
DIALOGUE SYSTEM DOCUMENTATION

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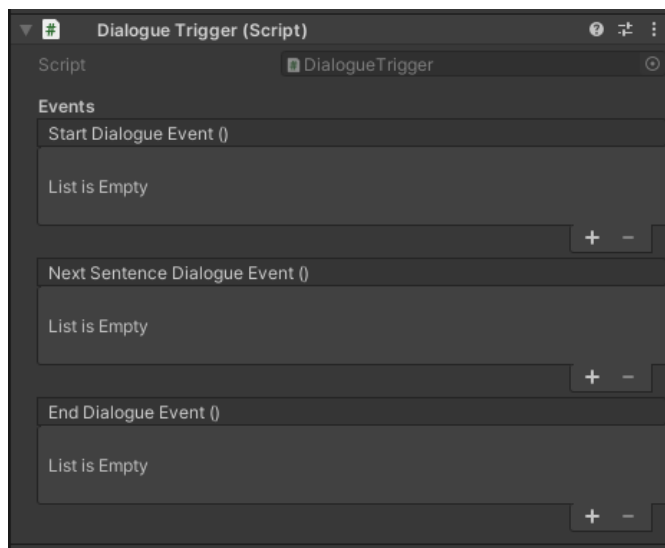
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OPERATING PRINCIPLE



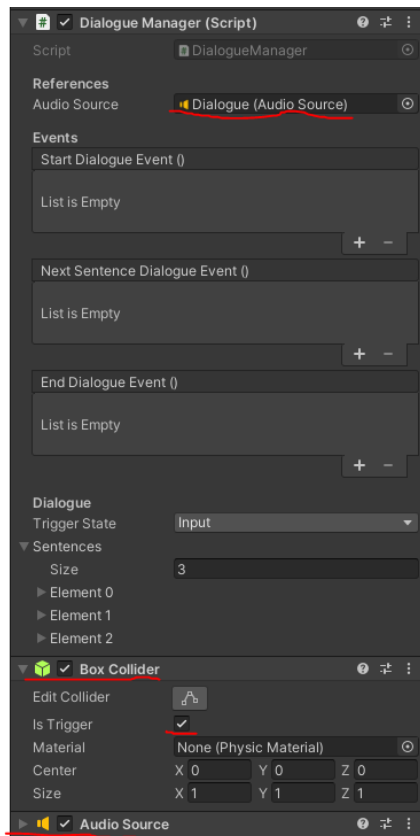
The basic functionality of this system is that the **DialogueManager** searches for a **DialogueTrigger** with a trigger box. If they collide, the **DialogueManager** sends itself to be processed by the **DialogueUI** component. The **DialogueUI** component displays sentences and images on the screen.

DIALOGUE TRIGGER



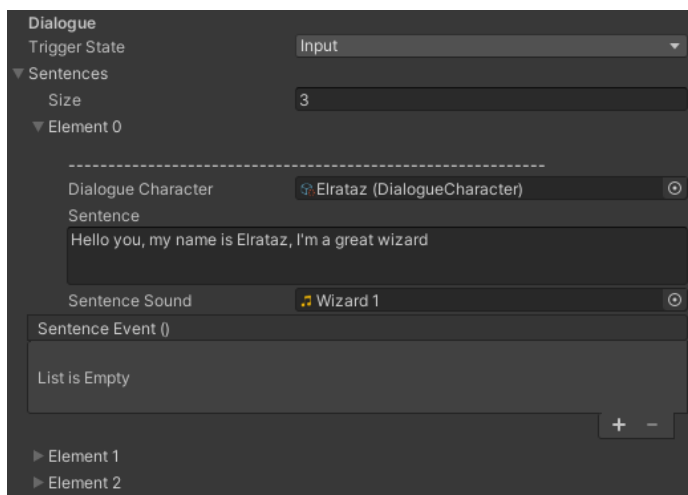
The task of this component is to trigger the dialog, so this is meant to put on the player. To work, this needs a **Collider** and a **Rigidbody** component or alternatively, a **CharacterController** component.

DIALOGUE MANAGER



This component is intended to be placed on NPC characters that are supposed to talk to the player. In this component you put all the sentences you want to appear when this is triggered.

To work correctly, this component needs a **Collider** defined as a trigger and an **Audio source**, if you want to use sounds in the sentences.



Each sentence element has **Dialogue Character**, message, Unity event, and a sound clip (The soundtrack is not mandatory).

You can create a new **Dialogue Character** by right-click on an empty spot in the assets folder and select: **Create/Dialogue System/New Dialogue Character**

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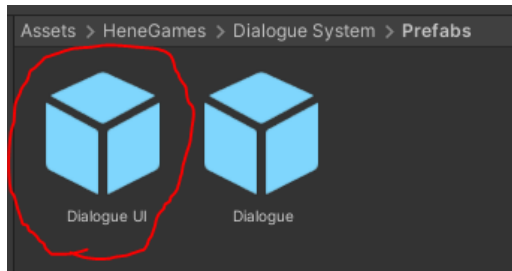
1 reference
public void StartDialogue()...

1 reference
public void NextSentence(out bool lastSentence)...

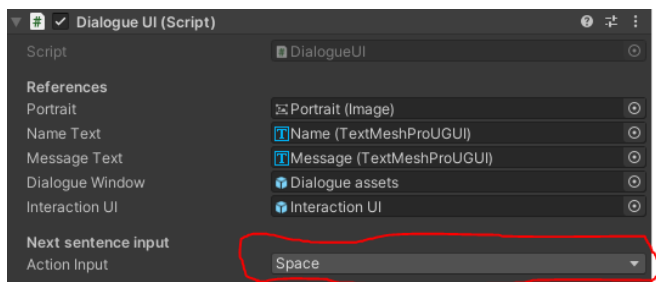
2 references
public void StopDialogue()...

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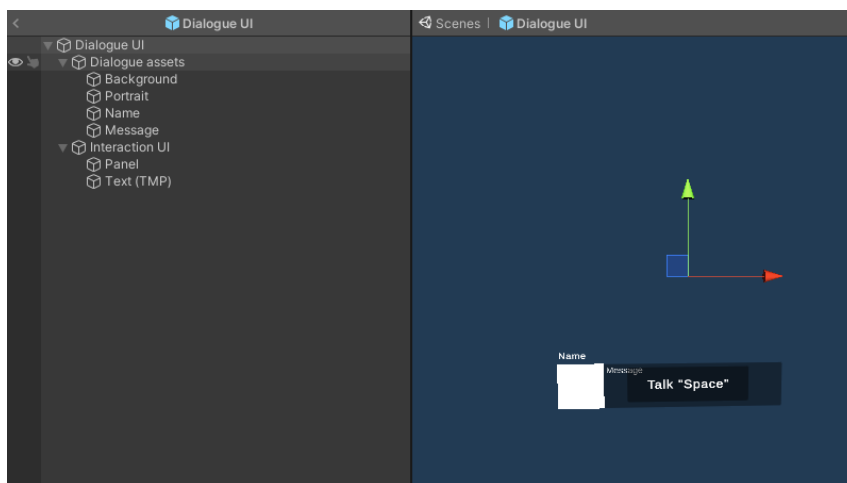
If you want to write custom logic for this component, these are handy functions.



Drag this prefab into the scene, this prefab must be placed in every scene where you want to use the dialogue system. Don't put this in the player because it won't be destroyed when the scene changes.



If you want to change the interaction button, you can change it from the prefab.



And of course, every game is different, so you can change the appearance of UI elements from inside the prefab.