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
 - o **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
 - o **BG:** Specifies background image that should appear in the back

Current Settings Available:

LPort/ RPort	 None = No portrait NameStance = Filler Portrait until we get art MephistoN = Portrait of Mephisto in Neutral Stance MephistoH = StarN = Portrait of MC in Neutral stance 				
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	 T = Character is speaking F = Character is not speaking 				
Anim	 LBounce = Bounce left portrait RBounce = Bounce right portrait 				
Music	 Battle01 = Battle Music(2) by Tenzo Overworld by Vincent Carnival Battle by Vincent Carnival by Vincent BattleTheme1 by Vincent BattleTheme2 by Tenzo FinalBossTheme by Vincent 				
BG	 Circus GrassField Hallway(Day) Hallway(Night) 				
Clear	No setting that follows. It will clear the scene of name tags and portraits. Quick way to do narration.				

Future Settings:

LPort/ RPort	 MasterNeutral(?) = Master's neutral appearance MasterAngry(?) = Master's angry appearance Possible naming scheme = nameStance This is dependent on the art assets available
LName/ RName	Possibly add adjustable size for long names
Animation	Shake (got hit)
Sound	Sound Effects

Adding menu integration over talking (see Fire Emblem Shops)

Command Formats:

[Command:Setting]
[Command:Setting, Command2:Setting]

[Command: Setting, Command2: Setting, Command3: Setting]

Special Exceptions:

[Clear]

[Clear, Command2: Setting]

- Brackets []: Put at begin and end of command line
- Command: Refers to what feature to set. Always put a colon in between a Command and its setting. Use commas if there is more than one Command. Commands would be things like **LPort**, **RName**, **RSpeaker**, etc....
- Setting: For selecting portrait image, name, animation etc. Follows after a command.
 Only certain Settings are available for each Command. Example, the settings available
 for the command RSpeaker would be T or F. The settings available for the LPort are
 currently None and NameStance.
- Clear: Does not have a setting

Multiple Ways to do Narration:

- Begin text file with an empty command "[]" and follow with narration text
- Use [Clear] command and follow with narration text
- Manually set portraits to None and set Speakers to F

Example Format for Entire Text:

Testing empty command bracket "[]" for narration. Press 'C' to proceed to the next text line. Before the next line a character will come in and bounce.

[LPort:NameStance, LName:Left,LSpeaking:T, Anim:LBounce]

This is a test sentence.

This should be the next line of text stuff. Press 'C' again to see a lot of text.

Every time there is a blank line in between paragraph of text, that signifies the next block of text to be printed. Now to add a character.

[RPort:NameStance, RName:Right,RSpeaking:F]

He's grayed out because he's not speaking. Press 'C' to switch speakers.

[LSpeaking:F, RSpeaking:T]

Testing narration by setting RSpeaking: F. LSpeaking is already set to False.

[RSpeaking:F]

This should seem like a narrator line. If you want the portraits to remain in scene. You may clear all the portraits if you want a narration scene without characters.

Now testing if both bounce.

[Anim:LBounce, Anim:RBounce]

Now to remove the left guy.

[LPort:None]

Now to see if we can clear the scene of all speakers with [Clear].

[Clear]

Now to introduce a speaking character without a portrait. Make sure to give that character a name.

[RSpeaker:True, RName:Mephisto]

Add both Mephisto.

[RPort:MephistoN, LPort:MephistoH]

Does it work?