# Dialogue Tutorial

Download the Blueprint-Based Dialogue Plugin.

Unzip the file and get a folder BlueprintBasedDialogue with files in it.

Plugin Installation

Start a New Project with the "**Third Person**" Template with **Starter** Content. Save all and exit Unreal.

1. Open file explorer, and copy the folder /BlueprintBasedDialogue/ and all files in it to the /Content/ folder under the new project, so that the files are under /Content/BlueprintBasedDialogue/   (This location must be exact, or the plugin will not work!)

2. Open the project again, and you should see the Dialogue folder under the content browser.
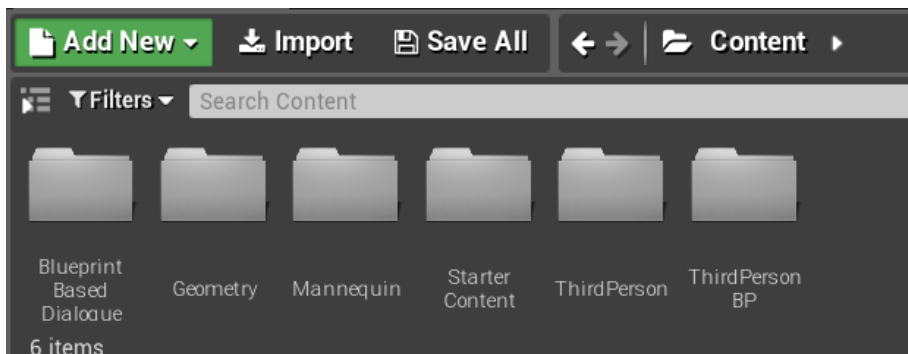
3. Click on the Edit menu. Under Project Settings -> Maps & Modes, set Game Instance Class to DialogueGameInstance. Close the settings window.

4. Choose the appropriate NPC template from /Content/BlueprintBasedDialogue/ :

      NPC : for third person and first person camera. For first person, need to add the Third Person Character Mannequin from a third person template to the project.
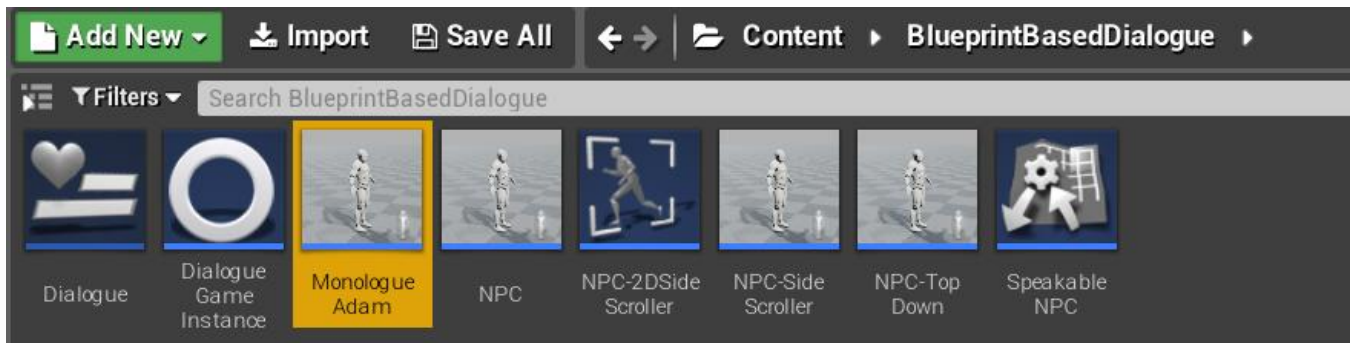
      NPC-TopDown : for top down camera.

   NPC-SideScroller : for 3D side scrolling camera.

      NPC-2DSideScroller : for Paper 2D side scrolling camera.

Since we are using the third person template, we will choose NPC.

5. Right-click NPC and duplicate. Call this NPC "MonologueAdam". Place a copy of "MonologueAdam" onto the level.

6. Open the Event Graph of MonologueAdam, and copy the F key event and its associated actions. Paste them to the Event Graph of the player character (under Content\ThirdPersonBP\Blueprints\ThirdPersonCharacter).
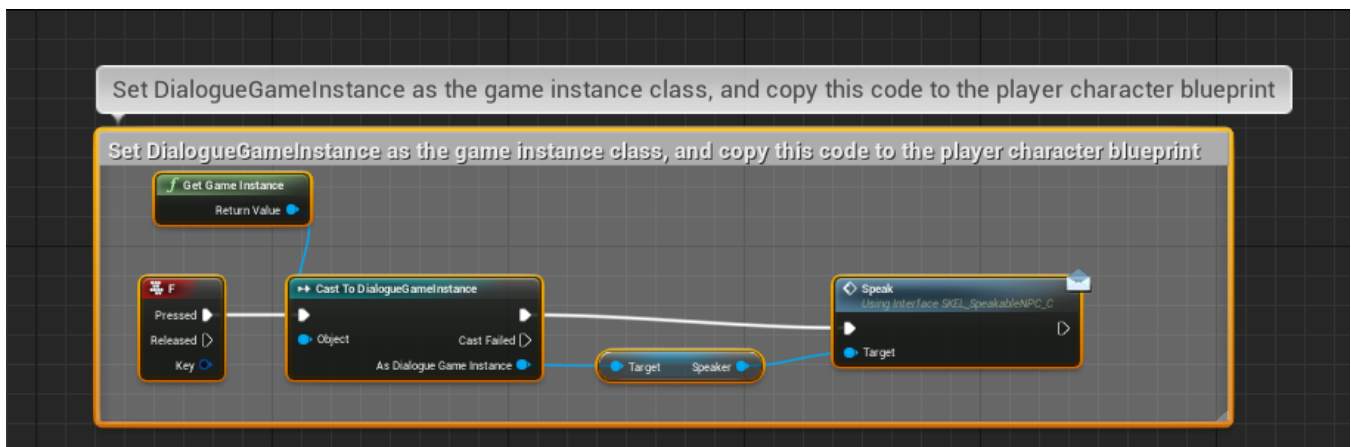
7. Play the game and test it out. When you approach the NPC, "Press F to talk" should appear on top of the NPC and you should be able to start a dialogue with the NPC by pressing F.

Monologue

1 .MonologueAdam should have a monologue with the player character. Double-click "Start Dialogue" on him to create his dialogue.
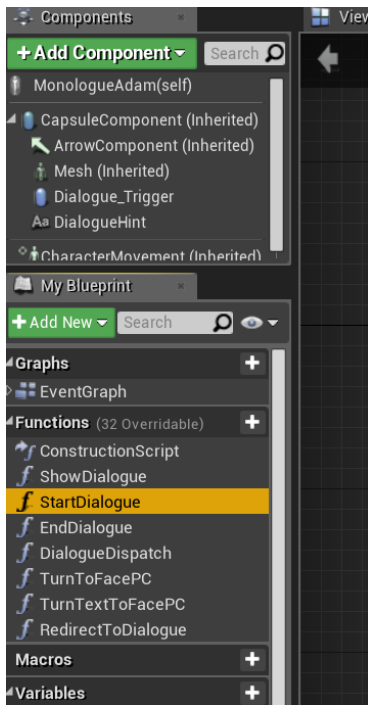
A monologue is when there are no responses from the player character.

2. We will create dialogue line 1A with the text "Hello there, welcome to the village of Dragonend."
The speaker shall be Adam.

3. Click on the node "Switch on String", and under Details, click + and create the new pin called 2A.
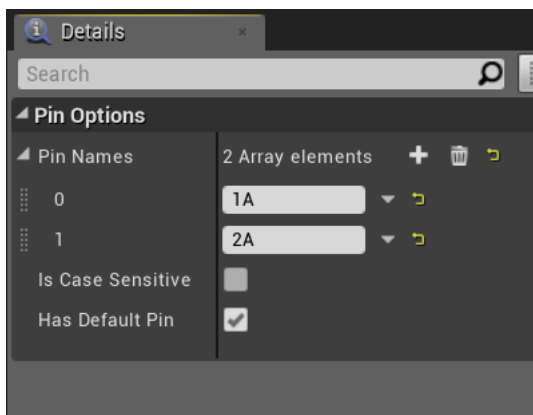
4. From dialogue line 2A, create a new Show Dialogue action node, with Adam as the speaker and the dialogue line "Here you will find all sorts of misery. Enjoy!"

Check the box "End Dialogue".
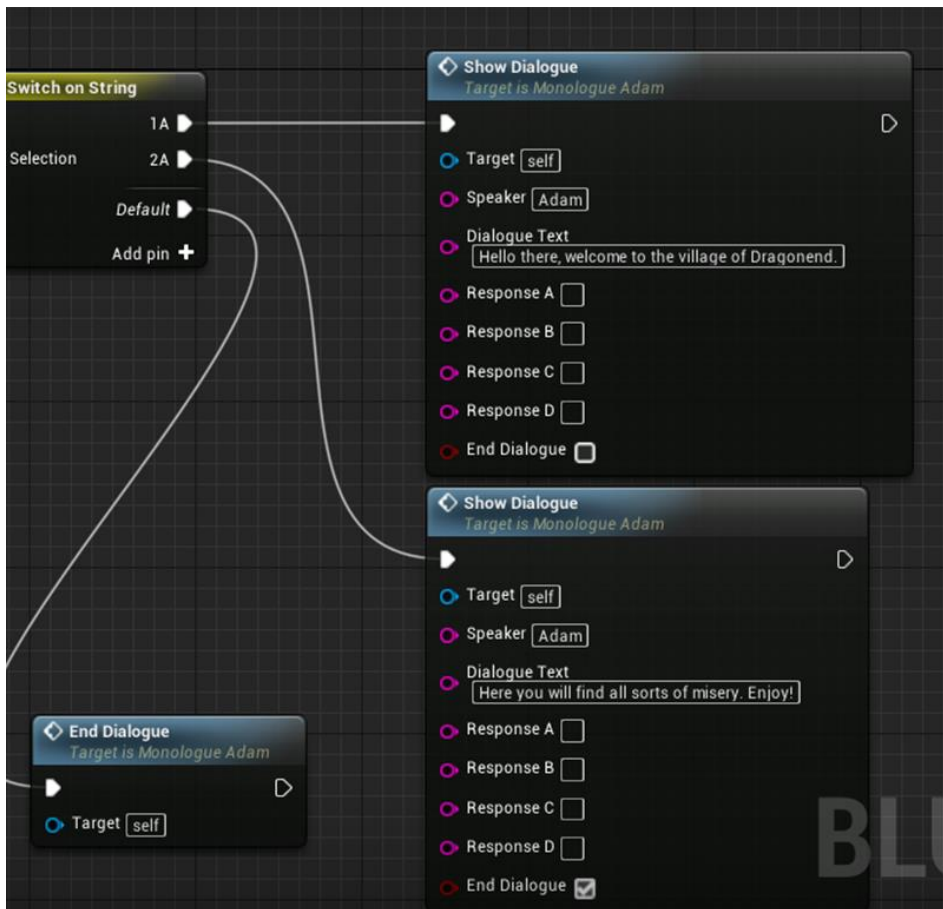
- Make sure to connect each "Show Dialogue" node to the correct pin on "Switch on String".
- "Show Dialogue" nodes should NOT be connected to each other.

5. Play the game and try it out. The player character does not respond, and click <Continue> to end the conversation.

Two-Way Dialogue

1. Go back to /Content/BlueprintBasedDialogue/ and find the NPC template again. Right-click NPC and duplicate. Call this NPC "PuzzleBob". Place a copy of "PuzzleBob" onto the level.

2. Open up the viewport on Bob. To differentiate between Adam and Bob, we will change the material on Bob to M_Wood_Oak.
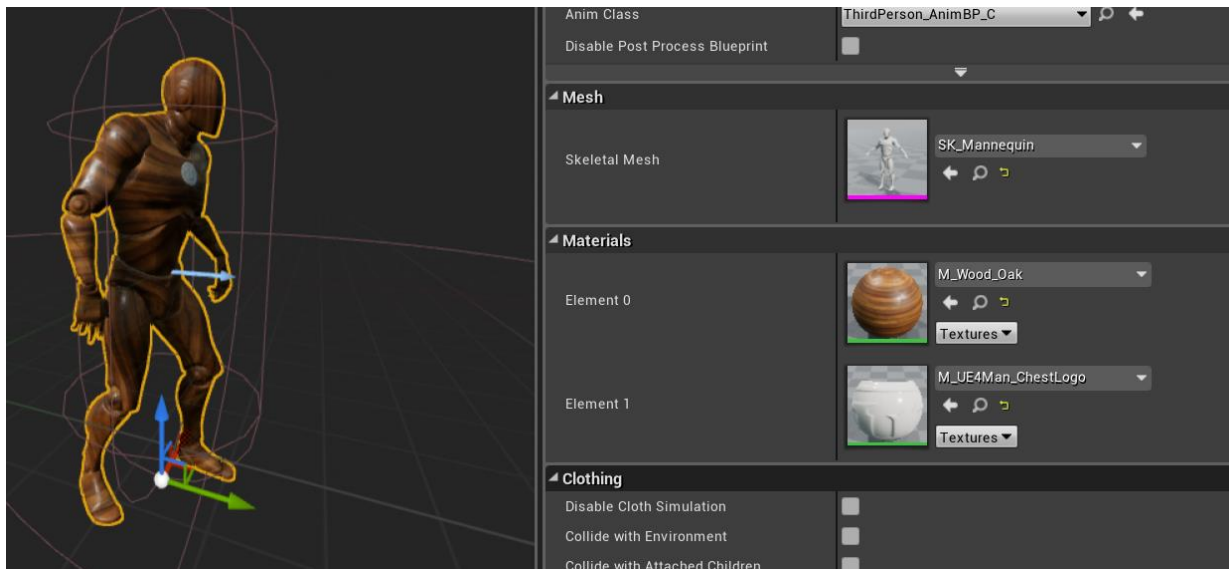
3. Double-click "Start Dialogue" on him to create his dialogue.

4. Bob is going to give us a puzzle. Under Dialogue line 1A, change the speaker to Bob, and the dialogue text to

 Roses are red, violets are blue, dragons are what??? and so are you.

5. The player character is allowed up to four response choices. We are going to create four.

 Response A: sweet

 Response B: divine

 Response C: scary

 Response D: real

6. Now we are going to create Bob's response to the player's choice. The corresponding NPC responses to player choices A, B, C, and D should be created as dialogue lines 2A, 2B, 2C, and 2D, respectively. Create four new "Show Dialogue" nodes.

2A: Oh no… you are crazy to call a dragon sweet…

2B: Hmm, no, I don't believe you are a divine creature.

2C: Ha, no, you don't look scary to me.

2D: Yes, the dragon is real and so are you! Help us defeat the dragon!

7. This is the end of the dialogue, so make sure "End Dialogue" is checked for 2A, 2B, 2C and 2D.
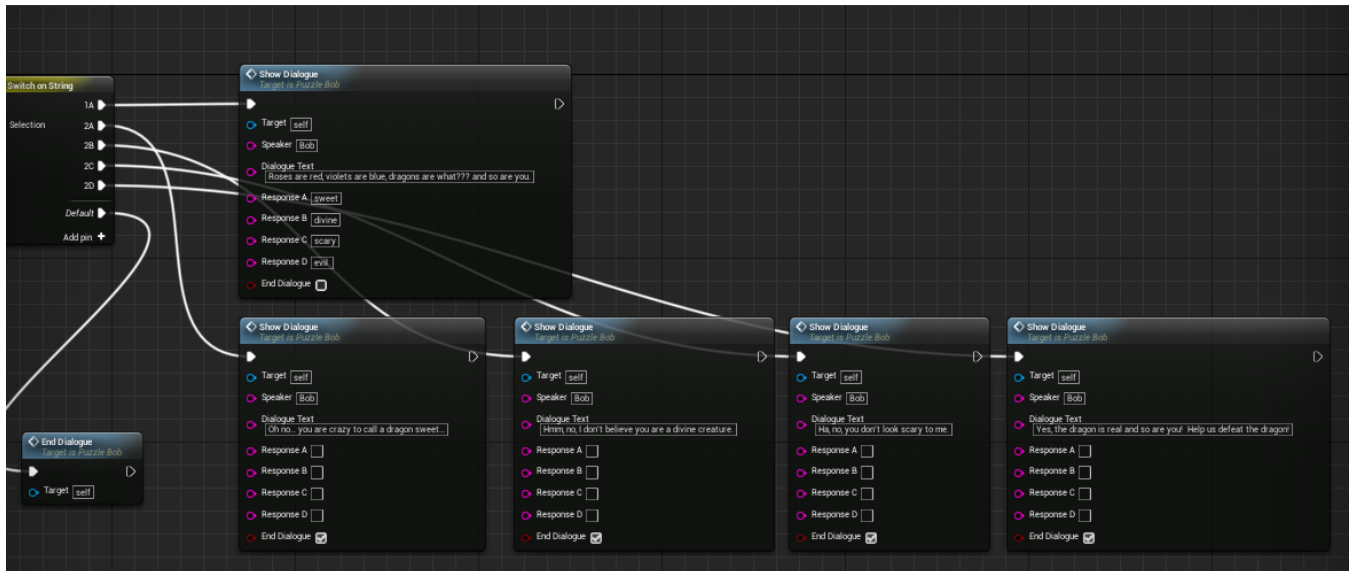
NPC Dialogue Choice

1. We are going to make Bob smarter by having him remember whether the player has guessed right. If the player has guessed right, then Bob won't give the puzzle again.

Create a Boolean variable on Bob called "GuessedRight".

2. When the player guessed correctly, set this variable to True (checked).

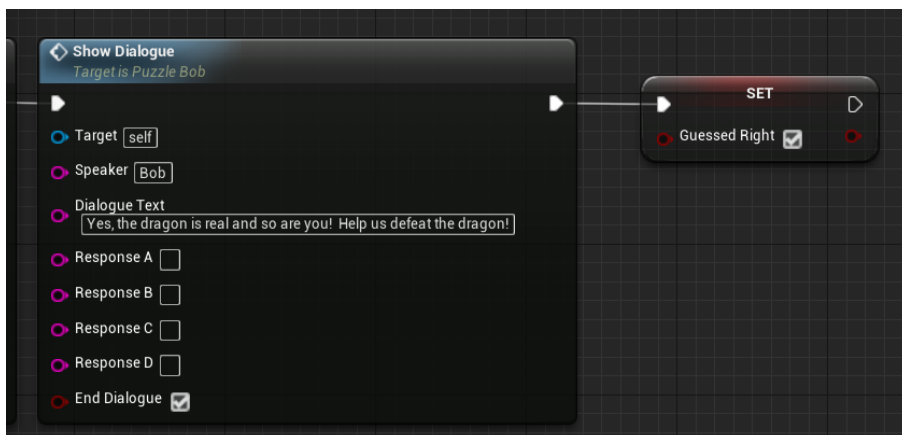Note that in other more complex situations, you may have to set this variable from another blueprint. If so, you would have to use the method of Get/Set variables from a different object: use "Get All Actors of Class" -> choose "PuzzleBob" -> Get (a copy) -> set GuessedRight.

3. Create another dialogue line for the NPC, for when the player has guessed correctly. Since dialogue line 2 has been used, this new one will be 3A.

> 3A: Yes, you solved my puzzle. Please help us!
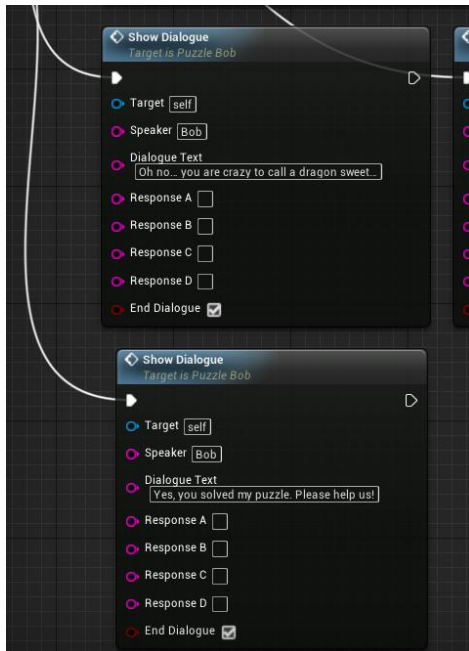
4. Now, dialogue line 3 should only appear when the puzzle is solved, so we are going to create a conditional branch when we initiate the dialogue. Open up the Event Graph of Bob.

You should see an "Event Speak" node, followed by a few action nodes.
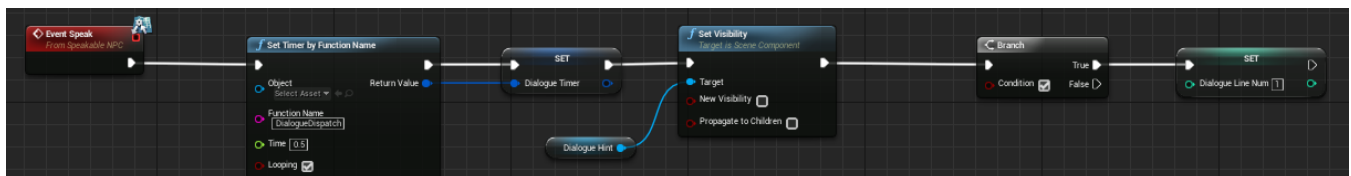
This is where the dialogue is initiated. It is currently setting the Dialogue Line Num to 1, so the dialogue always starts from 1A.

5. Add a condition to the Branch so that the Branch checks the variable "GuessedRight". When the variable is set to True, it means the player had guessed right, we will want to show dialogue line 3 instead. Otherwise, start from dialogue line 1.
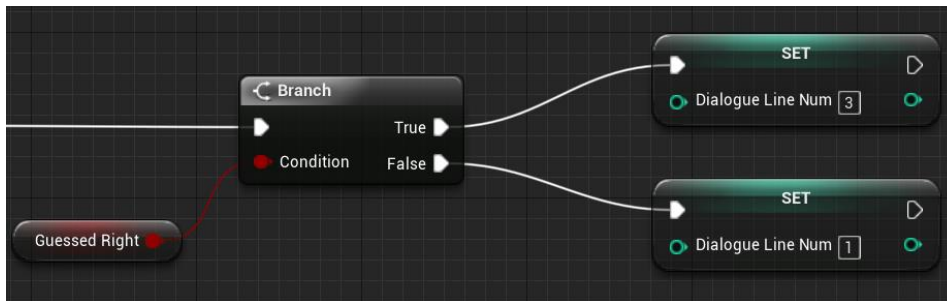
Now Bob should respond appropriately.

Bob
Yes, you solved my puzzle. Please help us!
<Continue>

 Dialogue Redirection

1. Go back to /Content/BlueprintBasedDialogue/ and find the NPC template again. Right-click NPC and duplicate. Call this NPC "QuestCathy". Place a copy of "QuestCathy" onto the level.

2. Open up the viewport on Cathy. Change the material on Cathy to M_Water_Ocean.
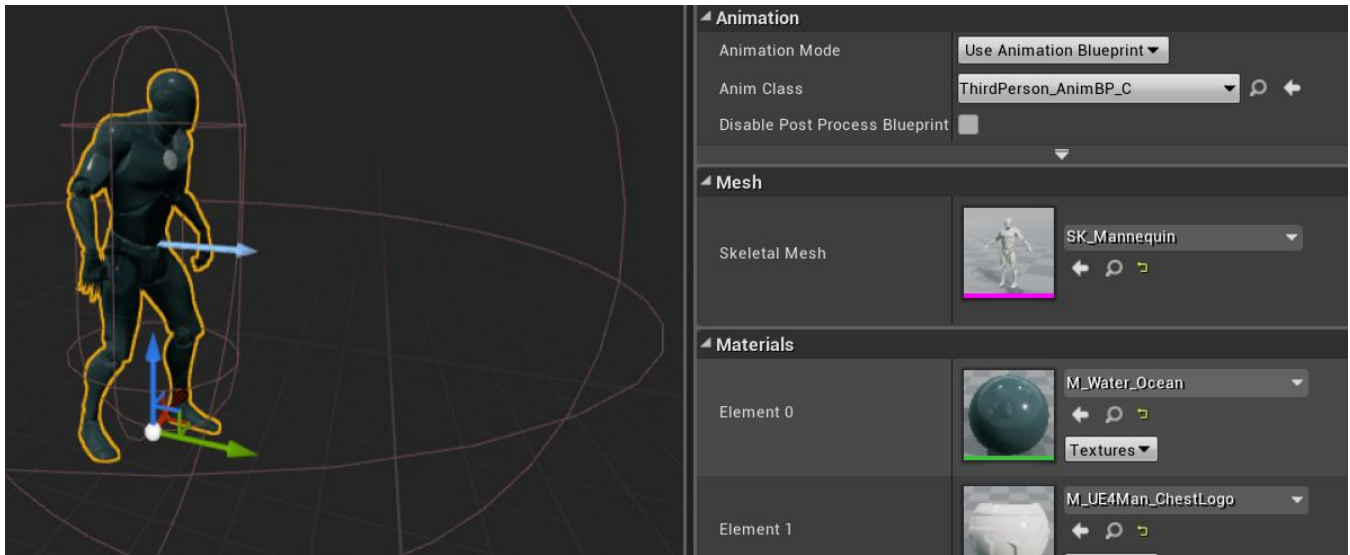
3. Double-click "Start Dialogue".

4. Cathy is going to provide a quest to the player. Under Dialogue line 1A, change the speaker to Cathy, and the dialogue text to

    A dragon is terrorizing the village. Can you help us?

5. The player character's four responses are:

    Response A: Sure!

    Response B: Yes, I guess.

    Response C: Not really.

    Response D: Not a chance.

6. Now we are going to create Cathy's response to the player's choice. The corresponding NPC responses to player choices A, B, C, and D should be created as dialogue lines 2A, 2B, 2C, and 2D, respectively.

2B is going to be the same response as 2A. 2D is going to be the same response as 2C, so we will redirect them using the "Redirect to Dialogue" node.

    2A: Thank you, my hero!

    2B: <Redirect to 2A>

    2C: Oh my poor village... what will become of us?

    2D: <Redirect to 2C>
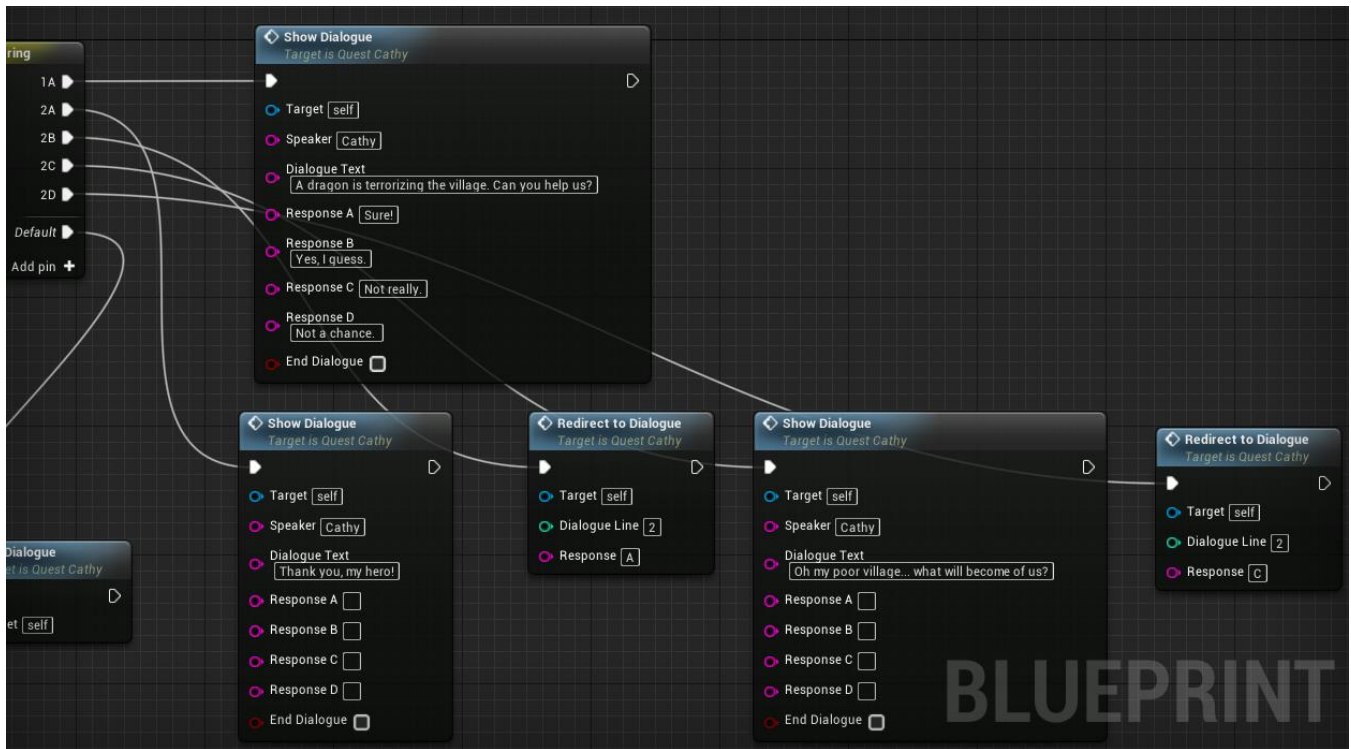
7. We are going to add a few more player character responses.

Under "2A: Thank you, my hero!" We will add:

     Response A: No problem! I am the keeper of justice!

Create a new Show Dialogue node,

     3A: The village is forever in your debt!

     Check End Dialogue.

8. Under "2C: Oh my poor village... what will become of us?" We are going to be mean and add:

     Response A: None of my business. I have a life to enjoy.

Create a new Show Dialogue node,

     4A: Leave the village and enjoy your life then.

     Check End Dialogue.

Note that the dialogue line 4A should not be labelled 3B, since this is an unrelated new dialogue line, not another response to the same previous dialogue line as 3A.

9. We need to ensure the dialogue flows correctly. Currently "2A: Thank you, my hero!" goes to "3A: The village is forever in your debt!" which is correct. However, "2C: Oh my poor village... what will become of us?" also goes to dialogue line 3. This is because by default, dialogue lines go from 1 to 2 to 3 ...

"2C: Oh my poor village... what will become of us?" should instead go to "4A: Leave the village and enjoy your life then." We will need to set the dialogue line number to 4.
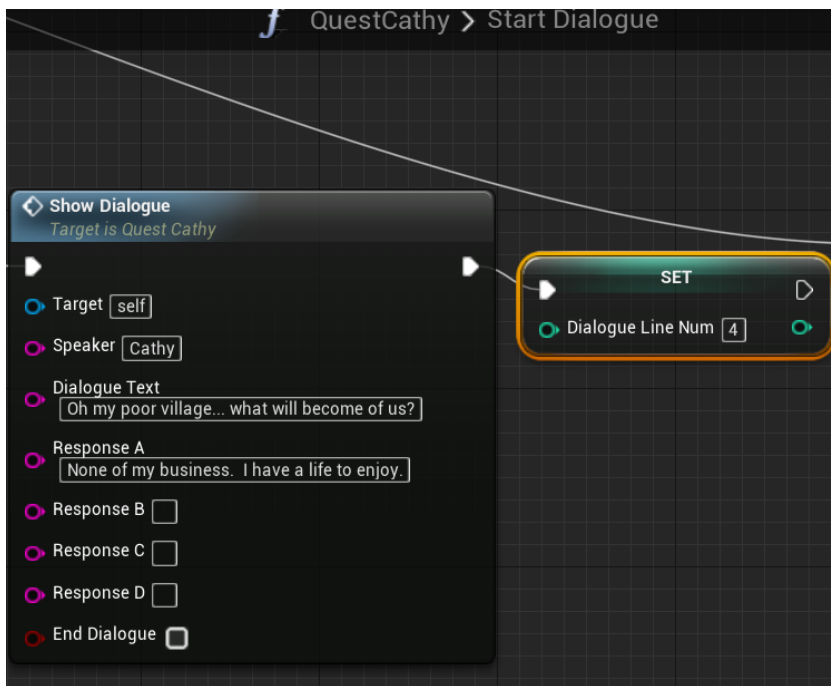
10. This is the end of the dialogue. Play and test it out.

QuestCathy > Start Dialogue

Start Dialogue

Switch on String
- Selection
  - 1A
  - 2A
  - 2B
  - 2C
  - 2D
  - 3A
  - 4A
  - Default
  - Add pin +

Choice

Show Dialogue
Target is Quest Cathy
- Target [self]
- Speaker [Cathy]
- Dialogue Text [A dragon is terrorizing the village. Can you help us?]
- Response A [Sure!]
- Response B [Yes, I guess.]
- Response C [Not really.]
- Response D [Not a chance.]
- End Dialogue ☐

End Dialogue
Target is Quest Cathy
- Target [self]

Show Dialogue
Target is Quest Cathy
- Target [self]
- Speaker [Cathy]
- Dialogue Text [Thank you, my hero!]
- Response A [No problem! I am the keeper of justice!]
- Response B ☐
- Response C ☐
- Response D ☐
- End Dialogue ☑

Redirect to Dialogue
Target is Quest Cathy
- Target [self]
- Dialogue Line [2]
- Response [A]

Show Dialogue
Target is Quest Cathy
- Target [self]
- Speaker [Cathy]
- Dialogue Text [Oh my poor village... what will become of us?]
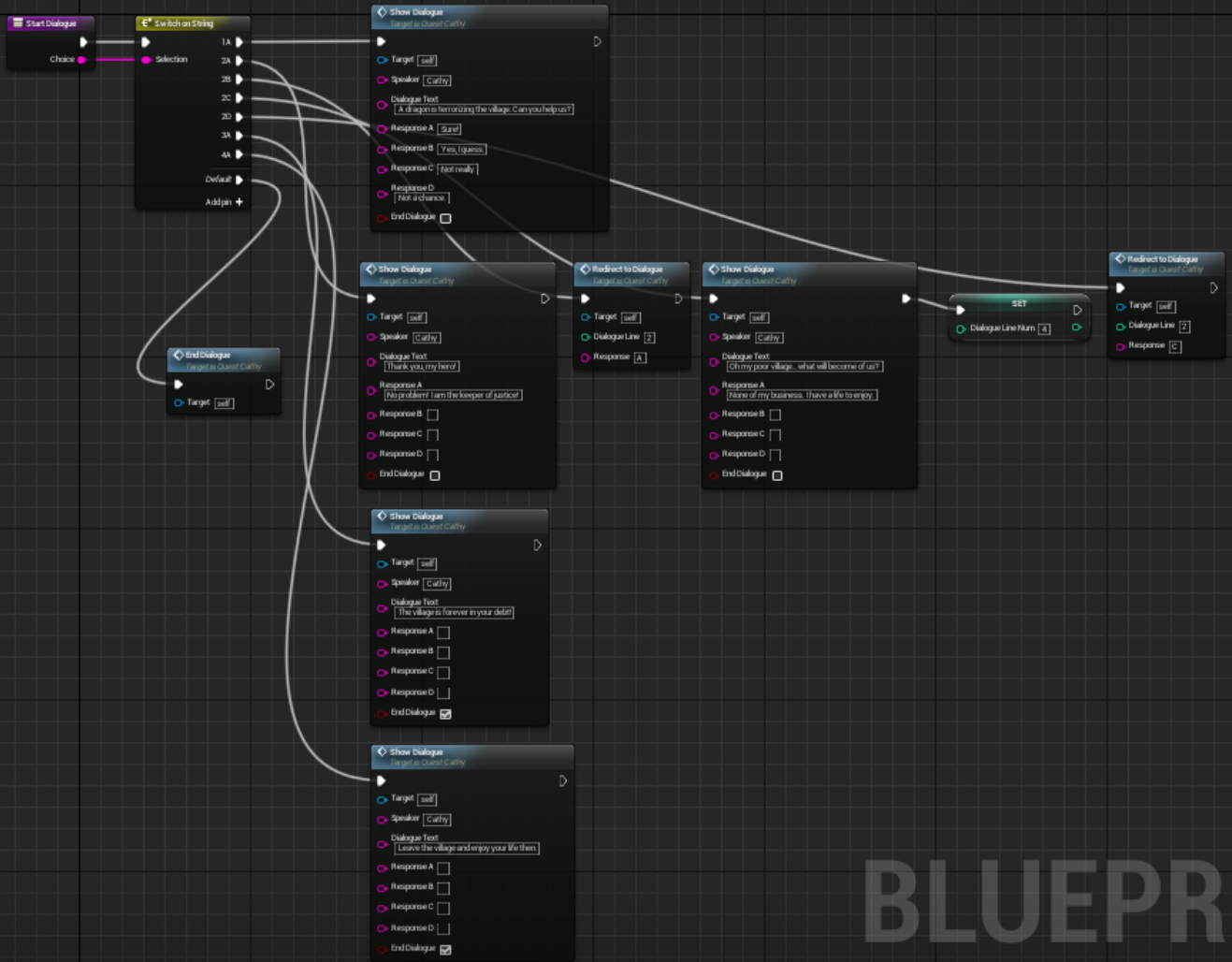- Response A [None of my business. I have a life to enjoy.]
- Response B ☐
- Response C ☐
- Response D ☐
- End Dialogue ☐

SET
- Dialogue Line Num [4]

Redirect to Dialogue
Target is Quest Cathy
- Target [self]
- Dialogue Line [2]
- Response [C]

Show Dialogue
Target is Quest Cathy
- Target [self]
- Speaker [Cathy]
- Dialogue Text [The village is forever in your debt!]
- Response A ☐
- Response B ☐
- Response C ☐
- Response D ☐
- End Dialogue ☑

Show Dialogue
Target is Quest Cathy
- Target [self]
- Speaker [Cathy]
- Dialogue Text [Leave the village and enjoy your life then.]
- Response A ☐
- Response B ☐
- Response C ☐
- Response D ☐
- End Dialogue ☑

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