

This script is meant to be superimposed over gameplay. If you were looking for something to make cut-scenes with, I recommend looking into [Storytelling Framework](#) instead.

Use is simple. After adding the Chatterbox prefab to your scene, set the variables in the inspector and write a text file to some very simple specifications and it's ready to go.

The variables on the Chatterbox prefab are as follows:

- **Priority:** If you have multiple Chatterboxes in the scene, things with a lower number set for its priority will go first. If you only have one, this means nothing.
- **Start Time:** This is the amount of seconds after the level loads for the Chatterbox to wait before playing. If it's set to a negative number, it'll never actually play until you change this variable with an external script. (An example of this is included in the example scene.)
- **Wait Time:** This is the amount of seconds that the Chatterbox should wait between each of its lines. It will privately count down from this each time a line is played, after the voice clip ends (or right away if there is no voice clip) and proceed afterwards.
- **Total Boxes:** The amount of distinct boxes the Chatterbox needs. Note that this is in terms of amount of positions; you could set this to 1 and re-use the same box repeatedly no matter how many lines you need to play. The amount of elements in Group Pos and Player Pan must be equal to this, or you will get an error.
- **Group Pos:** This is an array of Vector2s. The numbers put in here represent the upper-left corner of each box used by the Chatterbox.
- **Player Pan:** This is the Pan value of each of the Audio Sources that will be used to play voice clips. If you are not aware of what this means, negative numbers skew the sound more towards the left, positive numbers skew it towards the right.
- **Generic Player:** A generic Audio Source that will be duplicated and renamed as the script deems necessary. There is no need to mess with this, as I have pre-set it for you.
- **Script File:** A text file that will tell the Chatterbox information about each individual line. There are three examples included. An explanation on how to format it will follow after this list.
- **Character Thumbs:** An array of Texture2Ds. These are thumbnails to use to represent the characters in the text boxes. The required size will differ based on other settings, but it will be stretched/shrunk to fit to the exact size. None of the elements in this array are allowed to be blank – if you want a null image, you have to make your own.
- **Voice Clips:** Exactly what it says it is. This is an array of Audio Clips, which are to be used as voice clips for the Chatterbox. Unlike Character Thumbs, the elements in this array are allowed to be blank, but the size must still be 1 or more (though the 1 can be blank).
- **Thumb Box:** The length and width of the box that contains the aforementioned thumbnails. This is placed on the left end of the Text Box.
- **Texture Offset:** The overall size of the buffer on the inside of the Thumb Box (divided by two and put on each side of the relevant planes). The size of the thumbnail is the Thumb Box's size minus the width and height of the texture offset.
- **Spacing:** The amount of space between the Thumb Box and the Text Box.

- **Text Box:** The size of the textbox. Everything is placed inside this box.

The Script File is rather simple. All it needs to do is follow this pattern:

```
Pos[int]
Thumb[int]
Clip[int]
[string]
Wait is [bool]
```

And repeat ad nauseum for each line you wish to show. **“Pos”** refers to which position from Group Pos you want this line to appear at. **“Thumb”** refers to which thumbnail from Character Thumbs to place in the box. **“Clip”** refers to which voice clip to play from Voice Clips, which won’t play any sound at all if it’s a null element. After that, the text that goes into the text box takes **the entirety of the next line**, and then **“Wait is”** is to be followed by a boolean that says whether or not the Chatterbox should wait for all currently shown boxes to disappear before continuing, and should only be false if you want to have multiple boxes playing at the same time. An example would look like this:

```
Pos0
Thumb0
Clip0
This is a line of text.
Wait is true
```

This would show a text box in the position listed by element 0 of Group Pos, showing element 0 of Character Thumbs and playing element 0 of Voice Clips with a text box that contains the text “This is a line of text.” and waiting until the line is done before continuing.

**NOTE: Make sure the Chatterbox prefab has the tag “Chatter”, or there will be errors!**