



Namespace com.absence.dialoguesystem

Classes

[Dialogue](#)

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

[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.

[DialogueDisplayer](#)

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

[DialogueExtensionBase](#)

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

[DialogueInputHandler_Legacy](#)

A small component with the responsibility of using the input comes from player (uses legacy input system of unity) on the dialogue.

[DialogueInstance](#)

Lets you manage a single `DialoguePlayer` in the scene easily.

[DialogueOptionText](#)

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

[DialoguePlayer](#)

Lets you progress in a dialogue easily.

[DialogueSoundsPlayer](#)

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

Enums

[DialoguePlayer.PlayerState](#)

Shows what state the dialogue player is in.

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The delegate responsible for handling events directly about speech.



Class Dialogue

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

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Dialogue](#)

Inherited Members

[ScriptableObject.SetDirty\(\)](#)
[ScriptableObject.CreateInstance\(string\)](#)
[ScriptableObject.CreateInstance\(Type\)](#)
[ScriptableObject.CreateInstance<T>\(\)](#)

Namespace: [com.absence.dialoguesystem](#)

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

List<Node>

Blackboard

The `Blackboard` of this dialogue.

Declaration

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

Field Value

TYPE

Blackboard

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

Node

RootNode

The `RootNode` of this dialogue.

Declaration

```
[HideInInspector]
```

```
public RootNode RootNode
```

Field Value

TYPE

RootNode

Properties

ClonedFrom

The original dialogue which is used to create this cloned one. Returns null if this dialogue is not a clone.

Declaration

```
public Dialogue ClonedFrom { get; }
```

Property Value

TYPE

Dialogue

IsClone

Use to check if this dialogue is a clone.

Declaration

```
public bool IsClone { get; }
```

Property Value

TYPE

bool

People

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

Declaration

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

Property Value

TYPE

List<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

Dialogue

CreateNode(Type)

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

Declaration

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

Parameters

TYPE NAME

Type type

Returns

TYPE

Node

DeleteNode(Node)

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

Declaration

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

Parameters

TYPE	NAME
------	------

Node	node
------	------

GetAllDialogueParts()

Use to get a list of all `DialoguePartNode`s in this dialogue.

Declaration

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

Returns

TYPE	DESCRIPTION
------	-------------

List<DialoguePartNode>	The entire list of <code>DialoguePartNode</code> s in the current dialogue.
------------------------	---

GetDialoguePartNodesWithName(string)

Use to find `DialoguePartNode`s with a specific name.

Declaration

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

Parameters

TYPE **NAME**

string targetName

Returns

TYPE	DESCRIPTION
List<DialoguePartNode>	A list of DialoguePartNode s with that specific name. Throws an exception nothing's 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**

List<Person> overridePeople

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** instead.

Declaration

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

Parameters

TYPE	NAME
object[]	passData

PerformEditorRefresh()

Invokes the `OnEditorRefresh`.

Declaration

```
public void PerformEditorRefresh()
```

Events

OnEditorRefresh

Action which will get invoked if any value gets changed in the inspector when this dialogue is selected.

Declaration

```
public event Action OnEditorRefresh
```

Event Type

TYPE
Action



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](#)
- ↳ [Object](#)
- ↳ [Component](#)
- ↳ [Behaviour](#)
- ↳ [MonoBehaviour](#)
- ↳ [DialogueExtensionBase](#)

[DialogueAnimationsPlayer](#)

Inherited Members

[DialogueExtensionBase.m_instance](#)
[DialogueExtensionBase.OnBeforeSpeech\(ref Person, ref string, ref List<Option>\)](#)
[DialogueExtensionBase.OnAfterCloning\(\)](#)
[DialogueExtensionBase.OnDialogueUpdate\(\)](#)

Namespace: [com.absence.dialoguesystem](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Methods

OnHandleAdditionalData(AdditionalSpeechData)

Use to define what to do with the current [AdditionalSpeechData](#). Gets called when the [m_instance](#) progresses.

Declaration

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

Parameters

TYPE	NAME
AdditionalSpeechData	data

Overrides

[DialogueExtensionBase.OnHandleAdditionalData\(AdditionalSpeechData\)](#)



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](#)
- ↳ [Object](#)
- ↳ [Component](#)
- ↳ [Behaviour](#)
- ↳ [MonoBehaviour](#)
- ↳ [StaticInstance<DialogueDisplayer>](#)
- [Singleton<DialogueDisplayer>](#)
- [DialogueDisplayer](#)

Inherited Members

- [Singleton<DialogueDisplayer>.Awake\(\)](#)
- [StaticInstance<DialogueDisplayer>.OnApplicationQuit\(\)](#)
- [StaticInstance<DialogueDisplayer>.Instance](#)

Namespace: [com.absence.dialoguesystem](#)
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
Person	speaker
string	speech

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> optionPressAction)
```

Parameters

TYPE	NAME
Person	speaker
string	speech
List<Option>	options
Action<int>	optionPressAction

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	Returns false if the display is already occupied. Returns true otherwise.

Release()

Removes the occupancy of the display. CAUTION! `DialogueDisplayer` 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](#)
- ↳ [Object](#)
- ↳ [Component](#)
- ↳ [Behaviour](#)
- ↳ [MonoBehaviour](#)
- ↳ [DialogueExtensionBase](#)

[DialogueAnimationsPlayer](#)

[DialogueInputHandler_Legacy](#)

[DialogueSoundsPlayer](#)

Namespace: [com.absence.dialoguesystem](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Remarks

Execution order goes like:

```
OnHandleAdditionalData(...);  
OnBeforeSpeech(...);
```

Fields

m_instance

[DialogueInstance](#) component attached to the current gameobject.

Declaration

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

Field Value

TYPE

DialogueInstance

Methods

OnAfterCloning()

Use to define what to do right after the target instance clones it's [ReferencedDialogue](#).

Declaration

```
protected virtual void OnAfterCloning()
```

OnBeforeSpeech(ref Person, ref string, ref List<Option>)

Use to define what to do with the original speech data right before displaying it.

Declaration

```
protected virtual void OnBeforeSpeech(ref Person speaker, ref string speech, ref List<Option> options)
```

Parameters

TYPE	NAME	DESCRIPTION
Person	speaker	Speaker of this speech.
string	speech	Speech in context.
List<Option>	options	Option of this speech.

OnDialogueUpdate()

Use to define what to do on each frame when the target instance is `InDialogue`

Declaration

```
protected virtual void OnDialogueUpdate()
```

OnHandleAdditionalData(AdditionalSpeechData)

Use to define what to do with the current `AdditionalSpeechData`. Gets called when the `m_instance` progresses.

Declaration

```
protected virtual void OnHandleAdditionalData(AdditionalSpeechData data)
```

Parameters

TYPE	NAME
<code>AdditionalSpeechData</code>	<code>data</code>



Class DialogueInputHandler_Legacy

A small component with the responsibility of using the input comes from player (uses legacy input system of unity) on the dialogue.

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [Component](#)
- ↳ [Behaviour](#)
- ↳ [MonoBehaviour](#)
- ↳ [DialogueExtensionBase](#)

[DialogueInputHandler_Legacy](#)

Inherited Members

[DialogueExtensionBase.m_instance](#)

[DialogueExtensionBase.OnHandleAdditionalData\(AdditionalSpeechData\)](#)

[DialogueExtensionBase.OnBeforeSpeech\(ref Person, ref string, ref List<Option>\)](#)

[DialogueExtensionBase.OnAfterCloning\(\)](#)

Namespace: [com.absence.dialoguesystem](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[RequireComponent(typeof(DialogueInstance))]  
[AddComponentMenu("absencee_absent-dialogues/Dialogue Input Handler (Legacy)")]  
[DisallowMultipleComponent]  
public class DialogueInputHandler_Legacy : DialogueExtensionBase
```

Methods

OnDialogueUpdate()

Use to define what to do on each frame when the target instance is [InDialogue](#)

Declaration

```
protected override void OnDialogueUpdate()
```

Overrides

[DialogueExtensionBase.OnDialogueUpdate\(\)](#)



Class DialogueInstance

Lets you manage a single [DialoguePlayer](#) in the scene easily.

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [Component](#)
- ↳ [Behaviour](#)
- ↳ [MonoBehaviour](#)
- ↳ [DialogueInstance](#)

Namespace: [com.absence.dialoguesystem](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Properties

ClonedDialogue

Use to get the cloned dialogue which the [DialoguePlayer](#) of this instance uses.

Declaration

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

Property Value

TYPE

[Dialogue](#)

InDialogue

Use to check if this instance is in progress right now.

Declaration

```
public bool InDialogue { get; }
```

Property Value

TYPE

bool

Player

[DialoguePlayer](#) of this instance.

Declaration

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

Property Value

TYPE

[DialoguePlayer](#)

ReferencedDialogue

Use to get the original (not the cloned one) dialogue of this instance.

Declaration

```
public Dialogue ReferencedDialogue { get; }
```

Property Value

TYPE

[Dialogue](#)

Methods

AddExtension<T>()

Adds a `DialogueExtensionBase` to the target dialogue instance. **Does not work runtime.**

Declaration

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

Type Parameters

NAME

T

EnterDialogue()

Use to enter dialogue.

Declaration

```
public bool EnterDialogue()
```

Returns

TYPE	DESCRIPTION
------	-------------

`bool` **False** if the `DialogueDisplayer` is already occupied by any other script. Returns **true** otherwise.

ExitDialogue()

Use to exit current dialogue.

Declaration

```
public void ExitDialogue()
```

Events

OnAfterCloning

Action which will get invoked right after this instance clons it's [ReferencedDialogue](#) .

Declaration

```
public event Action OnAfterCloning
```

Event Type

TYPE

[Action](#)

OnBeforeSpeech

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

Declaration

```
public event DialogueInstance.SpeechEventHandler OnBeforeSpeech
```

Event Type

TYPE

[DialogueInstance.SpeechEventHandler](#)

OnHandleAdditionalData

The Action which will get invoked when [HandleAdditionalData\(\)](#) gets called.

Declaration

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

Event Type

TYPE

[Action<AdditionalSpeechData>](#)



Delegate DialogueInstance.SpeechEvent Handler

The delegate responsible for handling events directly about speech.

Namespace: [com.absence.dialoguesystem](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Parameters

TYPE	NAME	DESCRIPTION
Person	speaker	Speaker of this speech.
string	speech	Speech in context.
List<Option>	options	Options of this speech (null if there is no options).



Class DialogueOptionText

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

Inheritance

- ↳ **object**
- ↳ Object
- ↳ Component
- ↳ Behaviour
- ↳ MonoBehaviour
- ↳ DialogueOptionText

Namespace: [com.absence.dialoguesystem](#)

Assembly: Assembly-CSharp-firstpass.dll

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
------	------

int	optionIndex
-----	-------------

string	text
--------	------

OnClick()

Calls `OnClickAction`.

Declaration

```
public void OnClick()
```

Events

OnClickAction

Declaration

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

Event Type

TYPE

`Action<int>`



Class DialoguePlayer

Lets you progress in a dialogue easily.

Inheritance

↳ [object](#)
↳ [DialoguePlayer](#)
Namespace: [com.absence.dialoguesystem](#)
Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Constructors

DialoguePlayer(Dialogue)

Use to create a new [DialoguePlayer](#).

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
Dialogue	dialogue	The original dialogue to clone from.

DialoguePlayer(Dialogue, List<Person>)

Use to create a new [DialoguePlayer](#) with an overridden people list.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
Dialogue	dialogue	The original dialogue to clone from.
List<Person>	overridePeople	The list of new people.

Properties

AdditionalSpeechData

Additional data of the current node.

Declaration

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

Property Value

TYPE

AdditionalSpeechData

ClonedDialogue

The dialogue cloned from the original one from constructor.

Declaration

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

Property Value

TYPE

Dialogue

HasOptions

Use to check if current node is a `FastSpeechNode` or not.

Declaration

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

Property Value

TYPE

bool

HasPerson

Use to check if current node `PersonDependent` or not.

Declaration

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

Property Value

TYPE

bool

HasSpeech

Use to check if current node is a `IContainSpeech` or not.

Declaration

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

Property Value

TYPE

bool

Options

Options of the current node, if there is any.

Declaration

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

Property Value

TYPE

List<Option>

Speaker

Person who speaks.

Declaration

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

Property Value

TYPE

Person

Speech

Speech of the current node.

Declaration

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

Property Value

TYPE

string

State

Current state of the player.

Declaration

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

Property Value

TYPE

DialoguePlayer.PlayerState

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[]	passData	Anything that you want to pass as data. (e.g. DecisionSpeechNode uses the [0] element to get the selected option index.)

TeleportToRoot()

Teleports the flow to the [RootNode](#) of the dialogue clone.

Declaration

```
public void TeleportToRoot()
```

OnContinue

Action which will get invoked when `Continue(params object[])` gets called.

Declaration

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

Event Type

TYPE

`Action<DialoguePlayer.PlayerState>`



Enum DialoguePlayer.PlayerState

Shows what state the dialogue player is in.

Namespace: [com.absence.dialoguesystem](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public enum DialoguePlayer.PlayerState
```

Fields

NAME

NoSpeech

WaitingForOption

WaitingForSkip

WillExit



Class DialogueSoundsPlayer

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

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [Component](#)
- ↳ [Behaviour](#)
- ↳ [MonoBehaviour](#)
- ↳ [DialogueExtensionBase](#)

[DialogueSoundsPlayer](#)

Inherited Members

[DialogueExtensionBase.m_instance](#)
[DialogueExtensionBase.OnBeforeSpeech\(ref Person, ref string, ref List<Option>\)](#)
[DialogueExtensionBase.OnAfterCloning\(\)](#)
[DialogueExtensionBase.OnDialogueUpdate\(\)](#)

Namespace: [com.absence.dialoguesystem](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Methods

OnHandleAdditionalData(AdditionalSpeechData)

Use to define what to do with the current `AdditionalSpeechData`. Gets called when the `m_instance` progresses.

Declaration

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

Parameters

TYPE	NAME
AdditionalSpeechData	data

Overrides

[DialogueExtensionBase.OnHandleAdditionalData\(AdditionalSpeechData\)](#)



Namespace com.absence.dialoguesystem.editor

Classes

[DialogueCustomEditor](#)[DialogueEditorWindow](#)[DialogueGraphView](#)[DialogueGraphView.UxmlFactory](#)[InspectorView](#)[InspectorView.UxmlFactory](#)[NodeCustomEditor](#)[NodeView](#)[RuntimeSelectionHandler](#)[VariableBankCreationHandler](#)



Class DialogueCustomEditor

Inheritance

```
↳ object
  ↳ Object
    ↳ ScriptableObject
      ↳ Editor
        ↳ DialogueCustomEditor
```

Inherited Members

Editor.SaveChanges()
Editor.DiscardChanges()
Editor.CreateEditorWithContext(Object[], Object, Type)
Editor.CreateEditorWithContext(Object[], Object)
Editor.CreateCachedEditorWithContext(Object, Object, Type, ref Editor)
Editor.CreateCachedEditorWithContext(Object[], Object, Type, ref Editor)
Editor.CreateCachedEditor(Object, Type, ref Editor)
Editor.CreateCachedEditor(Object[], Type, ref Editor)
Editor.CreateEditor(Object)
Editor.CreateEditor(Object, Type)
Editor.CreateEditor(Object[])
Editor.CreateEditor(Object[], Type)
Editor.DrawPropertiesExcluding(SerializedObject, params string[])
Editor.DrawDefaultInspector()
Editor.Repaint()
Editor.CreateInspectorGUI()
Editor.RequiresConstantRepaint()
Editor.DrawHeader()
Editor.OnHeaderGUI()
Editor.ShouldHideOpenButton()
Editor.DrawFoldoutInspector(Object, ref Editor)
Editor.HasPreviewGUI()
Editor.GetPreviewTitle()
Editor.RenderStaticPreview(string, Object[], int, int)
Editor.OnPreviewGUI(Rect, GUIStyle)
Editor.OnInteractivePreviewGUI(Rect, GUIStyle)
Editor.OnPreviewSettings()
Editor.GetInfoString()
Editor.DrawPreview(Rect)
Editor.ReloadPreviewInstances()
Editor.UseDefaultMargins()
Editor.MoveNextTarget()

Editor.ResetTarget()
Editor.hasUnsavedChanges
Editor.saveChangesMessage
Editor.target
Editor.targets
Editor.serializedObject
Editor.finishedDefaultHeaderGUI
ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string)
ScriptableObject.CreateInstance(Type)
ScriptableObject.CreateInstance<T>()
Namespace: [com.absence.dialoguesystem.editor](#)
Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[CustomEditor(typeof(Dialogue), false)]  
public class DialogueCustomEditor : Editor
```

Methods

OnInspectorGUI()

Implement this function to make a custom inspector.

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.Editor.OnInspectorGUI()



Class DialogueEditorWindow

Inheritance

```
↳ object
  ↳ Object
    ↳ ScriptableObject
      ↳ EditorWindow
        ↳ DialogueEditorWindow
```

Inherited Members

[ScriptableObject.SetDirty\(\)](#)
[ScriptableObject.CreateInstance\(string\)](#)
[ScriptableObject.CreateInstance\(Type\)](#)
[ScriptableObject.CreateInstance<T>\(\)](#)

Namespace: [com.absence.dialoguesystem.editor](#)

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class DialogueEditorWindow : EditorWindow
```

Methods

CreateGUI()

Declaration

```
public void CreateGUI()
```

FrameToNode(Node)

Declaration

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

Parameters

TYPE	NAME
------	------

Node	node
------	------

LoadLastDialogue()

Declaration

```
public static void LoadLastDialogue()
```

OnOpenAsset(int, int)

Declaration

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

Parameters

TYPE	NAME
------	------

int	instanceId
-----	------------

int	line
-----	------

Returns

TYPE

bool

OpenWindow()

Declaration

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

PopulateDialogueView(Dialogue)

Declaration

```
public static bool PopulateDialogueView(Dialogue dialogue)
```

Parameters

TYPE	NAME
------	------

Dialogue	dialogue
----------	----------

Returns

TYPE

bool

SaveLastDialogue()

Declaration

```
public static void SaveLastDialogue()
```

SelectNode(Node)

Declaration

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

Parameters

TYPE	NAME
------	------

Node	node
------	------

OnGUIDelayCall

Declaration

```
public static event Action OnGUIDelayCall
```

Event Type

TYPE

Action



Class DialogueGraphView

Inheritance

- ↳ [object](#)
- ↳ [CallbackEventHandler](#)
- ↳ [Focusable](#)
- ↳ [VisualElement](#)
- ↳ [GraphView](#)
- ↳ [DialogueGraphView](#)

Implements

- [IEventHandler](#)
- [IResolvedStyle](#)
- [ITransform](#)
- [ITransitionAnimations](#)
- [IExperimentalFeatures](#)
- [IVisualElementScheduler](#)

Namespace: [com.absence.dialoguesystem.editor](#)

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class DialogueGraphView : GraphView, IEventHandler, IResolvedStyle, ITransform, ITransitionAnim
```

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
ContextMenuPopulateEvent	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
Node	node

Returns

TYPE
NodeView

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	startPort	Start port to validate against.
NodeAdapter	nodeAdapter	Node adapter.

Returns

TYPE	DESCRIPTION
List<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
Action<NodeView>

OnPopulateView

Declaration

```
public event Action OnPopulateView
```

Event Type

TYPE

Action

Implements

UnityEngine.UIElements.IEventHandler

UnityEngine.UIElements.IResolvedStyle

UnityEngine.UIElements.ITransform

UnityEngine.UIElements.Experimental.ITransitionAnimations

UnityEngine.UIElements.IExperimentalFeatures

UnityEngine.UIElements.IVisualElementScheduler



Class DialogueGraphView.UxmlFactory

Inheritance

↳ [object](#)

↳ [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>](#)

↳ [UxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>](#)

↳ [DialogueGraphView.UxmlFactory](#)

Implements

[IUxmlFactory](#)

[IBaseUxmlFactory](#)

Namespace: [com.absence.dialoguesystem.editor](#)

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

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

Implements

[UnityEngine.UIElements.IUxmlFactory](#)

[UnityEngine.UIElements.IBaseUxmlFactory](#)



Class InspectorView

Inheritance

- ↳ [object](#)
- ↳ [CallbackEventHandler](#)
- ↳ [Focusable](#)
- ↳ [VisualElement](#)
- ↳ [InspectorView](#)

Implements

[IEventHandler](#)

[IResolvedStyle](#)

[ITransform](#)

[ITransitionAnimations](#)

[IExperimentalFeatures](#)

[IVisualElementScheduler](#)

Namespace: [com.absence.dialoguesystem.editor](#)

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class InspectorView : VisualElement, IEventHandler, IResolvedStyle, ITransform, ITransitionAnim
```

Constructors

InspectorView()

Declaration

```
public InspectorView()
```

Implements

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



Class InspectorView.UxmlFactory

Inheritance

- ↳ [object](#)
- ↳ [BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>](#)
- ↳ [UxmlFactory<InspectorView, VisualElement.UxmlTraits>](#)
- ↳ [InspectorView.UxmlFactory](#)

Implements

[IUxmlFactory](#)
[IBaseUxmlFactory](#)

Namespace: [com.absence.dialoguesystem.editor](#)
Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

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

Implements

[UnityEngine.UIElements.IUxmlFactory](#)
[UnityEngine.UIElements.IBaseUxmlFactory](#)



Class NodeCustomEditor

Inheritance

```
↳ object
  ↳ Object
    ↳ ScriptableObject
      ↳ Editor
        ↳ NodeCustomEditor
```

Inherited Members

Editor.SaveChanges()
Editor.DiscardChanges()
Editor.CreateEditorWithContext(Object[], Object, Type)
Editor.CreateEditorWithContext(Object[], Object)
Editor.CreateCachedEditorWithContext(Object, Object, Type, ref Editor)
Editor.CreateCachedEditorWithContext(Object[], Object, Type, ref Editor)
Editor.CreateCachedEditor(Object, Type, ref Editor)
Editor.CreateCachedEditor(Object[], Type, ref Editor)
Editor.CreateEditor(Object)
Editor.CreateEditor(Object, Type)
Editor.CreateEditor(Object[])
Editor.CreateEditor(Object[], Type)
Editor.DrawPropertiesExcluding(SerializedObject, params string[])
Editor.DrawDefaultInspector()
Editor.Repaint()
Editor.CreateInspectorGUI()
Editor.RequiresConstantRepaint()
Editor.DrawHeader()
Editor.OnHeaderGUI()
Editor.ShouldHideOpenButton()
Editor.DrawFoldoutInspector(Object, ref Editor)
Editor.HasPreviewGUI()
Editor.GetPreviewTitle()
Editor.RenderStaticPreview(string, Object[], int, int)
Editor.OnPreviewGUI(Rect, GUIStyle)
Editor.OnInteractivePreviewGUI(Rect, GUIStyle)
Editor.OnPreviewSettings()
Editor.GetInfoString()
Editor.DrawPreview(Rect)
Editor.ReloadPreviewInstances()
Editor.UseDefaultMargins()
Editor.MoveNextTarget()

Editor.ResetTarget()
Editor.hasUnsavedChanges
Editor.saveChangesMessage
Editor.target
Editor.targets
Editor.serializedObject
Editor.finishedDefaultHeaderGUI
ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string)
ScriptableObject.CreateInstance(Type)
ScriptableObject.CreateInstance<T>()
Namespace: [com.absence.dialoguesystem.editor](#)
Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[CustomEditor(typeof(Node), true)]  
public class NodeCustomEditor : Editor
```

Methods

OnInspectorGUI()

Implement this function to make a custom inspector.

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.Editor.OnInspectorGUI()



Class NodeView

Inheritance

- ↳ [object](#)
- ↳ [CallbackEventHandler](#)
- ↳ [Focusable](#)
- ↳ [VisualElement](#)
- ↳ [GraphElement](#)
- ↳ [Node](#)

[NodeView](#)

Implements

- [IEventHandler](#)
- [IResolvedStyle](#)
- [ITransform](#)
- [ITransitionAnimations](#)
- [IExperimentalFeatures](#)
- [IVisualElementScheduler](#)

Namespace: [com.absence.dialoguesystem.editor](#)

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class NodeView : Node, IEventHandler, IResolvedStyle, ITransform, ITransitionAnimations, IExperi
```

Constructors

NodeView(Node)

Declaration

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

Parameters

TYPE NAME

Node node

Fields

Input

Declaration

```
public Port Input
```

Field Value

TYPE

Port

K_PERSONDEPENDENT_CLASSNAME

Declaration

```
public static string K_PERSONDEPENDENT_CLASSNAME
```

Field Value

TYPE

string

Node

Declaration

```
public Node Node
```

Field Value

TYPE

Node

OnNodeSelected

Declaration

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

Field Value

TYPE

Action<NodeView>

Outputs

Declaration

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

Field Value

TYPE

List<Port>

m_serializedNode

Declaration

```
protected SerializedObject m_serializedNode
```

Field Value

TYPE

SerializedObject

Properties

Master

Declaration

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

Property Value

TYPE

DialogueGraphView

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	newPos	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



Class RuntimeSelectionHandler

Inheritance

↳ [object](#)
↳ [RuntimeSelectionHandler](#)

Namespace: [com.absence.dialoguesystem.editor](#)

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[InitializeOnLoad]  
public static class RuntimeSelectionHandler
```



Class VariableBankCreationHandler

Inheritance

↳ [object](#)
↳ [VariableBankCreationHandler](#)

Namespace: [com.absence.dialoguesystem.editor](#)

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class VariableBankCreationHandler
```



Namespace com.absence.dialoguesystem.internals

Classes

ActionNode

Node which invokes some actions on the flow.

AdditionalSpeechData

Blackboard

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

ConditionNode

Node which re-routes the flow under some conditions.

DecisionSpeechNode

Node which displays a speech with options.

DialoguePartNode

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

FastSpeechNode

Node which displays a speech without options.

GotoNode

Node which teleports the flow to a specific `DialoguePartNode`.

Node

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

Option

The type to hold references to dialogue options.

Option.ShowIf

A class specifically designed for calculating an option's visibility.

RootNode

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

StickyNoteNode

Node which contains a user defined string.

TitleNode

Node which is simply `StickyNoteNode` but bigger.

Interfaces

IContainSpeech

Interface to use if any of your dialogue elements has a speech, has options or has `AdditionalSpeechData`.

IContainVariableManipulators

Any node subtype with this interface implemented will refresh its `com.absence.variablesystem.VariableComparer`s and `com.absence.variablesystem.VariableSetter`s to have the correct reference to the `Bank` of the current `Dialogue` everytime the editor window refreshes.

IPerformEditorRefresh

Any node subtype with this interface implemented will get a callback when you change any value in the inspector.

Enums

Node.NodeState

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

VBProcessType



Class ActionNode

Node which invokes some actions on the flow.

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [ActionNode](#)

Implements

- [IContainVariableManipulators](#)
- [IPerformEditorRefresh](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.DisplayState](#)
- [Node.ShowInMinimap](#)
- [Node.PersonDependent](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)
- [Node.GetInputPortNameForCreation\(\)](#)
- [Node.GetOutputPortNamesForCreation\(\)](#)
- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)

[Node.OnValidate\(\)](#)

ScriptableObject.SetDirty()

[ScriptableObject.CreateInstance\(string\)](#)

[ScriptableObject.CreateInstance\(Type\)](#)

ScriptableObject.CreateInstance<T>()

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Remarks

Execution order goes like:

```
VBActions.ForEach(action => action.Perform());  
UnityEvents?.Invoke();  
CustomAction();
```

Fields

Next

Declaration

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

Field Value

TYPE

Node

UnityEvents

Declaration

```
[Tooltip("All of the unity based events of this action node.")]  
public UnityEvent UnityEvents
```

Field Value

TYPE

UnityEvent

VBActions

Declaration

```
[Tooltip("All of the 'VariableBank' based actions of this action node.")]  
public List<FixedVariableSetter> VBActions
```

Field Value

TYPE

List<FixedVariableSetter>

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

Node nextWillBeAdded

int atPort

Overrides

CustomAction()

Use to define what to do when this action node gets passed on the flow.

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	originalDialogue	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	Returns the USS class name of this node type as a string.

Overrides

[Node.GetClassName\(\)](#)

GetComparers()

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

Declaration

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

Returns

TYPE

`List<FixedVariableComparer>`

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
<code>List<(int portIndex, Node node)></code>	<code>result</code>

Overrides

`Node.GetNextNodes_Inline(ref List<(int portIndex, Node node)>)`

GetSetters()

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

Declaration

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

Returns

TYPE

List<FixedVariableSetter>

GetTitle()

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

Declaration

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

Returns

TYPE	DESCRIPTION
------	-------------

string	The title as a string.
--------	------------------------

Overrides

[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
------	------

object[]	passData
----------	----------

Overrides

[Node.Pass_Inline\(params object\[\]\)](#)

PerformEditorRefresh()

Use to declare what to do when any value gets changed in the inspector/

Declaration

```
public void PerformEditorRefresh()
```

Reach_Inline()

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

Declaration

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

Overrides

[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
------	------

int	atPort
-----	--------

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)

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
Action<Node>	action

Overrides

[Node.Traverse\(Action<Node>\)](#)

Implements

[IContainVariableManipulators](#)

[IPerformEditorRefresh](#)



Class AdditionalSpeechData

Inheritance

↳ [object](#)
↳ [AdditionalSpeechData](#)

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Properties

AnimatorMemberName

Declaration

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

Property Value

TYPE

[string](#)

AudioClip

Declaration

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

Property Value

TYPE

AudioClip

CustomInfo

Declaration

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

Property Value

TYPE

string[]

Sprite

Declaration

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

Property Value

TYPE

Sprite



Class Blackboard

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

Inheritance

↳ `object`

↳ `Blackboard`

Namespace: `com.absence.dialoguesystem.internals`

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Fields

Bank

Bank of this blackboard.

Declaration

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

Field Value

TYPE

VariableBank

Methods

Clone()

Use to clone this blackboard.

Declaration

```
public Blackboard Clone()
```

Returns

TYPE

[Blackboard](#)



Class ConditionNode

Node which re-routes the flow under some conditions.

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [ConditionNode](#)

Implements

- [IContainVariableManipulators](#)
- [IPerformEditorRefresh](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.DisplayState](#)
- [Node.ShowInMinimap](#)
- [Node.PersonDependent](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)
- [Node.GetInputPortNameForCreation\(\)](#)
- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)
- [Node.OnValidate\(\)](#)

ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string)
ScriptableObject.CreateInstance(Type)
ScriptableObject.CreateInstance<T>()
Namespace: [com.absence.dialoguesystem.internals](#)
Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Fields

Comparers

Declaration

```
[Tooltip("All of the comparers this node relies on.")]  
public List<FixedVariableComparer> Comparers
```

Field Value

TYPE

[List<FixedVariableComparer>](#)

FalseNext

Declaration

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

Field Value

TYPE

[Node](#)

Processor

Declaration

```
[Tooltip("Use to declare what to do with the sum of the results of comparers.")]
public VBProcessType Processor
```

Field Value

TYPE

VBProcessType

TrueNext

Declaration

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

Field Value

TYPE

Node

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

Node nextWillBeAdded

TYPE	NAME
------	------

int	atPort
-----	--------

Overrides

[Node.AddNextNode_Inline\(Node, int\)](#)

DelayedClone(Dialogue)

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

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
Dialogue	originalDialogue	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	Returns the USS class name of this node type as a string.

Overrides

[Node.GetClassName\(\)](#)

GetComparers()

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

Declaration

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

Returns

TYPE

List<FixedVariableComparer>

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
List<(int portIndex, Node node)>	result

Overrides

[Node.GetNextNodes_Inline\(ref List<\(int portIndex, Node node\)>\)](#)

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<string>	Returns the port names as a list of strings. Return an empty list if you want no output ports.

Overrides

[Node.GetOutputPortNamesForCreation\(\)](#)

GetSetters()

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

Declaration

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

Returns

TYPE

`List<FixedVariableSetter>`

GetTitle()

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

Declaration

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

Returns

TYPE DESCRIPTION

`string` The title as a string.

Overrides

[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
------	------

object[]	passData
----------	----------

Overrides

[Node.Pass_Inline\(params object\[\]\)](#)

PerformEditorRefresh()

Use to declare what to do when any value gets changed in the inspector/

Declaration

```
public void PerformEditorRefresh()
```

Process()

Use this to override (if you need) the checking result of this node.

Declaration

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

Returns

TYPE	DESCRIPTION
------	-------------

bool	Normally returns the sum of the results of node's comparer list in a way declared by Processor
------	--

Reach_Inline()

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

Declaration

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

Overrides

[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
------	------

int	atPort
-----	--------

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)

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
------	------

Action<Node>	action
--------------	--------

Overrides

[Node.Traverse\(Action<Node>\)](#)

Implements

[IContainVariableManipulators](#)

[IPerformEditorRefresh](#)



Class DecisionSpeechNode

Node which displays a speech with options.

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [DecisionSpeechNode](#)

Implements

- [IContainSpeech](#)
- [IContainVariableManipulators](#)
- [IPerformEditorRefresh](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.DisplayState](#)
- [Node.ShowInMinimap](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)
- [Node.GetInputPortNameForCreation\(\)](#)
- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)
- [ScriptableObject.SetDirty\(\)](#)

ScriptableObject.CreateInstance(string)

ScriptableObject.CreateInstance(Type)

ScriptableObject.CreateInstance<T>()

Namespace: com.absence.dialoguesystem.internals

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Fields

Options

Declaration

```
[Space(10)]
[Tooltip("All of the options of this node.")]
public List<Option> Options
```

Field Value

TYPE

List<Option>

Speech

Declaration

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

Field Value

TYPE

string

Properties

PersonDependent

Is this node person dependent.

Declaration

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

Property Value

TYPE

bool

Overrides

[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

Node nextWillBeAdded

int atPort

Overrides

[Node.AddNextNode_Inline\(Node, int\)](#)

DelayedClone(Dialogue)

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

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
Dialogue	originalDialogue	This is the dialogue the cloned dialogue had cloned from.

GetAdditionalSpeechData()

Declaration

```
public AdditionalSpeechData GetAdditionalSpeechData()
```

Returns

TYPE

AdditionalSpeechData

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 Returns the USS class name of this node type as a string.

Overrides

[Node.GetClassName\(\)](#)

GetComparers()

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

Declaration

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

Returns

TYPE

`List<FixedVariableComparer>`

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
<code>List<(int portIndex, Node node)></code>	<code>result</code>

Overrides

`Node.GetNextNodes_Inline(ref List<(int portIndex, Node node)>)`

GetOptions()

Declaration

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

Returns

TYPE

`List<Option>`

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>	Returns the port names as a list of strings. Return an empty list if you want no output ports.

Overrides

[Node.GetOutputPortNamesForCreation\(\)](#)

GetSetters()

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

Declaration

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

Returns

TYPE
List<FixedVariableSetter>

GetSpeech()

Declaration

```
public string GetSpeech()
```

Returns

TYPE
string

GetTitle()

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

Declaration

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

Returns

TYPE	DESCRIPTION
------	-------------

string	The title as a string.
--------	------------------------

Overrides

[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
------	------

object[]	passData
----------	----------

Overrides

[Node.Pass_Inline\(params object\[\]\)](#)

PerformEditorRefresh()

Use to declare what to do when any value gets changed in the inspector/

Declaration

```
public void PerformEditorRefresh()
```

Reach_Inline()

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

Declaration

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

Overrides

[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
int	atPort

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)

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
Action<Node>	action

Overrides

Implements

IContainSpeech

IContainVariableManipulators

IPerformEditorRefresh



Class DialoguePartNode

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

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [DialoguePartNode](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.ShowInMinimap](#)
- [Node.PersonDependent](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)
- [Node.GetOutputPortNamesForCreation\(\)](#)
- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)
- [ScriptableObject.SetDirty\(\)](#)
- [ScriptableObject.CreateInstance\(string\)](#)
- [ScriptableObject.CreateInstance\(Type\)](#)
- [ScriptableObject.CreateInstance<T>\(\)](#)

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Fields

DialoguePartName

Declaration

```
public string DialoguePartName
```

Field Value

TYPE

string

Next

Declaration

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

Field Value

TYPE

Node

Properties

DisplayState

Will this node display it's state in editor on the flow.

Declaration

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

Property Value

TYPE

bool

Overrides

[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

Node nextWillBeAdded

int atPort

Overrides

[Node.AddNextNode_Inline\(Node, int\)](#)

DelayedClone(Dialogue)

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

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
Dialogue	originalDialogue	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	Returns the USS class name of this node type as a string.

Overrides

[Node.GetClassName\(\)](#)

GetInputPortNameForCreation()

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

Declaration

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

Returns

TYPE	DESCRIPTION
string	Returns the name as a string. Return null if you don't want any input ports.

Overrides

[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
List<(int portIndex, Node node)>	result

Overrides

[Node.GetNextNodes_Inline\(ref List<\(int portIndex, Node node\)>\)](#)

GetTitle()

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

Declaration

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

Returns

TYPE	DESCRIPTION
string	The title as a string.

string The title as a string.

Overrides

[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

object[] passData

Overrides

[Node.Pass_Inline\(params object\[\]\)](#)

Reach_Inline()

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

Declaration

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

Overrides

[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

int atPort

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)

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
Action<Node>	action

Overrides

[Node.Traverse\(Action<Node>\)](#)



Class FastSpeechNode

Node which displays a speech without options.

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [FastSpeechNode](#)

Implements

[IContainSpeech](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.DisplayState](#)
- [Node.ShowInMinimap](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)
- [Node.GetInputPortNameForCreation\(\)](#)
- [Node.GetOutputPortNamesForCreation\(\)](#)
- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)
- [ScriptableObject.SetDirty\(\)](#)
- [ScriptableObject.CreateInstance\(string\)](#)

[ScriptableObject.CreateInstance\(Type\)](#)

[ScriptableObject.CreateInstance<T>\(\)](#)

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Fields

Next

Declaration

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

Field Value

TYPE

[Node](#)

Speech

Declaration

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

Field Value

TYPE

[string](#)

Properties

PersonDependent

Is this node person dependent.

Declaration

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

Property Value

TYPE

bool

Overrides

[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
------	------

Node	nextWillBeAdded
------	-----------------

int	atPort
-----	--------

Overrides

[Node.AddNextNode_Inline\(Node, int\)](#)

DelayedClone(Dialogue)

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

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
Dialogue	originalDialogue	This is the dialogue the cloned dialogue had cloned from.

GetAdditionalSpeechData()

Declaration

```
public AdditionalSpeechData GetAdditionalSpeechData()
```

Returns

TYPE

AdditionalSpeechData

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 Returns the USS class name of this node type as a string.

Overrides

[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
List<(int portIndex, Node node)>	result

Overrides

[Node.GetNextNodes_Inline\(ref List<\(int portIndex, Node node\)>\)](#)

GetOptions()

Declaration

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

Returns

TYPE
List<Option>

GetSpeech()

Declaration

```
public string GetSpeech()
```

Returns

TYPE
string

GetTitle()

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

Declaration

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

Returns

TYPE	DESCRIPTION
------	-------------

string	The title as a string.
--------	------------------------

Overrides

[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
------	------

object[]	passData
----------	----------

Overrides

[Node.Pass_Inline\(params object\[\]\)](#)

Reach_Inline()

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

Declaration

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

Overrides

[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
------	------

int	atPort
-----	--------

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)

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
------	------

Action<Node>	action
--------------	--------

Overrides

[Node.Traverse\(Action<Node>\)](#)

Implements

[IContainSpeech](#)



Class GotoNode

Node which teleports the flow to a specific [DialoguePartNode](#).

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [GotoNode](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.DisplayState](#)
- [Node.ShowInMinimap](#)
- [Node.PersonDependent](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)
- [Node.GetInputPortNameForCreation\(\)](#)
- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)
- [Node.Traverse\(Action<Node>\)](#)
- [ScriptableObject.SetDirty\(\)](#)
- [ScriptableObject.CreateInstance\(string\)](#)
- [ScriptableObject.CreateInstance\(Type\)](#)
- [ScriptableObject.CreateInstance<T>\(\)](#)

Syntax

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

Fields

TargetDialoguePartName

Declaration

```
public string TargetDialoguePartName
```

Field Value

TYPE

string

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

Node nextWillBeAdded

int atPort

Overrides

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	Returns the USS class name of this node type as a string.
------------------------	---

Overrides

[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
List<(int portIndex, Node node)>	result

Overrides

[Node.GetNextNodes_Inline\(ref List<\(int portIndex, Node node\)>\)](#)

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<string>	Returns the port names as a list of strings. Return an empty list if you want no output ports.

Overrides

[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	The title as a string.

Overrides

[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
object[]	passData

Overrides

Reach_Inline()

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

Declaration

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

Overrides

[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
------	------

int	atPort
-----	--------

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)



Interface IContainSpeech

Interface to use if any of your dialogue elements has a speech, has options or has [AdditionalSpeechData](#).

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public interface IContainSpeech
```

Methods

GetAdditionalSpeechData()

Declaration

```
AdditionalSpeechData GetAdditionalSpeechData()
```

Returns

TYPE

[AdditionalSpeechData](#)

GetOptions()

Declaration

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

Returns

TYPE

List<Option>

GetSpeech()

Declaration

```
string GetSpeech()
```

Returns

TYPE

string



Interface IContainVariableManipulators

Any node subtype with this interface implemented will refresh its `com.absence.variablesystem.VariableComparer`s and `com.absence.variablesystem.VariableSetter`s to have the correct reference to the `Bank` of the current `Dialogue` everytime the editor window refreshes.

Namespace: `com.absence.dialoguesystem.internals`

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<FixedVariableComparer> GetComparers()
```

Returns

TYPE

```
List<FixedVariableComparer>
```

GetSetters()

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

Declaration

```
List<FixedVariableSetter> GetSetters()
```

Returns

TYPE

[List<FixedVariableSetter>](#)



Interface IPerformEditorRefresh

Any node subtype with this interface implemented will get a callback when you change any value in the inspector.

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public interface IPerformEditorRefresh
```

Methods

PerformEditorRefresh()

Use to declare what to do when any value gets changed in the inspector/

Declaration

```
void PerformEditorRefresh()
```



Class Node

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

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
 - ↳ [ActionNode](#)
 - ↳ [ConditionNode](#)
 - ↳ [DecisionSpeechNode](#)
 - ↳ [DialoguePartNode](#)
 - ↳ [FastSpeechNode](#)
 - ↳ [GotoNode](#)
 - ↳ [RootNode](#)
 - ↳ [StickyNoteNode](#)
 - ↳ [TitleNode](#)

Inherited Members

[ScriptableObject.SetDirty\(\)](#)

[ScriptableObject.CreateInstance\(string\)](#)

[ScriptableObject.CreateInstance\(Type\)](#)

[ScriptableObject.CreateInstance<T>\(\)](#)

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Fields

Blackboard

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

Field Value

TYPE

Blackboard

ExitDialogAfterwards

Declaration

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

Field Value

TYPE

bool

Guid

Declaration

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

Field Value

TYPE

string

MasterDialogue

Declaration

```
[ Readonly ]  
public Dialogue MasterDialogue
```

Field Value

TYPE

Dialogue

PersonIndex

Index of the person this node depends on (if it is `PersonDependent`) on the person list of the `MasterDialogue` .

Declaration

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

Field Value

TYPE

int

Position

Declaration

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

Field Value

TYPE

Vector2

State

Declaration

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

Field Value

TYPE

Node.NodeState

Properties

DisplayState

Will this node display it's state in editor on the flow.

Declaration

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

Property Value

TYPE

bool

Person

Property which returns the person with the index of `PersonIndex` from the person list.

Declaration

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

Property Value

TYPE

Person

PersonDependent

Is this node person dependent.

Declaration

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

Property Value

TYPE

bool

ShowInMinimap

Will this node be visible on the minimap.

Declaration

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

Property Value

TYPE

bool

Methods

AddNextNode(Node, int)

Use when you connect a new node to a right-side port of this node.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
Node	nextWillBeAdded	The reference value of the node connected.
int	atPort	The port which hold the connection.

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
Node	nextWillBeAdded
int	atPort

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` won't clone the `DialoguePartNode` referenced to it. Simply because they are not connected directly.

Declaration

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

Returns

TYPE
Node

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	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	Returns the name as a string. Return null if you don't want any input ports.
--------	--

GetNextNodes()

Use to get all of the nodes which are **directly** connected to this node (**only the right-side ones**).

Declaration

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

Returns

TYPE

List<(int portIndex, 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
List<(int portIndex, Node node)>	result

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<string>	Returns the port names as a list of strings. 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	The title as a string.

OnRemoval()

Declaration

```
public void OnRemoval()
```

OnValidate()

Declaration

```
protected virtual void OnValidate()
```

Pass(params object[])

Declaration

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

Parameters

TYPE	NAME
object[]	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
object[]	passData

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)

Use when you disconnect a node from a right-side port of this node.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
------	------	-------------

int	atPort	The port which handled the disconnection event.
-----	--------	---

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
------	------

int	atPort
-----	--------

SetState(NodeState)

Use to set the flow state of this node.

Declaration

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

Parameters

TYPE	NAME
Node.NodeState	newState

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
Action<Node>	action

Events

OnPass

Action which will get invoked when this node get passed on the flow.

Declaration

```
public event Action OnPass
```

Event Type

TYPE

[Action](#)

OnReach

Action which will get invoked when this node gets reached on the flow.

Declaration

```
public event Action OnReach
```

Event Type

TYPE

[Action](#)

OnRemove

Action which will get invoked when this node gets removed from the dialogue.

Declaration

```
public event Action OnRemove
```

Event Type

TYPE

[Action](#)

OnSetState

Action which will get invoked when the state of this node gets changed.

Declaration

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

Event Type

Action<Node.NodeState>

OnValidation

Action which will get invoked when `OnValidate()` function gets called.

Declaration

```
public event Action OnValidation
```

Event Type

Action



Enum Node.NodeState

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

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public enum Node.NodeState
```

Fields

NAME
Current
Past
Unreached



Class Option

The type to hold references to dialogue options.

Inheritance

↳ [object](#)

↳ [Option](#)

Namespace: [com.absence.dialoguesystem.internals](#)

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

[AdditionalSpeechData](#)

LeadsTo

The node this option leads to.

Declaration

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

Field Value

TYPE

Node

Speech

Speech of this option.

Declaration

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

Field Value

TYPE

string

Visibility

Declaration

```
[SerializeField]  
[ShowIf("m_useShowIf")]  
public Option.ShowIf Visibility
```

Field Value

TYPE

Option.ShowIf

Properties

UseShowIf

Declaration

```
public bool UseShowIf { get; }
```

Property Value

TYPE

bool

Methods

Clone(VariableBank)

Use to get a clone of this option.

Declaration

```
public Option Clone(VariableBank overrideBank)
```

Parameters

TYPE	NAME
VariableBank	overrideBank

Returns

TYPE
Option

IsVisible()

Calculates the visibility of this option.

Declaration

```
public bool IsVisible()
```

Returns

TYPE	DESCRIPTION
------	-------------

bool	Returns true if the option is visible, returns false otherwise.
------	---



Class Option.ShowIf

A class specifically designed for calculating an option's visibility.

Inheritance

↳ [object](#)
↳ [Option.ShowIf](#)

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[Serializable]  
public class Option.ShowIf
```

Fields

Processor

An enum which defines what to do with multiple comparers in conclusion.

Declaration

```
public VBProcessType Processor
```

Field Value

TYPE

[VBProcessType](#)

ShowIfList

A list of all `com.absence.variablesystem.VariableComparer`s which has a role on determining this option's visibility on display.

Declaration

```
public List<FixedVariableComparer> ShowIfList
```

Field Value

TYPE

`List<FixedVariableComparer>`

Methods

Clone(VariableBank)

Use to clone this instance.

Declaration

```
public Option.ShowIf Clone(VariableBank overrideBank)
```

Parameters

TYPE	NAME
VariableBank	overrideBank

Returns

TYPE
<code>Option.ShowIf</code>

GetResult()

Use to get the composite result of all of the comparers of this instance.

Declaration

```
public bool GetResult()
```

Returns

TYPE

bool



Class RootNode

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

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [RootNode](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.ShowInMinimap](#)
- [Node.PersonDependent](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)

- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)

- [ScriptableObject.SetDirty\(\)](#)
- [ScriptableObject.CreateInstance\(string\)](#)
- [ScriptableObject.CreateInstance\(Type\)](#)
- [ScriptableObject.CreateInstance<T>\(\)](#)

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public sealed class RootNode : Node
```

Fields

Next

Declaration

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

Field Value

TYPE

Node

Properties

DisplayState

Will this node display it's state in editor on the flow.

Declaration

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

Property Value

TYPE

bool

Overrides

[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
------	------

Node	nextWillBeAdded
------	-----------------

int	atPort
-----	--------

Overrides

[Node.AddNextNode_Inline\(Node, int\)](#)

DelayedClone(Dialogue)

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

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
------	------	-------------

Dialogue	originalDialogue	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	Returns the USS class name of this node type as a string.
--------	---

Overrides

[Node.GetClassName\(\)](#)

GetInputPortNameForCreation()

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

Declaration

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

Returns

TYPE	DESCRIPTION
------	-------------

string	Returns the name as a string. Return null if you don't want any input ports.
--------	--

Overrides

[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
List<(int portIndex, Node node)>	result

Overrides

[Node.GetNextNodes_Inline\(ref List<int portIndex, Node node>\)](#)

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<string>	Returns the port names as a list of strings. Return an empty list if you want no output ports.

Overrides

[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	The title as a string.

Overrides

[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
object[]	passData

Overrides

[Node.Pass_Inline\(params object\[\]\)](#)

Reach_Inline()

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

Declaration

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

Overrides

[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
int	atPort

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)

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
Action<Node>	action

Overrides

[Node.Traverse\(Action<Node>\)](#)



Class StickyNoteNode

Node which contains a user defined string.

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [StickyNoteNode](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.PersonDependent](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)
- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)
- [Node.Traverse\(Action<Node>\)](#)
- [ScriptableObject.SetDirty\(\)](#)
- [ScriptableObject.CreateInstance\(string\)](#)
- [ScriptableObject.CreateInstance\(Type\)](#)
- [ScriptableObject.CreateInstance<T>\(\)](#)

Namespace: [com.absence.dialoguesystem.internals](#)
Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public sealed class StickyNoteNode : Node
```

Fields

Speech

Declaration

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

Field Value

TYPE

string

Properties

DisplayState

Will this node display it's state in editor on the flow.

Declaration

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

Property Value

TYPE

bool

Overrides

[Node.DisplayState](#)

ShowInMinimap

Will this node be visible on the minimap.

Declaration

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

Property Value

TYPE

bool

Overrides

[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
------	------

Node	nextWillBeAdded
------	-----------------

int	atPort
-----	--------

Overrides

[Node.AddNextNode_Inline\(Node, int\)](#)

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	Returns the USS class name of this node type as a string.
--------	---

Overrides

[Node.GetClassName\(\)](#)

GetInputPortNameForCreation()

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

Declaration

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

Returns

TYPE	DESCRIPTION
------	-------------

string	Returns the name as a string. Return null if you don't want any input ports.
--------	--

Overrides

[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
------	------

List<(int portIndex, Node node)>	result
----------------------------------	--------

Overrides

[Node.GetNextNodes_Inline\(ref List<\(int portIndex, Node node\)>\)](#)

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<string>	Returns the port names as a list of strings. Return an empty list if you want no output ports.

Overrides

[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	The title as a string.

Overrides

[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
object[]	passData

Overrides

[Node.Pass_Inline\(params object\[\]\)](#)

Reach_Inline()

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

Declaration

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

Overrides

[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
int	atPort

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)



Class TitleNode

Node which is simply [StickyNoteNode](#) but bigger.

Inheritance

- ↳ [object](#)
- ↳ [Object](#)
- ↳ [ScriptableObject](#)
- ↳ [Node](#)
- ↳ [TitleNode](#)

Inherited Members

- [Node.Guid](#)
- [Node.Position](#)
- [Node.MasterDialogue](#)
- [Node.Blackboard](#)
- [Node.State](#)
- [Node.ExitDialogAfterwards](#)
- [Node.OnSetState](#)
- [Node.OnRemove](#)
- [Node.OnValidation](#)
- [Node.OnReach](#)
- [Node.OnPass](#)
- [Node.PersonIndex](#)
- [Node.Person](#)
- [Node.PersonDependent](#)
- [Node.AddNextNode\(Node, int\)](#)
- [Node.RemoveNextNode\(int\)](#)
- [Node.GetNextNodes\(\)](#)
- [Node.Pass\(params object\[\]\)](#)
- [Node.Reach\(\)](#)
- [Node.OnRemoval\(\)](#)
- [Node.SetState\(Node.NodeState\)](#)
- [Node.Clone\(\)](#)
- [Node.Traverse\(Action<Node>\)](#)
- [ScriptableObject.SetDirty\(\)](#)
- [ScriptableObject.CreateInstance\(string\)](#)
- [ScriptableObject.CreateInstance\(Type\)](#)
- [ScriptableObject.CreateInstance<T>\(\)](#)

Namespace: [com.absence.dialoguesystem.internals](#)
Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public sealed class TitleNode : Node
```

Fields

Speech

Declaration

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

Field Value

TYPE

string

Properties

DisplayState

Will this node display it's state in editor on the flow.

Declaration

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

Property Value

TYPE

bool

Overrides

[Node.DisplayState](#)

ShowInMinimap

Will this node be visible on the minimap.

Declaration

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

Property Value

TYPE

bool

Overrides

[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
------	------

Node	nextWillBeAdded
------	-----------------

int	atPort
-----	--------

Overrides

[Node.AddNextNode_Inline\(Node, int\)](#)

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 Returns the USS class name of this node type as a string.

Overrides

[Node.GetClassName\(\)](#)

GetInputPortNameForCreation()

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

Declaration

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

Returns

TYPE	DESCRIPTION
------	-------------

string Returns the name as a string. Return null if you don't want any input ports.

Overrides

[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
------	------

List<(int portIndex, Node node)> result

Overrides

[Node.GetNextNodes_Inline\(ref List<\(int portIndex, Node node\)>\)](#)

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<string>	Returns the port names as a list of strings. Return an empty list if you want no output ports.

Overrides

[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	The title as a string.

Overrides

[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
object[]	passData

Overrides

[Node.Pass_Inline\(params object\[\]\)](#)

Reach_Inline()

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

Declaration

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

Overrides

[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
int	atPort

Overrides

[Node.RemoveNextNode_Inline\(int\)](#)



Enum VBProcessType

Namespace: [com.absence.dialoguesystem.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public enum VBProcessType
```

Fields

NAME

All

Any