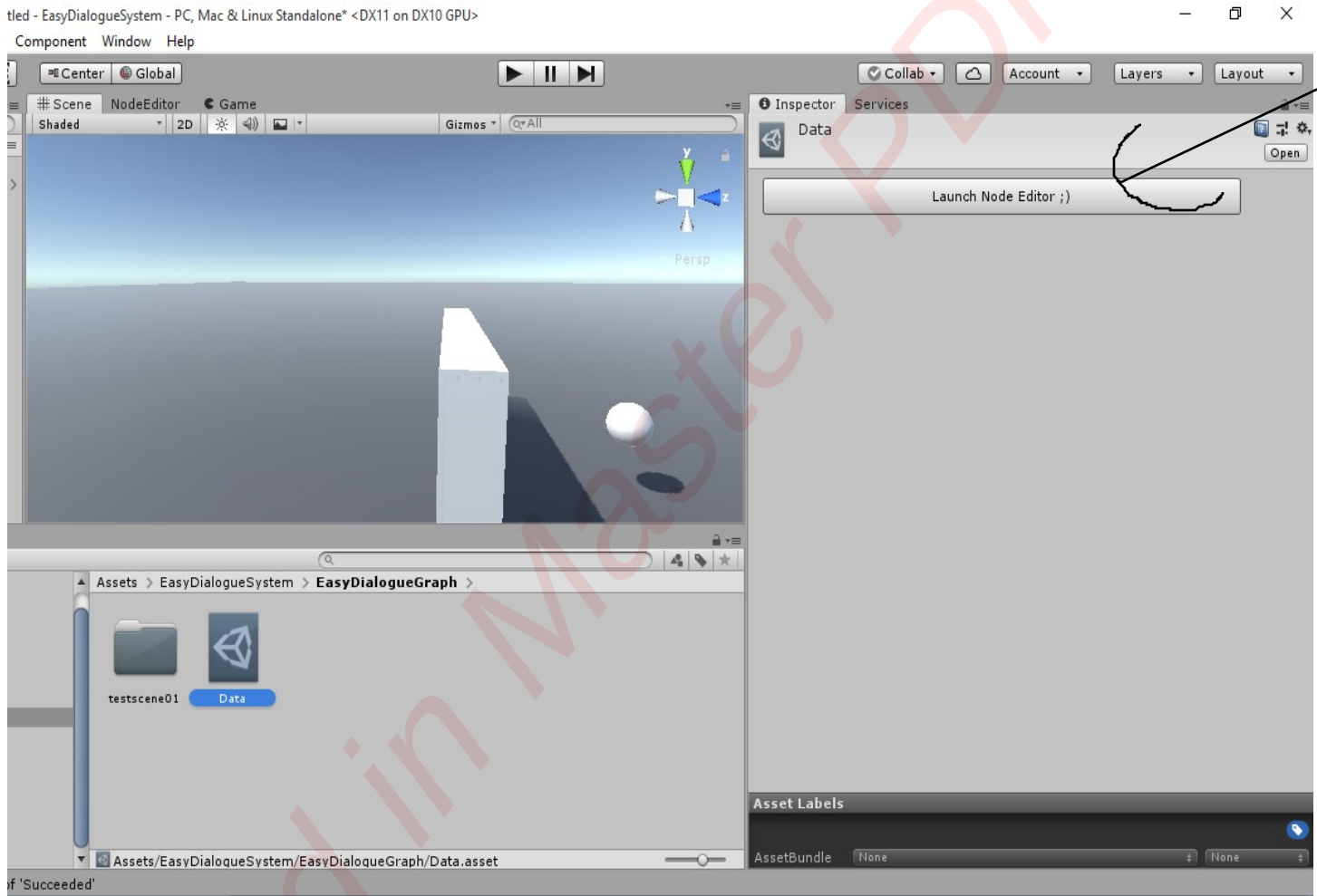
5.add a box collider component to the cube, set Is trigger to true and increase the collider size(1.3,1.3,2).



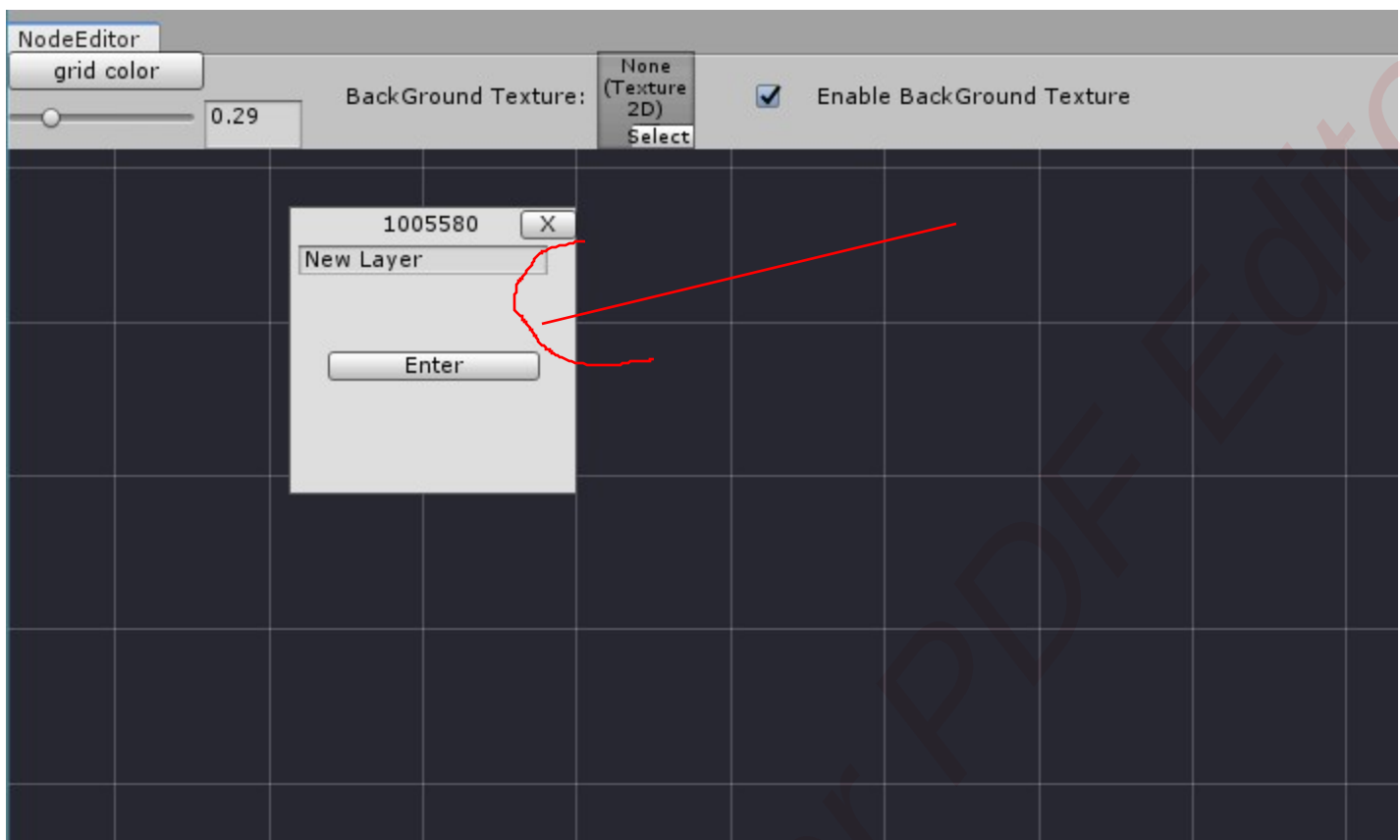
6.now lets create a little dialogue network, go to folder easydialogue/easydialoguegraph, next in the asset folder right click and add a new dialogue grap



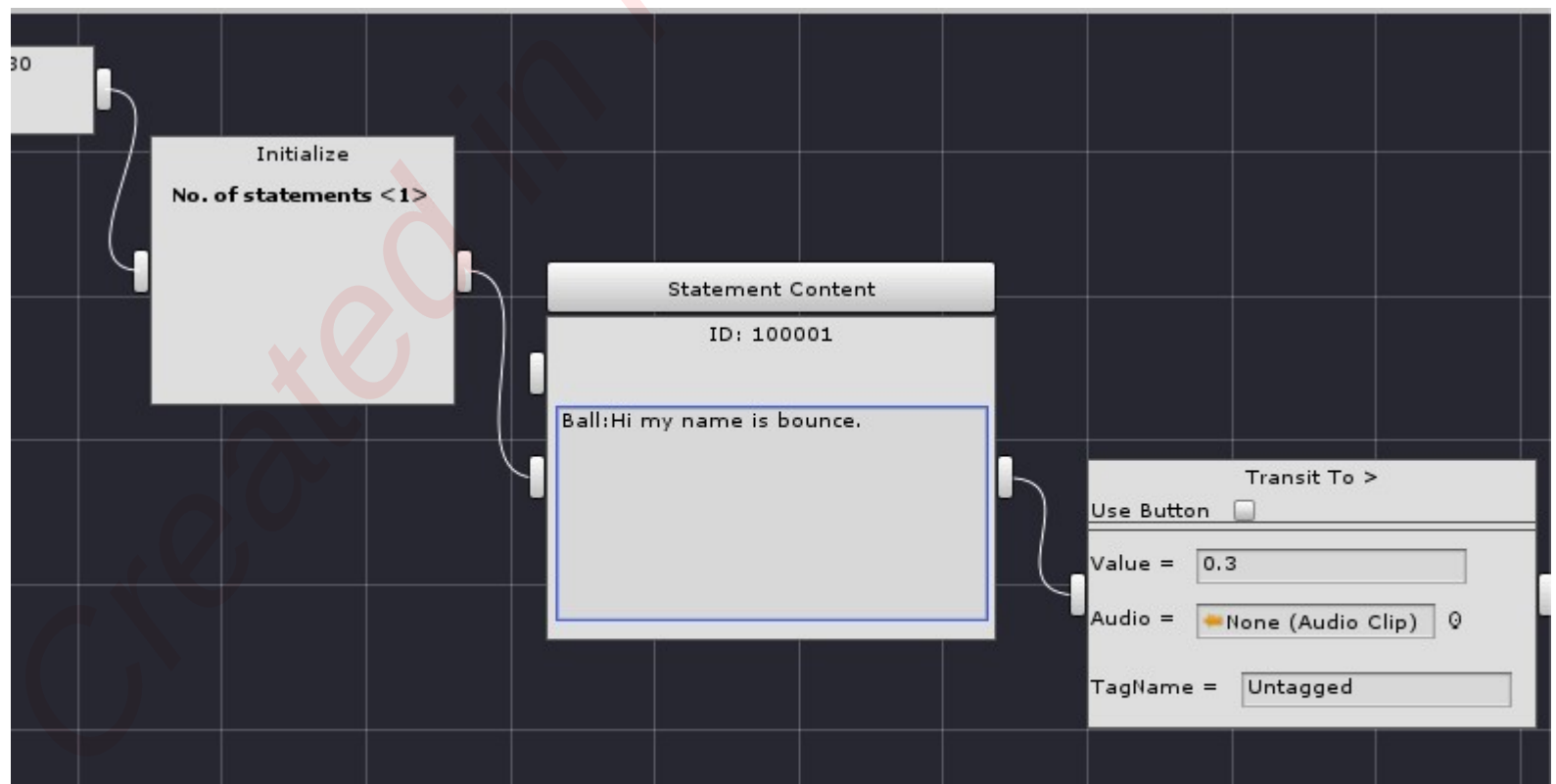
7. launch the NodeEditor window, make sure you select the dialogue graph before opening the node editor



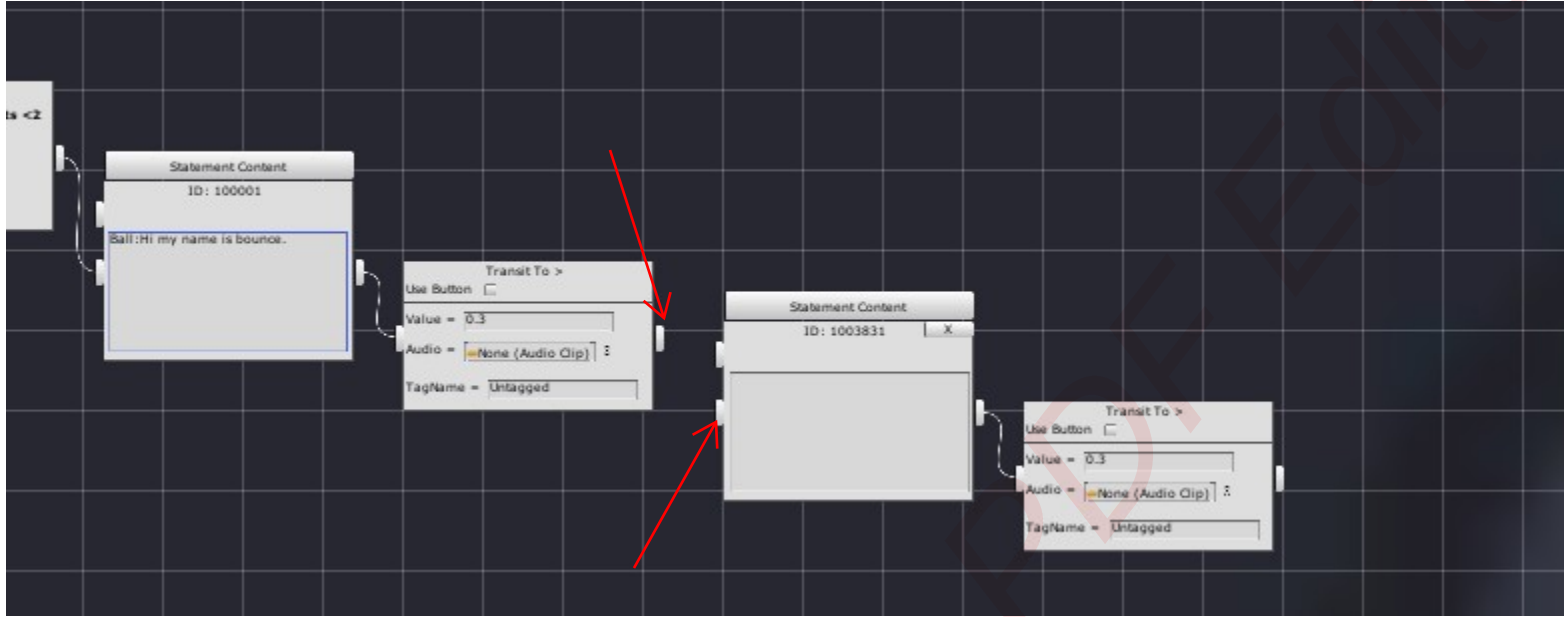
8. once you have launched the node editor window, you should have a statement layer click the enter button to get inside that layer inorder to add statements to that dialogue graph.



9. once you are inside that layer you should see a statement block where you can type in statement content. now type this (Ball:Hi,my name is boucne) inside the block, next add tagname to specify which character has this statement note: tagname must be unique. then you can specify how long you want the statement to last (5 sec will do)if you have audio you can drag and drop otherwise leave it empty.



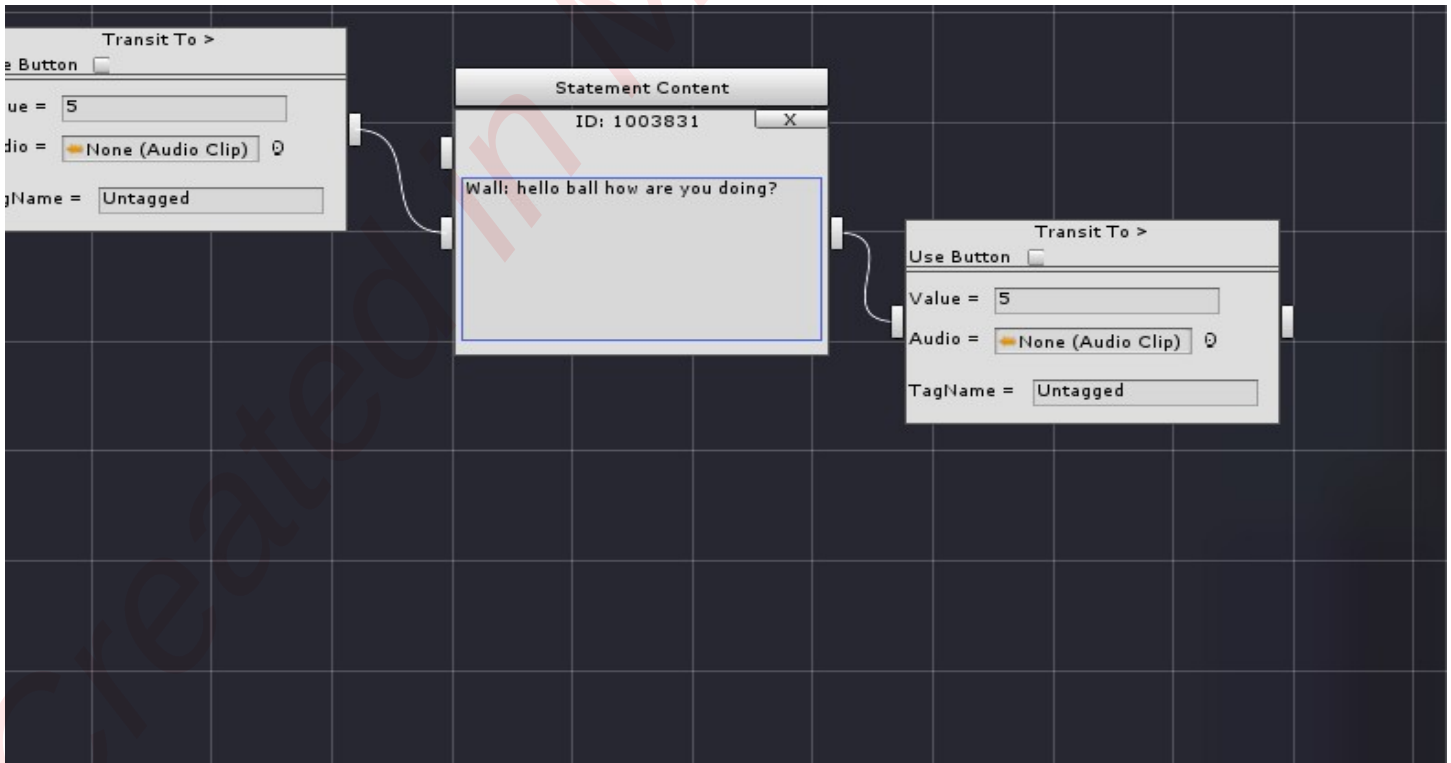
10. next we want the cube to reply the ball , this is easy just add another statement block to do so, hover the mouse icon so it inside the node window and then right click to add statement block.



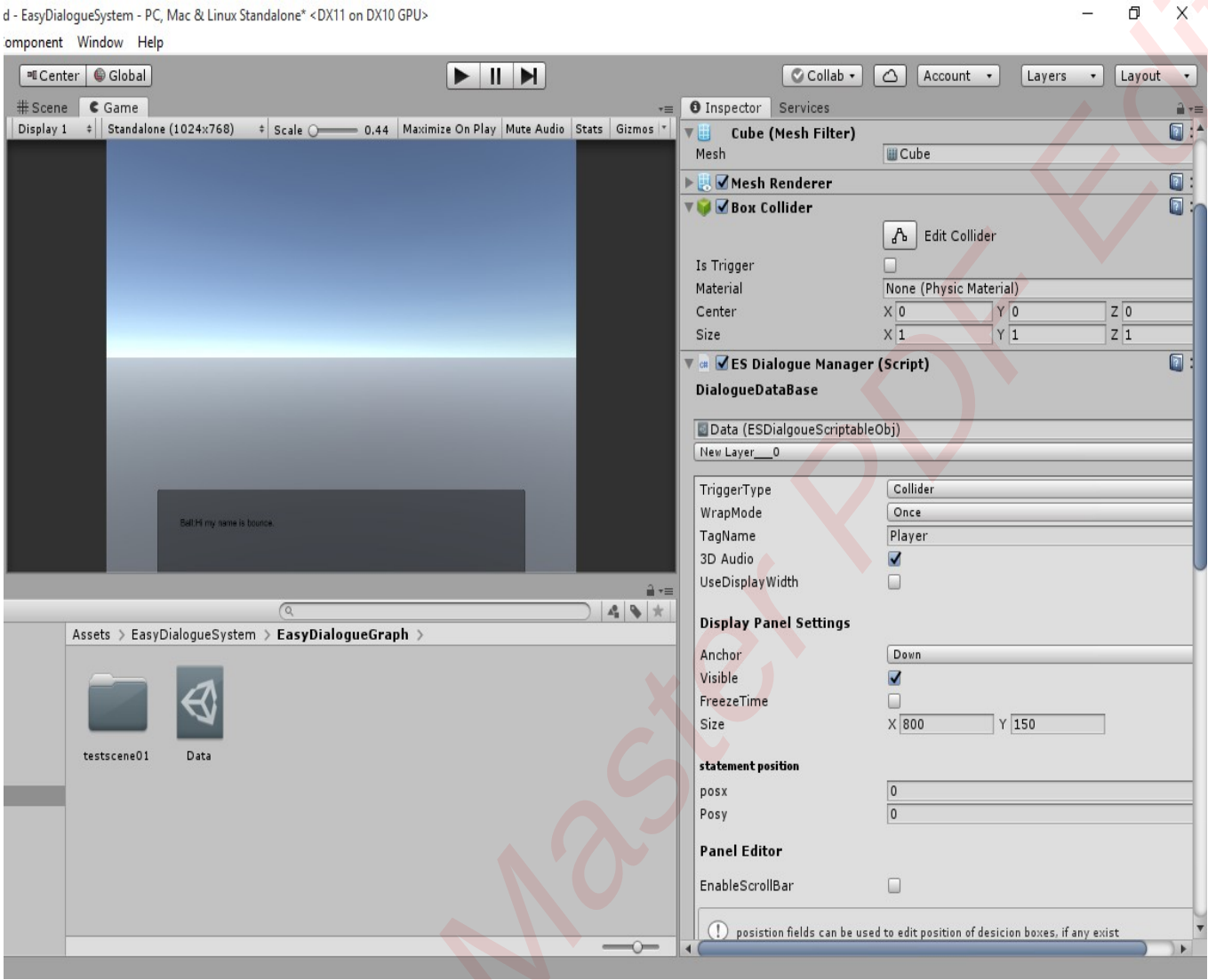
note that this newly created statement block is not connected to the previous. to connect them select the last knob on the previous statement block you should see a bezier line from the mouse to the knob next drag that line to lower knob on the newly created block.

please inspect the image above.

now type in (Wall: hello ball how are you doing?) in the new block.



11. go to back scene view and select the wall object and add the EsDialogueManager component to it next drag and the dialogue graph into the empty slot should have something like the image below

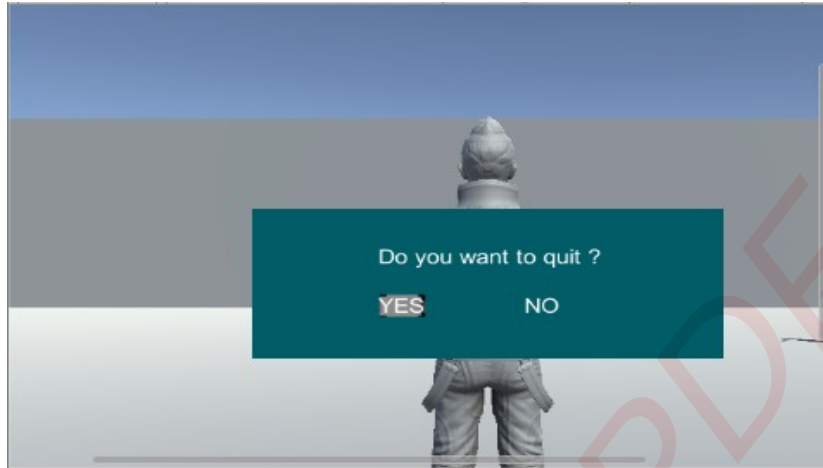


now make sure all values in the esdialoguemanager corresponds with the above image.

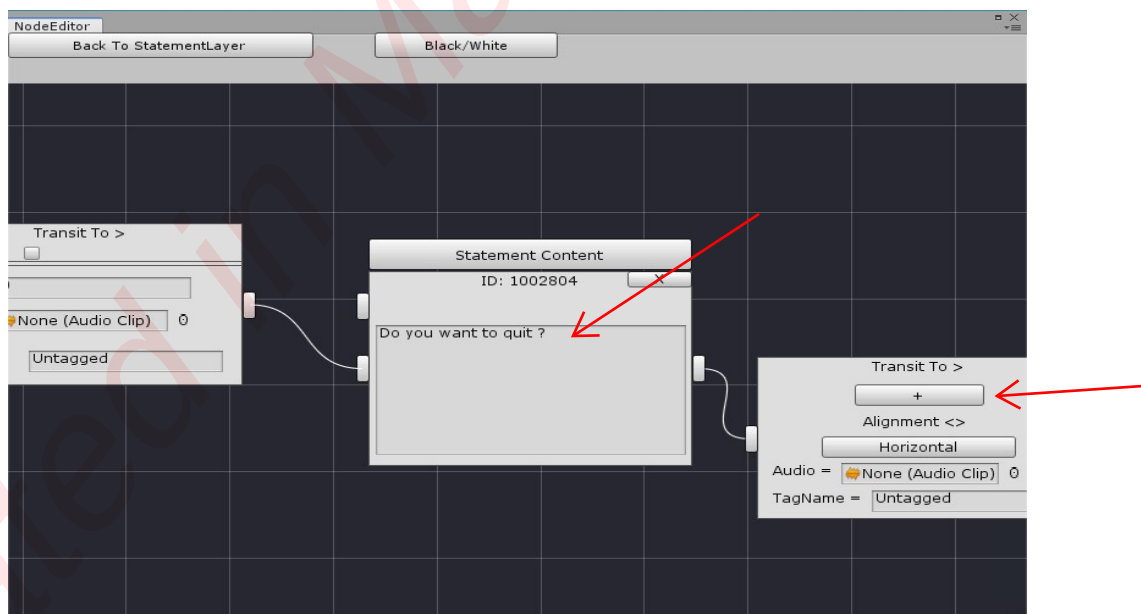
finally you can play this and make sure you navigate the ball such that its close enough to collider with the trigger collider of the wall inorder to trigger the dialogue.

HOW TO ADD DECISION BOXES

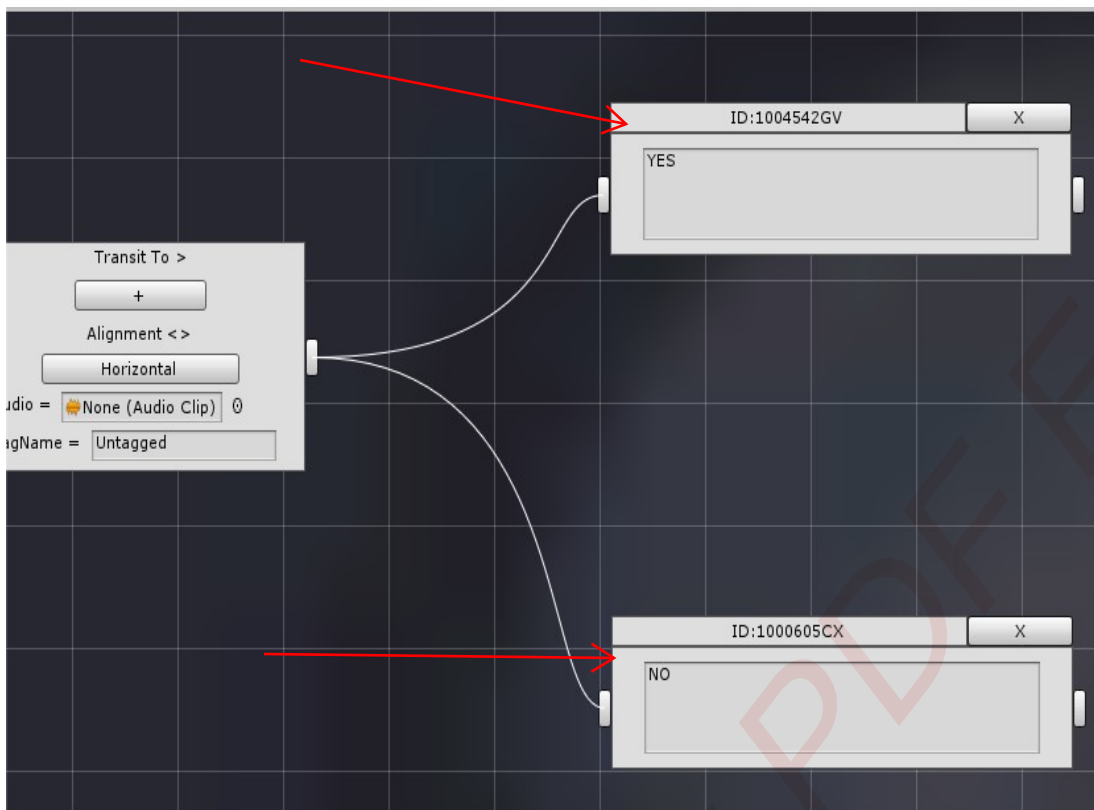
Well decision boxes can be used in different ways, but one of the most common use of a decision box is creating a message box for example, when the player clicks the esc key or any key that you have specified from your setup, you'd want a message popup asking users if they would like to quit or a message popup asking players if they would like to add a certain objective to their list of objectives etc.



- In the node editor window select create a statement layer and click on enter to get in to that layer.
- next ignore the first statement block that was automatically created by EDS, cos we gonna create a new container but this time a decision block. to do that right click select add and then select decision block.
- link the existing statement block with the new decision block.
- type in your message content.



- add message button by clicking on the "+" sign

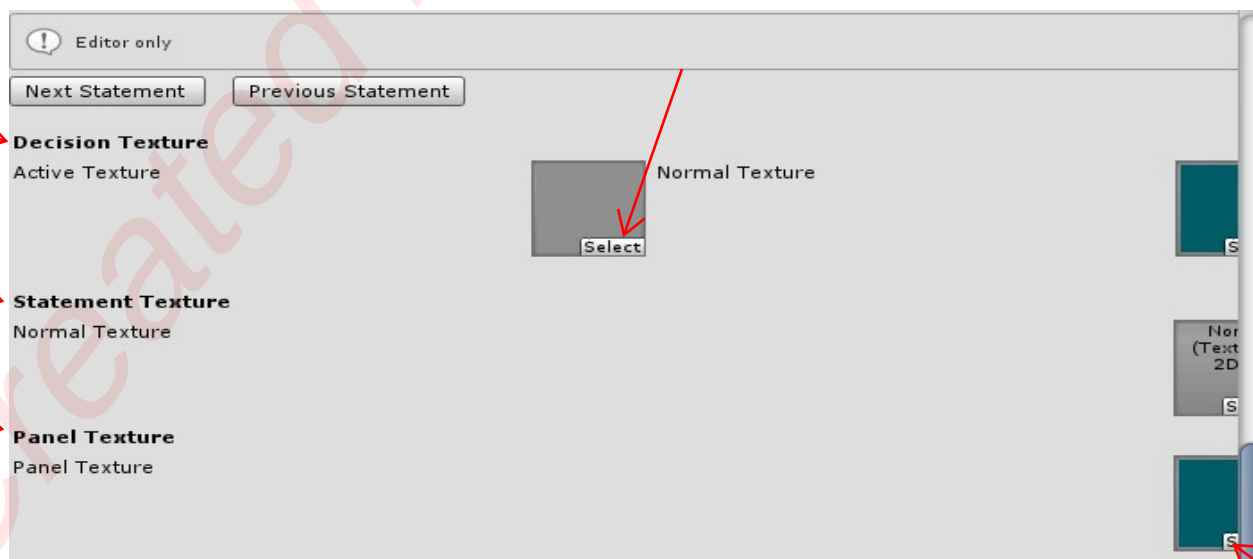


- now select how you want message button to be aligned, it could be horizontal or vertical.
- if you set your trigger type collider then you should change tagname to the gameobject that would trigger this layer.
- add audio clip if needed else leave it empty.

HOW TO APPLY TEXTURE

One pretty cool feature about EDS is that it's not restricted to one particular look, yes users can toy with the UI, to bring about that unique look for a particular game.

To change or add texture scroll to where you the panel texture slot click on select and add texture of your choice.

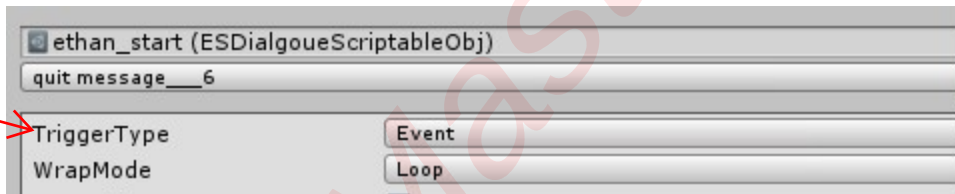




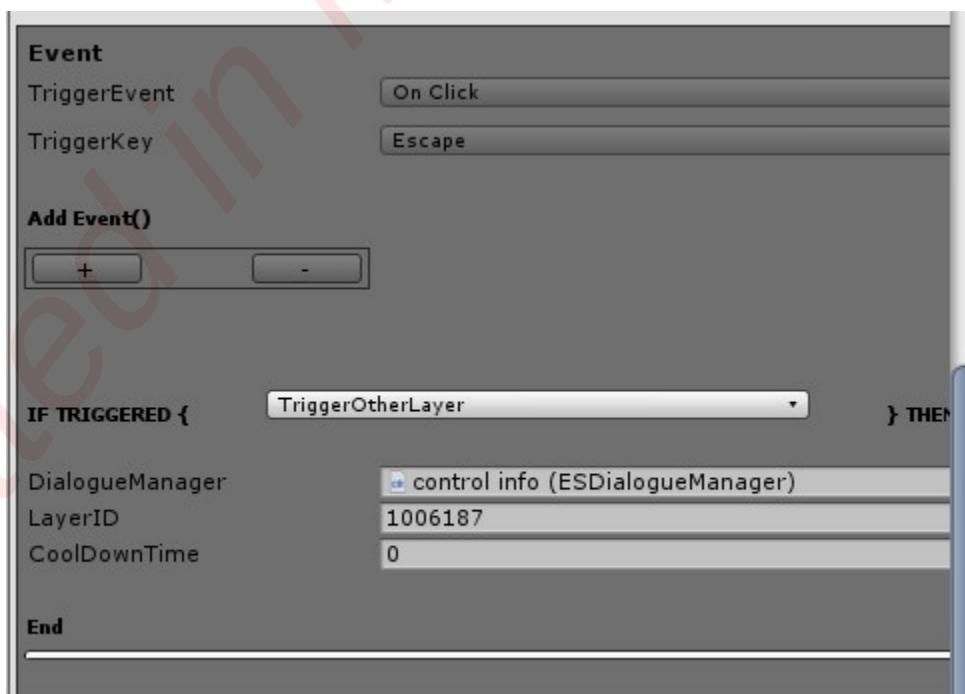
note: if your texture is got border like the above, you can tweak the border size value in the inspector, in order for this feature to be enable you have to enable the use scrollbar toggle , which will also enable other features like (center and spacing) tweaking this values will bring out random look so have fun

ADDING EVENTS

EDS enables its user to add events to a triggered statement layer. to add events make sure your triggerType is set to events

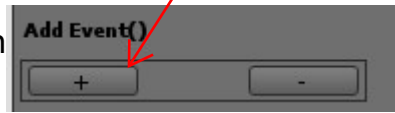


this would enable some special features, to access this features scroll below in the inspector window.



well you can also trigger statement layer by writing your scripts, please watch my videos to learn this, to use this without any scripts set Trigger Event to OnClick Or Awake. The OnClick lets you use the keyboard key to trigger the dialogue system, i.e when the esc key is pressed and you wanna popup a msg box or launch an inventory, while the awake would trigger the that statement layer as soon as the game starts. finally is the manual this lets you trigger by scripts.

Add Events(): to add events just click the plus button this would add an event block to



that particular statement layer, then you can select what kinda event (instantiate,load scene, unload scene, destroy,TriggerOtherStmntLayers,Quit, SetActive,ChangeTag).

Note: more event would be added in later build of EDS

THANKS FOR CHOOSING
EDS

