

### 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
- 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
  - Sets name of character speaking:
  - **Name:** Sets name tag name
- 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.

### **Current Settings Available:**

LPort/ RPort	<ul style="list-style-type: none"><li>• <b>None</b> = No portrait</li><li>• <b>Mecha</b></li><li>• <b>Swordsman</b></li><li>• <b>Scientist</b></li><li>• <b>Mage</b></li><li>• <b>Gunner</b></li></ul>
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LName/ RName	<ul style="list-style-type: none"> <li>• None = remove name tag</li> <li>• Sets name tag to appear for speaking character</li> </ul>
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>
Clear	No setting that follows. It will clear the scene of name tags and large portraits.

### 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 **Name**, **Face**, 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

### Example Format for Text:

[]

This is me testing the dialogue reader. Press 'P' to pause and 'C' to fast forward text or proceed to the next dialogue.

Text text text text.

[Face:Swordsman, Name:The\_Swordsman]

Switching portrait.

In the future, you can skip all this dialogue if you hit the 'Enter' key and click 'Yes'. Will eventually make it interactable with keystroke input.

There are no other functions yet.