

# **Dialogue System Support**

Pixel Crushers Common Library

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# Chapter 1: Enabling Dialogue System Support

To enable Dialogue System for Unity support for the Pixel Crushers Common Library, import **Plugins ► Pixel Crushers ► Common ► Third Party Support ► Dialogue System Support**.

# Chapter 2: PlayMaker – Message System

The support package adds the PlayMaker functionality below for the Message System.

## Message System Actions

Action	Description
<b>Send To Message System</b>	Sends a message to the Message System.
<b>Add Message System Listener</b>	Adds a listener to the Message System.
<b>Remove Message System Listener</b>	Removes a listener from the Message System.

## Routing Message System Messages To PlayMaker FSMs

To route Message System messages to your FSM(s):

1. Add a **Message System to PlayMaker** component.
2. Set the **Message** to listen for. Optionally set the **Parameter**, **Sender**, and **Target**.
3. Set the **FSM Event Name** to send to PlayMaker when the Message System receives the message.
4. Optionally specify the **FSMs** that should receive this event. If you leave FSMs empty, the component will send the event to all FSMs on the GameObject.

# Chapter 3: PlayMaker – Save System

The support packages adds the PlayMaker functionality below for the Save System.

## Save System Actions

Action	Description
<b>Is Saved Game In Slot</b>	Checks if a game has been saved in a slot.
<b>Delete Saved Game In Slot</b>	Deletes the game saved in a slot.
<b>Save Game In Slot</b>	Saves a game in a slot.
<b>Load Game From Slot</b>	Loads a game from a slot.
<b>Load Scene At Spawnpoint</b>	Loads a scene and optionally places the player at a spawnpoint.