

# Introduction

# Getting Started

# Namespace com.absence.dialoguesystem

## Classes

### **Dialogue (com.absence.dialoguesystem.Dialogue.html)**

The scriptable object derived type that holds all of the data which is essential for a dialogue.

### **DialogueAnimationsPlayer (com.absence.dialoguesystem.DialogueAnimationsPlayer.html)**

A small component which is responsible for playing the animations (if there is any) of the dialogue instance attached to the same game object.

### **DialogueDisplayer (com.absence.dialoguesystem.DialogueDisplayer.html)**

A singleton with the duty of displaying the current dialogue context. Written for the Unity UI package. Not compatible with the UI Toolkit.

### **DialogueExtensionBase (com.absence.dialoguesystem.DialogueExtensionBase.html)**

This is the base class to derive from in order to handle some custom logic over the system.

### **DialogueInputHandler\_Legacy (com.absence.dialoguesystem.DialogueInputHandler\_Legacy.html)**

### **DialogueInstance (com.absence.dialoguesystem.DialogueInstance.html)**

Lets you manage a single DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html) in the scene easily.

### **DialogueOptionText (com.absence.dialoguesystem.DialogueOptionText.html)**

A small component that manages the functionality of an option's drawing and input.

### **DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html)**

Lets you progress in a dialogue easily.

## **DialogueSoundsPlayer (com.absence.dialoguesystem.DialogueSoundsPlayer.html)**

A small component which is responsible for playing the sounds (if there is any) of the DialogueInstance (com.absence.dialoguesystem.DialogueInstance.html) attached to the same gameobject.

## Enums

### **DialogueAnimationsPlayer.WorkMode**

#### **(com.absence.dialoguesystem.DialogueAnimationsPlayer.WorkMode.html)**

Lets you select the way this extension uses the AnimatorMemberName (com.absence.dialoguesystem.internals.AdditionalSpeechData.html#com\_absence\_dialoguesystem\_internals\_AdditionalSpeechData\_AnimatorMemberName).

### **DialoguePlayer.PlayerState**

#### **(com.absence.dialoguesystem.DialoguePlayer.PlayerState.html)**

Shows what state the dialogue player is in.

## Delegates

### **DialogueInstance.BeforeSpeechEventHandler**

#### **(com.absence.dialoguesystem.DialogueInstance.BeforeSpeechEventHandler.html)**

# Class Dialogue

The scriptable object derived type that holds all of the data which is essential for a dialogue.

## Inheritance

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- ↳ [object](https://learn.microsoft.com/dotnet/api/system.object) (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Dialogue

## Inherited Members

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- ScriptableObject.SetDirty()
- ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
- ScriptableObject.CreateInstance<T>()
- Object.GetInstanceID()
- Object.GetHashCode()
- Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
- Object.Instantiate(Object, Vector3, Quaternion)
- Object.Instantiate(Object, Vector3, Quaternion, Transform)
- Object.Instantiate(Object)
- Object.Instantiate(Object, Transform)
- Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
- Object.Instantiate<T>(T)
- Object.Instantiate<T>(T, Vector3, Quaternion)
- Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
- Object.Instantiate<T>(T, Transform)
- Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
- Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
- Object.Destroy(Object)
- Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
- Object.DestroyImmediate(Object)
- Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
- Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
- Object.FindObjectsOfType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
- Object.FindObjectsOfType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)
- Object.DontDestroyOnLoad(Object)
- Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
- Object.DestroyObject(Object)

Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
ObjectFindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectOfType<T>()  
Object.FindAnyObjectOfType<T>()  
Object.FindFirstObjectOfType<T>(FindObjectsInactive)  
Object.FindAnyObjectOfType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public class Dialogue : ScriptableObject
```

# Fields

## AllNodes

A list of all of the nodes that are in this dialogue.

### Declaration

```
[HideInInspector]  
public List<Node> AllNodes
```

### Field Value

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<Node (com.absence.dialoguesystem.internals.Node.html)> |             |

## Blackboard

The Blackboard (com.absence.dialoguesystem.Dialogue.html#com\_absence\_dialoguesystem\_Dialogue\_Blackboard) of this dialogue.

### Declaration

```
[HideInInspector]
public Blackboard Blackboard
```

### Field Value

| Type  | Description |
|---|-------------|
| Blackboard (com.absence.dialoguesystem.internals.Blackboard.html) |             |

## LastOrCurrentNode

The current node reached while progressing in this dialogue. Or the last one reached before exiting the dialogue.

### Declaration

```
[HideInInspector]
public Node LastOrCurrentNode
```

### Field Value

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## RootNode

The RootNode (com.absence.dialoguesystem.Dialogue.html#com\_absence\_dialoguesystem\_Dialogue\_RootNode) of this dialogue.

### Declaration

```
[HideInInspector]
public RootNode RootNode
```

### Field Value

| Type  | Description |
|---|-------------|
| RootNode (com.absence.dialoguesystem.internals.RootNode.html) |             |

## Properties

### People

People in this dialogue (might be overridden on clones).

#### Declaration

```
public List<Person> People { get; }
```

#### Property Value

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <Person> |             |

## Methods

### Clone()

Use to clone the dialogue scriptable object. Useful to progress in a copy while keeping the original unchanged.

#### Declaration

```
public Dialogue Clone()
```

#### Returns

| Type  | Description |
|---|-------------|
| Dialogue (com.absence.dialoguesystem.Dialogue.html) |             |

### CreateNode(Type)

Use to create new nodes. Using runtime is not recommended.

#### Declaration

```
public Node CreateNode(Type type)
```

## Parameters

| Type   | Name        | Description |
|--|-------------|-------------|
| Type ( <a href="https://learn.microsoft.com/dotnet/api/system.type">https://learn.microsoft.com/dotnet/api/system.type</a> ) | <i>type</i> |             |

## Returns

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## DeleteNode(Node)

Use to delete existing nodes. Using runtime is not recommended.

### Declaration

```
public void DeleteNode(Node node)
```

## Parameters

| Type  | Name        | Description |
|---|-------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) | <i>node</i> |             |

## GetAllDialogParts()

Use to get a list of all DialoguePartNode (com.absence.dialoguesystem.internals.DialoguePartNode.html)s in this dialogue.

### Declaration

```
public List<DialoguePartNode> GetAllDialogParts()
```

## Returns

| Type  | Description  |
|---|--|
| List<br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<br><<br>DialoguePartNode<br>(com.absence.dialoguesystem.internals.DialoguePartNode.html)<br>> | The entire list of<br>DialoguePartNode<br>(com.absence.dialoguesystem.internals.DialoguePartNode.html)<br>s in the current dialogue. |

## GetDialogPartNodesWithName(string)

Use to find DialoguePartNode (com.absence.dialoguesystem.internals.DialoguePartNode.html)s with a specific name.

### Declaration

```
public List<DialoguePartNode> GetDialogPartNodesWithName(string targetName)
```

### Parameters

| Type   | Name              | Description |
|--|-------------------|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>targetName</i> |             |

### Returns

| Type  | Description   |
|---|---|
| List<br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<br><<br>DialoguePartNode<br>(com.absence.dialoguesystem.internals.DialoguePartNo<br>de.html)<br>> | A list of<br>DialoguePartNode<br>(com.absence.dialoguesystem.internals.DialoguePartNod<br>e.html)<br>s with that specific name. Throws an exception nothing's<br>found. |

## Initialize()

It teleports the flow back to the root node.

### Declaration

```
public void Initialize()
```

## OverridePeople(List<Person>)

Use to override the people in this dialogue. Keeping person count the same is highly recommended. The original scriptable object's people list won't be affected by this.

**CAUTION!** The recommended way is to use this function on clones only.

### Declaration

```
public void OverridePeople(List<Person> overridePeople)
```

### Parameters

| Type   | Name                  | Description |
|--|-----------------------|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<br><Person> | <i>overridePeople</i> |             |

## Pass(params object[])

Use to progress to the next node in the dialogue. Using this method directly is not recommended if you're not adding an extra functionality. You can consider using DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html) instead.

### Declaration

```
public void Pass(params object[] passData)
```

### Parameters

| Type   | Name            | Description |
|--|-----------------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | <i>passData</i> |             |

# Class DialogueAnimationsPlayer

A small component which is responsible for playing the animations (if there is any) of the dialogue instance attached to the same game object.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ Component
- ↳ Behaviour
- ↳ MonoBehaviour
- ↳ DialogueExtensionBase ([com.absence.dialoguesystem.DialogueExtensionBase.html](#))
- ↳ DialogueAnimationsPlayer

## Inherited Members

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DialogueExtensionBase.m\_instance  
([com.absence.dialoguesystem.DialogueExtensionBase.html#com\\_absence\\_dialoguesystem\\_DialogueExtensionBase\\_m\\_instance](#))

MonoBehaviour.IsInvoking()  
MonoBehaviour.CancelInvoke()  
MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StartCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)  
MonoBehaviour.StartCoroutine\_Auto(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)  
MonoBehaviour.StopCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)  
MonoBehaviour.StopCoroutine(Coroutine)  
MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StopAllCoroutines()  
MonoBehaviour.print(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
MonoBehaviour.destroyCancellationToken  
MonoBehaviour.useGUILayout  
MonoBehaviour.RunWithEditMode  
Behaviour.enabled

Behaviour.isActiveAndEnabled  
Component.GetComponent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponent<T>()  
Component.TryGetComponent(Type, out Component) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.TryGetComponent<T>(out T)  
Component.GetComponent(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentInChildren<T>()  
Component.GetComponentsInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInChildren<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInChildren<T>()  
Component.GetComponentsInChildren<T>(List<T>)  
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)  
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentInParent<T>()  
Component.GetComponentsInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentsInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentsInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInParent<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInParent<T>()  
Component.GetComponents(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponents(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponents<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)  
Component.GetComponents<T>()  
Component.CompareTag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessageUpwards(string, object, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessageUpwards(string, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string, object, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, object, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.transform  
Component.gameObject

Component.tag  
Object.GetInstanceID()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
Object.FindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[RequireComponent(typeof(DialogueInstance))]  
[AddComponentMenu("absence/_absent-dialogues/Dialogue Animations Player")]  
public class DialogueAnimationsPlayer : DialogueExtensionBase
```

# Methods

## OnHandleAdditionalData(AdditionalSpeechData)

Use to define what to do with the current AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html). Gets called when the m\_instance (com.absence.dialoguesystem.DialogueExtensionBase.html#com\_absence\_dialoguesystem\_DialogueExtensionBase\_m\_instance) progresses.

### Declaration

```
public override void OnHandleAdditionalData(AdditionalSpeechData data)
```

### Parameters

| Type  | Name        | Description |
|---|-------------|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) | <i>data</i> |             |

### Overrides

DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)  
(com.absence.dialoguesystem.DialogueExtensionBase.html#com\_absence\_dialoguesystem\_DialogueExtensionBase\_OnHandleAdditionalData\_com\_absence\_dialoguesystem\_internals\_AdditionalSpeechData\_)

# Enum DialogueAnimationsPlayer.WorkMode

Lets you select the way this extension uses the AnimatorMemberName  
(com.absence.dialoguesystem.internals.AdditionalSpeechData.html#com\_absence\_dialoguesystem\_internals\_AdditionalSpeechData\_AnimatorMemberName).

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public enum DialogueAnimationsPlayer.WorkMode
```

## Fields

| Name       | Description |
|------------|-------------|
| CrossFade  |             |
| SetTrigger |             |

# Class DialogueDisplayer

A singleton with the duty of displaying the current dialogue context. Written for the Unity UI package. Not compatible with the UI Toolkit.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ Component
- ↳ Behaviour
- ↳ MonoBehaviour
  - ↳ StaticInstance<DialogueDisplayer> (<com.absence.dialoguesystem.DialogueDisplayer.html>)>
  - ↳ Singleton<DialogueDisplayer> (<com.absence.dialoguesystem.DialogueDisplayer.html>)>
  - ↳ DialogueDisplayer

## Inherited Members

---

- Singleton<DialogueDisplayer>.Awake()
- StaticInstance<DialogueDisplayer>.OnApplicationQuit()
- StaticInstance<DialogueDisplayer>.Instance
- MonoBehaviour.IsInvoking()
- MonoBehaviour.CancelInvoke()
- MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StartCoroutine\_Auto(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StopCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StopCoroutine(Coroutine)
- MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StopAllCoroutines()
- MonoBehaviour.print(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
- MonoBehaviour.destroyCancellationToken
- MonoBehaviour.useGUILayout
- MonoBehaviour.runInEditMode

Behaviour.enabled  
Behaviour.isActiveAndEnabled  
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Component.TryGetComponent(Type, out Component) (<https://learn.microsoft.com/dotnet/api/system.type>)  
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(<https://learn.microsoft.com/dotnet/api/system.string>)  
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(<https://learn.microsoft.com/dotnet/api/system.string>)  
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(<https://learn.microsoft.com/dotnet/api/system.string>)  
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Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.transform

Component.gameObject  
Component.tag  
Object.GetInstanceID()  
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Object.Instantiate(Object, Vector3, Quaternion, Transform)  
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Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
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(<https://learn.microsoft.com/dotnet/api/system.type>)  
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Object.DestroyObject(Object)  
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Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
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Object.FindAnyObjectOfType<T>()  
Object.FindFirstObjectOfType<T>(FindObjectsInactive)  
Object.FindAnyObjectOfType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
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Object.FindAnyObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[AddComponentMenu("absencee/_absent-dialogues/Dialogue Displayer")]
public class DialogueDisplayer : Singleton<DialogueDisplayer>
```

# Methods

## Display(Person, string)

Displays a speech with no options.

### Declaration

```
public void Display(Person speaker, string speech)
```

### Parameters

| Type   | Name           | Description |
|--|----------------|-------------|
| Person   | <i>speaker</i> |             |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>speech</i>  |             |

## Display(Person, string, List<Option>, Action<int>)

Displays a speech with options.

### Declaration

```
public void Display(Person speaker, string speech, List<Option> options, Action<int> optionPre
ssAction)
```

### Parameters

| Type   | Name           | Description |
|--|----------------|-------------|
| Person   | <i>speaker</i> |             |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>speech</i>  |             |

| Type   | Name                     | Description |
|--|--------------------------|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )< Option (com.absence.dialoguesystem.internals.Option.html)>                                   | <i>options</i>           |             |
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )< int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )> | <i>optionPressAction</i> |             |

## Occupy()

Let's you occupy the singleton. If it is occupied by any other scripts about dialogues, you can't occupy.

### Declaration

```
public bool Occupy()
```

### Returns

| Type  | Description   |
|---|---|
| bool<br>( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | Returns false if the displayer is already occupied. Returns true otherwise. |

## Release()

Removes the occupancy of the displayer. CAUTION! DialogueDisplayer (com.absence.dialoguesystem.DialogueDisplayer.html) does not hold a reference to the current occupier. Because of that, be careful calling this function.

### Declaration

```
public void Release()
```

# Class DialogueExtensionBase

This is the base class to derive from in order to handle some custom logic over the system.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ Component
- ↳ Behaviour
- ↳ MonoBehaviour
- ↳ DialogueExtensionBase
  - ↳ DialogueAnimationsPlayer ([com.absence.dialoguesystem.DialogueAnimationsPlayer.html](#))
  - ↳ DialogueInputHandler\_Legacy ([com.absence.dialoguesystem.DialogueInputHandler\\_Legacy.html](#))
  - ↳ DialogueSoundsPlayer ([com.absence.dialoguesystem.DialogueSoundsPlayer.html](#))

## Inherited Members

---

- MonoBehaviour.IsInvoking()
- MonoBehaviour.CancelInvoke()
- MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StartCoroutine\_Auto(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StopCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StopCoroutine(Coroutine)
- MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StopAllCoroutines()
- MonoBehaviour.print(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
- MonoBehaviour.destroyCancellationToken
- MonoBehaviour.useGUILayout
- MonoBehaviour.runInEditMode
- Behaviour.enabled
- Behaviour.isActiveAndEnabled
- Component.GetComponent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Component.GetComponent<T>()  
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Component.GetComponentsInChildren<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
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(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, object, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
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Component.transform  
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Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
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(<https://learn.microsoft.com/dotnet/api/system.type>)  
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object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[RequireComponent(typeof(DialogueInstance))]  
public abstract class DialogueExtensionBase : MonoBehaviour
```

## Fields

### m\_instance

DialogueInstance (com.absence.dialoguesystem.DialogueInstance.html) component attached to the current gameobject.

#### Declaration

```
[SerializeField]  
[Readonly]  
protected DialogueInstance m_instance
```

#### Field Value

| Type  | Description |
|---|-------------|
| DialogueInstance (com.absence.dialoguesystem.DialogueInstance.html) |             |

## Methods

### OnHandleAdditionalData(AdditionalSpeechData)

Use to define what to do with the current AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html). Gets called when the m\_instance (com.absence.dialoguesystem.DialogueExtensionBase.html#com\_absence\_dialoguesystem\_DialogueExtensionBase\_m\_instance) progresses.

#### Declaration

```
public abstract void OnHandleAdditionalData(AdditionalSpeechData data)
```

#### Parameters

| Type  | Name        | Description |
|---|-------------|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) | <i>data</i> |             |

# Class DialogueInputHandler\_Legacy

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
  ↳ Object  
    ↳ Component  
      ↳ Behaviour  
        ↳ MonoBehaviour  
          ↳ DialogueExtensionBase ([com.absence.dialoguesystem.DialogueExtensionBase.html](#))  
          ↳ DialogueInputHandler\_Legacy

## Inherited Members

---

DialogueExtensionBase.m\_instance  
([com.absence.dialoguesystem.DialogueExtensionBase.html#com\\_absence\\_dialoguesystem\\_DialogueExtensionBase\\_m\\_instance](#))  
MonoBehaviour.IsInvoking()  
MonoBehaviour.CancelInvoke()  
MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
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Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInChildren<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInChildren<T>()  
Component.GetComponentsInChildren<T>(List<T>)  
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)  
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Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
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Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public class DialogueInputHandler_Legacy : DialogueExtensionBase
```

# Methods

### OnHandleAdditionalData(AdditionalSpeechData)

Use to define what to do with the current AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html). Gets called when the m\_instance (com.absence.dialoguesystem.DialogueExtensionBase.html#com\_absence\_dialoguesystem\_DialogueExtensionBase\_m\_instance) progresses.

#### Declaration

```
public override void OnHandleAdditionalData(AdditionalSpeechData data)
```

#### Parameters

| Type  | Name        | Description |
|---|-------------|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) | <i>data</i> |             |

#### Overrides

DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)  
(com.absence.dialoguesystem.DialogueExtensionBase.html#com\_absence\_dialoguesystem\_DialogueExtensionBase\_OnHandleAdditionalData\_com\_absence\_dialoguesystem\_internals\_AdditionalSpeechData\_)

# Class DialogueInstance

Lets you manage a single DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html) in the scene easily.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ Component
- ↳ Behaviour
- ↳ MonoBehaviour
- ↳ DialogueInstance

## Inherited Members

---

- MonoBehaviour.IsInvoking()
- MonoBehaviour.CancelInvoke()
- MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StartCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StartCoroutine\_Auto(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StopCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StopCoroutine(Coroutine)
- MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.StopAllCoroutines()
- MonoBehaviour.print(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
- MonoBehaviour.destroyCancellationToken
- MonoBehaviour.useGUILayout
- MonoBehaviour.runInEditMode
- Behaviour.enabled
- Behaviour.isActiveAndEnabled
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object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[AddComponentMenu("absencee_absent-dialogues/Dialogue Instance")]
public class DialogueInstance : MonoBehaviour
```

# Properties

## Player

DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html) of this instance.

### Declaration

```
public DialoguePlayer Player { get; }
```

### Property Value

| Type  | Description |
|---|-------------|
| DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html) |             |

# Methods

## AddExtension<T>()

Adds a DialogueExtensionBase (com.absence.dialoguesystem.DialogueExtensionBase.html) to the target dialogue instance. **Does not work runtime.**

### Declaration

```
public void AddExtension<T>() where T : DialogueExtensionBase
```

### Type Parameters

| Name | Description |
|------|-------------|
| T    |             |

## EnterDialogue()

Use to enter dialogue.

## Declaration

```
public bool EnterDialogue()
```

### Returns

| Type  | Description   |
|---|---|
| bool<br>( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) | <b>False</b> if the DialogueDisplayer (com.absence.dialoguesystem.DialogueDisplayer.html) is already occupied by any other script. Returns <b>true</b> otherwise. |

## ExitDialogue()

Use to exit current dialogue.

## Declaration

```
public void ExitDialogue()
```

## Events

### OnBeforeSpeech

Subscribe to this delegate to override any data will get displayed.

## Declaration

```
public event DialogueInstance.BeforeSpeechEventHandler OnBeforeSpeech
```

### Event Type

| Type   | Description |
|--|-------------|
| DialogueInstance (com.absence.dialoguesystem.DialogueInstance.html). BeforeSpeechEventHandler<br>(com.absence.dialoguesystem.DialogueInstance.BeforeSpeechEventHandler.html) |             |

### OnHandleAdditionalData

The Action which will get invoked when HandleAdditionalData()  
(com.absence.dialoguesystem.DialogueInstance.html#com\_absence\_dialoguesystem\_DialogueInstance\_HandleAdditionalData) gets called.

## Declaration

```
public event Action<AdditionalSpeechData> OnHandleAdditionalData
```

#### Event Type

| Type  | Description |
|---|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> ) <AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) > |             |

# Delegate DialogueInstance.BeforeSpeech EventHandler

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public delegate void DialogueInstance.BeforeSpeechEventHandler(ref Person speaker, ref string speech, ref List<Option> options)
```

## Parameters

| Type   | Name           | Description |
|--|----------------|-------------|
| Person   | <i>speaker</i> |             |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )   | <i>speech</i>  |             |
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) < Option (com.absence.dialoguesystem.internals.Option.html) > | <i>options</i> |             |

# Class DialogueOptionText

A small component that manages the functionality of an option's drawing and input.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ Component
- ↳ Behaviour
- ↳ MonoBehaviour
- ↳ DialogueOptionText

## Inherited Members

---

- MonoBehaviour.IsInvoking()
- MonoBehaviour.CancelInvoke()
- MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
- MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
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- MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
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- MonoBehaviour.StartCoroutine\_Auto(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
- MonoBehaviour.StopCoroutine(IEnumerator)  
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- MonoBehaviour.StopCoroutine(Coroutine)
- MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
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Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)

Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
Object.FindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

## Syntax

```
[AddComponentMenu("absencee_/absent-dialogues/Option Text")]
public class DialogueOptionText : MonoBehaviour
```

# Methods

### Initialize(int, string)

Sets the index and the text of this option.

#### Declaration

```
public void Initialize(int optionIndex, string text)
```

#### Parameters

| Type   | Name               | Description |
|--|--------------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )      | <i>optionIndex</i> |             |
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | <i>text</i>        |             |

### OnClick()

Calls OnClickAction

(com.absence.dialoguesystem.DialogueOptionText.html#com\_absence\_dialoguesystem\_DialogueOptionText\_OnClickAction).

#### Declaration

```
public void OnClick()
```

# Events

### OnClickAction

#### Declaration

```
public event Action<int> OnClickAction
```

## Event Type

| Type  | Description |
|---|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )> |             |

# Class DialoguePlayer

Lets you progress in a dialogue easily.

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ DialoguePlayer

## Inherited Members

---

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[Serializable]
public class DialoguePlayer
```

## Constructors

### DialoguePlayer(Dialogue)

Use to create a new DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html).

#### Declaration

```
public DialoguePlayer(Dialogue dialogue)
```

#### Parameters

| Type  | Name            | Description                          |
|---|-----------------|--------------------------------------|
| Dialogue (com.absence.dialoguesystem.Dialogue.html) | <i>dialogue</i> | The original dialogue to clone from. |

## DialoguePlayer(Dialogue, List<Person>)

Use to create a new DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html) with an overridden people list.

### Declaration

```
public DialoguePlayer(Dialogue dialogue, List<Person> overridePeople)
```

### Parameters

| Type  | Name                  | Description                          |
|---|-----------------------|--------------------------------------|
| Dialogue (com.absence.dialoguesystem.Dialogue.html)   | <i>dialogue</i>       | The original dialogue to clone from. |
| List<br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<br><Person> | <i>overridePeople</i> | The list of new people.              |

## Properties

### AdditionalSpeechData

Additional data of the current node.

### Declaration

```
public AdditionalSpeechData AdditionalSpeechData { get; }
```

### Property Value

| Type  | Description |
|---|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) |             |

### ClonedDialogue

The dialogue cloned from the original one from constructor.

### Declaration

```
public Dialogue ClonedDialogue { get; }
```

#### Property Value

| Type  | Description |
|---|-------------|
| Dialogue (com.absence.dialoguesystem.Dialogue.html) |             |

## HasOptions

Use to check if current node is a FastSpeechNode (com.absence.dialoguesystem.internals.FastSpeechNode.html) or not.

#### Declaration

```
public bool HasOptions { get; }
```

#### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## HasPerson

Use to check if current node PersonDependent (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent) or not.

#### Declaration

```
public bool HasPerson { get; }
```

#### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## HasSpeech

Use to check if current node is a IContainSpeech (com.absence.dialoguesystem.internals.IContainerSpeech.html) or not.

#### Declaration

```
public bool HasSpeech { get; }
```

#### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## Options

Options of the current node, if there is any.

#### Declaration

```
public List<Option> Options { get; }
```

#### Property Value

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<<br>Option (com.absence.dialoguesystem.internals.Option.html)> |             |

## Speaker

Person who speaks.

#### Declaration

```
public Person Speaker { get; }
```

#### Property Value

| Type   | Description |
|--------|-------------|
| Person |             |

## Speech

Speech of the current node.

#### Declaration

```
public string Speech { get; }
```

#### Property Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## State

Current state of the player.

### Declaration

```
public DialoguePlayer.PlayerState State { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html).<br>PlayerState (com.absence.dialoguesystem.DialoguePlayer.PlayerState.html) |             |

## Methods

### Continue(params object[])

Use to progress in the target dialogue with some optional data.

### Declaration

```
public void Continue(params object[] passData)
```

### Parameters

| Type  | Name     | Description  |
|---|----------|--|
| object<br>( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )<br>[] | passData | Anything that you want to pass as data. (e.g.<br>DecisionSpeechNode<br>(com.absence.dialoguesystem.internals.DecisionSpeechNode.html)<br>uses the [0] element to get the selected option index.) |

### TeleportToRoot()

Teleports the flow to the RootNode (com.absence.dialoguesystem.internals.RootNode.html) of the dialogue clone.

### Declaration

```
public void TeleportToRoot()
```

## Events

### OnContinue

Action which will get invoked when Continue(params object[])  
(com.absence.dialoguesystem.DialoguePlayer.html#com\_absence\_dialoguesystem\_DialoguePlayer\_Continue\_System  
\_Object\_\_) gets called.

#### Declaration

```
public event Action<DialoguePlayer.PlayerState> OnContinue
```

#### Event Type

| Type   | Description |
|--|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<<br>DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html).<br>PlayerState (com.absence.dialoguesystem.DialoguePlayer.PlayerState.html)> |             |

# Enum DialoguePlayer.PlayerState

Shows what state the dialogue player is in.

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public enum DialoguePlayer.PlayerState
```

## Fields

| Name             | Description |
|------------------|-------------|
| NoSpeech         |             |
| WaitingForOption |             |
| WaitingForSkip   |             |
| WillExit         |             |

# Class DialogueSoundsPlayer

A small component which is responsible for playing the sounds (if there is any) of the DialogueInstance (com.absence.dialoguesystem.DialogueInstance.html) attached to the same gameobject.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ Component
- ↳ Behaviour
- ↳ MonoBehaviour
- ↳ DialogueExtensionBase (com.absence.dialoguesystem.DialogueExtensionBase.html)
- ↳ DialogueSoundsPlayer

## Inherited Members

---

DialogueExtensionBase.m\_instance  
(com.absence.dialoguesystem.DialogueExtensionBase.html#com\_absence\_dialoguesystem\_DialogueExtensionBase\_m\_instance)  
MonoBehaviour.IsInvoking()  
MonoBehaviour.CancelInvoke()  
MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StartCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)  
MonoBehaviour.StartCoroutine\_Auto(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)  
MonoBehaviour.StopCoroutine(IEnumerator)  
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)  
MonoBehaviour.StopCoroutine(Coroutine)  
MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
MonoBehaviour.StopAllCoroutines()  
MonoBehaviour.print(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
MonoBehaviour.destroyCancellationToken  
MonoBehaviour.useGUILayout  
MonoBehaviour.runInEditMode  
Behaviour.enabled

Behaviour.isActiveAndEnabled  
Component.GetComponent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponent<T>()  
Component.TryGetComponent(Type, out Component) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.TryGetComponent<T>(out T)  
Component.GetComponent(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentInChildren<T>()  
Component.GetComponentsInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInChildren<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInChildren<T>()  
Component.GetComponentsInChildren<T>(List<T>)  
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)  
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentInParent<T>()  
Component.GetComponentsInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentsInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponentsInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInParent<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Component.GetComponentsInParent<T>()  
Component.GetComponents(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponents(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Component.GetComponents<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)  
Component.GetComponents<T>()  
Component.CompareTag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessageUpwards(string, object, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessageUpwards(string, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string, object, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, object, SendMessageOptions)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.BroadcastMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)  
Component.transform  
Component.gameObject

Component.tag  
Object.GetInstanceID()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
Object.FindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[RequireComponent(typeof(DialogueInstance))]  
[AddComponentMenu("absence/_absent-dialogues/Dialogue Sounds Player")]  
public class DialogueSoundsPlayer : DialogueExtensionBase
```

# Methods

## OnHandleAdditionalData(AdditionalSpeechData)

Use to define what to do with the current AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html). Gets called when the m\_instance (com.absence.dialoguesystem.DialogueExtensionBase.html#com\_absence\_dialoguesystem\_DialogueExtensionBase\_m\_instance) progresses.

### Declaration

```
public override void OnHandleAdditionalData(AdditionalSpeechData data)
```

### Parameters

| Type  | Name        | Description |
|---|-------------|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) | <i>data</i> |             |

### Overrides

DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)  
(com.absence.dialoguesystem.DialogueExtensionBase.html#com\_absence\_dialoguesystem\_DialogueExtensionBase\_OnHandleAdditionalData\_com\_absence\_dialoguesystem\_internals\_AdditionalSpeechData\_)

# Namespace com.absence.dialoguesystem.editor

## Classes

**DialogueEditorWindow**  
(com.absence.dialoguesystem.editor.DialogueEditorWindow.html)

**DialogueGraphView** (com.absence.dialoguesystem.editor.DialogueGraphView.html)

**DialogueGraphView.UxmlFactory**  
(com.absence.dialoguesystem.editor.DialogueGraphView.UxmlFactory.html)

**InspectorView** (com.absence.dialoguesystem.editor.InspectorView.html)

**InspectorView.UxmlFactory**  
(com.absence.dialoguesystem.editor.InspectorView.UxmlFactory.html)

**NodeView** (com.absence.dialoguesystem.editor.NodeView.html)

**VariableBankCreationHandler**  
(com.absence.dialoguesystem.editor.VariableBankCreationHandler.html)

# Class DialogueEditorWindow

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
  ↳ Object  
    ↳ ScriptableObject  
      ↳ EditorWindow  
        ↳ DialogueEditorWindow

## Inherited Members

---

EditorWindow.BeginWindows()  
EditorWindow.EndWindows()  
EditorWindow.ShowNotification(GUIContent)  
EditorWindow.ShowNotification(GUIContent, double) (<https://learn.microsoft.com/dotnet/api/system.double>)  
EditorWindow.RemoveNotification()  
EditorWindow.ShowTab()  
EditorWindow.Focus()  
EditorWindow.ShowUtility()  
EditorWindow.ShowPopup()  
EditorWindow.ShowModalUtility()  
EditorWindow.ShowAsDropDown(Rect, Vector2)  
EditorWindow.Show()  
EditorWindow.Show(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
EditorWindow.ShowAuxWindow()  
EditorWindow.ShowModal()  
EditorWindow.GetWindow(Type, bool, string, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.GetWindow(Type, bool, string) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.GetWindow(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.GetWindow(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.GetWindowWithRect(Type, Rect, bool, string) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.GetWindowWithRect(Type, Rect, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.GetWindowWithRect(Type, Rect) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.GetWindow<T>()  
EditorWindow.GetWindow<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
EditorWindow.GetWindow<T>(bool, string) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
EditorWindow.GetWindow<T>(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
EditorWindow.GetWindow<T>(string, bool) (<https://learn.microsoft.com/dotnet/api/system.string>)  
EditorWindow.GetWindow<T>(bool, string, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
EditorWindow.GetWindow<T>(params Type[]) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.GetWindow<T>(string, params Type[]) (<https://learn.microsoft.com/dotnet/api/system.string>)

EditorWindow.GetWindow<T>(string, bool, params Type[]) (<https://learn.microsoft.com/dotnet/api/system.string>)  
EditorWindow.CreateWindow<T>(params Type[]) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.CreateWindow<T>(string, params Type[]) (<https://learn.microsoft.com/dotnet/api/system.string>)  
EditorWindow.HasOpenInstances<T>()  
EditorWindow.FocusWindowIfItsOpen(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
EditorWindow.FocusWindowIfItsOpen<T>()  
EditorWindow.GetWindowWithRect<T>(Rect)  
EditorWindow.GetWindowWithRect<T>(Rect, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
EditorWindow.GetWindowWithRect<T>(Rect, bool, string) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
EditorWindow.GetWindowWithRect<T>(Rect, bool, string, bool)  
(<https://learn.microsoft.com/dotnet/api/system.boolean>)  
EditorWindow.SaveChanges()  
EditorWindow.DiscardChanges()  
EditorWindow.Close()  
EditorWindow.Repaint()  
EditorWindow.SendEvent(Event)  
EditorWindow.GetExtraPaneTypes()  
EditorWindow.TryGetOverlay(string, out Overlay) (<https://learn.microsoft.com/dotnet/api/system.string>)  
EditorWindow.OnBackingScaleFactorChanged()  
EditorWindow.dataModeController  
EditorWindow.rootVisualElement  
EditorWindow.overlayCanvas  
EditorWindow.wantsMouseMove  
EditorWindow.wantsMouseEnterLeaveWindow  
EditorWindow.wantsLessLayoutEvents  
EditorWindow.autoRepaintOnSceneChange  
EditorWindow.maximized  
EditorWindow.hasFocus  
EditorWindow.docked  
EditorWindow.focusedWindow  
EditorWindow.mouseOverWindow  
EditorWindow.hasUnsavedChanges  
EditorWindow.saveChangesMessage  
EditorWindow.minSize  
EditorWindow.maxSize  
EditorWindow.title  
EditorWindow.titleContent  
EditorWindow.depthBufferBits  
EditorWindow.antiAlias  
EditorWindow.position  
ScriptableObject.SetDirty()  
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
ScriptableObject.CreateInstance<T>()  
Object.GetInstanceID()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)

Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
Object.FindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor (com.absence.dialoguesystem.editor.html)

## Syntax

```
public class DialogueEditorWindow : EditorWindow
```

# Methods

### CreateGUI()

#### Declaration

```
public void CreateGUI()
```

### FrameToNode(Node)

#### Declaration

```
public void FrameToNode(Node node)
```

#### Parameters

| Type  | Name        | Description |
|---|-------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) | <i>node</i> |             |

### OnOpenAsset(int, int)

#### Declaration

```
[OnOpenAsset]
public static bool OnOpenAsset(int instanceId, int line)
```

#### Parameters

| Type  | Name              | Description |
|---|-------------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>instanceId</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>line</i>       |             |

#### Returns

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## **OpenWindow()**

### **Declaration**

```
[MenuItem("absentee/_absent-dialogues/Open Dialogue Graph Window")]
public static void OpenWindow()
```

## **SelectNode(Node)**

### **Declaration**

```
public void SelectNode(Node node)
```

### **Parameters**

| Type  | Name        | Description |
|---|-------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) | <i>node</i> |             |

# Class DialogueGraphView

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
  ↳ CallbackEventHandler  
    ↳ Focusable  
      ↳ VisualElement  
        ↳ GraphView  
          ↳ DialogueGraphView

## Implements

IEventHandler  
IResolvedStyle  
ITransform  
ITransitionAnimations  
IExperimentalFeatures  
IVisualElementScheduler  
ISelection

## Inherited Members

---

GraphView.ports  
GraphView.UpdateViewTransform(Vector3, Vector3)  
GraphView.GetPortCenterOverride(Port, out Vector2)  
GraphView.AddLayer(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
GraphView.GetElementByGuid(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
GraphView.GetNodeByGuid(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
GraphView.GetPortByGuid(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
GraphView.GetEdgeByGuid(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
GraphView.SetupZoom(float, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
GraphView.SetupZoom(float, float, float, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
GraphView.ValidateTransform()  
GraphView.AddToSelection(ISelectable)  
GraphView.RemoveFromSelection(ISelectable)  
GraphView.ClearSelection()  
GraphView.ExecuteDefaultActionAtTarget(EventBase)  
GraphView.ExecuteDefaultAction(EventBase)  
GraphView.CollectElements(IEnumerable<GraphElement>, HashSet<GraphElement>, Func<GraphElement, bool>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)  
GraphView.CollectCopyableGraphElements(IEnumerable<GraphElement>, HashSet<GraphElement>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)  
GraphView.CopySelectionCallback()

GraphView.CutSelectionCallback()  
GraphView.PasteCallback()  
GraphView.DuplicateSelectionCallback()  
GraphView.DeleteSelectionCallback(GraphView.AskUser)  
GraphView.SerializeGraphElements(IEnumerable<GraphElement>)  
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)  
GraphView.CanPasteSerializedData(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
GraphView.UnserializeAndPasteOperation(string, string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
GraphView.DeleteSelectionOperation(string, GraphView.AskUser)  
(<https://learn.microsoft.com/dotnet/api/system.string>)  
GraphView.AddElement(GraphElement)  
GraphView.RemoveElement(GraphElement)  
GraphView.DeleteSelection()  
GraphView.DeleteElements(IEnumerable<GraphElement>)  
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)  
GraphView.FrameAll()  
GraphView.FrameSelection()  
GraphView.FrameOrigin()  
GraphView.FramePrev()  
GraphView.FrameNext()  
GraphView.FramePrev(Func<GraphElement, bool>) (<https://learn.microsoft.com/dotnet/api/system.func-2>)  
GraphView.FrameNext(Func<GraphElement, bool>) (<https://learn.microsoft.com/dotnet/api/system.func-2>)  
GraphView.CalculateRectToFitAll(VisualElement)  
GraphView.CalculateFrameTransform(Rect, Rect, int, out Vector3, out Vector3)  
(<https://learn.microsoft.com/dotnet/api/system.int32>)  
GraphView.GetBlackboard()  
GraphView.ReleaseBlackboard(Blackboard)  
GraphView.CreatePlacematContainer()  
GraphView.nodeCreationRequest  
GraphView.graphViewChanged  
GraphView.groupTitleChanged  
GraphView.elementsAddedToGroup  
GraphView.elementsRemovedFromGroup  
GraphView.elementsInsertedToStackNode  
GraphView.elementsRemovedFromStackNode  
GraphView.elementResized  
GraphView.viewTransformChanged  
GraphView.supportsWindowedBlackboard  
GraphView.contentViewContainer  
GraphView.viewport  
GraphView.viewTransform  
GraphView.isReframable  
GraphView.contentContainer  
GraphView.placematContainer  
GraphView.graphElements  
GraphView.nodes  
GraphView.edges  
GraphView.minScale  
GraphView.maxScale

GraphView.scaleStep  
GraphView.referenceScale  
GraphView.scale  
GraphView.zoomerMaxElementCountWithPixelCacheRegen  
GraphView.selection  
GraphView.canCopySelection  
GraphView.canCutSelection  
GraphView.canPaste  
GraphView.canDuplicateSelection  
GraphView.canDeleteSelection  
GraphView.serializeGraphElements  
GraphView.canPasteSerializedData  
GraphView.unserializeAndPaste  
GraphView.deleteSelection  
VisualElement.disabledUssClassName  
VisualElement.Focus()  
VisualElement.SendEvent(EventBase)  
VisualElement.SetEnabledFromHierarchy(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
VisualElement.SetEnabled(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
VisualElement.MarkDirtyRepaint()  
VisualElement.ContainsPoint(Vector2)  
VisualElement.Overlaps(Rect)  
VisualElement.DoMeasure(float, VisualElement.MeasureMode, float, VisualElement.MeasureMode)  
(<https://learn.microsoft.com/dotnet/api/system.single>)  
VisualElement.ToString()  
VisualElement.GetClasses()  
VisualElement.ClearClassList()  
VisualElement.AddToClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.RemoveFromClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.ToggleInClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.EnableInClassList(string, bool) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.ClassListContains(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.FindAncestorUserData()  
VisualElement.Add(VisualElement)  
VisualElement.Insert(int, VisualElement) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.Remove(VisualElement)  
VisualElement.RemoveAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.Clear()  
VisualElement.ElementAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.IndexOf(VisualElement)  
VisualElement.Children()  
VisualElement.Sort(Comparison<VisualElement>) (<https://learn.microsoft.com/dotnet/api/system.comparison-1>)  
VisualElement.BringToFront()  
VisualElement.SendToBack()  
VisualElement.PlaceBehind(VisualElement)  
VisualElement.PlaceInFront(VisualElement)  
VisualElement.RemoveFromHierarchy()  
VisualElement.GetFirstOfType<T>()  
VisualElement.GetFirstAncestorOfType<T>()

VisualElement.Contains(VisualElement)  
VisualElement.FindCommonAncestor(VisualElement)  
VisualElement.resolvedStyle  
VisualElement.viewDataKey  
VisualElement.userData  
VisualElement.canGrabFocus  
VisualElement.focusController  
VisualElement.usageHints  
VisualElement.transform  
VisualElement.layout  
VisualElement.contentRect  
VisualElement.paddingRect  
VisualElement.worldBound  
VisualElement.localBound  
VisualElement.worldTransform  
VisualElement.pickingMode  
VisualElement.name  
VisualElement.enabledInHierarchy  
VisualElement.enabledSelf  
VisualElement.languageDirection  
VisualElement.visible  
VisualElement.generateVisualContent  
VisualElement.experimental  
VisualElement.hierarchy  
VisualElement.cacheAsBitmap  
VisualElement.parent  
VisualElement.panel  
VisualElement.visualTreeAssetSource  
VisualElement.this[int] (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.childCount  
VisualElement.schedule  
VisualElement.style  
VisualElement.customStyle  
VisualElement.styleSheets  
VisualElement.tooltip  
Focusable.Blur()  
Focusable.focusable  
Focusable.TabIndex  
Focusable.delegatesFocus  
CallbackEventHandler.RegisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)  
CallbackEventHandler.RegisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgsType>, TUserArgsType, TrickleDown)  
CallbackEventHandler.UnregisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)  
CallbackEventHandler.UnregisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgsType>, TrickleDown)  
CallbackEventHandler.HandleEvent(EventBase)  
CallbackEventHandler.HasTrickleDownHandlers()  
CallbackEventHandler.HasBubbleUpHandlers()

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor (com.absence.dialoguesystem.editor.html)

**Assembly:** Assembly-CSharp-Editor-firstpass.dll

## Syntax

```
public class DialogueGraphView : GraphView, IEventHandler, IResolvedStyle, ITransform, ITransitionAnimations, IExperimentalFeatures, IVisualElementScheduler, ISelection
```

## Constructors

### DialogueGraphView()

#### Declaration

```
public DialogueGraphView()
```

## Methods

### BuildContextualMenu(ContextualMenuPopulateEvent)

Add menu items to the contextual menu.

#### Declaration

```
public override void BuildContextualMenu(ContextualMenuPopulateEvent evt)
```

#### Parameters

| Type                        | Name | Description                             |
|-----------------------------|------|---|
| ContextualMenuPopulateEvent | evt  | The event holding the menu to populate. |

#### Overrides

UnityEditor.Experimental.GraphView.GraphView.BuildContextualMenu(UnityEngine.UIElements.ContextualMenuPopulateEvent)

## FindNodeView(Node)

### Declaration

```
public NodeView FindNodeView(Node node)
```

### Parameters

| Type  | Name        | Description |
|---|-------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) | <i>node</i> |             |

### Returns

| Type   | Description |
|--|-------------|
| NodeView (com.absence.dialoguesystem.editor.NodeView.html) |             |

## GetCompatiblePorts(Port, NodeAdapter)

Get all ports compatible with given port.

### Declaration

```
public override List<Port> GetCompatiblePorts(Port startPort, NodeAdapter nodeAdapter)
```

### Parameters

| Type        | Name               | Description                     |
|-------------|--------------------|---------------------------------|
| Port        | <i>startPort</i>   | Start port to validate against. |
| NodeAdapter | <i>nodeAdapter</i> | Node adapter.                   |

### Returns

| Type   | Description               |
|--|---------------------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<Port> | List of compatible ports. |

### Overrides

UnityEditor.Experimental.GraphView.GraphView.GetCompatiblePorts(UnityEditor.Experimental.GraphView.Port, UnityEditor.Experimental.GraphView.NodeAdapter)

## Refresh()

### Declaration

```
public void Refresh()
```

# Events

## OnNodeSelected

### Declaration

```
public event Action<NodeView> OnNodeSelected
```

### Event Type

| Type   | Description |
|--|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<NodeView (com.absence.dialoguesystem.editor.NodeView.html)> |             |

## OnPopulateView

### Declaration

```
public event Action OnPopulateView
```

### Event Type

| Type   | Description |
|--|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action">https://learn.microsoft.com/dotnet/api/system.action</a> ) |             |

## Implements

UnityEngine.UIElements.IEventHandler  
UnityEngine.UIElements.IResolvedStyle  
UnityEngine.UIElements.ITransform  
UnityEngine.UIElements.Experimental.ITransitionAnimations  
UnityEngine.UIElements.IExperimentalFeatures  
UnityEngine.UIElements.IVisualElementScheduler  
UnityEditor.Experimental.GraphView.ISelection

# Class DialogueGraphView.UxmlFactory

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
  ↳ BaseUxmlFactory<DialogueGraphView (com.absence.dialoguesystem.editor.DialogueGraphView.html), VisualElement.UxmlTraits>  
    ↳ UxmlFactory<DialogueGraphView (com.absence.dialoguesystem.editor.DialogueGraphView.html), VisualElement.UxmlTraits>  
      ↳ DialogueGraphView.UxmlFactory

## Implements

IUxmlFactory  
IBaseUxmlFactory

## Inherited Members

---

UxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.Create(IUxmlAttributes, CreationContext)  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.AcceptsAttributeBag(IUxmlAttributes, CreationContext)  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlName  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlNamespace  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlQualifiedName  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlType  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.canHaveAnyAttribute  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlAttributesDescription  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlChildElementsDescription  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.substituteForTypeName  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.substituteForTypeNamespace  
BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.substituteForTypeQualifiedName  
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor (com.absence.dialoguesystem.editor.html)

**Assembly:** Assembly-CSharp-Editor-firstpass.dll

## Syntax

```
public class DialogueGraphView.UxmlFactory : UxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>, IXmlFactory, IBaseUxmlFactory
```

## Implements

UnityEngine.UIElements.IXmlFactory

UnityEngine.UIElements.IBaseUxmlFactory

# Class InspectorView

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ CallbackEventHandler  
↳ Focusable  
↳ VisualElement  
↳ InspectorView

## Implements

IEventHandler  
IResolvedStyle  
ITransform  
ITransitionAnimations  
IExperimentalFeatures  
IVisualElementScheduler

## Inherited Members

---

VisualElement.disabledUssClassName  
VisualElement.ExecuteDefaultAction(EventBase)  
VisualElement.Focus()  
VisualElement.SendEvent(EventBase)  
VisualElement.SetEnabledFromHierarchy(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
VisualElement.SetEnabled(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
VisualElement.MarkDirtyRepaint()  
VisualElement.ContainsPoint(Vector2)  
VisualElement.Overlaps(Rect)  
VisualElement.DoMeasure(float, VisualElement.MeasureMode, float, VisualElement.MeasureMode)  
(<https://learn.microsoft.com/dotnet/api/system.single>)  
VisualElement.ToString()  
VisualElement.GetClasses()  
VisualElement.ClearClassList()  
VisualElement.AddToClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.RemoveFromClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.ToggleInClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.EnableInClassList(string, bool) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.ClassListContains(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.FindAncestorUserData()  
VisualElement.Add(VisualElement)  
VisualElement.Insert(int, VisualElement) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.Remove(VisualElement)

VisualElement.RemoveAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.Clear()  
VisualElement.ElementAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.IndexOf(VisualElement)  
VisualElement.Children()  
VisualElement.Sort(Comparison<VisualElement>) (<https://learn.microsoft.com/dotnet/api/system.comparison-1>)  
VisualElement.BringToFront()  
VisualElement.SendToBack()  
VisualElement.PlaceBehind(VisualElement)  
VisualElement.PlaceInFront(VisualElement)  
VisualElement.RemoveFromHierarchy()  
VisualElement.GetFirstOfType<T>()  
VisualElement.GetFirstAncestorOfType<T>()  
VisualElement.Contains(VisualElement)  
VisualElement.FindCommonAncestor(VisualElement)  
VisualElement.resolvedStyle  
VisualElement.viewDataKey  
VisualElement.userData  
VisualElement.canGrabFocus  
VisualElement.focusController  
VisualElement.usageHints  
VisualElement.transform  
VisualElement.layout  
VisualElement.contentRect  
VisualElement.paddingRect  
VisualElement.worldBound  
VisualElement.localBound  
VisualElement.worldTransform  
VisualElement.pickingMode  
VisualElement.name  
VisualElement.enabledInHierarchy  
VisualElement.enabledSelf  
VisualElement.languageDirection  
VisualElement.visible  
VisualElement.generateVisualContent  
VisualElement.experimental  
VisualElement.hierarchy  
VisualElement.cacheAsBitmap  
VisualElement.parent  
VisualElement.panel  
VisualElement.contentContainer  
VisualElement.visualTreeAssetSource  
VisualElement.this[int] (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.childCount  
VisualElement.schedule  
VisualElement.style  
VisualElement.customStyle  
VisualElement.styleSheets  
VisualElement.tooltip

Focusable.Blur()  
Focusable.focusable  
Focusable.TabIndex  
Focusable.delegatesFocus  
CallbackEventHandler.RegisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)  
CallbackEventHandler.RegisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgsType>, TUserArgsType, TrickleDown)  
CallbackEventHandler.UnregisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)  
CallbackEventHandler.UnregisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgsType>, TrickleDown)  
CallbackEventHandler.HandleEvent(EventBase)  
CallbackEventHandler.HasTrickleDownHandlers()  
CallbackEventHandler.HasBubbleUpHandlers()  
CallbackEventHandler.ExecuteDefaultActionAtTarget(EventBase)  
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor (com.absence.dialoguesystem.editor.html)

**Assembly:** Assembly-CSharp-Editor-firstpass.dll

## Syntax

```
public class InspectorView : VisualElement, IEventHandler, IResolvedStyle, ITransform, ITransitionAnimations, IExperimentalFeatures, IVisualElementScheduler
```

## Constructors

### InspectorView()

#### Declaration

```
public InspectorView()
```

## Implements

UnityEngine.UIElements.IEventHandler  
UnityEngine.UIElements.IResolvedStyle  
UnityEngine.UIElements.ITransform  
UnityEngine.UIElements.Experimental.ITransitionAnimations  
UnityEngine.UIElements.IExperimentalFeatures



# Class InspectorView.UxmlFactory

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
  ↳ BaseUxmlFactory<InspectorView (com.absence.dialoguesystem.editor.InspectorView.html), VisualElement.UxmlTraits>  
    ↳ UxmlFactory<InspectorView (com.absence.dialoguesystem.editor.InspectorView.html), VisualElement.UxmlTraits>  
      ↳ InspectorView.UxmlFactory

## Implements

IUxmlFactory  
IBaseUxmlFactory

## Inherited Members

---

UxmlFactory<InspectorView, VisualElement.UxmlTraits>.Create(IUxmlAttributes, CreationContext)  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.AcceptsAttributeBag(IUxmlAttributes, CreationContext)  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlName  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlNamespace  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlQualifiedName  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlType  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.canHaveAnyAttribute  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlAttributesDescription  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlChildElementsDescription  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.substituteForTypeName  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.substituteForTypeNamespace  
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.substituteForTypeQualifiedName  
object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor (com.absence.dialoguesystem.editor.html)

**Assembly:** Assembly-CSharp-Editor-firstpass.dll

**Syntax**

```
public class InspectorView.UxmlFactory : UxmlFactory<InspectorView, VisualElement.UxmlTraits>,  
IUxmlFactory, IBaseUxmlFactory
```

## Implements

UnityEngine.UIElements.IUxmlFactory

UnityEngine.UIElements.IBaseUxmlFactory

# Class NodeView

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ CallbackEventHandler  
↳ Focusable  
↳ VisualElement  
↳ GraphElement  
↳ Node  
↳ NodeView

## Implements

IEventHandler  
IResolvedStyle  
ITransform  
ITransitionAnimations  
IExperimentalFeatures  
IVisualElementScheduler  
ISelectable  
ICollectibleElement

## Inherited Members

---

Node.m\_CollapseButton  
Node.m\_ButtonContainer  
Node.RefreshExpandedState()  
Node.GetPosition()  
Node.OnPortRemoved(Port)  
Node.InstantiatePort(Orientation, Direction, Port.Capacity, Type)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Node.RefreshPorts()  
Node.ToggleCollapse()  
Node.UseDefaultStyling()  
Node.BuildContextualMenu(ContextualMenuPopulateEvent)  
Node.CollectElements(HashSet<GraphElement>, Func<GraphElement, bool>)  
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.hashset-1>)  
Node.mainContainer  
Node.titleContainer  
Node.inputContainer  
Node.outputContainer  
Node.titleButtonContainer  
Node.topContainer

Node.extensionContainer  
Node.expanded  
Node.title  
GraphElement.ResetLayer()  
GraphElement.OnCustomStyleResolved(ICustomStyle)  
GraphElement.IsSelectable()  
GraphElement.IsMovable()  
GraphElement.IsResizable()  
GraphElement.IsDroppable()  
GraphElement.IsAscendable()  
GraphElement.IsRenamable()  
GraphElement.IsCopiable()  
GraphElement.IsSnappable()  
GraphElement.IsGroupable()  
GraphElement.IsStackable()  
GraphElement.GetGlobalCenter()  
GraphElement.UpdatePresenterPosition()  
GraphElement.HitTest(Vector2)  
GraphElement.Select(VisualElement, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
GraphElement.Unselect(VisualElement)  
GraphElement.isSelected(VisualElement)  
GraphElement.elementTypeColor  
GraphElement.layer  
GraphElement.showInMiniMap  
GraphElement.capabilities  
GraphElement.selected  
VisualElement.disabledUssClassName  
VisualElement.ExecuteDefaultAction(EventBase)  
VisualElement.Focus()  
VisualElement.SendEvent(EventBase)  
VisualElement.SetEnabledFromHierarchy(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
VisualElement.SetEnabled(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
VisualElement.MarkDirtyRepaint()  
VisualElement.ContainsPoint(Vector2)  
VisualElement.Overlaps(Rect)  
VisualElement.DoMeasure(float, VisualElement.MeasureMode, float, VisualElement.MeasureMode)  
(<https://learn.microsoft.com/dotnet/api/system.single>)  
VisualElement.ToString()  
VisualElement.GetClasses()  
VisualElement.ClearClassList()  
VisualElement.AddToClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.RemoveFromClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.ToggleInClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.EnableInClassList(string, bool) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.ClassListContains(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
VisualElement.FindAncestorUserData()  
VisualElement.Add(VisualElement)  
VisualElement.Insert(int, VisualElement) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.Remove(VisualElement)

VisualElement.RemoveAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.Clear()  
VisualElement.ElementAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.IndexOf(VisualElement)  
VisualElement.Children()  
VisualElement.Sort(Comparison<VisualElement>) (<https://learn.microsoft.com/dotnet/api/system.comparison-1>)  
VisualElement.BringToFront()  
VisualElement.SendToBack()  
VisualElement.PlaceBehind(VisualElement)  
VisualElement.PlaceInFront(VisualElement)  
VisualElement.RemoveFromHierarchy()  
VisualElement.GetFirstOfType<T>()  
VisualElement.GetFirstAncestorOfType<T>()  
VisualElement.Contains(VisualElement)  
VisualElement.FindCommonAncestor(VisualElement)  
VisualElement.resolvedStyle  
VisualElement.viewDataKey  
VisualElement.userData  
VisualElement.canGrabFocus  
VisualElement.focusController  
VisualElement.usageHints  
VisualElement.transform  
VisualElement.layout  
VisualElement.contentRect  
VisualElement.paddingRect  
VisualElement.worldBound  
VisualElement.localBound  
VisualElement.worldTransform  
VisualElement.pickingMode  
VisualElement.name  
VisualElement.enabledInHierarchy  
VisualElement.enabledSelf  
VisualElement.languageDirection  
VisualElement.visible  
VisualElement.generateVisualContent  
VisualElement.experimental  
VisualElement.hierarchy  
VisualElement.cacheAsBitmap  
VisualElement.parent  
VisualElement.panel  
VisualElement.contentContainer  
VisualElement.visualTreeAssetSource  
VisualElement.this[int] (<https://learn.microsoft.com/dotnet/api/system.int32>)  
VisualElement.childCount  
VisualElement.schedule  
VisualElement.style  
VisualElement.customStyle  
VisualElement.styleSheets  
VisualElement.tooltip

Focusable.Blur()  
 Focusable.focusable  
 Focusable.TabIndex  
 Focusable.delegatesFocus  
 CallbackEventHandler.RegisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)  
 CallbackEventHandler.RegisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgsType>, TUserArgsType, TrickleDown)  
 CallbackEventHandler.UnregisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)  
 CallbackEventHandler.UnregisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgsType>, TrickleDown)  
 CallbackEventHandler.HandleEvent(EventBase)  
 CallbackEventHandler.HasTrickleDownHandlers()  
 CallbackEventHandler.HasBubbleUpHandlers()  
 CallbackEventHandler.ExecuteDefaultActionAtTarget(EventBase)  
 object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
 object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
 object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
 object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
 object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
 object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor (com.absence.dialoguesystem.editor.html)

**Assembly:** Assembly-CSharp-Editor-firstpass.dll

## Syntax

```
public class NodeView : Node, IEventHandler, IResolvedStyle, ITransform, ITransitionAnimation
s, IExperimentalFeatures, IVisualElementScheduler, ISelectable, ICollectibleElement
```

## Constructors

### NodeView(Node)

#### Declaration

```
public NodeView(Node node)
```

#### Parameters

| Type  | Name        | Description |
|---|-------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) | <i>node</i> |             |

# Fields

## Input

### Declaration

```
public Port Input
```

### Field Value

| Type | Description |
|------|-------------|
| Port |             |

## K\_PERSONDEPENDENT\_CLASSNAME

### Declaration

```
public static string K_PERSONDEPENDENT_CLASSNAME
```

### Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## Node

### Declaration

```
public Node Node
```

### Field Value

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## OnNodeSelected

### Declaration

```
public Action<NodeView> OnNodeSelected
```

### Field Value

| Type   | Description |
|--|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<NodeView (com.absence.dialoguesystem.editor.NodeView.html)> |             |

## Outputs

### Declaration

```
public List<Port> Outputs
```

### Field Value

| Type   | Description |
|--|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<Port> |             |

## m\_serializedNode

### Declaration

```
protected SerializedObject m_serializedNode
```

### Field Value

| Type             | Description |
|------------------|-------------|
| SerializedObject |             |

## Properties

### Master

#### Declaration

```
public DialogueGraphView Master { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| DialogueGraphView (com.absence.dialoguesystem.editor.DialogueGraphView.html) |             |

# Methods

## OnSelected()

Called when the GraphElement is selected.

### Declaration

```
public override void OnSelected()
```

### Overrides

UnityEditor.Experimental.GraphView.GraphElement.OnSelected()

## OnUnselected()

Called when the GraphElement is unselected.

### Declaration

```
public override void OnUnselected()
```

### Overrides

UnityEditor.Experimental.GraphView.GraphElement.OnUnselected()

## SetPosition(Rect)

Set node position.

### Declaration

```
public override void SetPosition(Rect newPos)
```

### Parameters

| Type | Name          | Description   |
|------|---------------|---------------|
| Rect | <i>newPos</i> | New position. |

### Overrides

UnityEditor.Experimental.GraphView.Node.SetPosition(UnityEngine.Rect)

## Implements

UnityEngine.UIElements.IEventHandler

UnityEngine.UIElements.IResolvedStyle

UnityEngine.UIElements.ITransform

UnityEngine.UIElements.Experimental.ITransitionAnimations

UnityEngine.UIElements.IExperimentalFeatures  
UnityEngine.UIElements.IVisualElementScheduler  
UnityEditor.Experimental.GraphView.ISelectable  
UnityEditor.Experimental.GraphView.ICollectibleElement

# Class VariableBankCreationHandler

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
    ↳ VariableBankCreationHandler

## Inherited Members

---

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor  
(com.absence.dialoguesystem.editor.html)

**Assembly:** Assembly-CSharp-Editor-firstpass.dll

## Syntax

```
public class VariableBankCreationHandler
```

# Namespace com.absence.dialoguesystem.internals

## Classes

### **ActionNode (com.absence.dialoguesystem.internals.ActionNode.html)**

Node which invokes some actions on the flow.

### **AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html)**

### **Blackboard (com.absence.dialoguesystem.internals.Blackboard.html)**

This is a class for holding any variables in the dialogues. It also contains a com.absence.variablesystem.Variable Bank.

### **ConditionNode (com.absence.dialoguesystem.internals.ConditionNode.html)**

Node which re-routes the flow under some conditions.

### **DecisionSpeechNode (com.absence.dialoguesystem.internals.DecisionSpeechNode.html)**

Node which displays a speech with options.

### **DialoguePartNode (com.absence.dialoguesystem.internals.DialoguePartNode.html)**

Node which let's you create more and separate routes.

### **FastSpeechNode (com.absence.dialoguesystem.internals.FastSpeechNode.html)**

Node which displays a speech without options.

### **GotoNode (com.absence.dialoguesystem.internals.GotoNode.html)**

Node which teleports the flow to a specific DialoguePartNode  
(com.absence.dialoguesystem.internals.DialoguePartNode.html).

## **Node (com.absence.dialoguesystem.internals.Node.html)**

This is the base abstract class to derive from for any new node subtypes.

## **Option (com.absence.dialoguesystem.internals.Option.html)**

The type to hold references to dialogue options.

## **RootNode (com.absence.dialoguesystem.internals.RootNode.html)**

Node which is essential if you want to have a dialogue graph.

## **StickyNoteNode (com.absence.dialoguesystem.internals.StickyNoteNode.html)**

Node which contains a user defined string.

## **TitleNode (com.absence.dialoguesystem.internals.TitleNode.html)**

Node which is simply StickyNoteNode (com.absence.dialoguesystem.internals.StickyNoteNode.html) but bigger.

## Interfaces

### **IContainSpeech (com.absence.dialoguesystem.internals.IContainSpeech.html)**

Interface to use if any of your dialogue elements has a speech, has options or has AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html).

### **IContainVariableManipulators**

#### **(com.absence.dialoguesystem.internals.IContainVariableManipulators.html)**

Any node subtype with this interface implemented will refresh its com.absence.variablesystem.VariableComparers and com.absence.variablesystem.VariableSetters to have the correct reference to the Bank (com.absence.dialoguesystem.internals.Blackboard.html#com\_absence\_dialoguesystem\_internals\_Blackboard\_Bank ) of the current Dialogue (com.absence.dialoguesystem.Dialogue.html) everytime the editor window refreshes.

## Enums

### **ConditionNode.ProcessType**

#### **(com.absence.dialoguesystem.internals.ConditionNode.ProcessType.html)**

## **Node.NodeState (com.absence.dialoguesystem.internals.Node.NodeState.html)**

Describes the node's state on the flow. While progressing in the dialogue.



# Class ActionNode

Node which invokes some actions on the flow.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (<com.absence.dialoguesystem.internals.Node.html>)
- ↳ ActionNode

## Implements

---

IContainVariableManipulators (<com.absence.dialoguesystem.internals.IContainVariableManipulators.html>)

## Inherited Members

---

Node.Guid ([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Guid](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Guid))  
Node.Position  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Position](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Position))  
Node.MasterDialogue  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_MasterDialogue](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue))  
Node.Blackboard  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Blackboard](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Blackboard))  
Node.State ([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_State](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_State))  
Node.ExitDialogAfterwards  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_ExitDialogAfterwards](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ExitDialogAfterwards))  
Node.OnSetState  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnSetState](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnSetState))  
Node.OnRemove  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnRemove](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemove))  
Node.OnValidation  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnValidation](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnValidation))  
Node.OnReach  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnReach](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnReach))  
Node.OnPass  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnPass](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnPass))  
Node.PersonIndex  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_PersonIndex](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonIndex))  
Node.Person  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Person](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Person))

Node.DisplayState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_DisplayState)  
Node.ShowInMinimap  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)  
Node.PersonDependent  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent)  
)  
Node.AddNextNode(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)  
Node.RemoveNextNode(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_System\_Int32\_)  
Node.GetNextNodes()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes)  
Node.Pass(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_System\_Object\_\_)  
Node.Reach()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach)  
Node.OnRemoval()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemoval)  
Node.GetInputPortNameForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetInputPortNameForCreation)  
Node.GetOutputPortNamesForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetOutputPortNamesForCreation)  
Node.SetState(Node.NodeState)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_SetState\_com\_absence\_dialoguesystem\_internals\_Node\_NodeState\_)  
Node.Clone()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Clone)  
ScriptableObject.SetDirty()  
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
ScriptableObject.CreateInstance<T>()  
Object.GetInstanceID()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)

Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
ObjectFindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals  
(com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public class ActionNode : Node, IContainVariableManipulators
```

# Fields

## Next

### Declaration

```
[HideInInspector]  
public Node Next
```

### Field Value

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## UnityEvents

### Declaration

```
public UnityEvent UnityEvents
```

### Field Value

| Type       | Description |
|------------|-------------|
| UnityEvent |             |

## VBActions

### Declaration

```
public List<VariableSetter> VBActions
```

### Field Value

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <VariableSetter> |             |

## Methods

### AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

## Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

## Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html)   | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

## Overrides

Node.AddNextNode\_Inline(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_Inline\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)

## CustomAction()

### Declaration

```
protected virtual void CustomAction()
```

## DelayedClone(Dialogue)

This method will get called right after the dialogue gets cloned.

### Declaration

```
public void DelayedClone(Dialogue originalDialogue)
```

## Parameters

| Type   | Name                    | Description   |
|--|-------------------------|---|
| Dialogue<br>(com.absence.dialoguesystem.Dialogue.html) | <i>originalDialogue</i> | This is the dialogue the cloned dialogue had cloned from. |

## GetClassName()

Use if you have a special USS class for this node. If you don't have any, return null.

### Declaration

```
public override string GetClassName()
```

### Returns

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

## Overrides

Node.GetClassName()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetClassName)

## GetComparers()

A list of comparers which you want to restrict in terms of com.absence.variablesystem.VariableBank selection

### Declaration

```
public List<VariableComparer> GetComparers()
```

### Returns

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <VariableComparer> |             |

## GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

### Declaration

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

### Parameters

| Type   | Name   | Description |
|--|--------|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">&lt;https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1&gt;</a> ) <<br>int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>portIndex ( <a href="https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32-com.absence.dialoguesystem.internals.node-.portindex">https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32-com.absence.dialoguesystem.internals.node-.portindex</a> )<br>, Node (com.absence.dialoguesystem.internals.Node.html)<br>node ( <a href="https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32-com.absence.dialoguesystem.internals.node-.node">https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32-com.absence.dialoguesystem.internals.node-.node</a> )<br>> | result |             |

## Overrides

Node.GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes\_Inl

ine\_System\_Collections\_Generic\_List\_System\_ValueTuple\_System\_Int32\_com\_absence\_dialoguesystem\_internals\_Node\_\_\_\_)

## GetSetters()

A list of comparers which you want to restrict in terms of com.absence.variablesystem.VariableBank selection

### Declaration

```
public List<VariableSetter> GetSetters()
```

### Returns

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <VariableSetter> |             |

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

### Overrides

Node.GetTitle()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetTitle)

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

### Declaration

```
protected override void Pass_Inline(params object[] passData)
```

### Parameters

| Type   | Name     | Description |
|--|----------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | passData |             |

## Overrides

```
Node.Pass_Inline(params object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_Inline_Syste
m_Object__)
```

## Reach\_Inline()

Use to write what happens when the dialogue reaches this node.

### Declaration

```
protected override void Reach_Inline()
```

## Overrides

```
Node.Reach_Inline()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach_Inline)
```

## RemoveNextNode\_Inline(int)

Use to write the functionality of removing the next node of this one.

### Declaration

```
protected override void RemoveNextNode_Inline(int atPort)
```

### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

## Overrides

```
Node.RemoveNextNode_Inline(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNode
_INLINE_System_Int32_)
```

## Traverse(Action<Node>)

Use to traverse any action on a node chain. Nodes not connected directly won't transmit the action to another.

### Declaration

```
public override void Traverse(Action<Node> action)
```

### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<Node (com.absence.dialoguesystem.internals.Node.html)> | <i>action</i> |             |

## Overrides

Node.Traverse(Action<Node>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Traverse\_System\_Action\_com\_absence\_dialoguesystem\_internals\_Node\_)

## Implements

IContainVariableManipulators (com.absence.dialoguesystem.internals.IContainVariableManipulators.html)

# Class AdditionalSpeechData

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ AdditionalSpeechData

## Inherited Members

---

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals  
(com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[Serializable]
public class AdditionalSpeechData
```

# Properties

## AnimatorMemberName

### Declaration

```
public string AnimatorMemberName { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## **AudioClip**

### Declaration

```
public AudioClip AudioClip { get; }
```

### Property Value

| Type      | Description |
|-----------|-------------|
| AudioClip |             |

## **CustomInfo**

### Declaration

```
public string[] CustomInfo { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )[] |             |

## **Sprite**

### Declaration

```
public Sprite Sprite { get; }
```

### Property Value

| Type   | Description |
|--------|-------------|
| Sprite |             |

# Class Blackboard

This is a class for holding any variables in the dialogues. It also contains a com.absence.variablesystem.VariableBank.

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ Blackboard

## Inherited Members

---

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals  
(com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[Serializable]
public class Blackboard
```

# Fields

## Bank

Bank of this blackboard.

### Declaration

```
[HideInInspector]  
public VariableBank Bank
```

#### Field Value

| Type         | Description |
|--------------|-------------|
| VariableBank |             |

## Methods

### Clone()

Use to clone this blackboard.

#### Declaration

```
public Blackboard Clone()
```

#### Returns

| Type  | Description |
|---|-------------|
| Blackboard (com.absence.dialoguesystem.internals.Blackboard.html) |             |

# Class ConditionNode

Node which re-routes the flow under some conditions.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (<com.absence.dialoguesystem.internals.Node.html>)
- ↳ ConditionNode

## Implements

---

IContainVariableManipulators (<com.absence.dialoguesystem.internals.IContainVariableManipulators.html>)

## Inherited Members

---

Node.Guid ([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Guid](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Guid))  
Node.Position  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Position](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Position))  
Node.MasterDialogue  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_MasterDialogue](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue))  
Node.Blackboard  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Blackboard](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Blackboard))  
Node.State ([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_State](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_State))  
Node.ExitDialogAfterwards  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_ExitDialogAfterwards](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ExitDialogAfterwards))  
Node.OnSetState  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnSetState](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnSetState))  
Node.OnRemove  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnRemove](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemove))  
Node.OnValidation  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnValidation](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnValidation))  
Node.OnReach  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnReach](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnReach))  
Node.OnPass  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnPass](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnPass))  
Node.PersonIndex  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_PersonIndex](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonIndex))  
Node.Person  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Person](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Person))

Node.DisplayState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_DisplayState)  
Node.ShowInMinimap  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)  
Node.PersonDependent  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent)  
)  
Node.AddNextNode(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)  
Node.RemoveNextNode(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_System\_Int32\_)  
Node.GetNextNodes()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes)  
Node.Pass(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_System\_Object\_\_)  
Node.Reach()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach)  
Node.OnRemoval()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemoval)  
Node.GetInputPortNameForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetInputPortNameForCreation)  
Node.SetState(Node.NodeState)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_SetState\_com\_absence\_dialoguesystem\_internals\_Node\_NodeState\_)  
Node.Clone()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Clone)  
ScriptableObject.SetDirty()  
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
ScriptableObject.CreateInstance<T>()  
Object.GetInstanceID()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)

Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
Object.FindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public class ConditionNode : Node, IContainVariableManipulators
```

# Fields

## Comparers

### Declaration

```
public List<VariableComparer> Comparers
```

### Field Value

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <VariableComparer> |             |

## FalseNext

### Declaration

```
[HideInInspector]
public Node FalseNext
```

### Field Value

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## Processor

### Declaration

```
public ConditionNode.ProcessType Processor
```

### Field Value

| Type  | Description |
|---|-------------|
| ConditionNode (com.absence.dialoguesystem.internals.ConditionNode.html).<br>ProcessType (com.absence.dialoguesystem.internals.ConditionNode.ProcessType.html) |             |

## TrueNext

### Declaration

```
[HideInInspector]
public Node TrueNext
```

## Field Value

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## Methods

### AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

#### Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

#### Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html)   | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

#### Overrides

Node.AddNextNode\_Inline(Node, int)  
 (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_Inline\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)

### DelayedClone(Dialogue)

This method will get called right after the dialogue gets cloned.

#### Declaration

```
public void DelayedClone(Dialogue originalDialogue)
```

#### Parameters

| Type   | Name                    | Description   |
|--|-------------------------|---|
| Dialogue<br>(com.absence.dialoguesystem.Dialogue.html) | <i>originalDialogue</i> | This is the dialogue the cloned dialogue had cloned from. |

## **GetClassName()**

Use if you have a special USS class for this node. If you don't have any, return null.

### **Declaration**

```
public override string GetClassName()
```

### **Returns**

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

### **Overrides**

Node.GetClassName()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetClassName)

## **GetComparers()**

A list of comparers which you want to restrict in terms of com.absence.variablesystem.VariableBank selection

### **Declaration**

```
public List<VariableComparer> GetComparers()
```

### **Returns**

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <VariableComparer> |             |

## **GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)**

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

### **Declaration**

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

### **Parameters**

| Type  | Name          | Description |
|---|---------------|-------------|
| List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int (https://learn.microsoft.com/dotnet/api/system.int32)<br>portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.portindex)<br>, Node (com.absence.dialoguesystem.internals.Node.html)<br>node (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.node)<br>)> | <i>result</i> |             |

## Overrides

```
Node.GetNextNodes_Inline(ref List<(int portIndex, Node node)>)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inl
ine_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_Nod
e____)
```

## GetOutputPortNamesForCreation()

Use to describe the dialogue editor how many output ports this node has and what are their names.

### Declaration

```
public override List<string> GetOutputPortNamesForCreation()
```

### Returns

| Type  | Description   |
|---|---|
| List<br>(https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<br><string (https://learn.microsoft.com/dotnet/api/system.string)> | Returns the port names as a list of strings.<br>Return an empty list if you want no output ports. |

## Overrides

```
Node.GetOutputPortNamesForCreation()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPortNa
mesForCreation)
```

## GetSetters()

A list of comparers which you want to restrict in terms of com.absence.variablesystem.VariableBank selection

### Declaration

```
public List<VariableSetter> GetSetters()
```

### Returns

| Type   | Description |
|--|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<VariableSetter> |             |

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

### Overrides

Node.GetTitle()  
 (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetTitle)

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

### Declaration

```
protected override void Pass_Inline(params object[] passData)
```

### Parameters

| Type   | Name            | Description |
|--|-----------------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | <i>passData</i> |             |

### Overrides

Node.Pass\_Inline(params object[])  
 (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_Inline\_System\_Object\_\_)

## Process()

### Declaration

```
protected virtual bool Process()
```

## Returns

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## Reach\_Inline()

Use to write what happens when the dialogue reaches this node.

### Declaration

```
protected override void Reach_Inline()
```

### Overrides

Node.Reach\_Inline()

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach\_Inline)

## RemoveNextNode\_Inline(int)

Use to write the functionality of removing the next node of this one.

### Declaration

```
protected override void RemoveNextNode_Inline(int atPort)
```

### Parameters

| Type  | Name   | Description |
|---|--------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | atPort |             |

### Overrides

Node.RemoveNextNode\_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_Inline\_System\_Int32\_)

## Traverse(Action<Node>)

Use to traverse any action on a node chain. Nodes not connected directly won't transmit the action to another.

### Declaration

```
public override void Traverse(Action<Node> action)
```

### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<Node (com.absence.dialoguesystem.internals.Node.html)> | <i>action</i> |             |

## Overrides

```
Node.Traverse(Action<Node>)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_System_
Action_com_absence_dialoguesystem_internals_Node_)
```

## Implements

IContainVariableManipulators (com.absence.dialoguesystem.internals.IContainVariableManipulators.html)

# Enum ConditionNode.ProcessType

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public enum ConditionNode.ProcessType
```

## Fields

| Name | Description |
|------|-------------|
| All  |             |
| Any  |             |

# Class DecisionSpeechNode

Node which displays a speech with options.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (<com.absence.dialoguesystem.internals.Node.html>)
- ↳ DecisionSpeechNode

## Implements

---

- IContainSpeech (<com.absence.dialoguesystem.internals.IContainSpeech.html>)
- IContainVariableManipulators (<com.absence.dialoguesystem.internals.IContainVariableManipulators.html>)

## Inherited Members

---

- Node.Guid ([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Guid](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Guid))
- Node.Position  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Position](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Position))
- Node.MasterDialogue  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_MasterDialogue](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue))
- Node.Blackboard  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Blackboard](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Blackboard))
- Node.State ([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_State](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_State))
- Node.ExitDialogAfterwards  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_ExitDialogAfterwa](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ExitDialogAfterwa)rds)
- Node.OnSetState  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnSetState](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnSetState))
- Node.OnRemove  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnRemove](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemove))
- Node.OnValidation  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnValidation](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnValidation))
- Node.OnReach  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnReach](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnReach))
- Node.OnPass  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnPass](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnPass))
- Node.PersonIndex  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_PersonIndex](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonIndex))
- Node.Person  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Person](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Person))

Node.DisplayState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_DisplayState)  
Node.ShowInMinimap  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)  
Node.AddNextNode(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_ )  
Node.RemoveNextNode(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_System\_Int32\_ )  
Node.GetNextNodes()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes)  
Node.Pass(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_System\_Object\_\_ )  
Node.Reach()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach)  
Node.OnRemoval()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemoval)  
Node.GetInputPortNameForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetInputPortNameForCreation)  
Node.SetState(Node.NodeState)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_SetState\_com\_absence\_dialoguesystem\_internals\_Node\_NodeState\_ )  
Node.Clone()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Clone)  
ScriptableObject.SetDirty()  
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
ScriptableObject.CreateInstance<T>()  
Object.GetInstanceID()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
Object.FindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public sealed class DecisionSpeechNode : Node, IContainSpeech, IContainVariableManipulators
```

# Fields

## Options

### Declaration

```
[Space(10)]
public List<Option> Options
```

## Field Value

| Type   | Description |
|--|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) < Option (com.absence.dialoguesystem.internals.Option.html) > |             |

## Speech

### Declaration

```
[HideInInspector]
public string Speech
```

## Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## Properties

### PersonDependent

#### Declaration

```
public override bool PersonDependent { get; }
```

## Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## Overrides

Node.PersonDependent  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent )

## Methods

## AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

### Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

### Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html)   | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

### Overrides

Node.AddNextNode\_Inline(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_Inline\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)

## DelayedClone(Dialogue)

This method will get called right after the dialogue gets cloned.

### Declaration

```
public void DelayedClone(Dialogue originalDialogue)
```

### Parameters

| Type   | Name                    | Description   |
|--|-------------------------|---|
| Dialogue<br>(com.absence.dialoguesystem.Dialogue.html) | <i>originalDialogue</i> | This is the dialogue the cloned dialogue had cloned from. |

## GetAdditionalSpeechData()

### Declaration

```
public AdditionalSpeechData GetAdditionalSpeechData()
```

### Returns

| Type  | Description |
|---|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) |             |

## **GetClassName()**

Use if you have a special USS class for this node. If you don't have any, return null.

### **Declaration**

```
public override string GetClassName()
```

### **Returns**

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

### **Overrides**

Node.GetClassName()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetClassName)

## **GetComparers()**

A list of comparers which you want to restrict in terms of com.absence.variablesystem.VariableBank selection

### **Declaration**

```
public List<VariableComparer> GetComparers()
```

### **Returns**

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <VariableComparer> |             |

## **GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)**

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

### **Declaration**

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

### **Parameters**

| Type  | Name          | Description |
|---|---------------|-------------|
| List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int (https://learn.microsoft.com/dotnet/api/system.int32)<br>portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.portindex)<br>, Node (com.absence.dialoguesystem.internals.Node.html)<br>node (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.node)<br>)> | <i>result</i> |             |

## Overrides

```
Node.GetNextNodes_Inline(ref List<(int portIndex, Node node)>)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inl
ine_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_Nod
e____)
```

## GetOptions()

### Declaration

```
public List<Option> GetOptions()
```

### Returns

| Type   | Description |
|--|-------------|
| List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<Option (com.absence.dialoguesystem.internals.Option.html)> |             |

## GetOutputPortNamesForCreation()

Use to describe the dialogue editor how many output ports this node has and what are their names.

### Declaration

```
public override List<string> GetOutputPortNamesForCreation()
```

### Returns

| Type   | Description   |
|--|---|
| List<string> (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<string (https://learn.microsoft.com/dotnet/api/system.string)> | Returns the port names as a list of strings.<br>Return an empty list if you want no output ports. |

## Overrides

```
Node.GetOutputPortNamesForCreation()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPortNamesForCreation)
```

## GetSetters()

A list of comparers which you want to restrict in terms of com.absence.variablesystem.VariableBank selection

### Declaration

```
public List<VariableSetter> GetSetters()
```

### Returns

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <VariableSetter> |             |

## GetSpeech()

### Declaration

```
public string GetSpeech()
```

### Returns

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

### Overrides

```
Node.GetTitle()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetTitle)
```

## **Pass\_Inline(params object[])**

Use to write what happens when the dialogue passes this node.

### **Declaration**

```
protected override void Pass_Inline(params object[] passData)
```

### **Parameters**

| Type   | Name            | Description |
|--|-----------------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | <i>passData</i> |             |

### **Overrides**

Node.Pass\_Inline(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_Inline\_System\_Object\_\_)

## **Reach\_Inline()**

Use to write what happens when the dialogue reaches this node.

### **Declaration**

```
protected override void Reach_Inline()
```

### **Overrides**

Node.Reach\_Inline()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach\_Inline)

## **RemoveNextNode\_Inline(int)**

Use to write the functionality of removing the next node of this one.

### **Declaration**

```
protected override void RemoveNextNode_Inline(int atPort)
```

### **Parameters**

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

### **Overrides**

Node.RemoveNextNode\_Inline(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_Inline\_System\_Int32\_)

## Traverse(Action<Node>)

Use to traverse any action on a node chain. Nodes not connected directly won't transmit the action to another.

### Declaration

```
public override void Traverse(Action<Node> action)
```

### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<Node (com.absence.dialoguesystem.internals.Node.html)> | <i>action</i> |             |

### Overrides

Node.Traverse(Action<Node>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Traverse\_System\_Action\_com\_absence\_dialoguesystem\_internals\_Node\_)

## Implements

IContainSpeech (com.absence.dialoguesystem.internals.IContainerSpeech.html)  
.IContainerVariableManipulators (com.absence.dialoguesystem.internals.IContainerVariableManipulators.html)

# Class DialoguePartNode

Node which let's you create more and separate routes.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (com.absence.dialoguesystem.internals.Node.html)
- ↳ DialoguePartNode

## Inherited Members

---

Node.Guid (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Guid)  
Node.Position  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Position)  
Node.MasterDialogue  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_MasterDialogue)  
Node.Blackboard  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Blackboard)  
Node.State (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_State)  
Node.ExitDialogAfterwards  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ExitDialogAfterwa  
rds)  
Node.OnSetState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnSetState)  
Node.OnRemove  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemove)  
Node.OnValidation  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnValidation)  
Node.OnReach  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnReach)  
Node.OnPass  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnPass)  
Node.PersonIndex  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonIndex)  
Node.Person  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Person)  
Node.ShowInMinimap  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)

Node.PersonDependent  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent )  
Node.AddNextNode(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)  
Node.RemoveNextNode(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_System\_Int32\_)  
Node.GetNextNodes()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes)  
Node.Pass(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_System\_Object\_\_)  
Node.Reach()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach)  
Node.OnRemoval()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemoval)  
Node.GetOutputPortNamesForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetOutputPortNamesForCreation)  
Node.SetState(Node.NodeState)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_SetState\_com\_absence\_dialoguesystem\_internals\_Node\_NodeState\_ )  
Node.Clone()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Clone)  
ScriptableObject.SetDirty()  
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
ScriptableObject.CreateInstance<T>()  
Object.GetInstanceId()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
ObjectFindObjectOfType<T>()  
Object.FindObjectType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals  
(com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public sealed class DialoguePartNode : Node
```

# Fields

## DialoguePartName

### Declaration

```
public string DialoguePartName
```

#### Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## Next

#### Declaration

```
[HideInInspector]  
public Node Next
```

#### Field Value

| Type  | Description |
|---|-------------|
| Node ( <a href="#">com.absence.dialoguesystem.internals.Node.html</a> ) |             |

## Properties

### DisplayState

#### Declaration

```
public override bool DisplayState { get; }
```

#### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

#### Overrides

Node.DisplayState

([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_DisplayState](#))

## Methods

### AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

#### Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

#### Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html)   | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

#### Overrides

Node.AddNextNode\_Inline(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_Inline\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)

## DelayedClone(Dialogue)

This method will get called right after the dialogue gets cloned.

#### Declaration

```
public void DelayedClone(Dialogue originalDialogue)
```

#### Parameters

| Type   | Name                    | Description   |
|--|-------------------------|---|
| Dialogue<br>(com.absence.dialoguesystem.Dialogue.html) | <i>originalDialogue</i> | This is the dialogue the cloned dialogue had cloned from. |

## GetClassName()

Use if you have a special USS class for this node. If you don't have any, return null.

#### Declaration

```
public override string GetClassName()
```

#### Returns

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

#### Overrides

```
Node.GetClassName()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetClassName)
```

## GetInputPortNameForCreation()

Use to describe the name of the input port of this node.

### Declaration

```
public override string GetInputPortNameForCreation()
```

### Returns

| Type  | Description  |
|---|--|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the name as a string. Return null if you don't want any input ports. |

### Overrides

```
Node.GetInputPortNameForCreation()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation)
```

## GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

### Declaration

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

### Parameters

| Type   | Name   | Description |
|--|--------|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <(int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> )<br>portIndex ( <a href="https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32-com.absence.dialoguesystem.internals.node-.portindex">https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32-com.absence.dialoguesystem.internals.node-.portindex</a> )<br>, Node ( <a href="https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html">com.absence.dialoguesystem.internals.Node.html</a> )<br>node ( <a href="https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32-com.absence.dialoguesystem.internals.node-.node">https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32-com.absence.dialoguesystem.internals.node-.node</a> )<br>)> | result |             |

### Overrides

```
Node.GetNextNodes_Inline(ref List<(int portIndex, Node node)>)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inl
```

ine\_System\_Collections\_Generic\_List\_System\_ValueTuple\_System\_Int32\_com\_absence\_dialoguesystem\_internals\_Node\_\_\_\_)

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

### Overrides

Node.GetTitle()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetTitle)

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

### Declaration

```
protected override void Pass_Inline(params object[] passData)
```

### Parameters

| Type   | Name     | Description |
|--|----------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | passData |             |

### Overrides

Node.Pass\_Inline(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_Inline\_System\_Object\_\_\_\_)

## Reach\_Inline()

Use to write what happens when the dialogue reaches this node.

### Declaration

```
protected override void Reach_Inline()
```

## Overrides

Node.Reach\_Inline()

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach\_Inline)

## RemoveNextNode\_Inline(int)

Use to write the functionality of removing the next node of this one.

### Declaration

```
protected override void RemoveNextNode_Inline(int atPort)
```

### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

## Overrides

Node.RemoveNextNode\_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_Inline\_System\_Int32\_)

## Traverse(Action<Node>)

Use to traverse any action on a node chain. Nodes not connected directly won't transmit the action to another.

### Declaration

```
public override void Traverse(Action<Node> action)
```

### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<<br>Node (com.absence.dialoguesystem.internals.Node.html)> | <i>action</i> |             |

## Overrides

Node.Traverse(Action<Node>)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Traverse\_System\_Action\_com\_absence\_dialoguesystem\_internals\_Node\_)

# Class FastSpeechNode

Node which displays a speech without options.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (<com.absence.dialoguesystem.internals.Node.html>)
- ↳ FastSpeechNode

## Implements

IContainSpeech (<com.absence.dialoguesystem.internals.IContainSpeech.html>)

## Inherited Members

---

Node.Guid ([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Guid](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Guid))  
Node.Position  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Position](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Position))  
Node.MasterDialogue  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_MasterDialogue](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue))  
Node.Blackboard  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Blackboard](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Blackboard))  
Node.State ([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_State](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_State))  
Node.ExitDialogAfterwards  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_ExitDialogAfterwards](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ExitDialogAfterwards))  
Node.OnSetState  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnSetState](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnSetState))  
Node.OnRemove  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnRemove](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemove))  
Node.OnValidation  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnValidation](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnValidation))  
Node.OnReach  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnReach](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnReach))  
Node.OnPass  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_OnPass](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnPass))  
Node.PersonIndex  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_PersonIndex](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonIndex))  
Node.Person  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_Person](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Person))

Node.DisplayState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_DisplayState)  
Node.ShowInMinimap  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)  
Node.AddNextNode(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)  
Node.RemoveNextNode(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_System\_Int32\_)  
Node.GetNextNodes()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes)  
Node.Pass(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_System\_Object\_\_)  
Node.Reach()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach)  
Node.OnRemoval()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemoval)  
Node.GetInputPortNameForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetInputPortNameForCreation)  
Node.GetOutputPortNamesForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetOutputPortNamesForCreation)  
Node.SetState(Node.NodeState)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_SetState\_com\_absence\_dialoguesystem\_internals\_Node\_NodeState\_)  
Node.Clone()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Clone)  
ScriptableObject.SetDirty()  
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
ScriptableObject.CreateInstance<T>()  
Object.GetInstanceID()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)

Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
Object.FindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public sealed class FastSpeechNode : Node, IContainSpeech
```

# Fields

## Next

### Declaration

```
[HideInInspector]
public Node Next
```

### Field Value

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## Speech

### Declaration

```
[HideInInspector]
public string Speech
```

### Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

# Properties

## PersonDependent

### Declaration

```
public override bool PersonDependent { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

### Overrides

Node.PersonDependent

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent)

)

## Methods

### AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

#### Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

#### Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html)   | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

#### Overrides

```
Node.AddNextNode_Inline(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_Inline_com_absence_dialoguesystem_internals_Node_System_Int32_)
```

### DelayedClone(Dialogue)

This method will get called right after the dialogue gets cloned.

#### Declaration

```
public void DelayedClone(Dialogue originalDialogue)
```

#### Parameters

| Type   | Name                    | Description   |
|--|-------------------------|---|
| Dialogue<br>(com.absence.dialoguesystem.Dialogue.html) | <i>originalDialogue</i> | This is the dialogue the cloned dialogue had cloned from. |

### GetAdditionalSpeechData()

#### Declaration

```
public AdditionalSpeechData GetAdditionalSpeechData()
```

## Returns

| Type  | Description |
|---|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) |             |

## GetClassName()

Use if you have a special USS class for this node. If you don't have any, return null.

### Declaration

```
public override string GetClassName()
```

## Returns

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

### Overrides

Node.GetClassName()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetClassName)

## GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

### Declaration

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

## Parameters

| Type   | Name   | Description |
|--|--------|-------------|
| List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int (https://learn.microsoft.com/dotnet/api/system.int32)<br>portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.portindex)<br>, Node (com.absence.dialoguesystem.internals.Node.html)<br>node (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.node)<br>> | result |             |

### Overrides

Node.GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes\_Inl

ine\_System\_Collections\_Generic\_List\_System\_ValueTuple\_System\_Int32\_com\_absence\_dialoguesystem\_internals\_Node\_\_\_\_)

## GetOptions()

### Declaration

```
public List<Option> GetOptions()
```

### Returns

| Type   | Description |
|--|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) < Option (com.absence.dialoguesystem.internals.Option.html) > |             |

## GetSpeech()

### Declaration

```
public string GetSpeech()
```

### Returns

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

### Overrides

Node.GetTitle()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetTitle)

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

#### Declaration

```
protected override void Pass_Inline(params object[] passData)
```

#### Parameters

| Type   | Name            | Description |
|--|-----------------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | <i>passData</i> |             |

#### Overrides

Node.Pass\_Inline(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_Inline\_System\_Object\_\_)

## Reach\_Inline()

Use to write what happens when the dialogue reaches this node.

#### Declaration

```
protected override void Reach_Inline()
```

#### Overrides

Node.Reach\_Inline()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach\_Inline)

## RemoveNextNode\_Inline(int)

Use to write the functionality of removing the next node of this one.

#### Declaration

```
protected override void RemoveNextNode_Inline(int atPort)
```

#### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

#### Overrides

Node.RemoveNextNode\_Inline(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_Inline\_System\_Int32\_)

## Traverse(Action<Node>)

Use to traverse any action on a node chain. Nodes not connected directly won't transmit the action to another.

### Declaration

```
public override void Traverse(Action<Node> action)
```

### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<Node (com.absence.dialoguesystem.internals.Node.html)> | <i>action</i> |             |

### Overrides

Node.Traverse(Action<Node>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Traverse\_System\_Action\_com\_absence\_dialoguesystem\_internals\_Node\_)

## Implements

IContainSpeech (com.absence.dialoguesystem.internals.IContainerSpeech.html)

# Class GotoNode

Node which teleports the flow to a specific DialoguePartNode  
(com.absence.dialoguesystem.internals.DialoguePartNode.html).

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (com.absence.dialoguesystem.internals.Node.html)
- ↳ GotoNode

## Inherited Members

---

Node.Guid (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Guid)  
Node.Position  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Position)  
Node.MasterDialogue  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_MasterDialogue)  
Node.Blackboard  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Blackboard)  
Node.State (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_State)  
Node.ExitDialogAfterwards  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ExitDialogAfterwards)  
Node.OnSetState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnSetState)  
Node.OnRemove  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemove)  
Node.OnValidation  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnValidation)  
Node.OnReach  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnReach)  
Node.OnPass  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnPass)  
Node.PersonIndex  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonIndex)  
Node.Person  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Person)  
Node.DisplayState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_DisplayState)

Node.ShowInMinimap  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)  
Node.PersonDependent  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent)  
)  
Node.AddNextNode(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)  
Node.RemoveNextNode(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_System\_Int32\_)  
Node.GetNextNodes()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes)  
Node.Pass(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_System\_Object\_)  
Node.Reach()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach)  
Node.OnRemoval()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemoval)  
Node.GetInputPortNameForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetInputPortNameForCreation)  
Node.SetState(Node.NodeState)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_SetState\_com\_absence\_dialoguesystem\_internals\_Node\_NodeState\_)  
Node.Clone()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Clone)  
Node.Traverse(Action<Node>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Traverse\_System\_Action\_com\_absence\_dialoguesystem\_internals\_Node\_)  
ScriptableObject.SetDirty()  
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
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ScriptableObject.CreateInstance<T>()  
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Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)

Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
ObjectFindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public sealed class GotoNode : Node
```

# Fields

## TargetDialogPartName

### Declaration

```
public string TargetDialogPartName
```

### Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

# Methods

## AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

### Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

### Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node ( <a href="com.absence.dialoguesystem.internals.Node.html">com.absence.dialoguesystem.internals.Node.html</a> )          | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

### Overrides

Node.AddNextNode\_Inline(Node, int)  
([com.absence.dialoguesystem.internals.Node.html#com\\_absence\\_dialoguesystem\\_internals\\_Node\\_AddNextNode\\_Inline\\_com\\_absence\\_dialoguesystem\\_internals\\_Node\\_System\\_Int32\\_](com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_Inline_com_absence_dialoguesystem_internals_Node_System_Int32_))

## GetClassName()

Use if you have a special USS class for this node. If you don't have any, return null.

### Declaration

```
public override string GetClassName()
```

### Returns

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

## Overrides

Node.GetClassName()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetClassName)

## **GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)**

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

### Declaration

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

### Parameters

| Type  | Name   | Description |
|---|--------|-------------|
| List<(int portIndex, Node node)><br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<(int portIndex, Node node)> | result |             |

## Overrides

Node.GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes\_Inline\_System\_Collections\_Generic\_List\_System\_ValueTuple\_System\_Int32\_com\_absence\_dialoguesystem\_internals\_Node\_\_\_\_)

## **GetOutputPortNamesForCreation()**

Use to describe the dialogue editor how many output ports this node has and what are their names.

### Declaration

```
public override List<string> GetOutputPortNamesForCreation()
```

### Returns

| Type  | Description   |
|---|---|
| List<br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<br><string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )> | Returns the port names as a list of strings.<br>Return an empty list if you want no output ports. |

## Overrides

Node.GetOutputPortNamesForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetOutputPortNamesForCreation)

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

## Overrides

Node.GetTitle()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetTitle)

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

### Declaration

```
protected override void Pass_Inline(params object[] passData)
```

### Parameters

| Type   | Name     | Description |
|--|----------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | passData |             |

## Overrides

Node.Pass\_Inline(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_Inline\_System\_Object\_\_)

## **Reach\_Inline()**

Use to write what happens when the dialogue reaches this node.

### **Declaration**

```
protected override void Reach_Inline()
```

### **Overrides**

Node.Reach\_Inline()

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach\_Inline)

## **RemoveNextNode\_Inline(int)**

Use to write the functionality of removing the next node of this one.

### **Declaration**

```
protected override void RemoveNextNode_Inline(int atPort)
```

### **Parameters**

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

### **Overrides**

Node.RemoveNextNode\_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_Inline\_System\_Int32\_)

# Interface IContainSpeech

Interface to use if any of your dialogue elements has a speech, has options or has AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html).

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public interface IContainSpeech
```

## Methods

### GetAdditionalSpeechData()

#### Declaration

```
AdditionalSpeechData GetAdditionalSpeechData()
```

#### Returns

| Type  | Description |
|---|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) |             |

### GetOptions()

#### Declaration

```
List<Option> GetOptions()
```

#### Returns

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<Option (com.absence.dialoguesystem.internals.Option.html)> |             |

## GetSpeech()

### Declaration

```
string GetSpeech()
```

### Returns

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

# Interface IContainVariableManipulators

Any node subtype with this interface implemented will refresh its com.absence.variablesystem.VariableComparers and com.absence.variablesystem.VariableSetters to have the correct reference to the Bank (com.absence.dialoguesystem.internals.Blackboard.html#com\_absence\_dialoguesystem\_internals\_Blackboard\_Bank) of the current Dialogue (com.absence.dialoguesystem.Dialogue.html) everytime the editor window refreshes.

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public interface IContainVariableManipulators
```

## Methods

### GetComparers()

A list of comparers which you want to restrict in terms of com.absence.variablesystem.VariableBank selection

#### Declaration

```
List<VariableComparer> GetComparers()
```

#### Returns

| Type   | Description |
|--|-------------|
| List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) <VariableComparer> |             |

### GetSetters()

A list of setters which you want to restrict in terms of com.absence.variablesystem.VariableBank selection

#### Declaration

```
List<VariableSetter> GetSetters()
```

## Returns

| Type  | Description |
|---|-------------|
| List ( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> ) <VariableSetter> |             |

# Class Node

This is the base abstract class to derive from for any new node subtypes.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node
  - ↳ ActionNode (<com.absence.dialoguesystem.internals.ActionNode.html>)
  - ↳ ConditionNode (<com.absence.dialoguesystem.internals.ConditionNode.html>)
  - ↳ DecisionSpeechNode (<com.absence.dialoguesystem.internals.DecisionSpeechNode.html>)
  - ↳ DialoguePartNode (<com.absence.dialoguesystem.internals.DialoguePartNode.html>)
  - ↳ FastSpeechNode (<com.absence.dialoguesystem.internals.FastSpeechNode.html>)
  - ↳ GotoNode (<com.absence.dialoguesystem.internals.GotoNode.html>)
  - ↳ RootNode (<com.absence.dialoguesystem.internals.RootNode.html>)
  - ↳ StickyNoteNode (<com.absence.dialoguesystem.internals.StickyNoteNode.html>)
  - ↳ TitleNode (<com.absence.dialoguesystem.internals.TitleNode.html>)

## Inherited Members

---

- ScriptableObject.SetDirty()
- ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
- ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
- ScriptableObject.CreateInstance<T>()
- Object.GetInstanceId()
- Object.GetHashCode()
- Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
- Object.Instantiate(Object, Vector3, Quaternion)
- Object.Instantiate(Object, Vector3, Quaternion, Transform)
- Object.Instantiate(Object)
- Object.Instantiate(Object, Transform)
- Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
- Object.Instantiate<T>(T)
- Object.Instantiate<T>(T, Vector3, Quaternion)
- Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
- Object.Instantiate<T>(T, Transform)
- Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
- Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
- Object.Destroy(Object)
- Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
Object.FindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public abstract class Node : ScriptableObject
```

# Fields

## Blackboard

### Declaration

```
[HideInInspector]
public Blackboard Blackboard
```

### Field Value

| Type  | Description |
|---|-------------|
| Blackboard (com.absence.dialoguesystem.internals.Blackboard.html) |             |

## ExitDialogAfterwards

### Declaration

```
[Tooltip("Toggling this on will make the dialogue exit right after this node getting passed.")]
public bool ExitDialogAfterwards
```

### Field Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## Guid

### Declaration

```
[HideInInspector]
public string Guid
```

### Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## MasterDialogue

### Declaration

```
[HideInInspector]
public Dialogue MasterDialogue
```

#### Field Value

| Type  | Description |
|---|-------------|
| Dialogue (com.absence.dialoguesystem.Dialogue.html) |             |

## PersonIndex

#### Declaration

```
[HideInInspector]
public int PersonIndex
```

#### Field Value

| Type  | Description |
|---|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) |             |

## Position

#### Declaration

```
[HideInInspector]
public Vector2 Position
```

#### Field Value

| Type    | Description |
|---------|-------------|
| Vector2 |             |

## State

#### Declaration

```
[HideInInspector]
public Node.NodeState State
```

#### Field Value

| Type   | Description |
|--|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html).<br>NodeState (com.absence.dialoguesystem.internals.Node.NodeState.html) |             |

## Properties

### DisplayState

#### Declaration

```
public virtual bool DisplayState { get; }
```

#### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## Person

#### Declaration

```
[HideInInspector]  
public Person Person { get; }
```

#### Property Value

| Type   | Description |
|--------|-------------|
| Person |             |

## PersonDependent

#### Declaration

```
public virtual bool PersonDependent { get; }
```

#### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## ShowInMinimap

### Declaration

```
public virtual bool ShowInMinimap { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## Methods

### AddNextNode(Node, int)

#### Declaration

```
public void AddNextNode(Node nextWillBeAdded, int atPort)
```

#### Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node ( <a href="com.absence.dialoguesystem.internals.Node.html">com.absence.dialoguesystem.internals.Node.html</a> )          | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

### AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

#### Declaration

```
protected abstract void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

#### Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node ( <a href="com.absence.dialoguesystem.internals.Node.html">com.absence.dialoguesystem.internals.Node.html</a> )          | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

### Clone()

Use to clone this node.

**CAUTION!** It works as a traverse function. If you clone any node, it will automatically clone any node connected to it (forward-only). But the GotoNode (com.absence.dialoguesystem.internals.GotoNode.html) won't clone the Dialogue PartNode (com.absence.dialoguesystem.internals.DialoguePartNode.html) referenced to it. Simply because they are not connected directly.

#### Declaration

```
public virtual Node Clone()
```

#### Returns

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## GetClassName()

Use if you have a special USS class for this node. If you don't have any, return null.

#### Declaration

```
public abstract string GetClassName()
```

#### Returns

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

## GetInputPortNameForCreation()

Use to describe the name of the input port of this node.

#### Declaration

```
public virtual string GetInputPortNameForCreation()
```

#### Returns

| Type  | Description  |
|---|--|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the name as a string. Return null if you don't want any input ports. |

## GetNextNodes()

### Declaration

```
public List<(int portIndex, Node node)> GetNextNodes()
```

### Returns

| Type  | Description |
|---|-------------|
| List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<( int (https://learn.microsoft.com/dotnet/api/system.int32) portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.portindex), Node (com.absence.dialoguesystem.internals.Node.html) node (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.node) )> |             |

## GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

### Declaration

```
protected abstract void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<( int (https://learn.microsoft.com/dotnet/api/system.int32) portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.portindex), Node (com.absence.dialoguesystem.internals.Node.html) node (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.node) )> | <i>result</i> |             |

## GetOutputPortNamesForCreation()

Use to describe the dialogue editor how many output ports this node has and what are their names.

### Declaration

```
public virtual List<string> GetOutputPortNamesForCreation()
```

## Returns

| Type  | Description   |
|---|---|
| List<br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<br><string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )> | Returns the port names as a list of strings.<br>Return an empty list if you want no output ports. |

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public abstract string GetTitle()
```

## Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

## OnRemoval()

### Declaration

```
public void OnRemoval()
```

## Pass(params object[])

### Declaration

```
public void Pass(params object[] passData)
```

### Parameters

| Type   | Name     | Description |
|--|----------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | passData |             |

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

### Declaration

```
protected abstract void Pass_Inline(params object[] passData)
```

#### Parameters

| Type   | Name            | Description |
|--|-----------------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | <i>passData</i> |             |

## Reach()

#### Declaration

```
public void Reach()
```

## Reach\_Inline()

Use to write what happens when the dialogue reaches this node.

#### Declaration

```
protected abstract void Reach_Inline()
```

## RemoveNextNode(int)

#### Declaration

```
public void RemoveNextNode(int atPort)
```

#### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

## RemoveNextNode\_Inline(int)

Use to write the functionality of removing the next node of this one.

#### Declaration

```
protected abstract void RemoveNextNode_Inline(int atPort)
```

#### Parameters

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

## SetState(NodeState)

Use to set the flow state of this node.

### Declaration

```
public virtual void SetState(Node.NodeState newState)
```

### Parameters

| Type   | Name            | Description |
|--|-----------------|-------------|
| Node ( <a href="com.absence.dialoguesystem.internals.Node.html">com.absence.dialoguesystem.internals.Node.html</a> ).<br>NodeState ( <a href="com.absence.dialoguesystem.internals.Node.NodeState.html">com.absence.dialoguesystem.internals.Node.NodeState.html</a> ) | <i>newState</i> |             |

## Traverse(Action<Node>)

Use to traverse any action on a node chain. Nodes not connected directly won't transmit the action to another.

### Declaration

```
public virtual void Traverse(Action<Node> action)
```

### Parameters

| Type   | Name          | Description |
|--|---------------|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<<br>Node ( <a href="com.absence.dialoguesystem.internals.Node.html">com.absence.dialoguesystem.internals.Node.html</a> )> | <i>action</i> |             |

## Events

### OnPass

#### Declaration

```
public event Action OnPass
```

#### Event Type

| Type   | Description |
|--|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action">https://learn.microsoft.com/dotnet/api/system.action</a> ) |             |

## OnReach

### Declaration

```
public event Action OnReach
```

### Event Type

| Type   | Description |
|--|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action">https://learn.microsoft.com/dotnet/api/system.action</a> ) |             |

## OnRemove

### Declaration

```
public event Action OnRemove
```

### Event Type

| Type   | Description |
|--|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action">https://learn.microsoft.com/dotnet/api/system.action</a> ) |             |

## OnSetState

### Declaration

```
public event Action<Node.NodeState> OnSetState
```

### Event Type

| Type  | Description |
|---|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> ) <<br>Node (com.absence.dialoguesystem.internals.Node.html).<br>NodeState (com.absence.dialoguesystem.internals.Node.NodeState.html)> |             |

## OnValidation

### Declaration

```
public event Action OnValidation
```

#### Event Type

| Type   | Description |
|--|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action">https://learn.microsoft.com/dotnet/api/system.action</a> ) |             |

# Enum Node.NodeState

Describes the node's state on the flow. While progressing in the dialogue.

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public enum Node.NodeState
```

## Fields

| Name      | Description |
|-----------|-------------|
| Current   |             |
| Past      |             |
| Unreached |             |

# Class Option

The type to hold references to dialogue options.

## Inheritance

---

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)  
↳ Option

## Inherited Members

---

object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)  
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals (com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
[Serializable]
public class Option
```

# Fields

## AdditionalData

Additional speech data this option contains.

### Declaration

```
public AdditionalSpeechData AdditionalData
```

## Field Value

| Type  | Description |
|---|-------------|
| AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) |             |

## LeadsTo

The node this option leads to.

### Declaration

```
[HideInInspector]  
public Node LeadsTo
```

## Field Value

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

## ShowIf

The condition checker which decides the visibility of the option.

### Declaration

```
[HideInInspector]  
public VariableComparer ShowIf
```

## Field Value

| Type             | Description |
|------------------|-------------|
| VariableComparer |             |

## Speech

Speech of this option.

### Declaration

```
[HideInInspector]  
public string Speech
```

## Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

## UseShowIf

Boolean which decides if ShowIf  
(com.absence.dialoguesystem.internals.Option.html#com\_absence\_dialoguesystem\_internals\_Option\_ShowIf) will be used.

### Declaration

```
[HideInInspector]
public bool UseShowIf
```

### Field Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

## Methods

### Clone(VariableBank)

Use to get a clone of this option.

### Declaration

```
public Option Clone(VariableBank overrideBank)
```

### Parameters

| Type         | Name                | Description |
|--------------|---------------------|-------------|
| VariableBank | <i>overrideBank</i> |             |

### Returns

| Type  | Description |
|---|-------------|
| Option (com.absence.dialoguesystem.internals.Option.html) |             |



# Class RootNode

Node which is essential if you want to have a dialogue graph.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (com.absence.dialoguesystem.internals.Node.html)
- ↳ RootNode

## Inherited Members

---

Node.Guid (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Guid)  
Node.Position  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Position)  
Node.MasterDialogue  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_MasterDialogue)  
Node.Blackboard  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Blackboard)  
Node.State (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_State)  
Node.ExitDialogAfterwards  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ExitDialogAfterwa  
rds)  
Node.OnSetState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnSetState)  
Node.OnRemove  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemove)  
Node.OnValidation  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnValidation)  
Node.OnReach  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnReach)  
Node.OnPass  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnPass)  
Node.PersonIndex  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonIndex)  
Node.Person  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Person)  
Node.ShowInMinimap  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)

Node.PersonDependent  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent )  
Node.AddNextNode(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)  
Node.RemoveNextNode(int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_System\_Int32\_)  
Node.GetNextNodes()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes)  
Node.Pass(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_System\_Object\_\_)  
Node.Reach()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach)  
Node.OnRemoval()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemoval)  
Node.SetState(Node.NodeState)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_SetState\_com\_absence\_dialoguesystem\_internals\_Node\_NodeState\_)  
Node.Clone()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Clone)  
ScriptableObject.SetDirty()  
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)  
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
ScriptableObject.CreateInstance<T>()  
Object.GetInstanceID()  
Object.GetHashCode()  
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)  
Object.Instantiate(Object, Vector3, Quaternion)  
Object.Instantiate(Object, Vector3, Quaternion, Transform)  
Object.Instantiate(Object)  
Object.Instantiate(Object, Transform)  
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Instantiate<T>(T)  
Object.Instantiate<T>(T, Vector3, Quaternion)  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)  
Object.Instantiate<T>(T, Transform)  
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.Destroy(Object)  
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.DestroyImmediate(Object)  
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)  
(<https://learn.microsoft.com/dotnet/api/system.type>)

Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
ObjectFindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals  
(com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public sealed class RootNode : Node
```

# Fields

## Next

### Declaration

```
[HideInInspector]  
public Node Next
```

## Field Value

| Type  | Description |
|---|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html) |             |

# Properties

## DisplayState

### Declaration

```
public override bool DisplayState { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

### Overrides

Node.DisplayState

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_DisplayState)

# Methods

## AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

### Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

### Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html)   | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

### Overrides

Node.AddNextNode\_Inline(Node, int)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_Inline\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)

## DelayedClone(Dialogue)

This method will get called right after the dialogue gets cloned.

### Declaration

```
public void DelayedClone(Dialogue originalDialogue)
```

### Parameters

| Type   | Name                    | Description   |
|--|-------------------------|---|
| Dialogue<br>(com.absence.dialoguesystem.Dialogue.html) | <i>originalDialogue</i> | This is the dialogue the cloned dialogue had cloned from. |

## GetClassName()

Use if you have a special USS class for this node. If you don't have any, return null.

### Declaration

```
public override string GetClassName()
```

### Returns

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

### Overrides

Node.GetClassName()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetClassName)

## GetInputPortNameForCreation()

Use to describe the name of the input port of this node.

### Declaration

```
public override string GetInputPortNameForCreation()
```

### Returns

| Type  | Description  |
|---|--|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the name as a string. Return null if you don't want any input ports. |

## Overrides

Node.GetInputPortNameForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetInputPortNameForCreation)

## GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

### Declaration

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

### Parameters

| Type  | Name   | Description |
|---|--------|-------------|
| List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int (https://learn.microsoft.com/dotnet/api/system.int32) portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.portindex), Node (com.absence.dialoguesystem.internals.Node.html) node (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32,com.absence.dialoguesystem.internals.node-.node))> | result |             |

## Overrides

Node.GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes\_Inline\_System\_Collections\_Generic\_List\_System\_ValueTuple\_System\_Int32\_com\_absence\_dialoguesystem\_internals\_Node\_\_\_\_)

## GetOutputPortNamesForCreation()

Use to describe the dialogue editor how many output ports this node has and what are their names.

### Declaration

```
public override List<string> GetOutputPortNamesForCreation()
```

### Returns

| Type  | Description   |
|---|---|
| List<br>(https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<string (https://learn.microsoft.com/dotnet/api/system.string)> | Returns the port names as a list of strings.<br>Return an empty list if you want no output ports. |

## Overrides

Node.GetOutputPortNamesForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetOutputPortNamesForCreation)

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

## Overrides

Node.GetTitle()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetTitle)

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

### Declaration

```
protected override void Pass_Inline(params object[] passData)
```

### Parameters

| Type   | Name     | Description |
|--|----------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | passData |             |

## Overrides

Node.Pass\_Inline(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_Inline\_System\_Object\_\_)

## Reach\_Inline()

Use to write what happens when the dialogue reaches this node.

### Declaration

```
protected override void Reach_Inline()
```

#### Overrides

Node.Reach\_Inline()

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach\_Inline)

## RemoveNextNode\_Inline(int)

Use to write the functionality of removing the next node of this one.

#### Declaration

```
protected override void RemoveNextNode_Inline(int atPort)
```

#### Parameters

| Type  | Name   | Description |
|---|--------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | atPort |             |

#### Overrides

Node.RemoveNextNode\_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_Inline\_System\_Int32\_)

## Traverse(Action<Node>)

Use to traverse any action on a node chain. Nodes not connected directly won't transmit the action to another.

#### Declaration

```
public override void Traverse(Action<Node> action)
```

#### Parameters

| Type  | Name   | Description |
|---|--------|-------------|
| Action ( <a href="https://learn.microsoft.com/dotnet/api/system.action-1">https://learn.microsoft.com/dotnet/api/system.action-1</a> )<<br>Node (com.absence.dialoguesystem.internals.Node.html)> | action |             |

#### Overrides

Node.Traverse(Action<Node>)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Traverse\_System\_Action\_com\_absence\_dialoguesystem\_internals\_Node\_)



# Class StickyNoteNode

Node which contains a user defined string.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (com.absence.dialoguesystem.internals.Node.html)
- ↳ StickyNoteNode

## Inherited Members

---

Node.Guid (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Guid)  
Node.Position  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Position)  
Node.MasterDialogue  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_MasterDialogue)  
Node.Blackboard  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Blackboard)  
Node.State (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_State)  
Node.ExitDialogAfterwards  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ExitDialogAfterwa  
rds)  
Node.OnSetState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnSetState)  
Node.OnRemove  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemove)  
Node.OnValidation  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnValidation)  
Node.OnReach  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnReach)  
Node.OnPass  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnPass)  
Node.PersonIndex  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonIndex)  
Node.Person  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Person)  
Node.PersonDependent  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent  
)

```
Node.AddNextNode(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_com_absence_dialoguesystem_internals_Node_System_Int32_)
Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNode_System_Int32_)
Node.GetNextNodes()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)
Node.Pass(params object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_Object__)
Node.Reach()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)
Node.OnRemoval()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)
Node.SetState(Node.NodeState)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_absence_dialoguesystem_internals_Node_NodeState_)
Node.Clone()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone)
Node.Traverse(Action<Node>)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_System_Action_com_absence_dialoguesystem_internals_Node__)
ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
ScriptableObject.CreateInstance<T>()
Object.GetInstanceID()
Object.GetHashCode()
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)
Object.Instantiate(Object, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Destroy(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Object.Destroy(Object)
Object.DestroyImmediate(Object, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.DestroyImmediate(Object)
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfType(Type, bool) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsByType(Type, FindObjectsSortMode) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(https://learn.microsoft.com/dotnet/api/system.type)
```

Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
ObjectFindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals  
(com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public sealed class StickyNoteNode : Node
```

# Fields

## Speech

### Declaration

```
[HideInInspector]  
public string Speech
```

## Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

# Properties

## DisplayState

### Declaration

```
public override bool DisplayState { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

### Overrides

Node.DisplayState

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_DisplayState)

## ShowInMinimap

### Declaration

```
public override bool ShowInMinimap { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

### Overrides

Node.ShowInMinimap

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)

# Methods

## AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

## Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

## Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html)   | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

## Overrides

Node.AddNextNode\_Inline(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_Inline\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)

## GetClassName()

Use if you have a special USS class for this node. If you don't have any, return null.

## Declaration

```
public override string GetClassName()
```

## Returns

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

## Overrides

Node.GetClassName()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetClassName)

## GetInputPortNameForCreation()

Use to describe the name of the input port of this node.

## Declaration

```
public override string GetInputPortNameForCreation()
```

## Returns

| Type  | Description  |
|---|--|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the name as a string. Return null if you don't want any input ports. |

#### Overrides

Node.GetInputPortNameForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetInputPortNameForCreation)

## GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

#### Declaration

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

#### Parameters

| Type  | Name   | Description |
|---|--------|-------------|
| List<(int portIndex, Node node)><br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<(int portIndex, Node node)> | result |             |

#### Overrides

Node.GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes\_Inline\_System\_Collections\_Generic\_List\_System\_ValueTuple\_System\_Int32\_com\_absence\_dialoguesystem\_internals\_Node\_\_)

## GetOutputPortNamesForCreation()

Use to describe the dialogue editor how many output ports this node has and what are their names.

#### Declaration

```
public override List<string> GetOutputPortNamesForCreation()
```

#### Returns

| Type  | Description   |
|---|---|
| List<br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<br><string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )> | Returns the port names as a list of strings.<br>Return an empty list if you want no output ports. |

## Overrides

Node.GetOutputPortNamesForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetOutputPortNamesForCreation)

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

## Overrides

Node.GetTitle()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetTitle)

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

### Declaration

```
protected override void Pass_Inline(params object[] passData)
```

### Parameters

| Type   | Name     | Description |
|--|----------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | passData |             |

## Overrides

Node.Pass\_Inline(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_Inline\_System\_Object\_\_)

## **Reach\_Inline()**

Use to write what happens when the dialogue reaches this node.

### **Declaration**

```
protected override void Reach_Inline()
```

### **Overrides**

Node.Reach\_Inline()

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach\_Inline)

## **RemoveNextNode\_Inline(int)**

Use to write the functionality of removing the next node of this one.

### **Declaration**

```
protected override void RemoveNextNode_Inline(int atPort)
```

### **Parameters**

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

### **Overrides**

Node.RemoveNextNode\_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_Inline\_System\_Int32\_)

# Class TitleNode

Node which is simply StickyNoteNode (com.absence.dialoguesystem.internals.StickyNoteNode.html) but bigger.

## Inheritance

---

- ↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ Object
- ↳ ScriptableObject
- ↳ Node (com.absence.dialoguesystem.internals.Node.html)
- ↳ TitleNode

## Inherited Members

---

Node.Guid (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Guid)  
Node.Position  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Position)  
Node.MasterDialogue  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_MasterDialogue)  
Node.Blackboard  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Blackboard)  
Node.State (com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_State)  
Node.ExitDialogAfterwards  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ExitDialogAfterwa  
rds)  
Node.OnSetState  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnSetState)  
Node.OnRemove  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnRemove)  
Node.OnValidation  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnValidation)  
Node.OnReach  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnReach)  
Node.OnPass  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_OnPass)  
Node.PersonIndex  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonIndex)  
Node.Person  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Person)  
Node.PersonDependent  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_PersonDependent  
)

```
Node.AddNextNode(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_com_absence_dialoguesystem_internals_Node_System_Int32_)

Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNode_System_Int32_)

Node.GetNextNodes()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)

Node.Pass(params object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_Object__)

Node.Reach()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)

Node.OnRemoval()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)

Node.SetState(Node.NodeState)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_absence_dialoguesystem_internals_Node_NodeState_)

Node.Clone()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone)

Node.Traverse(Action<Node>)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_System_Action_com_absence_dialoguesystem_internals_Node__)

ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
ScriptableObject.CreateInstance<T>()

Object.GetInstanceID()
Object.GetHashCode()
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)
Object.Instantiate(Object, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Destroy(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Object.Destroy(Object)
Object.DestroyImmediate(Object, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.DestroyImmediate(Object)
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfType(Type, bool) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsByType(Type, FindObjectsSortMode) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(https://learn.microsoft.com/dotnet/api/system.type)
```

Object.DontDestroyOnLoad(Object)  
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)  
Object.DestroyObject(Object)  
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectsOfType<T>()  
Object.FindObjectsByType<T>(FindObjectsSortMode)  
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)  
ObjectFindObjectOfType<T>()  
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)  
Object.FindFirstObjectByType<T>()  
Object.FindAnyObjectByType<T>()  
Object.FindFirstObjectByType<T>(FindObjectsInactive)  
Object.FindAnyObjectByType<T>(FindObjectsInactive)  
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)  
Object.ToString()  
Object.name  
Object.hideFlags  
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))  
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)  
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

**Namespace:** com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals  
(com.absence.dialoguesystem.internals.html)

**Assembly:** Assembly-CSharp-firstpass.dll

## Syntax

```
public sealed class TitleNode : Node
```

# Fields

## Speech

### Declaration

```
[HideInInspector]  
public string Speech
```

## Field Value

| Type   | Description |
|--|-------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) |             |

# Properties

## DisplayState

### Declaration

```
public override bool DisplayState { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

### Overrides

Node.DisplayState

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_DisplayState)

## ShowInMinimap

### Declaration

```
public override bool ShowInMinimap { get; }
```

### Property Value

| Type   | Description |
|--|-------------|
| bool ( <a href="https://learn.microsoft.com/dotnet/api/system.boolean">https://learn.microsoft.com/dotnet/api/system.boolean</a> ) |             |

### Overrides

Node.ShowInMinimap

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_ShowInMinimap)

# Methods

## AddNextNode\_Inline(Node, int)

Use to write the functionality of connecting a node to any port of this node.

## Declaration

```
protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
```

## Parameters

| Type  | Name                   | Description |
|---|------------------------|-------------|
| Node (com.absence.dialoguesystem.internals.Node.html)   | <i>nextWillBeAdded</i> |             |
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i>          |             |

## Overrides

Node.AddNextNode\_Inline(Node, int)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_AddNextNode\_Inline\_com\_absence\_dialoguesystem\_internals\_Node\_System\_Int32\_)

## GetClassName()

Use if you have a special USS class for this node. If you don't have any, return null.

## Declaration

```
public override string GetClassName()
```

## Returns

| Type  | Description   |
|---|---|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the USS class name of this node type as a string. |

## Overrides

Node.GetClassName()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetClassName)

## GetInputPortNameForCreation()

Use to describe the name of the input port of this node.

## Declaration

```
public override string GetInputPortNameForCreation()
```

## Returns

| Type  | Description  |
|---|--|
| string<br>( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | Returns the name as a string. Return null if you don't want any input ports. |

#### Overrides

Node.GetInputPortNameForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetInputPortNameForCreation)

## GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)

Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list.

#### Declaration

```
protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
```

#### Parameters

| Type  | Name   | Description |
|---|--------|-------------|
| List<(int portIndex, Node node)><br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<(int portIndex, Node node)> | result |             |

#### Overrides

Node.GetNextNodes\_Inline(ref List<(int portIndex, Node node)>)  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetNextNodes\_Inline\_System\_Collections\_Generic\_List\_System\_ValueTuple\_System\_Int32\_com\_absence\_dialoguesystem\_internals\_Node\_\_)

## GetOutputPortNamesForCreation()

Use to describe the dialogue editor how many output ports this node has and what are their names.

#### Declaration

```
public override List<string> GetOutputPortNamesForCreation()
```

#### Returns

| Type  | Description   |
|---|---|
| List<br>( <a href="https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1">https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1</a> )<br><string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> )> | Returns the port names as a list of strings.<br>Return an empty list if you want no output ports. |

## Overrides

Node.GetOutputPortNamesForCreation()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetOutputPortNamesForCreation)

## GetTitle()

Use to set the title of this node type in the graph view.

### Declaration

```
public override string GetTitle()
```

### Returns

| Type   | Description            |
|--|------------------------|
| string ( <a href="https://learn.microsoft.com/dotnet/api/system.string">https://learn.microsoft.com/dotnet/api/system.string</a> ) | The title as a string. |

## Overrides

Node.GetTitle()  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_GetTitle)

## Pass\_Inline(params object[])

Use to write what happens when the dialogue passes this node.

### Declaration

```
protected override void Pass_Inline(params object[] passData)
```

### Parameters

| Type   | Name     | Description |
|--|----------|-------------|
| object ( <a href="https://learn.microsoft.com/dotnet/api/system.object">https://learn.microsoft.com/dotnet/api/system.object</a> )[] | passData |             |

## Overrides

Node.Pass\_Inline(params object[])  
(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Pass\_Inline\_System\_Object\_\_)

## **Reach\_Inline()**

Use to write what happens when the dialogue reaches this node.

### **Declaration**

```
protected override void Reach_Inline()
```

### **Overrides**

Node.Reach\_Inline()

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_Reach\_Inline)

## **RemoveNextNode\_Inline(int)**

Use to write the functionality of removing the next node of this one.

### **Declaration**

```
protected override void RemoveNextNode_Inline(int atPort)
```

### **Parameters**

| Type  | Name          | Description |
|---|---------------|-------------|
| int ( <a href="https://learn.microsoft.com/dotnet/api/system.int32">https://learn.microsoft.com/dotnet/api/system.int32</a> ) | <i>atPort</i> |             |

### **Overrides**

Node.RemoveNextNode\_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com\_absence\_dialoguesystem\_internals\_Node\_RemoveNextNode\_Inline\_System\_Int32\_)