

### **Important:**

- Commands belong in their own line in brackets.
- No space between command, colon, and setting. Example for commands below
- Case-sensitive for now
- Always have a Command at the beginning of a Dialogue Scene and an empty space under it
- At the moment, create one text file for each dialogue. Might change the parser to be able to read large text files with all the dialogue in it
- Have an empty space in between each 'paragraph' or line of dialogue. No set character limit at the moment.

### **Commands:**

- Setting Portrait Images:
  - Changes the image that shows for the characters that involved in the dialogue. Only allow for 2 characters on scene at the moment.
  - **LPort:** Sets image for left Portrait
  - **RPort:** Sets image for right Portrait
- Setting Names:
  - When the character is speaking, their name should show up under their portrait (if they have one). You can have a speaker without a portrait if you want them to remain completely anonymous or if their unimportant (like city hub NPC)
  - **LName:** Sets name for left Portrait
  - **RName:** Sets name for right Portrait
- Setting Speakers:
  - If a character is not speaking, their color is faded/muted. If a speaker is speaking, their color is normal. Currently, the Dialogue handler allows both characters to be set as speaking or not speaking or speaking one at a time for more dialogue freedom. So you'll have to manually set which character is speaking or not speaking.
  - **LSpeaking:** Sets if left character is speaking or not
  - **RSpeaking:** Sets if right character is speaking or not
- Setting Animations:
  - Run animation for each portrait
  - **Anim:** Specifies that an animation should take place. Should be followed up by an animation setting.
- Setting Background Image:
  - Sets background image
  - **BG:** Specifies background image that should appear in the back

### Current Settings Available:

LPort/ RPort	<ul style="list-style-type: none"><li>• <b>None</b> = No portrait</li><li>• <b>NameStance</b> = Filler Portrait until we get art</li><li>• <b>MephistoN</b> = Portrait of Mephisto in Neutral Stance</li><li>• <b>MephistoH</b> =</li><li>• <b>StarN</b> = Portrait of MC in Neutral stance</li></ul>
LName/ RName	No limit. Set name however you like. Might need to set the text-box to be size adjustable depending on name length
LSpeaking/ Rspeaking	<ul style="list-style-type: none"><li>• <b>T</b> = Character is speaking</li><li>• <b>F</b> = Character is not speaking</li></ul>
Anim	<ul style="list-style-type: none"><li>• <b>LBounce</b> = Bounce left portrait</li><li>• <b>RBounce</b> = Bounce right portrait</li></ul>
Music	<ul style="list-style-type: none"><li>• <b>Battle01</b> = Battle Music(2) by Tenzo</li><li>• <b>Overworld</b> by Vincent</li><li>• <b>Carnival Battle</b> by Vincent</li><li>• <b>Carnival</b> by Vincent</li><li>• <b>BattleTheme1</b> by Vincent</li><li>• <b>BattleTheme2</b> by Tenzo</li><li>• <b>FinalBossTheme</b> by Vincent</li></ul>
BG	<ul style="list-style-type: none"><li>• <b>Circus</b></li><li>• <b>GrassField</b></li><li>• <b>Hallway(Day)</b></li><li>• <b>Hallway(Night)</b></li></ul>
Clear	No setting that follows. It will clear the scene of name tags and portraits. Quick way to do narration.

### Future Settings:

LPort/ RPort	<ul style="list-style-type: none"><li>• <b>MasterNeutral(?)</b> = Master's neutral appearance</li><li>• <b>MasterAngry(?)</b> = Master's angry appearance</li></ul> <p>Possible naming scheme = nameStance This is dependent on the art assets available</p>
LName/ RName	Possibly add adjustable size for long names
Animation	<ul style="list-style-type: none"><li>• <b>Shake (got hit)</b></li></ul>
Sound	<ul style="list-style-type: none"><li>• <b>Sound Effects</b></li></ul>





