

Namespace com.absence.dialoguesystem

Classes

▼ Filter by title

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

(com.absence.dialoguesystem.Dialogue)

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

Dialogue

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

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

(com.absence.dialoguesystem.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.

Mode

(com.absence.dialoguesystem.Dialogue)

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

(com.absence.dialoguesystem.DialogueDisplayer)

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

(com.absence.dialoguesystem.DialogueDisplayer)

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

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

(com.absence.dialoguesystem.DialogueExtensionBase)

(com.absence.dialoguesystem.DialogueExtensionBase)

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

DialogueInstance.BeforeSpeech

EventHandler

(com.absence.dialoguesystem.DialogueExtensionBase)

DialogueOptionText

DialogueInputHandler_Legacy (com.absence.dialoguesystem.DialogueInputHandler_Legacy.html)

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

DialoguePlayer

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

(com.absence.dialoguesystem.DialogueInstance)

(com.absence.dialoguesystem.DialogueInstance)

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

(com.absence.dialoguesystem.DialogueInstance)

DialogueSoundsPlayer

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

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

com.absence.dialoguesystem.editor

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

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

com.absence.dialoguesystem.internals

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

A small component which is responsible for playing the sounds (if there is any) of the DialogueInstance

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

Enums

DialogueAnimationsPlayer.WorkMode

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

Allows you select the way this extension uses the AnimatorMemberName

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

- com.absence.dialoguesystem

(com.absence.dialoguesystem.

DialoguePlayer.PlayerState

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

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

Shows what state the dialogue player is in.

DialogueAnimationsPlayer

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

Delegates

Mode

(com.absence.dialoguesystem.DialogueMode)

DialogueInstance.BeforeSpeechEventHandler

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

DialogueExtensionBase

(com.absence.dialoguesystem.DialogueExtensionBase)

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

DialogueInstance

(com.absence.dialoguesystem.DialogueInstance)

DialogueInstance.BeforeSpeech

EventHandler

(com.absence.dialoguesystem.EventHandler)

DialogueOptionText

(com.absence.dialoguesystem.DialogueOptionText)

DialoguePlayer

(com.absence.dialoguesystem.DialoguePlayer)

DialoguePlayer.PlayerState

(com.absence.dialoguesystem.DialoguePlayer.PlayerState)

DialogueSoundsPlayer

(com.absence.dialoguesystem.DialogueSoundsPlayer)

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.editor)

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.internals)

Class Dialogue

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

Filter by title

Inheritance

Object	(https://learn.microsoft.com/dotnet/api/system.object)
com.absence.dialoguesystem	(com.absence.dialoguesystem.)
ScriptableObject	
Dialogue	
Dialogue	(com.absence.dialoguesystem.Dialogue)
DialogueAnimationsPlayer	
Inherited Members	
ScriptableObject	(com.absence.dialoguesystem.Dialogue)
ScriptableObject.SetDirty()	
DialogueAnimationsPlayer.WorkMode	(https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(string)	(https://learn.microsoft.com/dotnet/api/system.type)
ScriptableObject.CreateInstance(Type)	(https://learn.microsoft.com/dotnet/api/system.type)
ScriptableObject.CreateInstance<T>()	
DialogueDisplayer	
Object.GetInstanceId()	(com.absence.dialoguesystem.Dialogue)
Object.GetHashCode()	
DialogueExtensionBase	
Object.Equals(object)	(https://learn.microsoft.com/dotnet/api/system.object)
Object.Instantiate(Object, Vector3, Quaternion)	(com.absence.dialoguesystem.DialogueInputHandler_Legacy)
Object.Instantiate(Object, Vector3, Quaternion, Transform)	(com.absence.dialoguesystem.Dialogue)
Object.Instantiate(Object)	
DialogueInstance	
Object.Instantiate(Object, Transform)	(com.absence.dialoguesystem.Dialogue)
Object.Instantiate(Object, Transform, bool)	(https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Instantiate<T>(T)	
EventHandler	
Object.Instantiate<T>(T, Vector3, Quaternion)	(com.absence.dialoguesystem.Dialogue)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)	
DialogueOptionText	
Object.Instantiate<T>(T, Transform)	(com.absence.dialoguesystem.Dialogue)
Object.Instantiate<T>(T, Transform, bool)	(https://learn.microsoft.com/dotnet/api/system.boolean)
DialoguePlayer	
Object.Destroy(Object, float)	(https://learn.microsoft.com/dotnet/api/system.single)
Object.Destroy(Object)	
DialoguePlayer.PlayerState	
Object.DestroyImmediate(Object, bool)	(https://learn.microsoft.com/dotnet/api/system.boolean)
Object.DestroyImmediate(Object)	
DialogueSoundsPlayer	
Object.FindObjectsOfType(Type)	(https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfType(Type, bool)	(https://learn.microsoft.com/dotnet/api/system.type)
Object	(com.absence.dialoguesystem)
Object	(com.absence.dialoguesystem.ByType(Type, FindObjectsSortMode))
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)	(https://learn.microsoft.com/dotnet/api/system.type)
Object.DontDestroyOnLoad(Object)	
Object	(com.absence.dialoguesystem.Destroy(Object, float))
Object	(com.absence.dialoguesystem)
Object	(com.absence.dialoguesystem.DontDestroy)
Object.FindSceneObjectsOfType(Type)	(https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfTypeIncludingAssets(Type)	(https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfType<T>()	
Object.FindObjectsByType<T>(FindObjectsSortMode)	
Object.FindObjectsOfType<T>(bool)	(https://learn.microsoft.com/dotnet/api/system.boolean)
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)	

Object.FindObjectOfType<T>()
 Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Object.FindFirstObjectByType<T>()
 Object.FindAnyObjectByType<T>()
 Object.FindFirstObjectByType<T>(FindObjectsInactive)
 Object.FindAnyObjectByType<T>(FindObjectsInactive)
 Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.dialoguesystem
(com.absence.dialoguesystem)
 Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Dialogue
 Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialogue)
 Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialogueAnimationsPlayer
 Object.ToString()
 (com.absence.dialoguesystem.Dialogue)
 Object.name
 DialogueAnimationsPlayer.Work
 Object.hideFlags
 Mode
 object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
 (com.absence.dialoguesystem.Dialogue)
 equals(system-object-system-object)
 DialogueDisplayer
 object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 (com.absence.dialoguesystem.Dialogue)
 object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
 DialogueExtensionBase
 object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceeequals>)
 (com.absence.dialoguesystem.Dialogue)
Namespace: com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)
Assembly: Assembly: Dialoguesystem!Dialogue

Syntax

```

DialogueInstance
(com.absence.dialoguesystem.Dialogue)
DialogueInstance.BeforeSpeech
public class Dialogue : ScriptableObject
  EventHandler
  (com.absence.dialoguesystem.Dialogue)
  DialogueOptionText
  (com.absence.dialoguesystem.Dialogue)
  DialoguePlayer
  (com.absence.dialoguesystem.Dialogue)
  DialoguePlayer.PlayerState

```

Fields

AllNodes `com.absence.dialoguesystem.Dialogue`
 DialogueSoundsPlayer
 A list of all of the nodes that are in this dialogue.
`(com.absence.dialoguesystem.Dialogue)`

Declaration

com.absence.
dialoguesystem.editor
`[HideInInspector]`
(com.absence.dialoguesystem.)
`public List<Node> AllNodes`

+ com.absence.

dialoguesystem.internals

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

Blackboard

The Blackboard

(com.absence.dialoguesystem.Dialogue.html#com_absence_dialoguesystem_Dialogue_Blackboard) of this dialogue.

Declaration

```
[HideInInspector]
- com.absence.dialoguesystem
  public Blackboard Blackboard
  (com.absence.dialoguesystem.
```

Field Value

Type	Description
DialogueAnimationsPlayer	Blackboard (com.absence.dialoguesystem.internals.Blackboard.html) DialogueAnimationsPlayer.Work

Mode

(com.absence.dialoguesystem.Dialogue)

LastOrCurrentNode

(com.absence.dialoguesystem.Dialogue)

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

Declaration

```
DialogueInputHandler_Legacy
[HideInInspector]
public Node LastOrCurrentNode
(com.absence.dialoguesystem.Dialogue)
  DialogueInstance.BeforeSpeech
```

Field Value

Type	Description
DialogueOptionText	Node (com.absence.dialoguesystem.internals.Node.html)

DialoguePlayer

(com.absence.dialoguesystem.Dialogue)

RootNode

(com.absence.dialoguesystem.Dialogue)

The RootNode (com.absence.dialoguesystem.Dialogue.html#com_absence_dialoguesystem_Dialogue_RootNode) of this dialogue.
(com.absence.dialoguesystem.Dialogue)

com.absence.

dialoguesystem.editor

```
(com.absence.dialoguesystem.
  public RootNode RootNode
+ com.absence.
```

dialoguesystem.internals

(com.absence.dialoguesystem.

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

Properties

People

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



Declaration

- **com.absence.dialoguesystem**

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

(com.absence.dialoguesystem.)

Dialogue

Property

Value

(com.absence.dialoguesystem.Dialogue)

Type

DialogueAnimationsPlayer

Description

(com.absence.dialoguesystem.Dialogue)

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

DialogueAnimationsPlayer.Work

Mode

(com.absence.dialoguesystem.Dialogue)

DialogueDisplayer

(com.absence.dialoguesystem.Dialogue)

DialogueExtensionBase

(com.absence.dialoguesystem.Dialogue)

Clone()

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.Dialogue)

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

DialogueInstance

(com.absence.dialoguesystem.Dialogue)

DialogueInstance.BeforeSpeech

EventHandler

public Dialogue Clone()

(com.absence.dialoguesystem.Dialogue)

DialogueOptionText

(com.absence.dialoguesystem.Dialogue)

Type

DialoguePlayer

Description

(com.absence.dialoguesystem.Dialogue)

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

DialoguePlayer.PlayerState

(com.absence.dialoguesystem.Dialogue)

DialogueSoundsPlayer

(com.absence.dialoguesystem.Dialogue)

CreateNode(Type)

+ **com.absence**.

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

dialoguesystem.editor

Declaration

(com.absence.dialoguesystem.)

+ **com.absence**.

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

dialoguesystem.internals

(com.absence.dialoguesystem.)

Parameters

Type	Name	Description
Type (https://learn.microsoft.com/dotnet/api/system.type)	type	

Returns

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

DeleteNode(Node)

Use com.absence.dialoguesystem.DeleteNode at runtime is not recommended.

(com.absence.dialoguesystem.)

Declaration

Dialogue
(com.absence.dialoguesystem.Dialogue)

public void DeleteNode(Node node)

DialogueAnimationsPlayer

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

Parameters

DialogueAnimationsPlayer.Work

Type	Name	Description
Mode (com.absence.dialoguesystem.DialogueMode)		

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

node

GetAllDialogParts()

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

Dialogue

(com.absence.dialoguesystem.Dialogue)

Declaration

DialogueInstance.BeforeSpeech

EventHandler

public List<DialoguePartNode> GetAllDialogParts()

DialogueOptionText

(com.absence.dialoguesystem.DialogueOptionText)

Returns

DialoguePlayer

Type	Description
com.absence.dialoguesystem.DialoguePlayer	The entire list of DialoguePartNode (com.absence.dialoguesystem.internals.DialoguePartNode.html)s in the current dialogue.

+ com.absence.

dialoguesystem.internals

GetDialogPartNodesWithName(string)

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

Declaration

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

Parameters

Type		Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)		<i>targetName</i>	

- **com.absence.dialoguesystem**

Returns **(com.absence.dialoguesystem.I**

Type	Description
Dialogue List (com.absence.dialoguesystem.DialoguePartNode) (http://tempuri.org/IList`1+List`1) DialogueAnimationsPlayer (com.absence.dialoguesystem.DialogueAnimationsPlayer) < DialogueAnimationsPlayer.WorkMode DialoguePartNode (com.absence.dialoguesystem.DialoguePartNode) DialogueDisplayer > (com.absence.dialoguesystem.DialogueDisplayer)	A list of DialoguePartNode (com.absence.dialoguesystem.internals.DialoguePartNode.html) s with that specific name. Throws an exception nothing's found.

Initialize()

DialogueInstance
It teleports the flow back to the root node
(com.absence.dialoguesystem.DialogueInstance)

Declaration

```
EventHandler  
(com.absence.dialoguesystem.DialogueOptionText  
public void INITIALIZATION()  
DialoguePlayer
```

Override People (List Person)

Override people list or person
DialoguePlayer.PlayerState
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.

(com absence dialoguesystem Dialc)

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

CAUTION: The following
+ com.absence.

Declaration dialoguesystem editor

dialoguesystem.ca

```
(com.absence.dialoguesystem.)  
public void OverridePeople(List<Person> overridePeople)
```

public void U + com.absence

dialoguesystem internal

dialoguesystem.internals

Parameters

(com.absence)

Type

List (<https://>

List (<https://learn.microsoft.com/dotnet/api>)

<Person>

List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) <Person>	<i>overridePeople</i>
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------

Pass(params object[])

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

Declaration

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

- **com.absence.dialoguesystem**
(com.absence.dialoguesystem.)

Parameters

Dialogue

Type	Name	Description
object (https://learn.microsoft.com/dotnet/api/system.object)[] (com.absence.dialoguesystem.Dialogue)	passData	

DialogueAnimationsPlayer

Mode
(com.absence.dialoguesystem.DialogueAnimationsPlayer)

DialogueDisplayer
(com.absence.dialoguesystem.DialogueDisplayer)

DialogueExtensionBase
(com.absence.dialoguesystem.DialogueExtensionBase)

DialogueInputHandler_Legacy
(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

DialogueInstance
(com.absence.dialoguesystem.DialogueInstance)

DialogueInstance.BeforeSpeech
EventHandler
(com.absence.dialoguesystem.DialogueInstance.BeforeSpeech)

DialogueOptionText
(com.absence.dialoguesystem.DialogueOptionText)

DialoguePlayer
(com.absence.dialoguesystem.DialoguePlayer)

DialoguePlayer.PlayerState
(com.absence.dialoguesystem.DialoguePlayer.PlayerState)

DialogueSoundsPlayer
(com.absence.dialoguesystem.DialogueSoundsPlayer)

+ **com.absence.**

dialoguesystem.editor
(com.absence.dialoguesystem.editor)

+ **com.absence.**

dialoguesystem.internals
(com.absence.dialoguesystem.internals)

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

com.absence.dialoguesystem

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

- ↳ **Object**
- ↳ **Component** (<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)
- ↳ **Behaviour** (<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialogueanimationsplayer>)
- ↳ **MonoBehaviour** (<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)
- ↳ **DialogueExtensionBase** (<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialogueextensionbase.html>)
- ↳ **Mode** ↳ **DialogueAnimationsPlayer**

(from **com.absence.dialoguesystem.Dialect**)

DialogueDisplayer

DialogueExtensionBase.m_instance

(<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>) (https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialogueextensionbase.html#com_absence_dialoguesystem_DialogueExtensionBase_m_instance)

_m_instance (<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)

MonoBehaviour.IsInvoking()

DialogueInputHandler.Legacy

MonoBehaviour.CancelInvoke()

(<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)

MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)

DialogueInstance

MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)

(<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)

MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

DialogueInstance.BeforeSpeech

MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

EventHandler

MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

(<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)

MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)

DialogueOptionText

MonoBehaviour.StartCoroutine(IEnumerator)

(<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)

(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)

DialoguePlayer

MonoBehaviour.StartCoroutine_IEnumerator(IEnumerator)

(<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)

(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)

DialoguePlayer.PlayerState

MonoBehaviour.StopCoroutine(IEnumerator)

(<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)

(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)

DialogueSoundsPlayer

MonoBehaviour.StopCoroutine(Coroutine)

(<https://learn.microsoft.com/dotnet/api/comabsence.dialoguesystem.dialect>)

MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Methods

stopAllCoroutines()

MonoBehaviour.StopAllCoroutines() (<https://learn.microsoft.com/dotnet/api/system.object>)

MonoBehaviour.StopAllCoroutines(CancellationToken)

MonoBehaviour.useGUILayout

Members

dialoguesystem.editor

(**com.absence.dialoguesystem**)

BetterEditor

Behaviour.IsActiveAndEnabled

(**com.absence.dialoguesystem**)

Component.GetComponent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Component.GetComponent<T>()

Component.TryGetComponent(Type, out Component) (<https://learn.microsoft.com/dotnet/api/system.type>)

Component.TryGetComponent<T>(out T)

Component.GetComponent(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentInChildren<T>()
Component.GetComponentsInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>(bool, List<T>)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren<T>()
Component.GetComponentsInChildren<T>(List<T>)
Dialogue
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueAnimationsPlayer Work
Component.GetComponentInParent<T>()
Mode
Component.GetComponentsInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentsInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Component.GetComponentsInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentsInParent<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueExtensionBase
Component.GetComponentsInParent<T>()
(com.absence.dialoguesystem.Dialog)
Component.GetComponents(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueInputHandler Legacy
Component.GetComponents(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponents<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
DialogueInstance
1) (com.absence.dialoguesystem.Dialog)
Component.GetComponents<T>()
DialogueInstance BeforeSpeech
Component.CompareTag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
EventHandler
Component.SendMessageUpwards(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueOptionText
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer
Component.SendMessageUpwards(string, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer PlayerState
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueSoundsPlayer
Component.SendMessage(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.BroadcastMessage(string, object, SendMessageOptions)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.BroadcastMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string, SendMessageOptions)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.string>)
Component.transform
Component.gameObject
Component.tag
Object.GetInstanceID()
Object.GetHashCode()

Object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Object.Instantiate<T>(T, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
(com.absence.dialoguesystem.Dialc)
Object.Destroy(Object)
DialogueAnimationsPlayer
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialc)
Object.DestroyImmediate(Object)
DialogueAnimationsPlayer.Work
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Mode
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(com.absence.dialoguesystem.Dialc)
(<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueExtensionBase
Object.DontDestroyOnLoad(Object)
(com.absence.dialoguesystem.Dialc)
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
DialogueInputHandler.Legacy
Object.DestroyObject(Object)
(com.absence.dialoguesystem.Dialc)
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueInstance
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsOfType<T>()
DialogueOptionText
Object.FindObjectsByType<T>(FindObjectsSortMode)
EventHandler
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
DialogueOptionText
ObjectFindObjectOfType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialoguePlayer
Object.FindFirstObjectByType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindAnyObjectByType<T>()
DialoguePlayer.PlayerState
Object.FindFirstObjectByType<T>(FindObjectsInactive)
(com.absence.dialoguesystem.Dialc)
Object.FindAnyObjectByType<T>(FindObjectsInactive)
DialogueSoundsPlayer
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence
dialoguesystem.editor
(com.absence.dialoguesystem.)
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.ToString()
Object.name
com.absence.dialoguesystem.internals
Object.hideFlags
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

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

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

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Dialogue
(com.absence.dialoguesystem.Dialogue)

Methods

DialogueAnimationsPlayer
(com.absence.dialoguesystem.DialogueAnimationsPlayer)

DialogueAnimationsPlayer.Work

OnHandleAdditionalData(AdditionalSpeechData)

Dialogue
(com.absence.dialoguesystem.Dialogue)

Use to define what to do with the current AdditionalSpeechData

DialogueDisplayer

(com.absence.dialoguesystem.internals.AdditionalSpeechData.html). Gets called when the m_instance

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses.

Dialogue
(com.absence.dialoguesystem.Dialogue)

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.Dialogue)

DialogueInstance

public override void OnHandleAdditionalData(AdditionalSpeechData data)

(com.absence.dialoguesystem.Dialogue)

DialogueInstance.BeforeSpeech

Parameters

Event Handler

Type	Name	Description
(com.absence.dialoguesystem.Dialogue)	data	

DialoguePlayer

Overrides
DialoguePlayer.OnHandleAdditionalData(AdditionalSpeechData)

DialoguePlayer.PlayOnState

DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_OnHandleAdditionalData)

DialogueSoundPlayer.com_absence_dialoguesystem_internals_AdditionalSpeechData_

(com.absence.dialoguesystem.Dialogue)

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.editor)

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.internals)

Enum DialogueAnimationsPlayer.WorkMode

Lets you select the way this extension uses the AnimatorMemberName

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

- com.absence.dialoguesystem

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

Assembly: Assembly-CSharp-firstpass.dll
Dialogue

Syntax (com.absence.dialoguesystem.Dialc

DialogueAnimationsPlayer

public enum DialogueAnimationsPlayer.WorkMode

DialogueAnimationsPlayer.Work

Mode

(com.absence.dialoguesystem.Dialc

DialogueDisplayer

(com.absence.dialoguesystem.Dialc

Fields

Name	Description
DialogueExtensionBase	
(com.absence.dialoguesystem.Dialc	
CrossDialogueInputHandler_Legacy	
(com.absence.dialoguesystem.Dialc	
SetTrigger	
DialogueInstance	
(com.absence.dialoguesystem.Dialc	
DialogueInstance.BeforeSpeech	
EventHandler	
(com.absence.dialoguesystem.Dialc	
DialogueOptionText	
(com.absence.dialoguesystem.Dialc	
DialoguePlayer	
(com.absence.dialoguesystem.Dialc	
DialoguePlayer.PlayerState	
(com.absence.dialoguesystem.Dialc	
DialogueSoundsPlayer	
(com.absence.dialoguesystem.Dialc	

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.e)

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.i)

Class DialogueDisplay

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

Inheritance

com.absence.dialoguesystem

↳ **com.absence.dialoguesystem** (https://learn.microsoft.com/dotnet/api/system.object)

↳ Object
↳ Dialogue
↳ Component
↳ com.absence.dialoguesystem.DialogBehaviour
↳ DialogueAnimationsPlayer
↳ MonoBehaviour
↳ com.absence.dialoguesystem.Dialog
↳ StaticInstance<DialogueDisplay> (com.absence.dialoguesystem.DialogDisplay.html)>
Mode ↳ Singleton<DialogueDisplay> (com.absence.dialoguesystem.DialogDisplay.html)>
↳ com.absence.dialoguesystem.DialogDisplay
↳ DialogueDisplay
↳ com.absence.dialoguesystem.Dialog

Inherited Members

(com.absence.dialoguesystem.Dialog)
Singleton<DialogueDisplay>.Awake()
DialogueExtensionBase
StaticInstance<DialogueDisplay>.OnApplicationQuit()
(com.absence.dialoguesystem.Dialog)
StaticInstance<DialogueDisplay>.Instance
DialogueInputHandler.Legacy
MonoBehaviour.Invoke()
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.CancelInvoke()
DialogueInstance
MonoBehaviour.Invoke(string, float) (https://learn.microsoft.com/dotnet/api/system.string)
MonoBehaviour.InvokeRepeating(string, float, float) (https://learn.microsoft.com/dotnet/api/system.string)
DialogueInstance.BeforeSpeech
MonoBehaviour.CancelInvoke(string) (https://learn.microsoft.com/dotnet/api/system.string)
EventHandler
MonoBehaviour.Invoke(string) (https://learn.microsoft.com/dotnet/api/system.string)
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.StartCoroutine(string) (https://learn.microsoft.com/dotnet/api/system.string)
DialogueOptionText
MonoBehaviour.StartCoroutine(string, object) (https://learn.microsoft.com/dotnet/api/system.string)
MonoBehaviour.StartCoroutine(IEnumerator)
DialoguePlayer
(https://learn.microsoft.com/dotnet/api/system.collections.ienumerator)
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.StartCoroutine_Auto(IEnumerator)
DialoguePlayer.PlayerState
(https://learn.microsoft.com/dotnet/api/system.collections.ienumerator)
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.StopCoroutine(IEnumerator)
DialogueSoundsPlayer
(https://learn.microsoft.com/dotnet/api/system.collections.ienumerator)
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.StopCoroutine(Coroutine)

↳ **com.absence.stopCoroutine(string)** (https://learn.microsoft.com/dotnet/api/system.string)

MonoBehaviour.StopAllCoroutines()

MonoBehaviour.print(object) (https://learn.microsoft.com/dotnet/api/system.object)

MonoBehaviour.destroyCancellationToken

↳ **com.absence.UseGUILayout**

dialoguesystem.Editor

com.absence.dialoguesystem

MonoBehaviour.DestroyCancelledToken

Behaviour.enabled

Component.GetComponent(Type) (https://learn.microsoft.com/dotnet/api/system.type)

Component.GetComponent<T>()

Component.TryGetComponent(Type, out Component) (https://learn.microsoft.com/dotnet/api/system.type)

Component.TryGetComponent<T>(out T)

Component.GetComponent(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentInChildren<T>()
Component.GetComponentsInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
com.absence.dialoguesystem
(com.absence.dialoguesystem)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>()
Dialogue
Component.GetComponentsInChildren<T>(List<T>)
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
DialogueAnimationsPlayer
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer.Work
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Mode
Component.GetComponentInParent<T>()
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Component.GetComponentsInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueExtensionBase
Component.GetComponentsInParent<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInParent<T>()
DialogueInputHandler.Legacy
Component.GetComponents(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponent(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueInstance
Component.GetComponents<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
1) DialogueInstance.BeforeSpeech
Component.GetComponents<T>()
EventHandler
Component.CompareTag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.SendMessageUpwards(string, object, SendMessageOptions)
DialogueOptionText
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.SendMessageUpwards(string, SendMessageOptions)
DialoguePlayer.PlayerState
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueSoundsPlayer
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.SendMessage(string, object, SendMessageOptions)
(<https://learn.microsoft.com/dotnet/api/system.string>)
com.absence.dialoguesystem.editor
(com.absence.dialoguesystem)
(<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string, object, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string, SendMessageOptions)
com.absence.dialoguesystem.internals
(com.absence.dialoguesystem)
(<https://learn.microsoft.com/dotnet/api/system.string>)
Component.transform
Component.gameObject
Component.tag
Object.GetInstanceID()

Object.GetHashCode()
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object.equals>)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Instantiate<T>(T)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Dialogue
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialogue)
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
DialogueAnimationsPlayer
Object.Destroy(Object)
(com.absence.dialoguesystem.Dialogue)
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueAnimationsPlayer.Work
Object.DestroyImmediate(Object)
Mode
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialogue)
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialogue)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
DialogueExtensionBase
(<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialogue)
Object.DontDestroyOnLoad(Object)
DialogueInputHandler_Legacy
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
(com.absence.dialoguesystem.Dialogue)
Object.DestroyObject(Object)
DialogueInstance
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialogue)
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueInstance.BeforeSpeech
Object.FindObjectsOfType<T>()
EventHandler
Object.FindObjectsByType<T>(FindObjectsSortMode)
(com.absence.dialoguesystem.Dialogue)
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueOptionText
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
(com.absence.dialoguesystem.Dialogue)
Object.FindObjectOfType<T>()
DialoguePlayer
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialogue)
Object.FindFirstObjectOfType<T>()
DialoguePlayer.PlayerState
Object.FindAnyObjectOfType<T>()
(com.absence.dialoguesystem.Dialogue)
Object.FindFirstObjectOfType<T>(FindObjectsInactive)
DialogueSoundsPlayer
Object.FindAnyObjectOfType<T>(FindObjectsInactive)
(com.absence.dialoguesystem.Dialogue)
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.dialoguesystem.editor
(com.absence.dialoguesystem.)
Object.FindFirstObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindAnyObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.dialoguesystem.internals
(com.absence.dialoguesystem.internals)
Object.name
Object.hideFlags
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

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

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

Assembly: Assembly-CSharp-firstpass.dll

Syntax



[AddComponentMenu("absencee_absent-dialogues/Dialogue Displayer")]

- **com.absence.dialoguesystem**

(com.absence.dialoguesystem.)

Dialogue

(com.absence.dialoguesystem.Dialogue)

Methods

DialogueAnimationsPlayer

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

DialogueAnimationsPlayer.Work

Display(Person, string)

(com.absence.dialoguesystem.Dialogue.Display)

Displays a speech with no options.

DialogueDisplayer

(com.absence.dialoguesystem.Dialogue.Displayer)

Declaration

DialogueExtensionBase

(com.absence.dialoguesystem.DialogueExtensionBase)

public void Display(Person speaker, string speech)

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

Parameters

DialogueInstance

(com.absence.dialoguesystem.DialogueInstance)

Type

DialogueInstance.BeforeSpeech

Person

EventHandler

(com.absence.dialoguesystem.DialogueEventHandler)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

DialogueOptionText

(com.absence.dialoguesystem.DialogueOptionText)

DialoguePlayer

(com.absence.dialoguesystem.DialoguePlayer)

DialoguePlayer.PlayerState

Displays a speech with options.

(com.absence.dialoguesystem.Dialogue)

DialogueSoundsPlayer

(com.absence.dialoguesystem.DialogueSoundsPlayer)

+ **com.absence.dialoguesystem.editor**

(com.absence.dialoguesystem.editor)

Parameters

+ **com.absence.**

Type **com.absence.dialoguesystem.internals**

(com.absence.dialoguesystem.internals)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

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

Option (com.absence.dialoguesystem.internals.Option.html) >

Name

Description

Type	speaker	
	speech	

Name

Description

Type	speaker	
	speech	
	options	

Class DialogueExtensionBase

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

Filter by title

Inheritance

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

(com.absence.dialoguesystem.)

↳ Component

↳ Behaviour

(com.absence.dialoguesystem.DialogueExtensionBase)

↳ MonoBehaviour

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

↳ DialogueExtensionBase

(com.absence.dialoguesystem.DialogueExtensionBase)

↳ DialogueAnimationsPlayer (com.absence.dialoguesystem.DialogueAnimationsPlayer.html)

Mode ↳ DialogueInputHandler_Legacy (com.absence.dialoguesystem.DialogueInputHandler_Legacy.html)

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

↳ DialogueSoundsPlayer (com.absence.dialoguesystem.DialogueSoundsPlayer.html)

(com.absence.dialoguesystem.DialogueSoundsPlayer)

Inherited Members

(com.absence.dialoguesystem.DialogueExtensionBase)

MonoBehaviour.IsInvoking()

DialogueExtensionBase

MonoBehaviour.CancelInvoke()

(com.absence.dialoguesystem.DialogueExtensionBase)

MonoBehaviour.Invoke(string, float)

(<https://learn.microsoft.com/dotnet/api/system.string>)

MonoBehaviour.InvokeRepeating(string, float, float)

(<https://learn.microsoft.com/dotnet/api/system.string>)

(com.absence.dialoguesystem.DialogueExtensionBase)

MonoBehaviour.CancelInvoke(string)

(<https://learn.microsoft.com/dotnet/api/system.string>)

MonoBehaviour.IsInvoking(string)

(<https://learn.microsoft.com/dotnet/api/system.string>)

MonoBehaviour.StartCoroutine(string)

(<https://learn.microsoft.com/dotnet/api/system.string>)

MonoBehaviour.StartCoroutine(string, object)

(<https://learn.microsoft.com/dotnet/api/system.string>)

MonoBehaviour.StartCoroutine(IEnumerator)

(com.absence.dialoguesystem.DialogueExtensionBase)

(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)

DialogueOption.Text

MonoBehaviour.StartCoroutine_Auto(IEnumerator)

(com.absence.dialoguesystem.DialogueExtensionBase)

(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)

DialoguePlayer

MonoBehaviour.StopCoroutine(IEnumerator)

(com.absence.dialoguesystem.DialogueExtensionBase)

(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)

DialoguePlayer.PlayerState

MonoBehaviour.StopCoroutine(Coroutine)

(com.absence.dialoguesystem.DialogueExtensionBase)

MonoBehaviour.StopCoroutine(string)

(<https://learn.microsoft.com/dotnet/api/system.string>)

MonoBehaviour.StopAllCoroutines()

(com.absence.dialoguesystem.DialogueExtensionBase)

MonoBehaviour.print(object)

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

MonBehaviour

destroyCancelledToken

MonoBehaviour.isCancelled

MonoBehaviour.runEditMode

Behaviour.enabled

Behaviour.enabledAndEnabled

Component.GetComponent(Type)

(<https://learn.microsoft.com/dotnet/api/system.type>)

Component.GetComponent<T>(out T)

(com.absence.dialoguesystem.)

Component.TryGetComponent(Type, out Component)

(<https://learn.microsoft.com/dotnet/api/system.type>)

Component.TryGetComponent<T>(out T)

(com.absence.dialoguesystem.)

Component.GetComponent(string)

(<https://learn.microsoft.com/dotnet/api/system.string>)

Component.GetComponentInChildren(Type, bool)

(<https://learn.microsoft.com/dotnet/api/system.type>)

Component.GetComponentInChildren(Type)

(<https://learn.microsoft.com/dotnet/api/system.type>)

Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentInChildren<T>()
Component.GetComponentsInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>(bool, List<T>)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>()
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Dialogue
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueAnimationsPlayer
Component.GetComponentInParent<T>()
(com.absence.dialoguesystem.Dialog)
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer.Work
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Mode
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
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Component.GetComponentInParent<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
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Component.GetComponentInParent<T>()
(com.absence.dialoguesystem.Dialog)
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DialogueExtensionBase
Component.GetComponents(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponents<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
DialogueInputHandler_Legacy
1)
(com.absence.dialoguesystem.Dialog)
Component.GetComponent<T>()
DialogueInstance
Component.CompareTag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessageUpwards(string, object, SendMessageOptions)
DialogueInstance.BeforeSpeech
(<https://learn.microsoft.com/dotnet/api/system.string>)
EventHandler
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueOptionText
Component.SendMessageUpwards(string, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer.PlayerState
Component.SendMessage(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueSoundsPlayer
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.BroadcastMessage(string, object, SendMessageOptions)
(<https://learn.microsoft.com/dotnet/api/system.string>)
com.absence.dialoguesystem.editor
(com.absence.dialoguesystem.)
Component.BroadcastMessage(string, SendMessageOptions)
com.absence.dialoguesystem.internals
Component.tag
Object.GetInstanceID()
Object.GetHashCode()
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
Object.Instantiate(Object, Vector3, Quaternion)

Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
com.absence.dialoguesystem.
(com.absence.dialoguesystem.)
Object.Destroy(Object)
Dialogue
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialc)
Object.DestroyImmediate(Object)
DialogueAnimationsPlayer
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer.Work
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
Mode
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(com.absence.dialoguesystem.Dialc)
(<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Object.DontDestroyOnLoad(Object)
(com.absence.dialoguesystem.Dialc)
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
DialogueExtensionBase
Object.DestroyObject(Object)
(com.absence.dialoguesystem.Dialc)
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueInputHandler.Legacy
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsOfType<T>()
DialogueInstance
Object.FindObjectsByType<T>(FindObjectsSortMode)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueInstance.BeforeSpeech
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
EventHandler
Object.FindObjectOfType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueOptionText
Object.FindFirstObjectByType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindAnyObjectByType<T>()
DialoguePlayer
Object.FindFirstObjectByType<T>(FindObjectsInactive)
(com.absence.dialoguesystem.Dialc)
Object.FindAnyObjectByType<T>(FindObjectsInactive)
DialoguePlayer.PlayerState
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueSoundsPlayer
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.
dialoguesystem.editor.
(com.absence.dialoguesystem.)
Object.ToString()
Object.
Object.HideFlags
com.absence.
dialoguesystem.internals
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(com.absence.dialoguesystem.)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

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

Syntax

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

▼

- com.absence.dialoguesystem

Fields

(com.absence.dialoguesystem.)

m_instance <code>Dialogue</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code> <code>DialogueAnimationsPlayer</code> <code>DialogueExtensionBase.html</code> component attached to the current game object <code>DialogueAnimationsPlayer.Work</code> <code>Mode</code> Declaration <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code> <code>DialogueDisplayer</code> <code>[SerializeField]</code> <code>[com.absence.dialoguesystem.DialogueExtensionBase.html]</code> <code>[ReadOnly]</code> <code>protected DialogueInstance m_instance</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code> <code>DialogueInputHandler_Legacy</code>

Field Value

Type	Description
<code>DialogueInstance</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	

<code>DialogueInstance</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	<code>BeforeSpeech</code>
-------------------------------------------------------------------------------------------------------	---------------------------

<code>EventHandler</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	
---------------------------------------------------------------------------------------------------	--

<code>DialogueOptionText</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	
---------------------------------------------------------------------------------------------------------	--

<code>DialoguePlayer</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	
-----------------------------------------------------------------------------------------------------	--

<code>DialoguePlayer.PlayerState</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	
-----------------------------------------------------------------------------------------------------------------	--

<code>OnHandleAdditionalData(AdditionalSpeechData)</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	
-----------------------------------------------------------------------------------------------------------------------------------	--

<code>DialogueSoundPlayer</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	
----------------------------------------------------------------------------------------------------------	--

<code>+ com.absence.</code> <code>dialoguesystem.editor</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	
-------------------------------------------------------------------------------------------------------------------------------------------	--

<code>+ com.absence.</code> <code>public abstract void OnHandleAdditionalData(AdditionalSpeechData data)</code> <code>dialoguesystem.internals</code> <code>(com.absence.dialoguesystem.DialogueExtensionBase.html)</code>	
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--

<code>Parameters</code>	
-------------------------	--

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

▼

- **com.absence.dialoguesystem**
(com.absence.dialoguesystem.)

Dialogue
(com.absence.dialoguesystem.Dialogue)
DialogueAnimationsPlayer
(com.absence.dialoguesystem.DialogueAnimationsPlayer)
DialogueAnimationsPlayer.WorkMode
(com.absence.dialoguesystem.DialogueAnimationsPlayer.WorkMode)
DialogueDisplayer
(com.absence.dialoguesystem.DialogueDisplayer)
DialogueExtensionBase
(com.absence.dialoguesystem.DialogueExtensionBase)
DialogueInputHandler_Legacy
(com.absence.dialoguesystem.DialogueInputHandler_Legacy)
DialogueInstance
(com.absence.dialoguesystem.DialogueInstance)
DialogueInstance.BeforeSpeech
EventHandler
(com.absence.dialoguesystem.EventHandler)
DialogueOptionText
(com.absence.dialoguesystem.DialogueOptionText)
DialoguePlayer
(com.absence.dialoguesystem.DialoguePlayer)
DialoguePlayer.PlayerState
(com.absence.dialoguesystem.DialoguePlayer.PlayerState)
DialogueSoundsPlayer
(com.absence.dialoguesystem.DialogueSoundsPlayer)

+ **com.absence.**
dialoguesystem.editor
(com.absence.dialoguesystem.editor)

+ **com.absence.**
dialoguesystem.internals
(com.absence.dialoguesystem.internals)

Class DialogueInputHandler_Legacy

Inheritance

↳ [Filter by title](#)
↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [Object](#)
- **com.absence.dialoguesystem**
(com.absence.dialoguesystem.)
↳ [MonoBehaviour](#)
Dialogue
↳ [DialogueExtensionBase](#) (com.absence.dialoguesystem.DialogueExtensionBase.html)
(com.absence.dialoguesystem.Dialect)
↳ [DialogueInputHandler_Legacy](#)
DialogueAnimationsPlayer

Inherited Members

(com.absence.dialoguesystem.Dialect)
DialogueAnimationsPlayer.WorkMode
DialogueExtensionBase.m_Instance
(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase_m_instance)
MonoBehaviour.Invoke()
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.InvokeRepeating(string, float, float)
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.CancelInvoke()
DialogueExtensionBase
DialogueInputHandler_Legacy
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.StartCoroutine(string)
(com.absence.dialoguesystem.Dialect)
DialogueInstance
MonoBehaviour.StartCoroutine(string, Object)
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.StartCoroutine(IEnumerator)
DialoguePlayer
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.StartCoroutine_IEnumerator()
DialogueOptionText
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.StopCoroutine(IEnumerator)
(com.absence.dialoguesystem.Dialect)
DialoguePlayer
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.StopCoroutine(string)
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.StopAllCoroutines()
DialoguePlayer.PlayerState
MonoBehaviour.print(object)
(com.absence.dialoguesystem.Dialect)
MonoBehaviour.Destroy(CancellationTokenToken)
MonoBehaviour.useGUILayout
MonoBehaviour.runInEditMode
+ **com.absence.dialoguesystem.editor**
(com.absence.dialoguesystem.)
Behaviour.enabled
Behaviour.IsActiveAndEnabled
+ **com.absence.dialoguesystem.internals**
(com.absence.dialoguesystem.)
Component.GetComponent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponent<T>()
Component.TryGetComponent(Type, out Component) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.TryGetComponent<T>(out T)
Component.GetComponent(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Component.GetComponentInChildren<T>()
Component.GetComponentsInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>(bool, List<T>)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>()
Component.GetComponentsInChildren<T>(List<T>)
+ com.absence.dialoguesystem
(com.absence.dialoguesystem)
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Dialogue
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialogue)
Component.GetComponentInParent<T>()
DialogueAnimationsPlayer
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialogue)
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer.WorkMode
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialogue)
Component.GetComponentInParent<T>()
DialogueDisplayer
Component.GetComponents(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialogue)
Component.GetComponents(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueExtensionBase
Component.GetComponents<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
(com.absence.dialoguesystem.Dialogue)
1) DialogueInputHandler_Legacy
Component.GetComponents<T>()
(com.absence.dialoguesystem.Dialogue)
Component.CompareIag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInstance
Component.SendMessageUpwards(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialogue)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInstance.BeforeSpeech
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
EventHandler
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialogue)
Component.SendMessageUpwards(string, SendMessageOptions)
DialogueOptionText
(<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialogue)
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialogue)
Component.SendMessage(string, object, SendMessageOptions)
DialoguePlayer.PlayerState
(<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialogue)
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueSoundsPlayer
Component.BroadcastMessage(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialogue)
(<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string, SendMessageOptions)
+ com.absence.dialoguesystem.editor
(com.absence.dialoguesystem)
(<https://learn.microsoft.com/dotnet/api/system.string>)
+ com.absence
dialoguesystem.internals
(com.absence.dialoguesystem.i
Object.GetInstanceID()
Object.GetHashCode()
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)

Object.Instantiate(Object)
 Object.Instantiate(Object, Transform)
 Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Object.Instantiate<T>(T)
 Object.Instantiate<T>(T, Vector3, Quaternion)
 Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
 Object.Instantiate<T>(T, Transform)
 Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
 Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Dialogue
 Object.DestroyImmediate(Object)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialogueAnimationsPlayer
 Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialogueAnimationsPlayer.Work
 Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
 Mode
 (https://learn.microsoft.com/dotnet/api/system.type)
 (com.absence.dialoguesystem.Dialc
 Object.DontDestroyOnLoad(Object)
 DialogueDisplayer
 Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
 (com.absence.dialoguesystem.Dialc
 Object.DestroyObject(Object)
 DialogueExtensionBase
 Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialogueInputHandler_Legacy
 Object.FindObjectsOfType<T>()
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsByType<T>(FindObjectsSortMode)
 DialogueInstance
 Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
 DialogueInstance.BeforeSpeech
 Object.FindObjectOfType<T>()
 EventHandler
 Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 (com.absence.dialoguesystem.Dialc
 Object.FindFirstObjectByType<T>()
 DialogueOptionText
 Object.FindAnyObjectByType<T>()
 (com.absence.dialoguesystem.Dialc
 Object.FindFirstObjectByType<T>(FindObjectsInactive)
 DialoguePlayer
 Object.FindAnyObjectByType<T>(FindObjectsInactive)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialoguePlayer.PlayerState
 Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialc
 Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialogueSoundsPlayer
 Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.
dialoguesystem.editor
(com.absence.dialoguesystem.)
 Object.name
com.absence.
dialoguesystem.internals
(com.absence.dialoguesystem.i
 object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
 object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
 object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
Namespace: com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)
Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class DialogueInputHandler_Legacy : DialogueExtensionBase
```



Methods

- com.absence.dialoguesystem

(com.absence.dialoguesystem. OnHandleAdditionalData(AdditionalSpeechData))

Dialogue

Use to define what to do with the current AdditionalSpeechData

(com.absence.dialoguesystem.internals.AdditionalSpeechData.html). Gets called when the m_instance

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses
_m_instance) progresses Player.Work

Mode

Declaration

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses

DialogueDisplayer

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

DialogueExtensionBase

Parameters

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses

AdditionalSpeechData

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

Type	Name	Description
DialogueInputHandler_Legacy		
AdditionalSpeechData	data	

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses

Overrides

EventHandler

DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses

DialogueOptionText

_OnHandleAdditionalData_com_absence_dialoguesystem_internals_AdditionalSpeechData_

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses

DialoguePlayer

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses

DialoguePlayer.PlayerState

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses

DialogueSoundsPlayer

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.

Class DialogueInstance

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

Filter by title

Inheritance

Object (<https://learn.microsoft.com/dotnet/api/system.object>)
(com.absence.dialoguesystem.)

↳ Component
↳ Dialogue
↳ Behaviour
(com.absence.dialoguesystem.Dialogue)
↳ MonoBehaviour
↳ DialogueAnimationsPlayer
(com.absence.dialoguesystem.Dialogue)
↳ DialogueAnimationsPlayer.Work

Inherited Members

Mode
MonoBehaviour.IsInvoking()
(com.absence.dialoguesystem.Dialogue)
MonoBehaviour.CancelInvoke()
DialogueDisplayer
MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueExtensionBase
MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInputHandler_Legacy
MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialogue)
MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInstance
MonoBehaviour.StartCoroutine(IEnumerator)
(com.absence.dialoguesystem.Dialogue)
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
DialogueInstance.BeforeSpeech
MonoBehaviour.StartCoroutine_Auto(IEnumerator)
EventHandler
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
(com.absence.dialoguesystem.Dialogue)
MonoBehaviour.StopCoroutine(IEnumerator)
DialogueOptionText
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
(com.absence.dialoguesystem.Dialogue)
MonoBehaviour.StopCoroutine(Coroutine)
DialoguePlayer
MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialogue)
MonoBehaviour.StopAllCoroutines()
DialoguePlayer.PlayerState
MonoBehaviour.print(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
(com.absence.dialoguesystem.Dialogue)
MonoBehaviour.destroy(CancellationToken)
DialogueSoundsPlayer
MonoBehaviour.useGUILayout
(com.absence.dialoguesystem.Dialogue)
MonoBehaviour.runEditMode

Behaviours

Behaviour.IsActiveAndEnabled
dialoguesystem.editor
(com.absence.dialoguesystem.)

Component.GetComponent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponent<T>()
Component.GetComponent(Type, out Component) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component<T>(<T>)(out T)
Component.GetComponent(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.)
Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentInChildren<T>()
Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)

Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>(bool, List<T>)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>()
Component.GetComponentsInChildren<T>(List<T>)
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
~~com.absence.dialoguesystem~~
~~(com.absence.dialoguesystem.)~~
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentInParent<T>()
Dialogue
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentInParent<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueAnimationsPlayer Work
Component.GetComponentInParent<T>()
Mode
Component.GetComponents(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponents(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Component.GetComponent<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
(com.absence.dialoguesystem.Dialog)
DialogueExtensionBase
Component.GetComponents<T>()
(com.absence.dialoguesystem.Dialog)
Component.CompareTag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInputHandler_Legacy
Component.SendMessageUpwards(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInstance
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInstance.BeforeSpeech
Component.SendMessageUpwards(string, SendMessageOptions)
EventHandler
(<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueOptionText
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessage(string, object, SendMessageOptions)
DialoguePlayer
(<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer.PlayerState
Component.BroadcastMessage(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueSoundsPlayer
Component.BroadcastMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string, SendMessageOptions)
(<https://learn.microsoft.com/dotnet/api/system.string>)
~~com.absence.~~
~~dialoguesystem.editor~~
~~(com.absence.dialoguesystem.)~~
Component.gameObject
Component.transform
~~com.absence.~~
dialoguesystem.internals
Object.GetInstanceID()
Object.GetHashCode()
(com.absence.dialoguesystem.)
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)

Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
Object.Destroy(Object)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(com.absence.dialoguesystem.Dialc)
(<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer.Work
Object.DontDestroyOnLoad(Object)
Mode
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
(com.absence.dialoguesystem.Dialc)
Object.DestroyObject(Object)
DialogueDisplayer
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueExtensionBase
Object.FindObjectsOfType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsByType<T>(FindObjectsSortMode)
DialogueInputHandler_Legacy
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
DialogueInstance
Object.FindObjectOfType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueInstance.BeforeSpeech
Object.FindFirstObjectByType<T>()
EventHandler
Object.FindAnyObjectByType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindFirstObjectByType<T>(FindObjectsInactive)
DialogueOptionText
Object.FindAnyObjectByType<T>(FindObjectsInactive)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialoguePlayer
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialoguePlayer.PlayerState
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueSoundsPlayer
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.Trait
com.absence.
dialoguesystem.editor
(com.absence.dialoguesystem.)
Object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
(object, object))
Object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
Object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
(com.absence.dialoguesystem.)
Object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

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

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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



Properties

- com.absence.dialoguesystem

(com.absence.dialoguesystem.Player)

Dialogue

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

Declaration

(com.absence.dialoguesystem.DialoguePlayer)

DialogueAnimationsPlayer
Mode

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

public DialoguePlayer Player { get; }

Properties

Display

(com.absence.dialoguesystem.DialogueDisplay)

Type

DialogueExtensionBase

Description

DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer)	
------------------------------------------------------------	--

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.DialogueInputHandler)

DialogueInstance

(com.absence.dialoguesystem.DialogueInstance)

DialogueInstance.BeforeSpeech

EventHandler

(com.absence.dialoguesystem.DialogueEventHandler)

Methods

AddExtension<T>()

DialogueOptionText

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

(com.absence.dialoguesystem.DialogueExtensionBase)

Declaration

DialoguePlayer.PlayerState

(com.absence.dialoguesystem.DialoguePlayer)

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

(com.absence.dialoguesystem.DialoguePlayer)

Type Parameters

+ com.absence.

dialoguesystem.internals

EnterDialogue(dialoguesystem.internals.EnterDialogue)

Use to enter dialogue.

Declaration

```
public bool EnterDialogue()
```

Returns

Type	Description
bool	False if the DialogueDisplayer (<code>com.absence.dialoguesystem.DialogueDisplayer.html</code>) is already occupied by any other script. Returns true otherwise.

Dialogue

(`com.absence.dialoguesystem.Dialogue`)

DialogueAnimationsPlayer

(`com.absence.dialoguesystem.DialogueAnimationsPlayer`)

Use to exit current dialogue.

DialogueAnimationsPlayer.Work

Declaration

(`com.absence.dialoguesystem.Dialogue`)

`DialogueDisplayDialogue()`

(`com.absence.dialoguesystem.Dialogue`)

DialogueExtensionBase

(`com.absence.dialoguesystem.Dialogue`)

DialogueInputHandler_Legacy

Events

(`com.absence.dialoguesystem.Dialogue`)

DialogueInstance

(`com.absence.dialoguesystem.Dialogue`)

OnBeforeSpeech

DialogueInstance.BeforeSpeech

EventHandler

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

(`com.absence.dialoguesystem.Dialogue`)

Declaration

(`com.absence.dialoguesystem.Dialogue`)

`DialoguePlayer`

public event DialogueInstance.BeforeSpeechEventHandler OnBeforeSpeech

(`com.absence.dialoguesystem.Dialogue`)

DialoguePlayer.PlayerState

Event Type

(`com.absence.dialoguesystem.Dialogue`)

Type

DialogueSoundsPlayer

(`com.absence.dialoguesystem.Dialogue`)

DialogueInstance (`com.absence.dialoguesystem.DialogueInstance.html`).

+ com.absence.dialoguesystem.EventHandler

(`com.absence.dialoguesystem.EventHandler`)

(`com.absence.dialoguesystem.`)

+ com.absence.

OnHandleAdditionalData

(`com.absence.dialoguesystem`)

The Action which will get invoked when `HandleAdditionalData()`

(`com.absence.dialoguesystem.DialogueInstance.html#com_absence_dialoguesystem_DialogueInstance_HandleAdditionalData`) gets called.

Declaration

Description

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

Event Type

Type	Description
Action (https://learn.microsoft.com/dotnet/api/system.action-1) <AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) >	
- com.absence.dialoguesystem	
(com.absence.dialoguesystem.)	
Dialogue	
(com.absence.dialoguesystem.Dialogue)	
DialogueAnimationsPlayer	
(com.absence.dialoguesystem.DialogueAnimationsPlayer)	
DialogueAnimationsPlayer.WorkMode	
(com.absence.dialoguesystem.DialogueAnimationsPlayer.WorkMode)	
DialogueDisplayer	
(com.absence.dialoguesystem.DialogueDisplayer)	
DialogueExtensionBase	
(com.absence.dialoguesystem.DialogueExtensionBase)	
DialogueInputHandler_Legacy	
(com.absence.dialoguesystem.DialogueInputHandler_Legacy)	
DialogueInstance	
(com.absence.dialoguesystem.DialogueInstance)	
DialogueInstance.BeforeSpeech	
EventHandler	
(com.absence.dialoguesystem.EventHandler)	
DialogueOptionText	
(com.absence.dialoguesystem.DialogueOptionText)	
DialoguePlayer	
(com.absence.dialoguesystem.DialoguePlayer)	
DialoguePlayer.PlayerState	
(com.absence.dialoguesystem.DialoguePlayer.PlayerState)	
DialogueSoundsPlayer	
(com.absence.dialoguesystem.DialogueSoundsPlayer)	
+ com.absence.	
dialoguesystem.editor	
(com.absence.dialoguesystem.editor)	
+ com.absence.	
dialoguesystem.internals	
(com.absence.dialoguesystem.internals)	

Delegate DialogueInstance.BeforeSpeech EventHandler

▼ Filter by title

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

Assembly: Assembly-CSharp-firstpass.dll
- **com.absence.dialoguesystem**

Syntax **(com.absence.dialoguesystem.**

Dialogue
public delegate void DialogueInstance.BeforeSpeechEventHandler(ref Person speaker, ref string
(com.absence.dialoguesystem.DialogueAnimationsPlayer
g speech, ref List<Option> options)

Parameters
DialogueAnimationsPlayer.Work

Type		Name	Description
Mode (com.absence.dialoguesystem.DialogueAnimationsPlayer)			
Person (com.absence.dialoguesystem.DialogueExtender)	speaker		
string (https://learn.microsoft.com/dotnet/api/system.string) DialogueExtensionBase	speech		
List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)< Option (com.absence.dialoguesystem.internals.Option.html)>	options		

(com.absence.dialoguesystem.DialogueAnimationsPlayer)
DialogueInstance
(com.absence.dialoguesystem.DialogueExtender)
DialogueInstance.BeforeSpeech
EventHandler
(com.absence.dialoguesystem.DialogueExtender)
DialogueOptionText
(com.absence.dialoguesystem.DialogueExtender)
DialoguePlayer
(com.absence.dialoguesystem.DialogueExtender)
DialoguePlayer.PlayerState
(com.absence.dialoguesystem.DialogueExtender)
DialogueSoundsPlayer
(com.absence.dialoguesystem.DialogueExtender)

+ **com.absence.**

dialoguesystem.editor
(com.absence.dialoguesystem.editor)

+ **com.absence.**

dialoguesystem.internals
(com.absence.dialoguesystem.internals)

Class DialogueOptionText

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

Filter by title

Inheritance

Object (<https://learn.microsoft.com/dotnet/api/system.object>)
(com.absence.dialoguesystem.)

↳ Component
↳ Dialogue
↳ Behaviour
DialogueAnimationsPlayer
DialogueOptionText
DialogueAnimationsPlayer.Work

Inherited Members

Mode
MonoBehaviour.IsInvoking()
(<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogueoptiontext.isinvoking>)
MonoBehaviour.CancelInvoke()
DialogueDisplayer
MonoBehaviour.Invoke(string, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
MonoBehaviour.InvokeRepeating(string, float, float) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueExtensionBase
MonoBehaviour.CancelInvoke(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
MonoBehaviour.IsInvoking(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInputHandler_Legacy
MonoBehaviour.StartCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogueoptiontext.startcoroutine>)
MonoBehaviour.StartCoroutine(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInstance
MonoBehaviour.StartCoroutine(IEnumerator)
(<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogueoptiontext.startcoroutine>)
DialogueInstance.BeforeSpeech
MonoBehaviour.StartCoroutine_Auto(IEnumerator)
EventHandler
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
(<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogueoptiontext.startcoroutineauto>)
DialogueOptionText
(<https://learn.microsoft.com/dotnet/api/system.collections.ienumerator>)
(<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogueoptiontext>)
MonoBehaviour.StopCoroutine(Coroutine)
DialoguePlayer
MonoBehaviour.StopCoroutine(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogueoptiontext.stopcoroutine>)
MonoBehaviour.StopAllCoroutines()
DialoguePlayer.PlayerState
MonoBehaviour.print(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
(<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogueoptiontext.print>)
MonoBehaviour.destroy(CancellationToken)
DialogueSoundsPlayer
MonoBehaviour.useGUILayout
(<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogueoptiontext.useguilayout>)
MonoBehaviour.runEditMode

Behaviours

Behaviour.IsActiveAndEnabled
dialoguesystem.editor
(com.absence.dialoguesystem.)

Component.GetComponent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponent<T>()
Component.GetComponent(Type, out Component) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponent<T>(out T)
Component.GetComponent(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.)
Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentInChildren<T>()
Component.GetComponentsInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)

Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>(bool, List<T>)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>()
Component.GetComponentsInChildren<T>(List<T>)
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
~~com.absence.dialoguesystem~~
~~(com.absence.dialoguesystem.)~~
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentInParent<T>()
Dialogue
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponentInParent<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueAnimationsPlayer Work
Component.GetComponentInParent<T>()
Mode
Component.GetComponents(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialog)
Component.GetComponents(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Component.GetComponent<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
(com.absence.dialoguesystem.Dialog)
DialogueExtensionBase
Component.GetComponents<T>()
(com.absence.dialoguesystem.Dialog)
Component.CompareTag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInputHandler_Legacy
Component.SendMessageUpwards(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInstance
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueInstance.BeforeSpeech
Component.SendMessageUpwards(string, SendMessageOptions)
EventHandler
(<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueOptionText
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessage(string, object, SendMessageOptions)
DialoguePlayer
(<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer.PlayerState
Component.BroadcastMessage(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialog)
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueSoundsPlayer
Component.BroadcastMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialog)
Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string, SendMessageOptions)
(<https://learn.microsoft.com/dotnet/api/system.string>)
~~com.absence.~~
~~dialoguesystem.editor~~
~~(com.absence.dialoguesystem.)~~
Component.gameObject
Component.transform
~~com.absence.~~
dialoguesystem.internals
Object.GetInstanceID()
Object.GetHashCode()
(com.absence.dialoguesystem.)
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)

Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Object.Instantiate<T>(T)
 Object.Instantiate<T>(T, Vector3, Quaternion)
 Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
 Object.Instantiate<T>(T, Transform)
 Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
 Object.Destroy(Object)
[com.absence.dialoguesystem](#) (**[com.absence.dialoguesystem](#)**)
([com.absence.dialoguesystem](#).)
 Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
 (com.absence.dialoguesystem.Dialc
 (https://learn.microsoft.com/dotnet/api/system.type)
 DialogueAnimationsPlayer
 Object.DontDestroyOnLoad(Object)
 Mode
 Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
 Object.DestroyObject(Object)
 DialogueDisplayer
 Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialogueExtensionBase
 Object.FindObjectsOfType<T>()
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsByType<T>(FindObjectsSortMode)
 DialogueInputHandler_Legacy
 Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
 DialogueInstance
 Object.FindObjectOfType<T>()
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 DialogueInstance.BeforeSpeech
 Object.FindFirstObjectByType<T>()
 EventHandler
 Object.FindAnyObjectByType<T>()
 (com.absence.dialoguesystem.Dialc
 Object.FindFirstObjectByType<T>(FindObjectsInactive)
 DialogueOptionText
 Object.FindAnyObjectByType<T>(FindObjectsInactive)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialoguePlayer
 Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialc
 Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialoguePlayer.PlayerState
 Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialc
 Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DialogueSoundsPlayer
 Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
 (com.absence.dialoguesystem.Dialc
 Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.
[dialoguesystem.editor](#)
([com.absence.dialoguesystem](#).)
 Object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
 object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
 object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

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

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

▼ Methods

- com.absence.dialoguesystem

(com.absence.dialoguesystem.Initialize(int, string))

Dialogue

Sets the index and the text of this option.
(com.absence.dialoguesystem.DialogueOptionText.Initialize)

Declaration

(com.absence.dialoguesystem.DialogueOptionText)

DialogueAnimationsPlayer

(com.absence.dialoguesystem.DialogueOptionText)

DialogueAnimationsPlayer.WorkMode

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

Mode

(com.absence.dialoguesystem.DialogueOptionText)

Parameters

DialogueDisplayer

(com.absence.dialoguesystem.DialogueOptionText)

Type	Name	Description
DialogueExtensionBase		
int (https://learn.microsoft.com/dotnet/api/system.int32)	optionIndex	
DialogueInputHandler_Legacy		
string (https://learn.microsoft.com/dotnet/api/system.string)	text	

DialogueInstance

(com.absence.dialoguesystem.DialogueOptionText)

OnClicked()

DialogueInstance.BeforeSpeech

EventHandler

Calls OnClickAction.
(com.absence.dialoguesystem.DialogueOptionText)

(com.absence.dialoguesystem.DialogueOptionText.OnClickAction)

(com.absence.dialoguesystem.DialogueOptionText)

DialoguePlayer

Declaration

(com.absence.dialoguesystem.DialogueOptionText)

DialoguePlayer.PlayerState

```
public void OnClick()
```

(com.absence.dialoguesystem.DialogueOptionText)

DialogueSoundsPlayer

(com.absence.dialoguesystem.DialogueOptionText)

+ com.absence.

Events

dialoguesystem.editor

(com.absence.dialoguesystem.Editor)

OnClickAction

dialoguesystem.internals

(com.absence.dialoguesystem.Internal)

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

Event Type

Type	Description
Action (https://learn.microsoft.com/dotnet/api/system.action-1)< int (https://learn.microsoft.com/dotnet/api/system.int32)>	

▼

- **com.absence.dialoguesystem**
(com.absence.dialoguesystem.)

Dialogue
 (com.absence.dialoguesystem.Dialogue)
 DialogueAnimationsPlayer
 (com.absence.dialoguesystem.DialogueAnimationsPlayer)
 DialogueAnimationsPlayer.WorkMode
 Mode
 (com.absence.dialoguesystem.DialogueMode)
 DialogueDisplayer
 (com.absence.dialoguesystem.DialogueDisplayer)
 DialogueExtensionBase
 (com.absence.dialoguesystem.DialogueExtensionBase)
 DialogueInputHandler_Legacy
 (com.absence.dialoguesystem.DialogueInputHandler_Legacy)
 DialogueInstance
 (com.absence.dialoguesystem.DialogueInstance)
 DialogueInstance.BeforeSpeech
 EventHandler
 (com.absence.dialoguesystem.EventHandler)
 DialogueOptionText
 (com.absence.dialoguesystem.DialogueOptionText)
 DialoguePlayer
 (com.absence.dialoguesystem.DialoguePlayer)
 DialoguePlayer.PlayerState
 (com.absence.dialoguesystem.DialoguePlayer.PlayerState)
 DialogueSoundsPlayer
 (com.absence.dialoguesystem.DialogueSoundsPlayer)

+ **com.absence.**
dialoguesystem.editor
(com.absence.dialoguesystem.editor)

+ **com.absence.**
dialoguesystem.internals
(com.absence.dialoguesystem.internals)

Class DialoguePlayer

Lets you progress in a dialogue easily.

Filter by title

Inheritance

↳ **com.absence.dialoguesystem**
↳ **(com.absence.dialoguesystem.Dialect)**

Dialogue

Inherited Members

(com.absence.dialoguesystem.Dialect)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object))
(com.absence.dialoguesystem.Dialect)
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
DialogueDisplay
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
DialogueExtensionBase
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)

Name Space: com.absence.dialoguesystem (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

Assembly: Assembly-Dialoguesystem.Dialect

Syntax

```
(com.absence.dialoguesystem.Dialect  
DialogueInstance.BeforeSpeech  
[Serializable]  
EventHandler  
public class DialoguePlayer  
(com.absence.dialoguesystem.Dialect  
DialogueOptionText  
(com.absence.dialoguesystem.Dialect
```

Constructors

DialoguePlayer
(com.absence.dialoguesystem.Dialect
DialoguePlayer.PlayerState
DialoguePlayer(Dialogue)Dialect
DialogueSoundsPlayer
Use to create a new DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html).

Declaration

↑ **com.absence.**

dialoguesystem.editor
public DialoguePlayer(Dialogue dialogue)
(com.absence.dialoguesystem.)

+ com.absence.

Parameters
dialoguesystem.internals
Type
(com.absence.dialoguesystem.)
Dialogue (com.absence.dialoguesystem.Dialogue.html)

	Name	Description
Dialogue (com.absence.dialoguesystem.Dialogue.html)	dialogue	The original dialogue to clone from.

DialoguePlayer(Dialogue, List<Person>)

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

Declaration

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

Parameters

- com.absence.dialoguesystem	Type	Name	Description
Dialogue (com.absence.dialoguesystem.Dialogue.html) (com.absence.dialoguesystem.Dialogue)	dialogue		The original dialogue to clone from.
List<Person> (com.absence.dialoguesystem.DialogueAnimationsPlayer.WorkMode) (https://learn.microsoft.com/dotnet/api/system.collections.generic.list`1) DialogueAnimationsPlayer.WorkMode <Person> (com.absence.dialoguesystem.DialogueDisplayer) (com.absence.dialoguesystem.DialogueExtensionBase) (com.absence.dialoguesystem.DialogueInputHandler_Legacy) (com.absence.dialoguesystem.DialogueInstance) (com.absence.dialoguesystem.DialogueOptionsText) AdditionalSpeechData (com.absence.dialoguesystem.DialogueOptionsText.AdditionalSpeechData { get; }) DialogueHandler (com.absence.dialoguesystem.DialoguePlayer) DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.PlayerState) AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) DialogueSoundsPlayer (com.absence.dialoguesystem.DialogueState)	overridePeople		The list of new people.

Properties

AdditionalSpeechData

Additional data of the current node.
DialogueInstance.BeforeSpeech

Declaration

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

DialogueHandler

```
(com.absence.dialoguesystem.DialogueHandler)
```

Property Value

Type	Description
DialogueHandler	

+ com.absence.dialoguesystem.editor

The com.absence.dialoguesystem.editor one from constructor.

Declaration

```
public DialogueEditor DialogueEditor { get; }
```

Property Value

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

HasOptions

Use to check if current node is a FastSpeechNode (com.absence.dialoguesystem.internals.FastSpeechNode.html) or **com.absence.dialoguesystem**

(com.absence.dialoguesystem.)

Declaration

```
Dialogue
(com.absence.dialoguesystem.Dialogue)
public bool HasOptions { get; }
DialogueAnimationsPlayer
(com.absence.dialoguesystem.DialogueAnimationsPlayer)
```

Property Value

Type	Description
Mode	

(com.absence.dialoguesystem.DialogueMode)

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(com.absence.dialoguesystem.DialogueMode)

DialogueExtensionBase

(com.absence.dialoguesystem.DialogueExtensionBase)

HasPerson

DialogueInputHandler_Legacy

Use to check if current node is PersonDependent

DialogueInstance

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDependent) or **com.absence.dialoguesystem.Dialogue**

DialogueInstance.BeforeSpeech

Declaration

EventHandler

(com.absence.dialoguesystem.DialogueEventArgs)

DialogueEventArgs.HasPerson { get; }

(com.absence.dialoguesystem.DialogueEventArgs)

DialoguePlayer

Property Value

(com.absence.dialoguesystem.DialoguePlayer)

Type DialoguePlayer.PlayerState

Type	Description
DialoguePlayer.PlayerState	

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

DialogueSoundsPlayer

(com.absence.dialoguesystem.DialogueSoundsPlayer)

(com.absence.dialoguesystem.DialogueSoundsPlayer)

+ com.absence.

dialoguesystem.editor

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

+ com.absence.

Declaration

dialoguesystem.internals

(com.absence.dialoguesystem.IContainerSpeech)
public bool HasSpeech { get; }

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Options

Options of the current node, if there is any.

- **com.absence.dialoguesystem**

Declaration
[\(com.absence.dialoguesystem.\)](#)

Dialogue
public List<Option> Options { get; }
(com.absence.dialoguesystem.Dialc)

DialogueAnimationsPlayer

Property Value
[\(com.absence.dialoguesystem.Dialc\)](#)

Type DialogueAnimationsPlayer.Work
Mode

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

Options ([\(com.absence.dialoguesystem.internals.Option.html\)](#))>

(com.absence.dialoguesystem.Dialc)

DialogueExtensionBase

(com.absence.dialoguesystem.Dialc)

DialogueInputHandler_Legacy

PersonWhoSpeaks
[\(com.absence.dialoguesystem.Dialc\)](#)

DialogueInstance

Declaration
[\(com.absence.dialoguesystem.Dialc\)](#)

DialogueInstance.BeforeSpeech

Speaker [\(Speaker.html\)](#) Speaker { get; }

(com.absence.dialoguesystem.Dialc)

DialogueOptionText

Property Value
[\(com.absence.dialoguesystem.Dialc\)](#)

Type DialoguePlayer

(com.absence.dialoguesystem.Dialc)

Person
DialoguePlayer.PlayerState

(com.absence.dialoguesystem.Dialc)

DialogueSoundsPlayer

Speech [\(com.absence.dialoguesystem.Dialc\)](#)

\$ com.absence
Speech of the current node.

dialoguesystem.editor

Declaration
[\(com.absence.dialoguesystem.\)](#)

+ **com.absence** [\(Speech.html\)](#) Speech { get; }

dialoguesystem.internals

Property Value
[\(com.absence.dialoguesystem.internals\)](#)

Type

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

State

Current state of the player.

Declaration

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

Property Value

Type	Description
Dialogue DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html). (com.absence.dialoguesystem.DialoguePlayer.html) PlayerState (com.absence.dialoguesystem.DialoguePlayer.PlayerState.html) DialogueAnimationsPlayer (com.absence.dialoguesystem.DialogueAnimationsPlayer.html) DialogueDisplayer (com.absence.dialoguesystem.DialogueDisplayer.html) Mode (com.absence.dialoguesystem.DialogueMode.html)	

Methods

Continue(params object[])

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

Declaration

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

DialogueInstance

```
(com.absence.dialoguesystem.DialogueInstance.html)
```

DialogueInstance.BeforeSpeech

EventHandler

Parameters

```
(com.absence.dialoguesystem.DialogueOptionText[])
```

Type	Name	Description
DialogueOptionText		(com.absence.dialoguesystem.DialogueOptionText.html)
object	passData	Anything that you want to pass as data. (e.g. https://learn.microsoft.com/com.absence.dialoguesystem.DialoguePlayer.PlayerState)
		DecisionSpeechNode
object		(com.absence.dialoguesystem.internals.DecisionSpeechNode.html)
[]		uses the [0] element to get the selected option index.)
DialogueSoundsPlayer		(com.absence.dialoguesystem.DialogueSoundsPlayer.html)

+ com.absence.

TeleportToRoot()

dialoguesystem.editor

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

com.absence.

dialoguesystem.internals

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

Events

OnContinue

Action which will get invoked when Continue(params object[])

(com.absence.dialoguesystem.DialoguePlayer.html#com_absence_dialoguesystem_DialoguePlayer_Continue_System_Object__) gets called.

com.absence.dialoguesystem

Declaration

(com.absence.dialoguesystem.|

DialogueEvent Action<DialoguePlayer.PlayerState> OnContinue

(com.absence.dialoguesystem.DialogueEvent)

DialogueAnimationsPlayer

Event Type

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

Type	Description
DialogueAnimationsPlayer.Work Mode Action (https://learn.microsoft.com/dotnet/api/system.action-1)< (com.absence.dialoguesystem.DialogueAnimationsPlayer.Work) DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html). DialogueDisplayer PlayerState (com.absence.dialoguesystem.DialoguePlayer.PlayerState.html)> (com.absence.dialoguesystem.DialogueAnimationsPlayer.Work)	

DialogueExtensionBase

(com.absence.dialoguesystem.DialogueExtensionBase)

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

DialogueInstance

(com.absence.dialoguesystem.DialogueInstance)

DialogueInstance.BeforeSpeech

EventHandler

(com.absence.dialoguesystem.EventHandler)

DialogueOptionText

(com.absence.dialoguesystem.DialogueOptionText)

DialoguePlayer

(com.absence.dialoguesystem.DialoguePlayer)

DialoguePlayer.PlayerState

(com.absence.dialoguesystem.DialoguePlayer.PlayerState)

DialogueSoundsPlayer

(com.absence.dialoguesystem.DialogueSoundsPlayer)

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.editor)

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.internals)

Enum DialoguePlayer.PlayerState

Shows what state the dialogue player is in.

Filter by title

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

Assembly: absence.dialoguesystem

Syntax: [\(com.absence.dialoguesystem.\)](#)

Dialogue

public enum DialoguePlayer.PlayerState

DialogueAnimationsPlayer

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

DialogueAnimationsPlayer.Work

Mode

Fields

(com.absence.dialoguesystem.DialogueDisplayers)

Name	Description
DialogueDisplayer	(com.absence.dialoguesystem.DialogueDisplayers)
NoDialogueExtensionBase	(com.absence.dialoguesystem.DialogueExtensionBase)
WaitingForOption	(com.absence.dialoguesystem.DialogueInputHandler_Legacy)
WaitingForSpeech	(com.absence.dialoguesystem.DialogueInputHandler_Speech)
DialogueInstance	(com.absence.dialoguesystem.DialogueInstances)
WillExit	(com.absence.dialoguesystem.DialogueInstances)

DialogueInstance.BeforeSpeech

EventHandler

(com.absence.dialoguesystem.EventHandler)

DialogueOptionText

(com.absence.dialoguesystem.DialogueOptionText)

DialoguePlayer

(com.absence.dialoguesystem.DialoguePlayer)

DialoguePlayer.PlayerState

(com.absence.dialoguesystem.DialoguePlayer.PlayerState)

DialogueSoundsPlayer

(com.absence.dialoguesystem.DialogueSoundsPlayer)

+ **com.absence.**

dialoguesystem.editor

(com.absence.dialoguesystem.editor)

+ **com.absence.**

dialoguesystem.internals

(com.absence.dialoguesystem.internals)

Class DialogueSoundsPlayer

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

Inherits

com.absence.dialoguesystem

(com.absence.dialoguesystem)

↳ Object
↳ Dialogue
↳ Component
↳ com.absence.dialoguesystem.Dialogue
↳ Behaviour
↳ DialogueAnimationsPlayer
↳ MonoBehaviour
↳ com.absence.dialoguesystem.Dialog
↳ DialogueExtensionBase (com.absence.dialoguesystem.DialogueExtensionBase.html)
↳ DialogueAnimationsPlayer.Work
↳ Mode
↳ DialogueSoundsPlayer
(from com.absence.dialoguesystem.Dialog)

Inherited Members

DialogueDisplayer
DialogueExtensionBase.m_instance
(com.absence.dialoguesystem.Dialog)
(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase_m_instance)
_m_instance
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.IsInvoking()
DialogueInputHandler_Legacy
MonoBehaviour.CancelInvoke()
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.Invoke(string, float) (https://learn.microsoft.com/dotnet/api/system.string)
DialogueInstance
MonoBehaviour.InvokeRepeating(string, float, float) (https://learn.microsoft.com/dotnet/api/system.string)
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.CancelInvoke(string) (https://learn.microsoft.com/dotnet/api/system.string)
DialogueInstance.BeforeSpeech
MonoBehaviour.IsInvoking(string) (https://learn.microsoft.com/dotnet/api/system.string)
EventHandler
MonoBehaviour.StartCoroutine(string) (https://learn.microsoft.com/dotnet/api/system.string)
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.StartCoroutine(string, object) (https://learn.microsoft.com/dotnet/api/system.string)
DialogueOptionText
MonoBehaviour.StartCoroutine(IEnumerator)
(com.absence.dialoguesystem.Dialog)
(https://learn.microsoft.com/dotnet/api/system.collections.ienumerator)
DialoguePlayer
MonoBehaviour.StartCoroutine_Auto(IEnumerator)
(com.absence.dialoguesystem.Dialog)
(https://learn.microsoft.com/dotnet/api/system.collections.ienumerator)
DialoguePlayer.PlayerState
MonoBehaviour.StopCoroutine(IEnumerator)
(com.absence.dialoguesystem.Dialog)
(https://learn.microsoft.com/dotnet/api/system.collections.ienumerator)
DialogueSoundsPlayer
MonoBehaviour.StopCoroutine(Coroutine)
(com.absence.dialoguesystem.Dialog)
MonoBehaviour.StopCoroutine(string) (https://learn.microsoft.com/dotnet/api/system.string)

Methods

stopAllCoroutines()

MonoBehaviour.waitUntilIdle() (https://learn.microsoft.com/dotnet/api/system.object)

MonoBehaviour.Destroy(CancellationToken)

MonoBehaviour.useGUILayout

Members

dialoguesystem.internals

(com.absence.dialoguesystem.i)

Component.GetComponent(Type) (https://learn.microsoft.com/dotnet/api/system.type)

Component.GetComponent<T>()

Component.TryGetComponent(Type, out Component) (https://learn.microsoft.com/dotnet/api/system.type)

Component.TryGetComponent<T>(out T)

Component.GetComponent(string) (https://learn.microsoft.com/dotnet/api/system.string)

Component.GetComponentInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentInChildren<T>()
Component.GetComponentsInChildren(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentsInChildren<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Component.GetComponentsInChildren<T>(bool, List<T>)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.GetComponentInChildren<T>()
Component.GetComponentsInChildren<T>(List<T>)
Dialogue
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
(com.absence.dialoguesystem.Dialc
Component.GetComponentInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueAnimationsPlayer
Component.GetComponentInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc
Component.GetComponentInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueAnimationsPlayer Work
Component.GetComponentInParent<T>()
Mode
Component.GetComponentsInParent(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc
Component.GetComponentsInParent(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Component.GetComponentsInParent<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialc
Component.GetComponentsInParent<T>(bool, List<T>) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialogueExtensionBase
Component.GetComponentsInParent<T>()
(com.absence.dialoguesystem.Dialc
Component.GetComponents(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueInputHandler_Legacy
Component.GetComponents(Type, List<Component>) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc
Component.GetComponents<T>(List<T>) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)
(com.absence.dialoguesystem.Dialc
Component.GetComponent<T>()
DialogueInstance_BeforeSpeech
Component.CompareTag(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
EventHandler
Component.SendMessageUpwards(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialc
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueOptionText
Component.SendMessageUpwards(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialc
Component.SendMessageUpwards(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer
Component.SendMessageUpwards(string, SendMessageOptions)
(com.absence.dialoguesystem.Dialc
(<https://learn.microsoft.com/dotnet/api/system.string>)
DialoguePlayer_PlayerState
Component.SendMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.Dialc
Component.SendMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
DialogueSoundsPlayer
Component.SendMessage(string, object, SendMessageOptions)
(com.absence.dialoguesystem.Dialc
(<https://learn.microsoft.com/dotnet/api/system.string>)
Component.SendMessage(string, SendMessageOptions) (<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.BroadcastMessage(string, object, SendMessageOptions)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Component.BroadcastMessage(string, object) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
Component.BroadcastMessage(string, SendMessageOptions)
(<https://learn.microsoft.com/dotnet/api/system.string>)
(<https://learn.microsoft.com/dotnet/api/system.string>)
Component.transform
Component.gameObject
Component.tag
Object.GetInstanceID()
Object.GetHashCode()

Object.Equals(object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Object.Instantiate<T>(T, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
(com.absence.dialoguesystem.Dialc)
Object.Destroy(Object)
DialogueAnimationsPlayer
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialc)
Object.DestroyImmediate(Object)
DialogueAnimationsPlayer.Work
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Mode
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueDisplayer
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(com.absence.dialoguesystem.Dialc)
(<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueExtensionBase
Object.DontDestroyOnLoad(Object)
(com.absence.dialoguesystem.Dialc)
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
DialogueInputHandler.Legacy
Object.DestroyObject(Object)
(com.absence.dialoguesystem.Dialc)
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
DialogueInstance
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsOfType<T>()
DialogueOptionText
Object.FindObjectsByType<T>(FindObjectsSortMode)
EventHandler
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
DialogueOptionText
ObjectFindObjectOfType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
DialoguePlayer
Object.FindFirstObjectByType<T>()
(com.absence.dialoguesystem.Dialc)
Object.FindAnyObjectByType<T>()
DialoguePlayer.PlayerState
Object.FindFirstObjectByType<T>(FindObjectsInactive)
(com.absence.dialoguesystem.Dialc)
Object.FindAnyObjectByType<T>(FindObjectsInactive)
DialogueSoundsPlayer
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.Dialc)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.dialoguesystem.editor
(com.absence.dialoguesystem.)
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.ToString()
Object.name
com.absence.dialoguesystem.internals
(com.absence.dialoguesystem.)
Object.hideFlags
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

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

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

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Dialogue
(com.absence.dialoguesystem.Dialogue)

Methods

DialogueAnimationsPlayer
(com.absence.dialoguesystem.DialogueAnimationsPlayer)

DialogueAnimationsPlayer.Work

OnHandleAdditionalData(AdditionalSpeechData)

Dialogue
(com.absence.dialoguesystem.Dialogue)

Use to define what to do with the current AdditionalSpeechData

DialogueDisplayer
(com.absence.dialoguesystem.internals.AdditionalSpeechData.html). Gets called when the m_instance

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance) progresses.

Dialogue
(com.absence.dialoguesystem.Dialogue)

DialogueInputHandler_Legacy
(com.absence.dialoguesystem.DialogueInputHandler)

DialogueInstance
public override void OnHandleAdditionalData(AdditionalSpeechData data)

(com.absence.dialoguesystem.Dialogue)

DialogueInstance.BeforeSpeech
Parameters

Event Handler

Type	Name	Description
(com.absence.dialoguesystem.DialogueInputHandler)	data	

DialoguePlayer

Overrides
Dialogue
(com.absence.dialoguesystem.Dialogue)

DialoguePlayer.PlayOnState
DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)

(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_OnHandleAdditionalData)

DialogueSoundsPlayer
(com.absence.dialoguesystem.Dialogue)

Dialogue
(com.absence.dialoguesystem.Dialogue)

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.editor)

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.internals)

Namespace com.absence.dialoguesystem.editor

▼ Filter by title

Classes

+ **com.absence.dialoguesystem**

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

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

dialoguesystem.editor

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

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

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

DialogueGraphView

DialogueGraphView.UxmlFactory

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

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

InspectorView

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

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

InspectorView.UxmlFactory

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

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

VariableBankCreationHandler

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

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

+ **com.absence.**

dialoguesystem.internals

VariableBankCreationHandler

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

Class DialogueEditorWindow

Inheritance

Filter by title	
↳ Object (https://learn.microsoft.com/dotnet/api/system.object)	
↳ Object	
+ com.absence.dialoguesystem	
↳ ScriptableObject	
(com.absence.dialoguesystem.)	
↳ DialogueEditorWindow	
- com.absence.	
Inherited Members	
dialoguesystem.editor	
(com.absence.dialoguesystem.)	
EditorWindow.BeginWindows()	
EditorWindow.EndWindows()	
↳ DialogueEditorWindow	
EditorWindow.ShowNotification(GUIContent)	
EditorWindow.ShowNotification(GUIContent, double) (https://learn.microsoft.com/dotnet/api/system.double)	
EditorWindow.RemoveNotification()	
(com.absence.dialoguesystem.editor)	
EditorWindow.ShowTab()	
↳ DialogueGraphView.UxmlFactory	
EditorWindow.Focus()	
(com.absence.dialoguesystem.editor)	
EditorWindow.ShowUtility()	
↳ InspectorView	
EditorWindow.ShowPopup()	
EditorWindow.ShowModalUtility()	
↳ InspectorView.UxmlFactory	
EditorWindow.ShowASDropDown(Rect, Vector2)	
(com.absence.dialoguesystem.editor)	
EditorWindow.Show()	
↳ NodeView	
EditorWindow.Show(bool) (https://learn.microsoft.com/dotnet/api/system.boolean)	
(com.absence.dialoguesystem.editor)	
EditorWindow.ShowAuxWindow()	
↳ VariableBankCreationHandler	
(com.absence.dialoguesystem.editor)	
EditorWindow.GetWindow(Type, bool, String, bool) (https://learn.microsoft.com/dotnet/api/system.type)	
EditorWindow.GetWindow(Type, bool, string) (https://learn.microsoft.com/dotnet/api/system.type)	
+ com.absence.	
dialoguesystem.internals	
(com.absence.dialoguesystem.)	
EditorWindow.GetWindow(Type) (https://learn.microsoft.com/dotnet/api/system.type)	
EditorWindow.GetWindowWithRect(Type, Rect, bool, string) (https://learn.microsoft.com/dotnet/api/system.type)	
EditorWindow.GetWindowWithRect(Type, Rect, bool) (https://learn.microsoft.com/dotnet/api/system.type)	
EditorWindow.GetWindowWithRect(Type, Rect) (https://learn.microsoft.com/dotnet/api/system.type)	
EditorWindow.GetWindow<T>()	
EditorWindow.GetWindow<T>(bool) (https://learn.microsoft.com/dotnet/api/system.boolean)	
EditorWindow.GetWindow<T>(bool, string) (https://learn.microsoft.com/dotnet/api/system.boolean)	
EditorWindow.GetWindow<T>(string) (https://learn.microsoft.com/dotnet/api/system.string)	
EditorWindow.GetWindow<T>(string, bool) (https://learn.microsoft.com/dotnet/api/system.string)	
EditorWindow.GetWindow<T>(bool, string, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)	
EditorWindow.GetWindow<T>(params Type[]) (https://learn.microsoft.com/dotnet/api/system.type)	
EditorWindow.GetWindow<T>(string, params Type[]) (https://learn.microsoft.com/dotnet/api/system.string)	
EditorWindow.GetWindow<T>(string, bool, params Type[]) (https://learn.microsoft.com/dotnet/api/system.string)	
EditorWindow.CreateWindow<T>(pararns Type[]) (https://learn.microsoft.com/dotnet/api/system.type)	
EditorWindow.CreateWindow<T>(string, params Type[]) (https://learn.microsoft.com/dotnet/api/system.string)	
EditorWindow.HasOpenInstances<T>()	
EditorWindow.FocusWindowIfItsOpen(Type) (https://learn.microsoft.com/dotnet/api/system.type)	
EditorWindow.FocusWindowIfItsOpen<T>()	

EditorWindow.GetWindowWithRect<T>(Rect)
EditorWindow.GetWindowWithRect<T>(Rect, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
EditorWindow.GetWindowWithRect<T>(Rect, bool, string)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
EditorWindow.GetWindowWithRect<T>(Rect, bool, string, bool)
(<https://learn.microsoft.com/dotnet/api/system.boolean>)
EditorWindow.SaveChanges()
EditorWindow.DiscardChanges()
EditorWindow.ClientSize
EditorWindow.Repaint()
EditorWindow.SendEvent(Event)
EditorWindow.ExtraPaneTypes()
EditorWindow.CreateEditor(string, out Overlay) (<https://learn.microsoft.com/dotnet/api/system.string>)
EditorWindow.OnBackwardScaleFactorChanged()
EditorWindow.dataModeController
 DialogueEditorWindow
EditorWindow.rootVisualElement
 (com.absence.dialoguesystem.editor)
EditorWindow.overlayCanvas
 DialogueGraphView
EditorWindow.wantsMouseMove
 (com.absence.dialoguesystem.editor)
EditorWindow.wantsMouseEnterLeaveWindow
 DialogueGraphView.UxmlFactory
EditorWindow.wantsLessLayoutEvents
 (com.absence.dialoguesystem.editor)
EditorWindow.autoRepaintOnSceneChange
 InspectorView
EditorWindow.maximized
 (com.absence.dialoguesystem.editor)
EditorWindow.hasFocus
 InspectorView.UxmlFactory
EditorWindow.docked
 (com.absence.dialoguesystem.editor)
EditorWindow.focusedWindow
 NodeView
EditorWindow.mouseOverWindow
 (com.absence.dialoguesystem.editor)
EditorWindow.hasUnsavedChanges
 VariableBankCreationHandler
EditorWindow.saveChangesMessage
 (com.absence.dialoguesystem.editor)
EditorWindow.minSize
EditorWindow.ClientSize
dialoguesystem.internals
EditorWindow.depthBufferBits
EditorWindow.antiAlias
EditorWindow.position
ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
ScriptableObject.CreateInstance<T>()
Object.GetInstanceID()
Object.GetHashCode()
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
Object.Instantiate(Object, Transform)
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)

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

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

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class DialogueEditorWindow : EditorWindow
```

Methods

CreateGUI()

Declaration



```
public void CreateGUI()  
+ com.absence.dialoguesystem  
(com.absence.dialoguesystem.
```

FrameToNode(Node)

dialoguesystem.editor

Declaration

```
(com.absence.dialoguesystem.
```

DialogueEditorWindow
DialogueEditorWindow(Node node)
(com.absence.dialoguesystem.edito

DialogueGraphView

Parameters

```
(com.absence.dialoguesystem.edito
```

Type DialogueGraphView.UxmlFactory

(com.absence.dialoguesystem.edito

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

InspectorView

Name

Description

node

OnOpenAsset(int, int)

Declaration

```
(com.absence.dialoguesystem.edito
```

VariableBankCreationHandler

[OnOpenAsset] dialoguesystem.edito

public static bool OnOpenAsset(int instanceId, int line)

+ com.absence.

dialoguesystem.internals

Parameters

```
(com.absence.dialoguesystem.
```

Type

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

instanceId

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

line

Returns

Type

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Description

OpenWindow()

Declaration

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

SelectNode(Node)

Declaration

+ com.absence.dialoguesystem

(com.absence.dialoguesystem.|
 public void SelectNode(Node node)

- com.absence.

dialoguesystem.editor

Parameters

(com.absence.dialoguesystem.|

Type

DialogueEditorWindow

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

(com.absence.dialoguesystem.editc|

DialogueGraphView

(com.absence.dialoguesystem.editc|

DialogueGraphView.UxmlFactory

(com.absence.dialoguesystem.editc|

InspectorView

(com.absence.dialoguesystem.editc|

InspectorView.UxmlFactory

(com.absence.dialoguesystem.editc|

NodeView

(com.absence.dialoguesystem.editc|

VariableBankCreationHandler

(com.absence.dialoguesystem.editc|

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.|

Name

Description

node

Class DialogueGraphView

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [CallbackEventHandler](#)

+ **com.absence.dialoguesystem**
 ↳ [VisualElement](#)
 ↳ [GraphView](#)

- **com.absence**
 ↳ [DialogueGraphView](#)

dialoguesystem.editor
Implements
 [IEventHandler](#)
 [IDialogStyleEditorWindow](#)

[ITransformabsence.dialoguesystem.editc](#)

[ITransformAnimationView](#)

[IExperimentalFeatureEditor](#)

[IVisualElementGraphView.UxmlFactory](#)

[ISelection](#)

 ↳ [InspectorView](#)

Inherited Members

[\(com.absence.dialoguesystem.editc](#)

[GraphView](#)

 ↳ [InspectorView.UxmlFactory](#)

[GraphView.UpdateViewTransform\(Vector3, Vector3\)](#)

[GraphView.GetPortCenterOverride\(Port, out Vector2\)](#)

[GraphView.AddLayer\(int\)](#) (<https://learn.microsoft.com/dotnet/api/system.int32>)

[GraphView.GetElementByGuid\(string\)](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

[GraphView.GetNodeByGuid\(string\)](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

[GraphView.GetPortByGuid\(string\)](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

[GraphView.GetEdgeByGuid\(string\)](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

[GraphView.GetPortUpZon\(float, float\)](#) (<https://learn.microsoft.com/dotnet/api/system.single>)

[GraphView.GetPortUpZon\(Nullable<float>, Nullable<float>\)](#) (<https://learn.microsoft.com/dotnet/api/system.single>)

[GraphView.ValidateTransform\(\)](#)

[GraphView.AddToSelection\(ISelectable\)](#)

[GraphView.RemoveFromSelection\(ISelectable\)](#)

[GraphView.ClearSelection\(\)](#)

[GraphView.ExecuteDefaultActionAtTarget\(EventBase\)](#)

[GraphView.ExecuteDefaultAction\(EventBase\)](#)

[GraphView.CollectElements\(IEnumerable<GraphElement>, HashSet<GraphElement>, Func<GraphElement, bool>\)](#)
 (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)

[GraphView.CollectCopyableGraphElements\(IEnumerable<GraphElement>, HashSet<GraphElement>\)](#)
 (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)

[GraphView.CopySelectionCallback\(\)](#)

[GraphView.CutSelectionCallback\(\)](#)

[GraphView.PasteCallback\(\)](#)

[GraphView.DuplicateSelectionCallback\(\)](#)

[GraphView.DeleteSelectionCallback\(GraphView.AskUser\)](#)

[GraphView.SerializeGraphElements\(IEnumerable<GraphElement>\)](#)

 (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)

GraphView.CanPasteSerializedData(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
GraphView.UnmarshalAndPasteOperation(string, string) (<https://learn.microsoft.com/dotnet/api/system.string>)
GraphView.DeleteSelectionOperation(string, GraphView.AskUser)
(<https://learn.microsoft.com/dotnet/api/system.string>)
GraphView.AddElement(GraphElement)
GraphView.RemoveElement(GraphElement)
GraphView.DeleteSelection()
GraphView.DeleteElements(IEnumerable<GraphElement>)
(<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)
**com.absence.dialoguesystem.
(com.absence.dialoguesystem.)**
GraphView.FrameAll()
GraphView.FrameOrigin()
**dialoguesystem.editor
(com.absence.dialoguesystem.)**
GraphView.FrameAll()
GraphView.FramePrev(Func<GraphElement, bool>) (<https://learn.microsoft.com/dotnet/api/system.func-2>)
DialogueEditorWindow
GraphView.FrameNext(Func<GraphElement, bool>) (<https://learn.microsoft.com/dotnet/api/system.func-2>)
(com.absence.dialoguesystem.editc
GraphView.CalculateRectToFitAll(VisualElement)
DialogueGraphView
GraphView.CalculateFrameTransform(Rect, Rect, int, out Vector3, out Vector3)
(com.absence.dialoguesystem.editc
(<https://learn.microsoft.com/dotnet/api/system.int32>)
DialogueGraphView.UxmlFactory
GraphView.GetBlackboard()
(com.absence.dialoguesystem.editc
GraphView.ReleaseBlackboard(Blackboard)
InspectorView
GraphView.CreatePlacematContainer()
(com.absence.dialoguesystem.editc
GraphView.nodeCreationRequest
InspectorView.UxmlFactory
GraphView.graphViewChanged
(com.absence.dialoguesystem.editc
GraphView.groupTitleChanged
NodeView
GraphView.elementsAddedToGroup
(com.absence.dialoguesystem.editc
GraphView.elementsRemovedFromGroup
VariableBankCreationHandler
GraphView.elementsInsertedToStackNode
(com.absence.dialoguesystem.editc
GraphView.elementsRemovedFromStackNode
**GraphView.contentResized
dialoguesystem.internals
(com.absence.dialoguesystem.)**
GraphView.contentViewContainer
GraphView.viewport
GraphView.viewTransform
GraphView.isReframable
GraphView.contentContainer
GraphView.placematContainer
GraphView.graphElements
GraphView.nodes
GraphView.edges
GraphView.minScale
GraphView.maxScale
GraphView.scaleStep
GraphView.referenceScale
GraphView.scale
GraphView.zoomerMaxElementCountWithPixelCacheRegen
GraphView.selection
GraphView.canCopySelection

GraphView.canCutSelection
GraphView.canPaste
GraphView.canDuplicateSelection
GraphView.canDeleteSelection
GraphView.serializeGraphElements
GraphView.canPasteSerializedData
GraphView.unserializeAndPaste
GraphView.deleteSelection

com.absence.dialoguesystem
(com.absence.dialoguesystem.i)

VisualElement.SendEvent(EventBase)
VisualElement.IsEnabledFromHierarchy(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
VisualElement.IsEnabled(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

com.absence.dialoguesystem.editor
(com.absence.dialoguesystem.e)

VisualElement.ContainsPoint(Vector2)
DialogueEditorWindow
VisualElement.Overlaps(Rect)
(com.absence.dialoguesystem.editc)
VisualElement.DoMeasure(float, VisualElement.MeasureMode, float, VisualElement.MeasureMode)
DialogueGraphView
(<https://learn.microsoft.com/dotnet/api/system.single>)
(com.absence.dialoguesystem.editc)
VisualElement.ToString()
DialogueGraphView.UxmlFactory
VisualElement.GetClasses()
(com.absence.dialoguesystem.editc)
VisualElement.ClearClassList()
InspectorView
VisualElement.AddToClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.editc)
VisualElement.RemoveFromClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
InspectorView.UxmlFactory
VisualElement.ToggleInclassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.editc)
VisualElement.EnableInclassList(string, bool) (<https://learn.microsoft.com/dotnet/api/system.string>)
NodeView
VisualElement.ClassListContains(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
(com.absence.dialoguesystem.editc)
VisualElement.FindAncestorUserData()
VariableBankCreationHandler
VisualElement.Add(VisualElement)
(com.absence.dialoguesystem.editc)
VisualElement.Insert(int, VisualElement) (<https://learn.microsoft.com/dotnet/api/system.int32>)

com.absence.dialoguesystem.internals
(com.absence.dialoguesystem.i)

VisualElement.ElementAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)
VisualElement.IndexOf(VisualElement)
VisualElement.Children()
VisualElement.Sort(Comparison<VisualElement>) (<https://learn.microsoft.com/dotnet/api/system.comparison-1>)
VisualElement.BringToFront()
VisualElement.SendToBack()
VisualElement.PlaceBehind(VisualElement)
VisualElement.PlaceInFront(VisualElement)
VisualElement.RemoveFromHierarchy()
VisualElement.GetFirstOfType<T>()
VisualElement.GetFirstAncestorOfType<T>()
VisualElement.Contains(VisualElement)
VisualElement.FindCommonAncestor(VisualElement)
VisualElement.resolvedStyle
VisualElement.viewDataKey
VisualElement.userData
VisualElement.canGrabFocus

VisualElement.focusController
VisualElement.usageHints
VisualElement.transform
VisualElement.layout
VisualElement.contentRect
VisualElement.paddingRect
VisualElement.worldBound
VisualElement.localBound

com.absence.dialoguesystem
(com.absence.dialoguesystem.i

VisualElement.name
com.absence.
dialoguesystem.editor
(com.absence.dialoguesystem.i

VisualElement.visible
DialogueEditorWindow
VisualElement.generateVisualContent
(com.absence.dialoguesystem.editic
VisualElement.experimental
DialogueGraphView
VisualElement.hierarchy
(com.absence.dialoguesystem.editic
VisualElement.cacheAsBitmap
DialogueGraphView.UxmlFactory
VisualElement.parent
(com.absence.dialoguesystem.editic
VisualElement.panel
InspectorView
VisualElement.visualTreeAssetSource
(com.absence.dialoguesystem.editic
VisualElement.this[int] (<https://learn.microsoft.com/dotnet/api/system.int32>)
InspectorView.UxmlFactory
VisualElement.childCount
(com.absence.dialoguesystem.editic
VisualElement.schedule
NodeView
VisualElement.style
(com.absence.dialoguesystem.editic
VisualElement.customStyle
VariableBankCreationHandler
VisualElement.styleSheets
(com.absence.dialoguesystem.editic
VisualElement.tooltip

com.absence.
dialoguesystem.internals
(com.absence.dialoguesystem.i

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

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

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

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class DialogueGraphView : GraphView, IEventHandler, IResolvedStyle, ITransform, ITransitionAnimations, IExperimentalFeatures, IVisualElementScheduler, ISelection  
+ com.absence.dialoguesystem  
(com.absence.dialoguesystem.)
```

com.absence

dialoguesystem.editor
(com.absence.dialoguesystem.
DialogueGraphView()
DialogueEditorWindow)

Declaration:

```
DialogueGraphView  
(com.absence.dialoguesystem.editor)  
public DialogueGraphView()  
    DialogueGraphView.UxmlFactory  
(com.absence.dialoguesystem.editor)  
    InspectorView  
(com.absence.dialoguesystem.editor)  
    NodeView.UxmlFactory  
(com.absence.dialoguesystem.editor)  
    NodeView
```

Methods

BuildContextualMenu(ContextualMenuPopulateEvent)
VariableBankCreationHandler
Add menu items to the contextual menu.
(com.absence.dialoguesystem.editor)

Declaration:

+ com.absence.

dialoguesystem.internals
public override void BuildContextualMenu(ContextualMenuPopulateEvent evt)
(com.absence.dialoguesystem.)

Parameters

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

Overrides

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

FindNodeView(Node)

Declaration:

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

Parameters

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html)	node	

Returns

Type	Description
+Node (com.absence.dialoguesystem.internals.Node.html)	

(com.absence.dialoguesystem.)

- com.absence.

GetCompatiblePorts(Port, NodeAdapter)

(com.absence.dialoguesystem.)

Get all ports compatible with given port.

DialogueEditorWindow

Declaration (com.absence.dialoguesystem.editor)

DialogueGraphView

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

DialogueGraphView.UxmlFactory

(com.absence.dialoguesystem.editor)

Parameters

Type	Name	Description
InspectorView		
Port	startPort	Start port to validate against.

NodeAdapter

NodeView (com.absence.dialoguesystem.editor)

nodeAdapter

Node adapter.

(com.absence.dialoguesystem.editor)

Returns

VariableBankCreationHandler (com.absence.dialoguesystem.editor)

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

(com.absence.dialoguesystem.internals)

(com.absence.dialoguesystem.)

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

Refresh()

Declaration

```
public void Refresh()
```

Events

OnNodeSelected

Declaration

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

Event Type

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

- **com.absence.**

OnPopulateViewEditor

(com.absence.dialoguesystem.)

Declaration

```
DialogueEditorWindow  
(com.absence.dialoguesystem.editor)  
public event Action OnPopulateView  
DialogueGraphView
```

```
(com.absence.dialoguesystem.editor)
```

Event Type

Type	Description
Action (https://learn.microsoft.com/dotnet/api/system.action)	

```
InspectorView.UxmlFactory
```

```
(com.absence.dialoguesystem.editor)
```

```
NodeView
```

Implements

(com.absence.dialoguesystem.editor)

UnityEngine.UIElements.IEventHandler

UnityEngine.UIElements.IResolvedStyle

UnityEngine.UIElements.ITransform

UnityEngine.UIElements.Experimental.ITransitionAnimations

UnityEngine.UIElements.ExperimentalFeatures

UnityEngine.UIElements.Experimental.IScheduler

UnityEditor.Experimental.GraphView.ISelection

Class DialogueGraphView.UxmlFactory

Inheritance

↳ [Filter by title](#)
↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [BaseUxmlFactory<DialogueGraphView](#) (<com.absence.dialoguesystem.editor.DialogueGraphView.html>), [VisualElement.UxmlTraits](#)
+ **com.absence.dialoguesystem**
 ↳ [IUxmlFactory<DialogueGraphView](#) (<com.absence.dialoguesystem.editor.DialogueGraphView.html>), [VisualElement.UxmlTraits](#)
- **com.absence**[DialogueGraphView.UxmlFactory](#)
dialoguesystem.editor
Implements
 [IUxmlFactory](#)
 [IBaseUxmlFactory](#)
 [DialogueEditorWindow](#)
Inherited Members
 [DialogueGraphView](#)
 [UxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.Create\(IUxmlAttributes, CreationContext\)](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.AcceptsAttributeBag\(IUxmlAttributes, CreationContext\)](#)
 [com.absence.dialoguesystem.editor](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlName](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlNamespace](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlQualifiedName](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlType](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.canHaveAnyAttribute](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.uxmlAttributesDescription](#)
 [BaseVariableBank<DialogueGraphView, VisualElement.UxmlTraits>.uxmlChildElementsDescription](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.substituteForTypeName](#)
 [BaseUxmlFactory<DialogueGraphView, VisualElement.UxmlTraits>.substituteForTypeNamespace](#)
+ **com.absence**
 dialoguesystem.internals
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))
object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

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

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

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

Implements

UnityEngine.UIElements.IUxmlFactory
UnityEngine.UIElements.IBaseUxmlFactory

▼

+ **com.absence.dialoguesystem**
(**com.absence.dialoguesystem.**)

- **com.absence.**
dialoguesystem.editor
(**com.absence.dialoguesystem.**)

DialogueEditorWindow
(**com.absence.dialoguesystem.editor.**)
DialogueGraphView
(**com.absence.dialoguesystem.editor.**)
DialogueGraphView.UxmlFactory
(**com.absence.dialoguesystem.editor.**)
InspectorView
(**com.absence.dialoguesystem.editor.**)
InspectorView.UxmlFactory
(**com.absence.dialoguesystem.editor.**)
NodeView
(**com.absence.dialoguesystem.editor.**)
VariableBankCreationHandler
(**com.absence.dialoguesystem.editor.**)

+ **com.absence.**
dialoguesystem.internals
(**com.absence.dialoguesystem.**)

Class InspectorView

Inheritance

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

↳ [CallbackEventHandler](#)

+ **com.absence.dialoguesystem**

([com.absence.dialoguesystem](#).[InspectorView](#))

- **com.absence.**

Implements

[dialoguesystem.editor](#)

([com.absence.dialoguesystem](#).[IEventHandler](#))

[IResolvedStyle](#)

[ITranslatable](#)

[ITranslatable](#)

[IDialogueEditorView](#)

([com.absence.dialoguesystem](#).[IVisualElement](#))

[DialogueGraphView.UxmlFactory](#)

Inherited Members

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

[VisualElement](#)

[disabledUssClassName](#)

[InspectorView](#)

[VisualElement](#).[ExecuteDefaultAction\(EventBase\)](#)

[VisualElement](#)

[UxmlFactory](#)

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

[VisualElement](#).[SetEnabledFromHierarchy\(bool\)](#) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

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

[VisualElement](#)

[SendEvent\(EventBase\)](#)

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

[VisualElement](#).[SetEnabled\(bool\)](#) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

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

[VariableBind](#)

[CreateHandler](#)

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

[VisualElement](#).[ContainsPoint\(Vector2\)](#)

[VisualElement](#).[Overlaps\(Rect\)](#)

[VisualElement](#).[DoMeasure\(float, VisualElement.MeasureMode, float, VisualElement.MeasureMode\)](#)

(<https://learn.microsoft.com/dotnet/api/system.single>)

[VisualElement](#)

[GetClasses\(\)](#)

[VisualElement](#)

[ClearClassList\(\)](#)

[VisualElement](#).[AddToClassList\(string\)](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

(<https://learn.microsoft.com/dotnet/api/system.string>)

[VisualElement](#).[RemoveFromClassList\(string\)](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

(<https://learn.microsoft.com/dotnet/api/system.string>)

[VisualElement](#).[EnableInclassList\(string, bool\)](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

(<https://learn.microsoft.com/dotnet/api/system.string>)

[VisualElement](#).[FindAncestorUserData\(\)](#)

[VisualElement](#).[Add\(VisualElement\)](#)

[VisualElement](#).[Insert\(int, VisualElement\)](#) (<https://learn.microsoft.com/dotnet/api/system.int32>)

[VisualElement](#).[Remove\(VisualElement\)](#)

[VisualElement](#).[RemoveAt\(int\)](#) (<https://learn.microsoft.com/dotnet/api/system.int32>)

[VisualElement](#).[Clear\(\)](#)

[VisualElement](#).[ElementAt\(int\)](#) (<https://learn.microsoft.com/dotnet/api/system.int32>)

[VisualElement](#).[IndexOf\(VisualElement\)](#)

[VisualElement](#).[Children\(\)](#)

[VisualElement](#).[Sort\(Comparison<VisualElement>\)](#) (<https://learn.microsoft.com/dotnet/api/system.comparison-1>)

```
VisualElement.BringToFront()
VisualElement.SendToBack()
VisualElement.PlaceBehind(VisualElement)
VisualElement.PlaceInFront(VisualElement)
VisualElement.RemoveFromHierarchy()
VisualElement.GetFirstOfType<T>()
VisualElement.GetFirstAncestorOfType<T>()
VisualElement.Contains(VisualElement)
VisualElement.FindAncestor<T>(VisualElement)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
VisualElement.viewDataKey
com.absence
dialoguesystem.editor
(com.absence.dialoguesystem.)
VisualElement.usageHints
    DialogueEditorWindow
VisualElement.transform
    (com.absence.dialoguesystem.editor)
VisualElement.layout
    DialogueGraphView
VisualElement.contentRect
    (com.absence.dialoguesystem.editor)
VisualElement.paddingRect
    DialogueGraphView.UxmlFactory
VisualElement.worldBound
    (com.absence.dialoguesystem.editor)
VisualElement.localBound
    InspectorView
VisualElement.worldTransform
    (com.absence.dialoguesystem.editor)
VisualElement.pickingMode
    InspectorView.UxmlFactory
VisualElement.name
    (com.absence.dialoguesystem.editor)
VisualElement.enabledInHierarchy
    NodeView
VisualElement.enabledSelf
    (com.absence.dialoguesystem.editor)
VisualElement.languageDirection
    VariableBankCreationHandler
VisualElement.visible
    (com.absence.dialoguesystem.editor)
VisualElement.generateVisualContent
com.absence.experimental
dialoguesystem.internals
(com.absence.dialoguesystem.)
VisualElement.parent
VisualElement.panel
VisualElement.contentContainer
VisualElement.visualTreeAssetSource
VisualElement.this[int] (https://learn.microsoft.com/dotnet/api/system.int32)
VisualElement.childCount
VisualElement.schedule
VisualElement.style
VisualElement.customStyle
VisualElement.styleSheets
VisualElement.tooltip
Focusable.Blur()
Focusable.focusable
Focusable.TabIndex
Focusable.delegatesFocus
CallbackEventHandler.RegisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)
```

```
CallbackEventHandler.RegisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgs
Type>, TUserArgsType, TrickleDown)
CallbackEventHandler.UnregisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)
CallbackEventHandler.UnregisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgs
Type>, TrickleDown)
CallbackEventHandler.HandleEvent(EventBase)
CallbackEventHandler.HasTrickleDownHandlers()
CallbackEventHandler.HasBubbleUpHandlers()
CallbackEventHandler.AddDefaultActionAtTarget(EventBase)
object.Equals(object (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-
object))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-
equals(system-object-object))
object.GetHashCode (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
DialogueEditorWindow
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
(com.absence.dialoguesystem.editor)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
DialogueGraphView
Namespace: com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor
(com.absence.dialoguesystem.editor.html)
DialogueGraphView.UxmlFactory
Assembly: Assembly-CSharp-Editor-firstpass.dll
(com.absence.dialoguesystem.editor)
```

Syntax

```
InspectorView
(com.absence.dialoguesystem.editor)
public InspectorView UxmlFactory
: VisualElement, IEventHandler, IResolvedStyle, ITransform, ITrans
ctionalAbsorbable, IExperimentalFeatures, IVisualElementScheduler
```

NodeView

(com.absence.dialoguesystem.editor)

VariableBankCreationHandler

Constructors

+ com.absence.

InspectorView()

(com.absence.dialoguesystem.editor)

```
public InspectorView()
```

Implements

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

▼

+ **com.absence.dialoguesystem**
(**com.absence.dialoguesystem.**)

- **com.absence.**
dialoguesystem.editor
(**com.absence.dialoguesystem.**)

DialogueEditorWindow
(**com.absence.dialoguesystem.editc**)
DialogueGraphView
(**com.absence.dialoguesystem.editc**)
DialogueGraphView.UxmlFactory
(**com.absence.dialoguesystem.editc**)
InspectorView
(**com.absence.dialoguesystem.editc**)
InspectorView.UxmlFactory
(**com.absence.dialoguesystem.editc**)
NodeView
(**com.absence.dialoguesystem.editc**)
VariableBankCreationHandler
(**com.absence.dialoguesystem.editc**)

+ **com.absence.**
dialoguesystem.internals
(**com.absence.dialoguesystem.**)

Class InspectorView.UxmlFactory

Inheritance

Filter by title	
↳ Object (https://learn.microsoft.com/dotnet/api/system.object)	
↳ BaseUxmlFactory<InspectorView (com.absence.dialoguesystem.editor.InspectorView.html), VisualElement.UxmlTraits	
+ com.absence.dialoguesystem	
↳ UxmlFactory<InspectorView (com.absence.dialoguesystem.editor.InspectorView.html), VisualElement.UxmlTraits	
- com.absence	
↳ InspectorView.UxmlFactory	
Implements	
IUxmlFactory	
IBaseUxmlFactory	
IDialogueEditorWindow	
Inherited Members	
DialogueGraphView	
UxmlFactory<InspectorView, VisualElement.UxmlTraits>.Create(IUxmlAttributes, CreationContext)	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.AcceptsAttributeBag(IUxmlAttributes, CreationContext)	
com.absence.dialoguesystem.editor.Inspectable	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlName	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlNamespace	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlQualifiedName	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlType	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.canHaveAnyAttribute	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.uxmlAttributesDescription	
BaseVariableBank<InspectorView, VisualElement.UxmlTraits>.uxmlChildElementsDescription	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.substituteForTypeName	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.substituteForTypeNamespace	
+ com.absence.dialoguesystem.internals	
BaseUxmlFactory<InspectorView, VisualElement.UxmlTraits>.substituteForTypeQualifiedNames	
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object))	
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)	
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)	
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)	
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)	
object.ToString() (https://learn.microsoft.com/dotnet/api/system.object.tostring)	

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

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

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

Implements

UnityEngine.UIElements.IUxmlFactory
UnityEngine.UIElements.IBaseUxmlFactory

▼

+ **com.absence.dialoguesystem**
(**com.absence.dialoguesystem.**)

- **com.absence.**
dialoguesystem.editor
(**com.absence.dialoguesystem.**)

DialogueEditorWindow
(**com.absence.dialoguesystem.editor.**)
DialogueGraphView
(**com.absence.dialoguesystem.editor.**)
DialogueGraphView.UxmlFactory
(**com.absence.dialoguesystem.editor.**)
InspectorView
(**com.absence.dialoguesystem.editor.**)
InspectorView.UxmlFactory
(**com.absence.dialoguesystem.editor.**)
NodeView
(**com.absence.dialoguesystem.editor.**)
VariableBankCreationHandler
(**com.absence.dialoguesystem.editor.**)

+ **com.absence.**
dialoguesystem.internals
(**com.absence.dialoguesystem.**)

Class NodeView

Inheritance

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

↳ [CallbackEventHandler](#)

+ **com.absence.dialoguesystem**

([com.absence.dialoguesystem](#).[VisualElement](#))

↳ [GraphElement](#)

- **com.absence**

[dialoguesystemeditor](#)

Implements

[IDialogueEditorWindow](#)

[IResourceStyle](#) ([com.absence.dialoguesystem.editor](#))

[ITranslatableGraphView](#)

[ITransitionable](#) ([com.absence.dialoguesystem.editor](#))

[IDialogueGraphView](#)

[IInspectableElement](#) ([com.absence.dialoguesystem.editor](#))

[ISelectable](#)

[ICollectionableElement](#) ([com.absence.dialoguesystem.editor](#))

[InspectorView.UxmlFactory](#)

Inherited Members

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

[NodeView](#)

[Node](#) ([CollapseButton](#))

[Node](#) ([ButtonContainer](#))

[Node](#) ([ReflectedExpandedState](#))

[Node](#) ([GetPosition](#))

[Node](#) ([OnPortRemoved\(Port\)](#))

↳ **com.absence**

[dialoguesysteminternals](#)

([com.absence.dialoguesystem](#).[i](#))

[Node](#) ([ToggleCollapse](#))

[Node](#) ([UseDefaultStyling](#))

[Node](#) ([BuildContextualMenu\(ContextualMenuPopulateEvent\)](#))

[Node](#) ([CollectElements\(HashSet<GraphElement>, Func<GraphElement, bool>\)](#))

(<https://learn.microsoft.com/dotnet/api/system.collections.generic.hashset-1>)

[Node](#) ([mainContainer](#))

[Node](#) ([titleContainer](#))

[Node](#) ([inputContainer](#))

[Node](#) ([outputContainer](#))

[Node](#) ([titleButtonContainer](#))

[Node](#) ([topContainer](#))

[Node](#) ([extensionContainer](#))

[Node](#) ([expanded](#))

[Node](#) ([title](#))

[GraphElement](#) ([ResetLayer](#))

[GraphElement](#) ([OnCustomStyleResolved\(ICustomStyle\)](#))

[GraphElement](#) ([IsSelectable](#))

GraphElement.IsMovable()
GraphElement.IsResizable()
GraphElement.IsDroppable()
GraphElement.IsAscendable()
GraphElement.IsRenamable()
GraphElement.IsCopyable()
GraphElement.IsSnappable()
GraphElement.IsGroupable()
com.absence.dialoguesystem
(com.absence.dialoguesystem.
GraphElement.UpdatePresenterPosition()
com.absence.
dialoguesystem.editor
(com.absence.dialoguesystem.
GraphElement.IsSelected(VisualElement)
DialogueEditorWindow
GraphElement.elementTypeColor
(com.absence.dialoguesystem.editor
GraphElement.Layer
DialogueGraphView
GraphElement.showInMiniMap
(com.absence.dialoguesystem.editor
GraphElement.capabilities
DialogueGraphView.UxmlFactory
GraphElement.selected
(com.absence.dialoguesystem.editor
VisualElement.disabledUssClassName
InspectorView
VisualElement.ExecuteDefaultAction(EventBase)
(com.absence.dialoguesystem.editor
VisualElement.Focus()
InspectorView.UxmlFactory
VisualElement.SendEvent(EventBase)
(com.absence.dialoguesystem.editor
VisualElement.SetEnabledFromHierarchy(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
NodeView
VisualElement.SetEnabled(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.editor
VisualElement.MarkDirtyRepaint()
VariableBankCreationHandler
VisualElement.ContainsPoint(Vector2)
(com.absence.dialoguesystem.editor
VisualElement.Overlaps(Rect)
com.absence.
Measure(float, VisualElement.MeasureMode, float, VisualElement.MeasureMode)
<https://learn.microsoft.com/dotnet/api/system.single>
dialoguesystem.internals
(com.absence.dialoguesystem.
VisualElement.GetClasses()
VisualElement.ClearClassList()
VisualElement.AddToList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
VisualElement.RemoveFromClassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
VisualElement.ToggleInclassList(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
VisualElement.EnableInclassList(string, bool) (<https://learn.microsoft.com/dotnet/api/system.string>)
VisualElement.classListContains(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
VisualElement.FindAncestorUserData()
VisualElement.Add(VisualElement)
VisualElement.Insert(int, VisualElement) (<https://learn.microsoft.com/dotnet/api/system.int32>)
VisualElement.Remove(VisualElement)
VisualElement.RemoveAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)
VisualElement.Clear()
VisualElement.ElementAt(int) (<https://learn.microsoft.com/dotnet/api/system.int32>)
VisualElement.IndexOf(VisualElement)
VisualElement.Children()
VisualElement.Sort(Comparison<VisualElement>) (<https://learn.microsoft.com/dotnet/api/system.comparison-1>)

```
VisualElement.BringToFront()
VisualElement.SendToBack()
VisualElement.PlaceBehind(VisualElement)
VisualElement.PlaceInFront(VisualElement)
VisualElement.RemoveFromHierarchy()
VisualElement.GetFirstOfType<T>()
VisualElement.GetFirstAncestorOfType<T>()
VisualElement.Contains(VisualElement)
VisualElement.FindAncestor<T>(VisualElement)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
VisualElement.viewDataKey
com.absence
dialoguesystem.editor
(com.absence.dialoguesystem.)
VisualElement.usageHints
    DialogueEditorWindow
VisualElement.transform
    (com.absence.dialoguesystem.editor)
VisualElement.layout
    DialogueGraphView
VisualElement.contentRect
    (com.absence.dialoguesystem.editor)
VisualElement.paddingRect
    DialogueGraphView.UxmlFactory
VisualElement.worldBound
    (com.absence.dialoguesystem.editor)
VisualElement.localBound
    InspectorView
VisualElement.worldTransform
    (com.absence.dialoguesystem.editor)
VisualElement.pickingMode
    InspectorView.UxmlFactory
VisualElement.name
    (com.absence.dialoguesystem.editor)
VisualElement.enabledInHierarchy
    NodeView
VisualElement.enabledSelf
    (com.absence.dialoguesystem.editor)
VisualElement.languageDirection
    VariableBankCreationHandler
VisualElement.visible
    (com.absence.dialoguesystem.editor)
VisualElement.generateVisualContent
com.absence.experimental
dialoguesystem.internals
(com.absence.dialoguesystem.)
VisualElement.parent
VisualElement.panel
VisualElement.contentContainer
VisualElement.visualTreeAssetSource
VisualElement.this[int] (https://learn.microsoft.com/dotnet/api/system.int32)
VisualElement.childCount
VisualElement.schedule
VisualElement.style
VisualElement.customStyle
VisualElement.styleSheets
VisualElement.tooltip
Focusable.Blur()
Focusable.focusable
Focusable.TabIndex
Focusable.delegatesFocus
CallbackEventHandler.RegisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)
```

```

CallbackEventHandler.RegisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgs
Type>, TUserArgsType, TrickleDown)
CallbackEventHandler.UnregisterCallback<TEventType>(EventCallback<TEventType>, TrickleDown)
CallbackEventHandler.UnregisterCallback<TEventType, TUserArgsType>(EventCallback<TEventType, TUserArgs
Type>, TrickleDown)
CallbackEventHandler.HandleEvent(EventBase)
CallbackEventHandler.HasTrickleDownHandlers()
CallbackEventHandler.HasBubbleUpHandlers()
CallbackEventHandler.AddDefaultActionAtTarget(EventBase)
object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\))
object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\))
object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)
object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)
DialogueEditorWindow
object.MemberwiseClone() (https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone)
object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals)
DialogueGraphView
Namespace: com.absence.dialoguesystem (com.absence.dialoguesystem.html).dialoguesystem (com.absence.dialoguesystem.html).editor
(com.absence.dialoguesystem.editor.html)
DialogueGraphView.UxmlFactory
Assembly: Assembly-CSharp-Editor-firstpass.dll
(com.absence.dialoguesystem.editor)

```

Syntax

```

NodeView (Node)
  NodeView (Node)
    NodeView (Node)
      NodeView (Node)
        NodeView (Node)
          NodeView (Node)
            NodeView (Node)
              NodeView (Node)
                NodeView (Node)
                  NodeView (Node)
                    NodeView (Node)
                      NodeView (Node)
                        NodeView (Node)
                          NodeView (Node)
                            NodeView (Node)
                              NodeView (Node)
                                NodeView (Node)
                                  NodeView (Node)
                                    NodeView (Node)
                                      NodeView (Node)
                                        NodeView (Node)
                                          NodeView (Node)
                                            NodeView (Node)
                                              NodeView (Node)
                                                NodeView (Node)
                                                  NodeView (Node)
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                                                      NodeView (Node)
                                                        NodeView (Node)
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                                                            NodeView (Node)
                                                              NodeView (Node)
                                                                NodeView (Node)
                                                                  NodeView (Node)
                                                                    NodeView (Node)
                                                                      NodeView (Node)
                                                                        NodeView (Node)

```

Constructors

+ com.absence.

NodeView (Node)

(com.absence.dialoguesystem.i

Declaration

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

Parameters

Type		Name	Description
Node (com.absence.dialoguesystem.internals.Node.html)		node	

Fields

Input

Declaration

```
public Port Input
```

Field Value

Type	Description
Port	

+ **com.absence.dialoguesystem**
 (**com.absence.dialoguesystem.**
K_PERSONDEPENDENT_CLASSNAME
- **com.absence.**

Declaration
dialoguesystem.editor

(**com.absence.dialoguesystem.**
 public static string **K_PERSONDEPENDENT_CLASSNAME**
 DialogueEditorWindow
 (**com.absence.dialoguesystem.editor**

FieldDialogueGraphView

Type	Description
DialogueGraphView.UxmlFactory string (https://learn.microsoft.com/dotnet/api/system.string)	

InspectorView

(**com.absence.dialoguesystem.editor**

InspectorView.UxmlFactory

(**com.absence.dialoguesystem.editor**

Node

(**com.absence.dialoguesystem.editor**

NodeView

(**com.absence.dialoguesystem.editor**

VariableBankCreationHandler

public Node Node

(**com.absence.dialoguesystem.editor**

Declaration

(**com.absence.dialoguesystem.editor**

VariableBankCreationHandler

public Node Node

(**com.absence.dialoguesystem.editor**

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

OnNodeSelected

Declaration

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

Field Value

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

Outputs

Declaration

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

Field Value

Type	Description
+ com.absence.dialoguesystem List<com.absence.dialoguesystem> (com.absence.dialoguesystem.list-1) <Port>	

- com.absence.
dialoguesystem.editor
m_serializedNode
(com.absence.dialoguesystem.

Declaration

```
DialogueEditorWindow  
(com.absence.dialoguesystem.editor)  
DialogueGraphView  
protected SerializedObject m_serializedNode  
(com.absence.dialoguesystem.editor)  
DialogueGraphView.UxmlFactory  
(com.absence.dialoguesystem.editor)
```

Field Value

Type	Description
InspectorView (com.absence.dialoguesystem.editor) SerializedObject InspectorView.UxmlFactory (com.absence.dialoguesystem.editor) NodeView (com.absence.dialoguesystem.editor) DialogueGraphView.UxmlFactory (com.absence.dialoguesystem.editor)	

Properties

Master

com.absence. dialoguesystem.internals

Declaration

(com.absence.dialoguesystem.internals)

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

Property Value

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

Methods

OnSelected()

Called when the GraphElement is selected.

Declaration

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

Overrides

UnityEditor.Experimental.GraphView.GraphElement.OnSelected()

~~(com.absence.dialoguesystem.OnUnselected)~~ (com.absence.dialoguesystem.)

Called when the GraphElement is unselected.

- **com.absence.**

Declaration

```
dialoguesystem.editor  
(com.absence.dialoguesystem.  
public override void OnUnselected()  
DialogueEditorWindow  
(com.absence.dialoguesystem.editc
```

Overrides

UnityEditor.Experimental.GraphView.GraphElement.OnUnselected()
DialogueGraphView.UxmlFactory
(com.absence.dialoguesystem.editc

SetPosition(Rect)

```
(com.absence.dialoguesystem.editc  
Set node position.  
InspectorView.UxmlFactory  
(com.absence.dialoguesystem.editc  
Declaration  
NodeView  
(com.absence.dialoguesystem.editc  
public override void SetPosition(Rect newPos)  
VariableBankCreationHandler  
(com.absence.dialoguesystem.editc
```

Parameters

+ **com.absence.**

Type	Name	Description
Rect	(com.absence.dialoguesystem.i	New position.

Overrides

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

Implements

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

▼

+ **com.absence.dialoguesystem**
(**com.absence.dialoguesystem.**)

- **com.absence.**
dialoguesystem.editor
(**com.absence.dialoguesystem.**)

DialogueEditorWindow
(**com.absence.dialoguesystem.editc**)
DialogueGraphView
(**com.absence.dialoguesystem.editc**)
DialogueGraphView.UxmlFactory
(**com.absence.dialoguesystem.editc**)
InspectorView
(**com.absence.dialoguesystem.editc**)
InspectorView.UxmlFactory
(**com.absence.dialoguesystem.editc**)
NodeView
(**com.absence.dialoguesystem.editc**)
VariableBankCreationHandler
(**com.absence.dialoguesystem.editc**)

+ **com.absence.**
dialoguesystem.internals
(**com.absence.dialoguesystem.**)

Class VariableBankCreationHandler

Inheritance

↳ [Filter by title](#)
↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [VariableBankCreationHandler](#)

+ com.absence.dialoguesystem

Inherited Members

(com.absence.dialoguesystem.)
[object.Equals\(object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

+ com.absence.

[object.Equals\(object, object\)](#) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

(com.absence.dialoguesystem.editor.)

[object.GetHashCode\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

[object.GetType\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

[object.MemberwiseClone\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

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

[object.ToString\(\)](#) (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

[DialogueGraphView.UxmlFactory](#)

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

(com.absence.dialoguesystem.editor.html)

[InspectorView](#)

Assembly: Assembly-CSharp-Editor-firstpass.dll

(com.absence.dialoguesystem.editor)

Syntax

InspectorView.UxmlFactory

(com.absence.dialoguesystem.editor)

PNodeView class VariableBankCreationHandler

(com.absence.dialoguesystem.editor)

VariableBankCreationHandler

(com.absence.dialoguesystem.editor)

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.i

Namespace com.absence.dialoguesystem.internals

▼ Filter by title

Classes

+ **com.absence.dialoguesystem**

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

+ **com.absence** makes some actions on the flow.

dialoguesystem.editor

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

dialoguesystem.internals

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

ActionNode

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

AdditionalSpeechData

(com.absence.dialoguesystem.internals.Blackboard)

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

(com.absence.dialoguesystem.internals.ConditionNode)

Node which re-routes the flow under some conditions.
ConditionNode

(com.absence.dialoguesystem.internals.ConditionNode)

ConditionNode.ProcessType

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

DecisionSpeechNode

Node which displays a speech with options.

(com.absence.dialoguesystem.internals.DecisionSpeechNode)

DialoguePartNode

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

FastSpeechNode

(com.absence.dialoguesystem.internals.DialoguePartNode)

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

(com.absence.dialoguesystem.internals.DialoguePartNode)

IContainSpeech

(com.absence.dialoguesystem.internals.DialoguePartNode)

Node which displays a speech without options.
IContainVariableManipulators

(com.absence.dialoguesystem.internals.DialoguePartNode)

Node

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

(com.absence.dialoguesystem.internals.GotoNode)

Node which teleports the flow to a specific DialoguePartNode

Node.NodeState

(com.absence.dialoguesystem.internals.DialoguePartNode).
(com.absence.dialoguesystem.internals.GotoNode)

Option

(com.absence.dialoguesystem.internals.GotoNode)

RootNode

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

(com.absence.dialoguesystem.internals.Node)

StickyNoteNode

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

The type to hold references to dialogue options.

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

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

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

(com.absence.dialoguesystem.internals.String).

+ com.absence.

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

(com.absence.dialoguesystem.internals).

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

- com.absence.

Interface

(com.absence.dialoguesystem.internals.i).

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

(com.absence.dialoguesystem.internals.inter).

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

Blackboard

(com.absence.dialoguesystem.internals.inter).

IContainVariableManipulators

(ConditionNode).

(com.absence.dialoguesystem.internals.inter).

Any node subtype with this interface implemented will refresh its com.absence.variablesystem.Variable
ConditionNode.ProcessType

Comparers and com.absence.variablesystem.VariableSetters to have the correct reference to the Bank

(com.absence.dialoguesystem.internals.Blackboard.html#com_absence_dialoguesystem_internals_Blackboard_Ba
DecisionSpeechNode

nk) of the current Dialogue (com.absence.dialoguesystem.Dialogue.html) everytime the editor window
refreshes

DialoguePartNode

(com.absence.dialoguesystem.internals.inter).

Enum

(SpeechNode).

(com.absence.dialoguesystem.internals.inter).

GotoNode

ConditionNode.ProcessType

(com.absence.dialoguesystem.internals.inter).

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

(com.absence.dialoguesystem.internals.inter).

IContainVariableManipulators

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

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

(com.absence.dialoguesystem.internals.inter).

Node.NodeState

(com.absence.dialoguesystem.internals.inter).

Option

(com.absence.dialoguesystem.internals.inter).

RootNode

(com.absence.dialoguesystem.internals.inter).

StickyNoteNode

...

Class ActionNode

Node which invokes some actions on the flow.

Filter by title

Inheritance

+ **com.absence.dialoguesystem**

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

(**com.absence.dialoguesystem.**)

↳ ScriptableObject

+ **com.absence**

↳ Node ([com.absence.dialoguesystem.internals.Node.html](#))

dialoguesystem.editor

↳ ActionNode

(**com.absence.dialoguesystem.**)

Implements

IContainSpeechManipulators ([com.absence.dialoguesystem.internals.IContainVariableManipulators.html](#))

dialoguesystem.internals

Inherited Members

(**com.absence.dialoguesystem.**)

Node.Guid

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Guid](#))

Node.Position

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Position](#))

Node.MasterDialogue

↳ Blackboard

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue](#))

) (com.absence.dialoguesystem.inter)

ConditionNode

Node.Blackboard

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Blackboard](#))

Node.State

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_State](#))

DecisionSpeechNode

Node.ExitDialogAfterwards

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ExitDialogAfterwards](#))

DialoguePartNode

(com.absence.dialoguesystem.inter)

Node.OnSetState

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnSetState](#))

Node.OnRemove

↳ GotoNode

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemove](#))

Node.OnValidation

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnValidation](#))

Node.OnReach

↳ IContainVariableManipulators

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnReach](#))

Node.OnPass

↳ Node

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnPass](#))

Node.PersonIndex

↳ Node.NodeState

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonIndex](#))

Node.Person

↳ Option

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Person](#))

Node.DisplayState

↳ RootNode

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_DisplayState](#))

Node.ShowInMinimap

↳ StickyNoteNode

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ShowInMinima](#))

p)

Node.PersonDependent

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDepende
nt)

Node.AddNextNode(Node, int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_
com_absence_dialoguesystem_internals_Node_System_Int32_)

Node.RemoveNextNode(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_System_Int32_)

Node.GetNextNodes()

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

NodeDialoguesystemEditor

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_O
bject__)

com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.i

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

Node.OnRemove()

ActionNode

Node.GetInputPortNameForCreation()

(com.absence.dialoguesystem.inter

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNa
meForCreation)

(com.absence.dialoguesystem.inter

Node.GetOutputPortNamesForCreation()

Blackboard

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPort

(com.absence.dialoguesystem.inter

NamesForCreation)

ConditionNode

Node.SetState(Node, NodeState)

(com.absence.dialoguesystem.inter

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_a

bse_dialoguesystem_internals_Node_NodeState_)

(com.absence.dialoguesystem.inter

Node.Clone()

DecisionSpeechNode

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

(com.absence.dialoguesystem.inter

ScriptableObject.SetDirty()

DialoguePartNode

ScriptableObject.CreateInstance(string)

(https://learn.microsoft.com/dotnet/api/system.string)

ScriptableObject.CreateInstance(Type)

(https://learn.microsoft.com/dotnet/api/system.type)

FastSpeechNode

ScriptableObject.CreateInstance<T>()

(com.absence.dialoguesystem.inter

Object.GetInstanceID()

GotoNode

Object.GetHashCode()

(com.absence.dialoguesystem.inter

Object.Equals(Object)

(https://learn.microsoft.com/dotnet/api/system.object)

ContainSpeech

Object.Instantiate(Object, Vector3, Quaternion)

(com.absence.dialoguesystem.inter

Object.Instantiate(Object, Vector3, Quaternion, Transform)

ContainVariableManipulators

Object.Instantiate(Object)

(com.absence.dialoguesystem.inter

Object.Instantiate(Object, Transform)

Node

Object.Instantiate(Object, Transform, bool)

(https://learn.microsoft.com/dotnet/api/system.boolean)

Object.Instantiate<T>(T)

(com.absence.dialoguesystem.inter

Node.NodeState

Object.Instantiate<T>(T, Vector3, Quaternion)

(com.absence.dialoguesystem.inter

Object.Instantiate<T>(T, Vector3, Quaternion, Transform)

Option

Object.Instantiate<T>(T, Transform)

(com.absence.dialoguesystem.inter

Object.Instantiate<T>(T, Transform, bool)

(https://learn.microsoft.com/dotnet/api/system.boolean)

RootNode

Object.Destroy(Object, float)

(https://learn.microsoft.com/dotnet/api/system.single)

Object.Destroy(Object)

StickyNoteNode

...

Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Object.DestroyImmediate(Object)
 Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
 (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.DontDestroyOnLoad(Object)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
 Object.DestroyObject(Object)
com.absence
dialoguesystem.editor
(com.absence.dialoguesystem.)
 Object.FindObjectsByType<T>(FindObjectsSortMode)
 Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
com.absence
dialoguesystem.internals
(com.absence.dialoguesystem.)
 Object.FindFirstObjectByType<T>()
 ActionNode
 Object.FindAnyObjectByType<T>()
(com.absence.dialoguesystem.inter
 Object.FindFirstObjectByType<T>(FindObjectsInactive)
 AdditionalSpeechData
 Object.FindAnyObjectByType<T>(FindObjectsInactive)
(com.absence.dialoguesystem.inter
 Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Blackboard
 Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 ConditionNode
 Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.inter
 Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 ConditionNode.ProcessType
 Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.inter
 Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
 DecisionSpeechNode
 Object.ToString()
(com.absence.dialoguesystem.inter
 Object.name
 DialoguePartNode
 Object.hideFlags
(com.absence.dialoguesystem.inter
 object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(com.absence.dialoguesystem.inter
 equals(system-object-system-object))
 FastSpeechNode
 object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 GotoNode
 object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
 object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
 IContainSpeech
Namespan.bgn(**(com.html).absence.(com.absence.html).dialoguesystem** (**com.absence.dialoguesystem.html.internals**
(com.absence.dialoguesystem.internals.html)
 IContainVariableManipulators
Assembly: Assembly-CSharp-firstpass.dll
Syntax
 Node
 (com.absence.dialoguesystem.inter
Node.NodeState
 OptionNode : Node, IContainVariableManipulators
 (com.absence.dialoguesystem.inter
 Option
 (com.absence.dialoguesystem.inter
 RootNode
 (com.absence.dialoguesystem.inter
 StickyNoteNode
 . . .

Fields

Next

Declaration



[HideInInspector]

public Node Next

+ com.absence.dialoguesystem (com.absence.dialoguesystem.)

Field Value

+ com.absence.

Type

dialoguesystem.editor

(com.absence.dialoguesystem.)

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

Description

- com.absence.

dialoguesystem.internals

UnityEvents

com.absence.dialoguesystem.i

Declaration

ActionNode

(com.absence.dialoguesystem.inter

AdditionalSpeechData

public UnityEvent<UnityEvents

(com.absence.dialoguesystem.inter

Blackboard

Field Value

(com.absence.dialoguesystem.inter

Type

ConditionNode

(com.absence.dialoguesystem.inter

UnityEvent<

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

DecisionSpeechNode

(com.absence.dialoguesystem.inter

DialoguePartNode

Declaration

absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

IActions

GotoNode

(com.absence.dialoguesystem.inter

Field Value

IContainSpeech

Type

(com.absence.dialoguesystem.inter

IContainVariableManipulators

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

(com.absence.dialoguesystem.inter

Node

(com.absence.dialoguesystem.inter

Node.NodeState

(com.absence.dialoguesystem.inter

Methods

Option

(com.absence.dialoguesystem.inter

AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.inter

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

StickyNoteNode

..

Declaration

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

Parameters

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html) + com.absence.dialoguesystem int (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_Inline_com_absence_dialoguesystem_internals_Node_System_Int32_)	nextWillBeAdded	
atPort	atPort	

+ com.absence.

Overrides

dialoguesystem.editor

Node.AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_Inline_com_absence_dialoguesystem_internals_Node_System_Int32_)

- com.absence.

dialoguesystem.internals

CustomAction

ActionNode

Declaration

(com.absence.dialoguesystem.inter

AdditionalSpeechData

protected virtual void CustomAction()

(com.absence.dialoguesystem.inter

Blackboard

(com.absence.dialoguesystem.inter

ConditionNode

DelayedClone(Dialogue)

(com.absence.dialoguesystem.inter

ConditionNode.ProcessType

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

(com.absence.dialoguesystem.inter

Declaration

DecisionSpeechNode

(com.absence.dialoguesystem.inter

DialoguePart.DelayedClone(Dialogue originalDialogue)

(com.absence.dialoguesystem.inter

FastSpeechNode

Parameters

(com.absence.dialoguesystem.inter

Type

protoNode

(com.absence.dialoguesystem.inter

Dialogue

IContainSpeech

(com.absence.dialoguesystem.Dialogue.htm

(com.absence.dialoguesystem.inter

I)

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Node

GetClassName()

(com.absence.dialoguesystem.inter

Node.NodeState

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

Option

(com.absence.dialoguesystem.inter

RootNode

public override string GetClassName()

(com.absence.dialoguesystem.inter

StickyNoteNode

..

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	Returns the USS class name of this node type as a string.

Overrides

Node.GetClassName()

[com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetClassName](https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetClassName)
(com.absence.dialoguesystem.)

GetComparers()

dialoguesystem.editor

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

Declaration

- **com.absence.**

dialoguesystem.internals

public List<VariableComparer> GetComparers()

(com.absence.dialoguesystem.)

ActionNode

Returns

(com.absence.dialoguesystem.inter

Type	Description
AdditionalSpeechData	

(com.absence.dialoguesystem.inter

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

Blackboard

(com.absence.dialoguesystem.inter

ConditionNode

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

ConditionNode.ProcessType

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

DecisionSpeechNode

(com.absence.dialoguesystem.inter

DialoguePartNode

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

(com.absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode

(com.absence.dialoguesystem.inter

Name

Description

List<(int portIndex, Node node)>	
https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1 <(int portIndex, Node node)>	<i>result</i>

Overrides

RootNode

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

(com.absence.dialoguesystem.inter

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_

StickyNoteNode

.. .

Inline_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_Node____)

GetSetters()

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

Declaration

+ com.absence.dialoguesystem

(com.absence.dialoguesystem) GetSetters()

+ com.absence.

Return dialoguesystem.editor

Type com.absence.dialoguesystem.

- List<com.absence.microsoft.com/dotnet/api/system.collections.generic.list-1><VariableSetter>

dialoguesystem.internals

(com.absence.dialoguesystem).i

GetTitle()

(com.absence.dialoguesystem.inter

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

Declaration

Blackboard

(com.absence.dialoguesystem.inter
public override string GetTitle()
ConditionNode

(com.absence.dialoguesystem.inter

Return ConditionNode.ProcessType

Type (com.absence.dialoguesystem.inter

DecisionSpeechNode

string (https://learn.microsoft.com/dotnet/api/system.string)

Description

The title as a string.

DialoguePartNode

Overrides

FastSpeechNode

Node.GetTitle()

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetTitle)
GotoNode

(com.absence.dialoguesystem.inter

Pass_Inline(params object[])

(com.absence.dialoguesystem.inter

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

ContainVariableManipulators

Declaration

Node

(com.absence.dialoguesystem.inter
protected override void Pass_Inline(params object[] passData)
Node.NodeState

(com.absence.dialoguesystem.inter

Parameters

Type (com.absence.dialoguesystem.inter

RootNode

object (https://learn.microsoft.com/dotnet/api/system.object)[]

Name

passData

StickyNoteNode

..

Overrides

Node.Pass_Inline(params object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_Inline_System_Object__)

Reach_Inline()

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

+ **com.absence.dialoguesystem**

Declaration
(com.absence.dialoguesystem.)

+ **com.absence.**

protected override void Reach_Inline()
dialoguesystem.editor

(com.absence.dialoguesystem.)

Overrides

com.absence

Node.Reach_Inline()

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

(com.absence.dialoguesystem.)

ActionNode

RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.inter

Use **AddAdditionalFunctionality** of removing the next node of this one.

(com.absence.dialoguesystem.inter

Declaration

Blackboard

(com.absence.dialoguesystem.inter

protected override void RemoveNextNode_Inline(int atPort)

(com.absence.dialoguesystem.inter

ConditionNode

(com.absence.dialoguesystem.inter

Parameters

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

Type

DecisionSpeechNode

(com.absence.dialoguesystem.inter

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

DialoguePartNode

(com.absence.dialoguesystem.inter

Overrides

FastSpeechNode

Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.inter

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo

de_Inline_System_Int32)

(com.absence.dialoguesystem.inter

IContainSpeech

(com.absence.dialoguesystem.inter

Traverse(Action<Node>)

(com.absence.dialoguesystem.inter

Node

Declaration

(com.absence.dialoguesystem.inter

Node.NodeState

public override void Traverse(Action<Node> action)

(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

Parameters

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

...

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

Overrides

```
Node.Traverse(Action<Node>)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste
m_com_absence_dialoguesystem_internals_Node__)
(com.absence.dialoguesystem.
```

Implements

```
+ com.absence
dialoguesystem.editor (com.absence.dialoguesystem.internals.IContainerVariableManipulators.html)
(com.absence.dialoguesystem.
```

- com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.i

```
ActionNode
(com.absence.dialoguesystem.inter
AdditionalSpeechData
(com.absence.dialoguesystem.inter
Blackboard
(com.absence.dialoguesystem.inter
ConditionNode
(com.absence.dialoguesystem.inter
ConditionNode.ProcessType
(com.absence.dialoguesystem.inter
DecisionSpeechNode
(com.absence.dialoguesystem.inter
DialoguePartNode
(com.absence.dialoguesystem.inter
FastSpeechNode
(com.absence.dialoguesystem.inter
GotoNode
(com.absence.dialoguesystem.inter
IContainSpeech
(com.absence.dialoguesystem.inter
IContainVariableManipulators
(com.absence.dialoguesystem.inter
Node
(com.absence.dialoguesystem.inter
Node.NodeState
(com.absence.dialoguesystem.inter
Option
(com.absence.dialoguesystem.inter
RootNode
(com.absence.dialoguesystem.inter
StickyNoteNode
. . . . .
```

Class AdditionalSpeechData

Inheritance

↳ [Filter by title](#)
↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [AdditionalSpeechData](#)

com.absence.dialoguesystem

Inherited Members

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

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

 AdditionalSpeechData

Assembly: Assembly-CSharp-firstpass.dll
(com.absence.dialoguesystem.internals)

Syntax

Blackboard
(com.absence.dialoguesystem.internals)
[ConditionNode]
public class AdditionalSpeechData
(com.absence.dialoguesystem.internals)
 ConditionNode.ProcessType
(com.absence.dialoguesystem.internals)
 DecisionSpeechNode
(com.absence.dialoguesystem.internals)
 DialogueArtNode
(com.absence.dialoguesystem.internals)
 FastSpeechNode

Properties

AnimatorMemberName

(com.absence.dialoguesystem.internals)

Declaration

(com.absence.dialoguesystem.internals)
[ContainSpeech]
public STRING AnimatorMemberName { get; }
(com.absence.dialoguesystem.internals)
 IContainVariableManipulators

Property Value

(com.absence.dialoguesystem.internals)
Type Node
(com.absence.dialoguesystem.internals)
string (<https://learn.microsoft.com/dotnet/api/system.string>)
 Node.NodeState

(com.absence.dialoguesystem.internals)

 Option

(com.absence.dialoguesystem.internals)

 RootNode

Declaration (com.absence.dialoguesystem.internals)

 StickyNoteNode

 ...

Type	Description
Node (com.absence.dialoguesystem.internals) string (https://learn.microsoft.com/dotnet/api/system.string) Node.NodeState	

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

Property Value

Type	Description
AudioClip	

+ **com.absence.dialoguesystem**
 (**com.absence.dialoguesystem.**)

CustomInfo
+ **com.absence.**

Declaration
dialoguesystem.editor

(**com.absence.dialoguesystem.**)
 public string[] CustomInfo { get; }

- **com.absence.**

dialoguesystem.internals

Property Value
(**com.absence.dialoguesystem.**)

Type	Description
ActionNode	

strir(<https://github.com/absence/dialoguesystem/tree/main/api/system.string>)[]

AdditionalSpeechData

(**com.absence.dialoguesystem.inter**)

Blackboard

(**com.absence.dialoguesystem.inter**)

ConditionNode

(**com.absence.dialoguesystem.inter**)

ConditionNode.ProcessType

public Sprite get; }
(**com.absence.dialoguesystem.inter**)

DecisionSpeechNode

(**com.absence.dialoguesystem.inter**)

DialoguePartNode

(**com.absence.dialoguesystem.inter**)

Sprite

(**com.absence.dialoguesystem.inter**)

FastSpeechNode

(**com.absence.dialoguesystem.inter**)

GotoNode

(**com.absence.dialoguesystem.inter**)

IContainSpeech

(**com.absence.dialoguesystem.inter**)

IContainVariableManipulators

(**com.absence.dialoguesystem.inter**)

Node

(**com.absence.dialoguesystem.inter**)

Node.NodeState

(**com.absence.dialoguesystem.inter**)

Option

(**com.absence.dialoguesystem.inter**)

RootNode

(**com.absence.dialoguesystem.inter**)

StickyNoteNode

'

Type	Description
CustomInfo	

+ **com.absence.**

Declaration
dialoguesystem.editor

(**com.absence.dialoguesystem.**)

 public string[] CustomInfo { get; }

- **com.absence.**

dialoguesystem.internals

Property Value
(**com.absence.dialoguesystem.**)

Type	Description
ActionNode	

strir(<https://github.com/absence/dialoguesystem/tree/main/api/system.string>)[]

AdditionalSpeechData

(**com.absence.dialoguesystem.inter**)

Blackboard

(**com.absence.dialoguesystem.inter**)

ConditionNode

(**com.absence.dialoguesystem.inter**)

ConditionNode.ProcessType

public Sprite get; }
(**com.absence.dialoguesystem.inter**)

DecisionSpeechNode

(**com.absence.dialoguesystem.inter**)

DialoguePartNode

(**com.absence.dialoguesystem.inter**)

Sprite

(**com.absence.dialoguesystem.inter**)

FastSpeechNode

(**com.absence.dialoguesystem.inter**)

GotoNode

(**com.absence.dialoguesystem.inter**)

IContainSpeech

(**com.absence.dialoguesystem.inter**)

IContainVariableManipulators

(**com.absence.dialoguesystem.inter**)

Node

(**com.absence.dialoguesystem.inter**)

Node.NodeState

(**com.absence.dialoguesystem.inter**)

Option

(**com.absence.dialoguesystem.inter**)

RootNode

(**com.absence.dialoguesystem.inter**)

StickyNoteNode

'

Class Blackboard

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

Inheritance

com.absence.dialoguesystem

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

↳ Blackboard

+ **com.absence.**

Inherited Members

dialoguesystem.editor

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

- **com.absence.**
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-object)))

dialoguesystem.internals

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

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

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

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

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

(com.absence.dialoguesystem.internals.html)

Assembly AbsenceNodeSharp-firstpass.dll

Syntax

```
com.absence.dialoguesystem.internals  
    ConditionNode.ProcessType  
    [Serializable]  
    DecisionSpeechNode  
    public class Blackboard  
        (com.absence.dialoguesystem.internals  
        DialoguePartNode  
        (com.absence.dialoguesystem.internals  
        FastSpeechNode  
        (com.absence.dialoguesystem.internals  
        GotoNode  
        (com.absence.dialoguesystem.internals  
        Bank  
        containSpeech  
        (com.absence.dialoguesystem.internals  
        Bank of this blackboard  
        IContainVariableManipulators  
        (com.absence.dialoguesystem.internals  
        Declaration  
        Node  
        (com.absence.dialoguesystem.internals  
        [HideInInspector]  
        Node.NodeState  
        public VariableBank Bank  
        (com.absence.dialoguesystem.internals  
        Option  
        FieldValue  
        (com.absence.dialoguesystem.internals
```

Fields

absence.dialoguesystem.internals

GotoNode

(com.absence.dialoguesystem.internals

Bank containSpeech

(com.absence.dialoguesystem.internals

Bank of this blackboard

IContainVariableManipulators

(com.absence.dialoguesystem.internals

Declaration

Node

(com.absence.dialoguesystem.internals

[HideInInspector]

Node.NodeState

public VariableBank Bank

(com.absence.dialoguesystem.internals

Option

FieldValue

(com.absence.dialoguesystem.internals

RootNode

(com.absence.dialoguesystem.internals

VariableBank

SpeechNodeNode

Type	Description
RootNode	
VariableBank	

Methods

Clone()

Use to clone this blackboard.



Declaration

+ **com.absence.dialoguesystem**
 public Blackboard Clone()
 (com.absence.dialoguesystem.)

↳ **com.absence.**

dialoguesystem.editor
Type
(com.absence.dialoguesystem.)

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

- **com.absence.**

dialoguesystem.internals
(com.absence.dialoguesystem.)

ActionNode

(com.absence.dialoguesystem.inter

AdditionalSpeechData

(com.absence.dialoguesystem.inter

Blackboard

(com.absence.dialoguesystem.inter

ConditionNode

(com.absence.dialoguesystem.inter

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

DecisionSpeechNode

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

(com.absence.dialoguesystem.inter

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Node

(com.absence.dialoguesystem.inter

Node.NodeState

(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

'

Description

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

Class ConditionNode

Node which re-routes the flow under some conditions.

Filter by title

Inheritance

+ **com.absence.dialoguesystem**

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

(**com.absence.dialoguesystem.**)

↳ ScriptableObject

+ **com.absence**

↳ Node ([com.absence.dialoguesystem.internals.Node.html](#))

dialoguesystem.editor

↳ ConditionNode

(**com.absence.dialoguesystem.**)

Implements

IContainSpeechManipulators ([com.absence.dialoguesystem.internals.IContainerVariableManipulators.html](#))

dialoguesystem.internals

Inherited Members

(**com.absence.dialoguesystem.**)

Node.Guid

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Guid](#))

Node.Position

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Position](#))

Node.MasterDialogue

↳ Blackboard

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue](#))

) (com.absence.dialoguesystem.inter)

ConditionNode

Node.Blackboard

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Blackboard](#))

Node.State

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_State](#))

DecisionSpeechNode

(com.absence.dialoguesystem.inter)

ExitDialogAfterwards

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ExitDialogAfterwards](#))

DialoguePartNode

(com.absence.dialoguesystem.inter)

OnSetState

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnSetState](#))

FastSpeechNode

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_FastSpeechNode](#))

OnRemove

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemove](#))

OnValidation

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnValidation](#))

OnReach

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnReach](#))

OnPass

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnPass](#))

PersonIndex

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonIndex](#))

Person

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Person](#))

DisplayState

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_DisplayState](#))

ShowInMinimap

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ShowInMinima](#))

StickyNoteNode

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_StickyNoteNode](#))

p)

```

Node.PersonDependent
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDepende
nt)

Node.AddNextNode(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_
com_absence_dialoguesystem_internals_Node_System_Int32_)

Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
deSystem_Int32_)

com.absence.dialoguesystem
(com.absence.dialoguesystem.
Node.GetNextNodes()
com.absence.
dialoguesystem.editor
(com.absence.dialoguesystem.
Node.Pass_System_O
bject__)
com.absence.
Node.Reach()
dialoguesystem.internals
(com.absence.dialoguesystem.
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)

Node.OnRemoval()
ActionNode
Node.GetInputPortNameForCreation()
(com.absence.dialoguesystem.inter
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNa
meForCreation)
AdditionalSpeechData
(com.absence.dialoguesystem.inter
Node.SetState(Node.NodeState)
Blackboard
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_a
bsence_dialoguesystem_internals_Node_NodeState_)
ConditionNode
Node.Clone()
(com.absence.dialoguesystem.inter
ConditionNode.ProcessType
ScriptableObject.SetDirty()
(com.absence.dialoguesystem.inter
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
DecisionSpeechNode
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
ScriptableObject.CreateInstance<T>()
DialoguePartNode
Object.GetInstanceID()
(com.absence.dialoguesystem.inter
Object.GetHashCode()
FastSpeechNode
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
(com.absence.dialoguesystem.inter
Object.Instantiate(Object, Vector3, Quaternion)
GotoNode
Object.Instantiate(Object, Vector3, Quaternion, Transform)
(com.absence.dialoguesystem.inter
Object.Instantiate(Object)
ContainSpeech
Object.Instantiate(Object, Transform)
(com.absence.dialoguesystem.inter
Object.Instantiate(Object, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
ContainVariableManipulators
Object.Instantiate<T>(T)
(com.absence.dialoguesystem.inter
Object.Instantiate<T>(T, Vector3, Quaternion)
Node
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
(com.absence.dialoguesystem.inter
Object.Instantiate<T>(T, Transform)
Node.NodeState
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Destroy(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Option
Object.Destroy(Object)
(com.absence.dialoguesystem.inter
Object.DestroyImmediate(Object, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
RootNode
Object.DestroyImmediate(Object)
(com.absence.dialoguesystem.inter
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
StickyNoteNode
...

```

Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Object.DontDestroyOnLoad(Object)
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
Object.DestroyObject(Object)
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Object.FindObjectsByType<T>(FindObjectsSortMode)
com.absence
dialoguesystem.editor
(com.absence.dialoguesystem.)
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.FindFirstObjectByType<T>()
Object.FindObjectOfType<T>()
com.absence
dialoguesystem.internals
(com.absence.dialoguesystem.)
Object.FindAnyObjectByType<T>(FindObjectsInactive)
ActionNode
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
AdditionalSpeechData
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Blackboard
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
ConditionNode
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.ToString()
ConditionNode.ProcessType
Object.name
(com.absence.dialoguesystem.inter)
Object.hideFlags
DecisionSpeechNode
object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
DialoguePartNode
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(com.absence.dialoguesystem.inter)
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
FastSpeechNode
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(com.absence.dialoguesystem.inter)

Name: `Node` (`com.html.absence` (`com.absence.html.dialoguesystem` (`com.absence.dialoguesystem.html.internals`)))

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

Assembly: Assembly-CSharp-firstpass.dll

Syntax: `com.absence.dialoguesystem.inter`

IContainVariableManipulators

`public class Node : Node, IContainVariableManipulators`

Node

(com.absence.dialoguesystem.inter)

Node.NodeState

(com.absence.dialoguesystem.inter)

Fields

`com.absence.dialoguesystem.inter`

RootNode

(com.absence.dialoguesystem.inter)

StickyNoteNode

...

Comparers

Declaration

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

Field Value

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

+ **com.absence.dialoguesystem**
 (**com.absence.dialoguesystem.**
FalseNext
+ **com.absence.**
Declaration
 dialoguesystem.editor
 (**com.absence.dialoguesystem.**
 [HideInInspector]
- **com.absence.****FalseNext**
 dialoguesystem.internals
 (**com.absence.dialoguesystem.**
Field Value

Type	Description
ActionNode (com.absence.dialoguesystem.inter Node (https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html) (com.absence.dialoguesystem.inter Blackboard (com.absence.dialoguesystem.inter ConditionNode Processor Declaration ConditionNode.ProcessType (com.absence.dialoguesystem.inter public ConditionNode.ProcessType Processor DecisionSpeechNode (com.absence.dialoguesystem.inter Field Value DialoguePartNode Type (com.absence.dialoguesystem.inter FastSpeechNode ConditionNode (https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.ConditionNode.html). ProcessType (https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.ConditionNode.ProcessType.html) GetOnNode (com.absence.dialoguesystem.inter IContainSpeech (com.absence.dialoguesystem.inter IContainVariableManipulators Declaration Absence.dialoguesystem.inter Node (com.absence.dialoguesystem.inter Node.NodeState Node.NodeStateNext (com.absence.dialoguesystem.inter Option Field Value (com.absence.dialoguesystem.inter Type RootNode (com.absence.dialoguesystem.inter Node (https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html) StickyNoteNode ...	

Processor
Processor
Declaration
 ConditionNode.ProcessType
 Processor
 DecisionSpeechNode
 Declaration
 ConditionNode.ProcessType
 Processor
Field Value

Type	Description
(com.absence.dialoguesystem.inter FastSpeechNode ConditionNode (https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.ConditionNode.html). ProcessType (https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.ConditionNode.ProcessType.html) GetOnNode (com.absence.dialoguesystem.inter IContainSpeech (com.absence.dialoguesystem.inter IContainVariableManipulators Declaration Absence.dialoguesystem.inter Node (com.absence.dialoguesystem.inter Node.NodeState Node.NodeStateNext (com.absence.dialoguesystem.inter Option Field Value (com.absence.dialoguesystem.inter Type RootNode (com.absence.dialoguesystem.inter Node (https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html) StickyNoteNode ...	

TrueNext
TrueNext
Declaration
 Declaration
 Node

 (**com.absence.dialoguesystem.inter**
 Node.NodeState
 Node.NodeStateNext
 (**com.absence.dialoguesystem.inter**
 Option
 Field Value
 (**com.absence.dialoguesystem.inter**
 Type
 RootNode
 (**com.absence.dialoguesystem.inter**
 Node (<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html>)
 StickyNoteNode
 ...

Type	Description
RootNode (com.absence.dialoguesystem.inter Node (https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html) StickyNoteNode ...	

Methods

AddNextNode_Inline(Node, int)

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



Declaration

+ com.absence.dialoguesystem

protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)
(com.absence.dialoguesystem.)

+ com.absence.

dialoguesystem.editor

Type
(com.absence.dialoguesystem.)

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

- com.absence.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

dialoguesystem.internals

(com.absence.dialoguesystem.)

Overrides

ActionNode

Node.AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.inter)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_I

nline_com_absence_dialoguesystem_internals_Node_System_Int32_)

(com.absence.dialoguesystem.inter)

Blackboard

DelayedClone(Dialogue)

ConditionNode

This method gets called when the dialogue gets cloned.

ConditionNode.ProcessType

Declaration

(com.absence.dialoguesystem.inter)

DecisionSpeechNode

public void DelayedClone(Dialogue originalDialogue)

(com.absence.dialoguesystem.inter)

DialoguePartNode

(com.absence.dialoguesystem.inter)

Parameters

FastSpeechNode

Type
(com.absence.dialoguesystem.inter)

GotoNode

(com.absence.dialoguesystem.inter)

(com.absence.dialoguesystem.Dialogue.htm

l)

IContainSpeech

(com.absence.dialoguesystem.inter)

IContainVariableManipulators

(com.absence.dialoguesystem.inter)

GetClassName()

(com.absence.dialoguesystem.inter)

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

Node.NodeState

Declaration

(com.absence.dialoguesystem.inter)

Option

(com.absence.dialoguesystem.inter)

public override string GetClassName()

RootNode

(com.absence.dialoguesystem.inter)

Returns

StickyNoteNode

..

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	Returns the USS class name of this node type as a string.

Overrides

Node.GetClassName()

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

+ com.absence.dialoguesystem

(com.absence.dialoguesystem.)

GetComparers()

+ com.absence.

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

dialoguesystem.editor

(com.absence.dialoguesystem.)

- com.absence.

public List<VariableComparer> GetComparers()

dialoguesystem.internals

(com.absence.dialoguesystem.)

Returns

ActionNode

Type	Description
List<VariableComparer>	

Blackboard

(com.absence.dialoguesystem.inter

ConditionNode

(com.absence.dialoguesystem.inter

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

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

DecisionSpeechNode

(com.absence.dialoguesystem.inter

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

DialoguePartNode

(com.absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

Parameters

Type	Name	Description
GotoNode		

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

Overrides

(com.absence.dialoguesystem.inter

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

RootNode

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_

(com.absence.dialoguesystem.inter

StickyNoteNode

.. . .

Inline_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_Node____)

GetOutputPortNamesForCreation()

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

Declaration

+ com.absence.dialoguesystem

(com.absence.dialoguesystem) GetOutputPortNamesForCreation()

+ com.absence.

Returns dialoguesystem.editor

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

Overrides

AdditionalSpeechData
Node.GetOutputPortNamesForCreation()
(com.absence.dialoguesystem.inter
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPortNamesForCreation))
(com.absence.dialoguesystem.inter
ConditionNode
(com.absence.dialoguesystem.inter
ConditionNode.ProcessType

GetSetters()

ConditionNode

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

Declaration

(com.absence.dialoguesystem.inter
DialoguePartNode
public List<VariableSetter> GetSetters()

FastSpeechNode
(com.absence.dialoguesystem.inter
GotoNode

Type	Description
IContainSpeechList<VariableSetter> (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<VariableSetter> (com.absence.dialoguesystem.inter IContainVariableManipulators (com.absence.dialoguesystem.inter	

GetTitle()

(com.absence.dialoguesystem.inter
Use to set the title of this node type in the graph view.
Node.NodeState

Declaration

Option
(com.absence.dialoguesystem.inter
public override string GetTitle()
RootNode
(com.absence.dialoguesystem.inter

Returns

StickyNoteNode

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The title as a string.

Overrides

Node.GetTitle()

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

+ com.absence.dialoguesystem
Pass_Inline(params object[])
 ↵ com.absence.dialoguesystem.

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

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.

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

com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.

Type ActionNode

(com.absence.dialoguesystem.inter
 object (<https://learn.microsoft.com/dotnet/api/system.object>)[])

Name

Description

passData

Overrides

Blackboard

Node.Pass_Inline(params object[])

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

com.absence.dialoguesystem.inter

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

DecisionSpeechNode

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

protected virtual bool Process()

FastSpeechNode

(com.absence.dialoguesystem.inter

Return GotoNode

Type (com.absence.dialoguesystem.inter

Description

IContainSpeech

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Node

Reach_Inline()

(com.absence.dialoguesystem.inter

Node.NodeState

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

(com.absence.dialoguesystem.inter

Declaration

(com.absence.dialoguesystem.inter

protected override void Reach_Inline()

(com.absence.dialoguesystem.inter

StickyNoteNode

..

Overrides

Node.Reach_Inline()

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

RemoveNextNode_Inline(int)



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

Declaration

(com.absence.dialoguesystem.

(com.absence.dialoguesystem.

protected override void RemoveNextNode_Inline(int atPort)

+ com.absence.

dialoguesystem.editor

Parameters

(com.absence.dialoguesystem.

Type	Name	Description
- com.absence.		

int (https://learn.microsoft.com/dotnet/api/system.int32)

atPort

dialoguesystem.internals

(com.absence.dialoguesystem.

Overrides

ActionNode

Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo de_Inline_System_Int32_)

AdditionalSpeechData

Blackboard

(com.absence.dialoguesystem.inte

ConditionNode

(com.absence.dialoguesystem.inte

ConditionNode.ProcessType

Declaration

(com.absence.dialoguesystem.inte

DecisionSpeechNode

(com.absence.dialoguesystem.inte

DialoguePartNode

(com.absence.dialoguesystem.inte

FastSpeechNode

(com.absence.dialoguesystem.inte

Type	Name	Description
- com.absence.dialoguesystem.inte		

GotoNode

Action (https://learn.microsoft.com/dotnet/api/system.action-1)<

(com.absence.dialoguesystem.inte

Node (com.absence.dialoguesystem.internals.Node.html)>

IContainSpeech

(com.absence.dialoguesystem.inte

Overrides

IContainVariableManipulators

Node.Traverse(Action<Node>)

(com.absence.dialoguesystem.inte

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste

m_Action_com_absence_dialoguesystem_internals_Node_)

(com.absence.dialoguesystem.inte

Node.NodeState

(com.absence.dialoguesystem.inte

Option

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

(com.absence.dialoguesystem.inte

RootNode

(com.absence.dialoguesystem.inte

StickyNoteNode

'

Implements

(com.absence.dialoguesystem.inte

Option

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

(com.absence.dialoguesystem.inte

RootNode

(com.absence.dialoguesystem.inte

StickyNoteNode

'

▼

+ **com.absence.dialoguesystem**
(**com.absence.dialoguesystem.**)

+ **com.absence.**
dialoguesystem.editor
(**com.absence.dialoguesystem.**)

- **com.absence.**
dialoguesystem.internals
(**com.absence.dialoguesystem.**)

ActionNode
(**com.absence.dialoguesystem.inter**
AdditionalSpeechData
(**com.absence.dialoguesystem.inter**
Blackboard
(**com.absence.dialoguesystem.inter**
ConditionNode
(**com.absence.dialoguesystem.inter**
ConditionNode.ProcessType
(**com.absence.dialoguesystem.inter**
DecisionSpeechNode
(**com.absence.dialoguesystem.inter**
DialoguePartNode
(**com.absence.dialoguesystem.inter**
FastSpeechNode
(**com.absence.dialoguesystem.inter**
GotoNode
(**com.absence.dialoguesystem.inter**
IContainSpeech
(**com.absence.dialoguesystem.inter**
IContainVariableManipulators
(**com.absence.dialoguesystem.inter**
Node
(**com.absence.dialoguesystem.inter**
Node.NodeState
(**com.absence.dialoguesystem.inter**
Option
(**com.absence.dialoguesystem.inter**
RootNode
(**com.absence.dialoguesystem.inter**
StickyNoteNode
'

Enum ConditionNode.ProcessType

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

Filter by title

Assembly: Assembly-CSharp-firstpass.dll

Syntax

+ **com.absence.dialoguesystem**

(**com.absence.dialoguesystem**.|
public enum ConditionNode.ProcessType

+ **com.absence.**

dialoguesystem.editor

 (**com.absence.dialoguesystem**.|

Fields

com.absence.

Name	Description
(com.absence.dialoguesystem . All	ActionNode
Any(com.absence.dialoguesystem .inter	
AdditionalSpeechData	
(com.absence.dialoguesystem .inter	
Blackboard	
(com.absence.dialoguesystem .inter	
ConditionNode	
(com.absence.dialoguesystem .inter	
ConditionNode.ProcessType	
(com.absence.dialoguesystem .inter	
DecisionSpeechNode	
(com.absence.dialoguesystem .inter	
DialoguePartNode	
(com.absence.dialoguesystem .inter	
FastSpeechNode	
(com.absence.dialoguesystem .inter	
GotoNode	
(com.absence.dialoguesystem .inter	
IContainSpeech	
(com.absence.dialoguesystem .inter	
IContainVariableManipulators	
(com.absence.dialoguesystem .inter	
Node	
(com.absence.dialoguesystem .inter	
Node.NodeState	
(com.absence.dialoguesystem .inter	
Option	
(com.absence.dialoguesystem .inter	

Class DecisionSpeechNode

Node which displays a speech with options.

Filter by title

Inheritance

+ **com.absence.dialoguesystem**

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

(**com.absence.dialoguesystem.**!)

↳ ScriptableObject

+ **com.absence**

↳ Node (<com.absence.dialoguesystem.internals.Node.html>)

dialoguesystem.editor

↳ DecisionSpeechNode

(**com.absence.dialoguesystem.**!)

Implements

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

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

(**com.absence.dialoguesystem.**!)

ActionNode

Node.Guid

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

Node.Position

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

Blackboard

Node.MasterDialogue

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

) ConditionNode

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

Node.Blackboard

ConditionNode.ProcessType

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

Node.State

DecisionSpeechNode

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

Node.ExitDialogAfterwards

DialoguePartNode

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

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

FastSpeechNode

Node.OnSetState

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

Node.OnRemove

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

Node.OnValidation

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

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

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

Node.OnReach

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

Node.OnPass

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

Node.NodeState

Node.PersonIndex

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

Node.Option

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

Node.RootNode

Node.DisplayState

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

StickyNoteNode

...

```

Node.ShowInMinimap
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ShowInMinimap)
Node.AddNextNode(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_com_absence_dialoguesystem_internals_Node_System_Int32_)
Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNode_com_absence_dialoguesystem_internals_Node_System_Int32_)

com.absence.dialoguesystem
Node.GetNextNodes()
Node.GetNextNodes()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)
Node.GetParam(object[])
(com.absence.dialoguesystem.editor.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_Object)
com.absence.dialoguesystem.
Node.Reach()
com.absence.dialoguesystem.internals
Node.OnRemoval()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)
Node.GetInputPortNameForCreation()
ActionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation)
AdditionalSpeechData
Node.SetState(Node.NodeState)
(com.absence.dialoguesystem.inter)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_absence_dialoguesystem_internals_Node_NodeState_)
Blackboard
(com.absence.dialoguesystem.inter)
Node.Clone()
ConditionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone)
ScriptableObject.SetDirty()
ConditionNode.ProcessType
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
DecisionSpeechNode
ScriptableObject.CreateInstance<T>()
Object.GetInstanceID()
DialoguePartNode
Object.GetHashCode()
(com.absence.dialoguesystem.inter)
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
FastSpeechNode
Object.Instantiate(Object, Vector3, Quaternion)
(com.absence.dialoguesystem.inter)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
GotoNode
Object.Instantiate(Object)
(com.absence.dialoguesystem.inter)
Object.Instantiate(Object, Transform)
ContainSpeech
Object.Instantiate(Object, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Instantiate<T>()
ContainVariableManipulators
Object.Instantiate<T>(T, Vector3, Quaternion)
(com.absence.dialoguesystem.inter)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Node
Object.Instantiate<T>(T, Transform)
(com.absence.dialoguesystem.inter)
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Node.NodeState
Object.Destroy(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Object.Destroy(Object)
Option
Object.DestroyImmediate(Object, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.DestroyImmediate(Object)
RootNode
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfType(Type, bool) (https://learn.microsoft.com/dotnet/api/system.type)
StickyNoteNode
...

```

Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(<https://learn.microsoft.com/dotnet/api/system.type>)
Object.DontDestroyOnLoad(Object)
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
Object.DestroyObject(Object)
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.dialoguesystem
(com.absence.dialoguesystem)
Object.FindObjectsOfType<T>(FindObjectsSortMode)
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
com.absence
dialoguesystem.editor()
(com.absence.dialoguesystem)
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.FindFirstObjectByType<T>()
Object.FindAnyObjectByType<T>()
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, FindObjectsInactive)
Object.FindAnyObjectOfType(Type, FindObjectsInactive)
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.inter)
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
AdditionalSpeechData
Object.FindAnyObjectByType(Type). (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Blackboard
Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
ConditionNode
Object.ToString()
(com.absence.dialoguesystem.inter)
Object.name
ConditionNode.ProcessType
Object.hideFlags
(com.absence.dialoguesystem.inter)
object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
DecisionSpeechNode
(com.absence.dialoguesystem.inter)
equals(system-object-system-object)
(com.absence.dialoguesystem.inter)
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
DialoguePartNode
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(com.absence.dialoguesystem.inter)
Namespace com.Node.html.absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals
(com.absence.dialoguesystem.internals.html)
(com.absence.dialoguesystem.inter)
Assembly: Assembly-CSharp-firstpass.dll
Syntax: com.absence.dialoguesystem.inter
IContainSpeech
(com.absence.dialoguesystem.inter) SpeechNode : Node, IContainSpeech, IContainVariableManipulators
IContainVariableManipulators
(com.absence.dialoguesystem.inter)
Node
(com.absence.dialoguesystem.inter)
NodeState
(com.absence.dialoguesystem.inter)
Option
(com.absence.dialoguesystem.inter)
Fields
RootNode
(com.absence.dialoguesystem.inter)
StickyNoteNode
...
...

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

Field Value

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

+ com.absence.

Properties

Type	Description
SpeechNode	
ActionNode	
ConditionNode	
DecisionSpeechNode	
FastSpeechNode	
GotoNode	
IContainSpeech	

Field Value

Type	Description
AdditionalSpeechData (com.absence.dialoguesystem.inter string Backboard (https://learn.microsoft.com/dotnet/api/system.string)	

Properties

Type	Description
DialoguePartNode	
FastSpeechNode	
GotoNode	
IContainSpeech	

PersonDependent

Type	Description
com.absence.dialoguesystem.inter bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Overrides

Overrides	Description
Node	
NodeState	
NodePersonDependent	
NodePersonDependent (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDepende nt)	
Option	
RootNode	
StickyNoteNode	
.. .	

Methods

AddNextNode_Inline(Node, int)

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

Declaration

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

Parameters

Type	Name	Description
<code>(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_html)</code>	<code>nextWillBeAdded</code>	
<code>int (https://learn.microsoft.com/dotnet/api/system.int32)</code> <code>(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_System_Int32_)</code>	<code>atPort</code>	

Overrides

`Node.AddNextNode_Inline(Node, int)`

`(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_Inline_com_absence_dialoguesystem_internals_Node_System_Int32_)`
ActionNode

`(com.absence.dialoguesystem.internals.ConditionNode)`

DelayedClone(Dialogue)

`(com.absence.dialoguesystem.internals.ConditionNode)`

This ~~Method~~ will get called right after the dialogue gets cloned.

`(com.absence.dialoguesystem.internals.DecisionSpeechNode)`

Declaration

`ConditionNode`

```
public void DelayedClone(Dialogue originalDialogue)  
    ConditionNode.ProcessType
```

`(com.absence.dialoguesystem.internals.DecisionSpeechNode)`

Parameters

Type	Name	Description
<code>DialoguePartNode</code>	<code>originalDialogue</code>	This is the dialogue the cloned dialogue had cloned from.

GetAdditionalSpeechData()

`(com.absence.dialoguesystem.internals.IContainSpeech)`

`IContainVariableManipulators`

`(com.absence.dialoguesystem.internals.Node)`

```
public AdditionalSpeechData GetAdditionalSpeechData()  
    Node.NodeState
```

`(com.absence.dialoguesystem.internals.Option)`

Type	Description
<code>AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html)</code>	
<code>StickyNoteNode</code>	

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 `com.absence.dialoguesystem`

Type	Description
<code>com.absence.dialoguesystem.</code> <code>(https://learn.microsoft.com/dotnet/api/system.string)</code>	Returns the USS class name of this node type as a string.

Overrides `com.absence.Node.GetClassName()`

Overrides	<code>com.absence.Node.GetClassName()</code>
	<code>com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetClassName()</code>

`com.absence.dialoguesystem.i`

ActionNode

GetComparers()

`(com.absence.dialoguesystem.inter`

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

`(com.absence.dialoguesystem.inter`

Declaration

`(com.absence.dialoguesystem.inter`

public List<VariableComparer> GetComparers()

`(com.absence.dialoguesystem.inter`

ConditionNode.ProcessType

Returns `(com.absence.dialoguesystem.inter`

Type	Description
<code>DecisionSpeechNode</code>	

`(com.absence.dialoguesystem.inter`

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

`DialoguePartNode`

`(com.absence.dialoguesystem.inter`

FastSpeechNode

`(com.absence.dialoguesystem.inter`

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

GotoNode

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

Declaration

`(com.absence.dialoguesystem.inter`

IContainSpeech

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

`(com.absence.dialoguesystem.inter`

Node

`(com.absence.dialoguesystem.inter`

Node.NodeState

`(com.absence.dialoguesystem.inter`

Option

`(com.absence.dialoguesystem.inter`

RootNode

`(com.absence.dialoguesystem.inter`

StickyNoteNode

`..`

Parameters

`(com.absence.dialoguesystem.inter`

Node

`(com.absence.dialoguesystem.inter`

NodeState

`(com.absence.dialoguesystem.inter`

Option

`(com.absence.dialoguesystem.inter`

RootNode

`(com.absence.dialoguesystem.inter`

StickyNoteNode

`..`

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

Overrides

dialoguesystem.editor
(com.absence.dialoguesystem.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_Node__Node_)

dialoguesystem.internals

(com.absence.dialoguesystem.i

GetOptions()

ActionNode

(com.absence.dialoguesystem.inter

AdditionalSpeechData

(com.absence.dialoguesystem.inter

public List<Option> GetOptions()

Blackboard

(com.absence.dialoguesystem.inter

Returns ConditionNode

Type	Description
ConditionNode.ProcessType	

List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) <

Option (com.absence.dialoguesystem.internals.Option.html)>

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

FastSpeechNode

GetOutputPortNamesForCreation()

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

GotoNode

Declaration (com.absence.dialoguesystem.inter

IContainSpeech

public override void GetOutputPortNamesForCreation()

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Node

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

Overrides

StickyNoteNode

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

GetSetters()

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

Declaration

(com.absence.dialoguesystem.)

public List<VariableSetter> GetSetters()
+ com.absence.

dialoguesystem.editor

Returns
(com.absence.dialoguesystem.)

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

(com.absence.dialoguesystem.)

ActionNode

GetSpeech()

AdditionalSpeechData

Declaration
(com.absence.dialoguesystem.inter)

Blackboard

public string GetSpeech()
(com.absence.dialoguesystem.inter)

ConditionNode

(com.absence.dialoguesystem.inter)

Returns
ConditionNode.ProcessType

Type
(com.absence.dialoguesystem.inter)

DecisionSpeechNode
string (https://learn.microsoft.com/dotnet/api/system.string)
(com.absence.dialoguesystem.inter)

DialoguePartNode

(com.absence.dialoguesystem.inter)

FastSpeechNode

(com.absence.dialoguesystem.inter)

GetTitle()

FastSpeechNode

(com.absence.dialoguesystem.inter)

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

GotoNode

(com.absence.dialoguesystem.inter)

Declaration
(com.absence.dialoguesystem.inter)

IContainSpeech

(com.absence.dialoguesystem.inter)

public override string GetTitle()
IContainVariableManipulators

(com.absence.dialoguesystem.inter)

Returns
Node

Type
(com.absence.dialoguesystem.inter)

Node.NodeState

string (https://learn.microsoft.com/dotnet/api/system.string)
(com.absence.dialoguesystem.inter)

The title as a string.

Option

Overrides
(com.absence.dialoguesystem.inter)

Node.RootNode

(com.absence.dialoguesystem.inter)

Node.html#com_absence_dialoguesystem_internals_Node_GetTitle)

StickyNoteNode

..

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: com.absence.dialoguesystem.

Type	Name	Description
com.absence.dialoguesystem.[https://learn.microsoft.com/dotnet/api/system.object]]	passData	

dialoguesystem.editor

Overrides: com.absence.dialoguesystem.

Node.Pass_Inline(params object[])

- com.absence.

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

dialoguesystem.internals

(com.absence.dialoguesystem.internals.ActionNode)

ActionNode

Reach_Inline()

(com.absence.dialoguesystem.inter

AdditionalSpeechData

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

(com.absence.dialoguesystem.inter

Declaration

(com.absence.dialoguesystem.inter

ConditionNode

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

(com.absence.dialoguesystem.inter

ConditionNode.ProcessType

Overrides

(com.absence.dialoguesystem.inter

Node.Reach_Inline()

DecisionSpeechNode

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

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

RemoveNextNode_Inline(int)

FastSpeechNode

(com.absence.dialoguesystem.inter

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

GotoNode

Declaration

(com.absence.dialoguesystem.inter

IContainSpeech

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

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Parameters

Node

Type	Name	Description
Node.NodeState int (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

Option

(com.absence.dialoguesystem.inter

Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo

de_Inline_System_int32_

... . . .

Traverse(Action<Node>)

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

Declaration

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

Parameters

Type	Name	Description
+com.absence.dialoguesystem.Node.Traverse<com.absence.dialoguesystem.Action<Node>>(com.absence.dialoguesystem.Action<Node> action)	action	

Overrides

```
- com.absence.Node.Traverse(Action<Node> action)
```

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

ActionNode

(com.absence.dialoguesystem.internals.AdditionalSpeechData)

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

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

(com.absence.dialoguesystem.internals.ConditionNode)

ConditionNode

(com.absence.dialoguesystem.internals.ConditionNode.ProcessType)

(com.absence.dialoguesystem.internals.DecisionSpeechNode)

(com.absence.dialoguesystem.internals.DialoguePartNode)

(com.absence.dialoguesystem.internals.FastSpeechNode)

(com.absence.dialoguesystem.internals.GotoNode)

(com.absence.dialoguesystem.internals.IContainerSpeech)

(com.absence.dialoguesystem.internals.IContainerVariableManipulators)

(com.absence.dialoguesystem.internals.IContainerNode)

Node (com.absence.dialoguesystem.internals.Node.NodeState)

(com.absence.dialoguesystem.internals.Node.Option)

(com.absence.dialoguesystem.internals.RootNode)

(com.absence.dialoguesystem.internals.StickyNoteNode)

...

Implements

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

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

(com.absence.dialoguesystem.internals.IContainerNode)

ConditionNode

(com.absence.dialoguesystem.internals.ContainerNode.ProcessType)

(com.absence.dialoguesystem.internals.ContainerNode.DecisionSpeechNode)

(com.absence.dialoguesystem.internals.ContainerNode.DialoguePartNode)

(com.absence.dialoguesystem.internals.ContainerNode.FastSpeechNode)

(com.absence.dialoguesystem.internals.ContainerNode.GotoNode)

(com.absence.dialoguesystem.internals.IContainerSpeech)

(com.absence.dialoguesystem.internals.IContainerVariableManipulators)

(com.absence.dialoguesystem.internals.IContainerNode)

Node (com.absence.dialoguesystem.internals.Node.NodeState)

(com.absence.dialoguesystem.internals.Node.Option)

(com.absence.dialoguesystem.internals.RootNode)

(com.absence.dialoguesystem.internals.StickyNoteNode)

...

Class DialoguePartNode

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

Filter by title

Inheritance

+ **com.absence.dialoguesystem**

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

(**com.absence.dialoguesystem.**!)

↳ ScriptableObject

+ **com.absence**

↳ Node (<com.absence.dialoguesystem.internals.Node.html>)

dialoguesystem.editor

↳ DialoguePartNode

(**com.absence.dialoguesystem.**!)

Inherited Members

- **com.absence**.

Node.Guid

dialoguesystem.internals

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

(**com.absence.dialoguesystem.**!)

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

Node.MasterDialogue

↳ com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue

(AdditionalSpeechData

) (com.absence.dialoguesystem.intern

Node.Blackboard

↳ com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Blackboard

Node.State

ConditionNode

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

Node.ExitDialogAfterwards

ConditionNode.ProcessType

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

DecisionSpeechNode

Node.OnSetState

DialoguePartNode

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

Node.OnRemove

DialoguePartNode

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

FastSpeechNode

DialoguePartNode

(com.absence.dialoguesystem.intern

(AdditionalSpeechData

) (com.absence.dialoguesystem.intern

GotoNode

DialoguePartNode

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

Node.OnReach

DialoguePartNode

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

ContainSpeech

DialoguePartNode

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

ContainVariableManipulators

DialoguePartNode

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

Node.Person

DialoguePartNode

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

Node.NodeState

DialoguePartNode

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ShowInMinima

p) (com.absence.dialoguesystem.intern

Node.PersonDependent

DialoguePartNode

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDepende

nt) StickyNoteNode

... . . .

```

Node.AddNextNode(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_
com_absence_dialoguesystem_internals_Node_System_Int32_)

Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_System_Int32_)

Node.GetNextNodes()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)

com.absence.dialoguesystem
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_O
bject__)

com.absence.
Node.Reach()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)

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

Node.GetOutputPortNamesForCreation()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPort
NamesForCreation)

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

Node.SetState(Node.NodeState)
ActionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_a
bsence_dialoguesystem_internals_Node_NodeState_)

AdditionalSpeechData
Node.Clone()
(com.absence.dialoguesystem.interna
Blackboard
ScriptableObject.SetDirty()
(com.absence.dialoguesystem.interna
ConditionNode
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
ScriptableObject.CreateInstance<T>()
ConditionNode.ProcessType
Object.GetInstanceID()
(com.absence.dialoguesystem.interna
Object.GetHashCode()
DecisionSpeechNode
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
Object.Instantiate(Object, Vector3, Quaternion)
DialoguePartNode
Object.Instantiate(Object, Vector3, Quaternion, Transform)
(com.absence.dialoguesystem.interna
Object.Instantiate(Object)
FastSpeechNode
Object.Instantiate(Object, Transform)
(com.absence.dialoguesystem.interna
Object.Instantiate(Object, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
GotoNode
Object.Instantiate<T>(T)
(com.absence.dialoguesystem.interna
Object.Instantiate<T>(T, Vector3, Quaternion)
ContainSpeech
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
(com.absence.dialoguesystem.interna
Object.Instantiate<T>(T, Transform)
ContainVariableManipulators
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Destroy(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Node
Object.Destroy(Object)
(com.absence.dialoguesystem.interna
Object.DestroyImmediate(Object, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Node.NodeState
Object.DestroyImmediate(Object)
(com.absence.dialoguesystem.interna
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Option
Object.FindObjectsOfType(Type, bool) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsByType(Type, FindObjectsSortMode) (https://learn.microsoft.com/dotnet/api/system.type)
RootNode
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(com.absence.dialoguesystem.interna
StickyNoteNode
(https://learn.microsoft.com/dotnet/api/system.type)

```

Object.DontDestroyOnLoad(Object)
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
Object.DestroyObject(Object)
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode)
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
com.absence
dialoguesystem.editor
(com.absence.dialoguesystem.)
Object.FindAnyObjectOfType<T>(FindObjectsInactive)
Object.FindAnyObjectOfType<T>(FindObjectsInactive)
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindFirstObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindAnyObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.ToString()
Blackboard
Object.name
(com.absence.dialoguesystem.inter)
Object.hideFlags
ConditionNode
object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
(com.absence.dialoguesystem.inter)
equals(system-object-system-object)
ConditionNode.ProcessType
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(com.absence.dialoguesystem.inter)
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
DecisionSpeechNode
NameSpaceOpen(com.absence.dialoguesystem.inter)
(com.absence.dialoguesystem.inter)
DialoguePartNode
Assembly: Assembly-CSharp-firstpass.dll
(com.absence.dialoguesystem.inter)

Syntax

```
class DialoguePartNode : Node
{
    public sealed class DialoguePartNode : Node
    {
        (com.absence.dialoguesystem.inter)
        IContainSpeech
        (com.absence.dialoguesystem.inter)
        IContainVariableManipulators
    }
}
```

Fields

Node
(com.absence.dialoguesystem.inter)

DialoguePartName

Node.NodeState
(com.absence.dialoguesystem.inter)

Declaration

Option
(com.absence.dialoguesystem.inter)

```
public string DialoguePartName
RootNode
```

(com.absence.dialoguesystem.inter)

FieldValue

NoteNode
...

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Next

Declaration

```
+ com.absence.dialoguesystem
  (com.absence.dialoguesystem.
    public Node Next
+ com.absence.
  dialoguesystem.editor
Field Value
  (com.absence.dialoguesystem.
```

Type	Description
- com.absence. dialoguesystem.internals (com.absence.dialoguesystem.	

Properties

```
ActionNode
  (com.absence.dialoguesystem.inter
  ActionNodeSpeechData
  (com.absence.dialoguesystem.inter
  Blackboard
DisplayState
  (com.absence.dialoguesystem.inter
ConditionNode
  (com.absence.dialoguesystem.inter
```

```
ConditionNode.ProcessType
  public override bool DisplayState { get; }
  (com.absence.dialoguesystem.inter
  DecisionSpeechNode
```

```
Property Value
  (com.absence.dialoguesystem.inter
```

Type	Description
DialoguePartNode (com.absence.dialoguesystem.inter bool (https://learn.microsoft.com/dotnet/api/system.boolean) FastSpeechNode (com.absence.dialoguesystem.inter	

```
OverridesNode
  (com.absence.dialoguesystem.inter
  Node.DisplayState
  (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_DisplayState)
  (com.absence.dialoguesystem.inter
  IContainSpeech
  (com.absence.dialoguesystem.inter
  IContainVariableManipulators
  (com.absence.dialoguesystem.inter
```

Methods

```
AddNextNodeInline(Node, int)
  (com.absence.dialoguesystem.inter
  Option
  Use to write the functionality of connecting a node to any port of this node.
  (com.absence.dialoguesystem.inter
```

```
Declaration
  (com.absence.dialoguesystem.inter
  StickyNoteNode
  . . .
  ..
```

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

Parameters

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html)	<i>nextWillBeAdded</i>	
+ com.absence.dialoguesystem .internal/api/system.int32 (com.absence.dialoguesystem.)	<i>atPort</i>	

Overrides
+ **com.absence.**

Node.AddNextNode_Inline(Node, int)
dialoguesystem.editor
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_I

(com.absence.dialoguesystem.)
- **com.absence.**

DelayedClone(Dialogue)

(com.absence.dialoguesystem.)

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

Declaration
(com.absence.dialoguesystem.inter

AdditionalSpeechData

public void DelayedClone(Dialogue originalDialogue)
Blackboard

(com.absence.dialoguesystem.inter

Parameters

ConditionNode

Type	Name	Description
ConditionNode.ProcessType Dialogue (com.absence.dialoguesystem.inter (com.absence.dialoguesystem.Dialogue.htm l) (com.absence.dialoguesystem.inter DialoguePartNode (com.absence.dialoguesystem.inter FactSpeechNode (com.absence.dialoguesystem.inter	<i>originalDialogue</i>	This is the dialogue the cloned dialogue had cloned from.

GetClassName()

(com.absence.dialoguesystem.inter

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

(com.absence.dialoguesystem.inter

Declaration
IContainSpeech

(com.absence.dialoguesystem.inter

public override string GetClassName()
IContainVariableManipulators

(com.absence.dialoguesystem.inter

Node

Returns
(com.absence.dialoguesystem.inter

Type	Description
Node.NodeState string (com.absence.dialoguesystem.inter Option (https://learn.microsoft.com/dotnet/api/system.string) (com.absence.dialoguesystem.inter	Returns the USS class name of this node type as a string.

RootNode

Overrides
(com.absence.dialoguesystem.inter

StickyNoteNode

...

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

GetInputPortNameForCreation()

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

Declaration

+ com.absence.dialoguesystem
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation())

+ com.absence.

Return type
dialoguesystem.editor

Type	Description
-string com.absence. (https://learn.microsoft.com/dotnet/api/system.string) (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation())	Returns the name as a string. Return null if you don't want any input ports.

Overrides

ActionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation())
AdditionalSpeechData
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation())
Blackboard
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation())
ConditionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation())
DecisionSpeechNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation())
FastSpeechNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation())

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

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

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

Declaration

protected partial void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline())

Parameters

Type
Node
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline())

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

Overrides

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline())
RootNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline())
StickyNoteNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline())
..

Inline_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_Node____)

GetTitle()

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

Declaration

+ com.absence.dialoguesystem
(com.absence.dialoguesystem)

+ com.absence.

Return dialoguesystem.editor

Type com.absence.dialoguesystem.

-string (learn.microsoft.com/dotnet/api/system.string)

Description

The title as a string.

dialoguesystem.internals

Overrides

(com.absence.dialoguesystem.)

Node.GetTitle()

ActionNode

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

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

AdditionalSpeechData

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

ConditionNode

Declaration

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

ConditionNode.ProcessType

protected override void Pass_Inline(params object[] passData)

DecisionSpeechNode

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

DialoguePartNode

Type com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_Inline

Name

Description

FastSpeechNode

object (<https://learn.microsoft.com/dotnet/api/system.object>)[]

passData

Overrides

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

Node.Pass_Inline(params object[])

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

ItemObject

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

ContainVariableManipulators

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

GotoNode

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

Node

Reach_Inline()

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

Node.NodeState

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

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

Declaration

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

protected override void Reach_Inline()

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

StickyNoteNode

...

Overrides

Node.Reach_Inline()

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

RemoveNextNode_Inline(int)



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

Declaration

(com.absence.dialoguesystem.

(com.absence.dialoguesystem.

protected override void RemoveNextNode_Inline(int atPort)

+ com.absence.

dialoguesystem.editor

Parameters

(com.absence.dialoguesystem.

Type

- com.absence.

int (https://learn.microsoft.com/dotnet/api/system.int32)

Name

Description

--	--	--

dialoguesystem.internals

(com.absence.dialoguesystem.

i

Overrides

ActionNode

Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo

de_Inline_System_Int32_)

(com.absence.dialoguesystem.inte

Blackboard

(com.absence.dialoguesystem.inte

Traverse(Action<Node>)

ConditionNode

(com.absence.dialoguesystem.inte

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

ConditionNode.ProcessType

Declaration

(com.absence.dialoguesystem.inte

DecisionSpeechNode

(com.absence.dialoguesystem.inte

Action (https://learn.microsoft.com/dotnet/api/system.action-1)<

(com.absence.dialoguesystem.inte

Node (com.absence.dialoguesystem.internals.Node.html)>

IContainSpeech

(com.absence.dialoguesystem.inte

Overrides

IContainVariableManipulators

Node.Traverse(Action<Node>)

(com.absence.dialoguesystem.inte

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste

m_Action_com_absence_dialoguesystem_internals_Node_)

(com.absence.dialoguesystem.inte

Node.NodeState

(com.absence.dialoguesystem.inte

Option

(com.absence.dialoguesystem.inte

RootNode

(com.absence.dialoguesystem.inte

StickyNoteNode

'

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Type	com.absence.dialoguesystem.inte	Name	Description
GotoNode	Action (https://learn.microsoft.com/dotnet/api/system.action-1)<(com.absence.dialoguesystem.inte	action	

Type	com.absence.dialoguesystem.inte	Name	Description
IContainSpeech	(com.absence.dialoguesystem.inte		
Node.NodeState	(com.absence.dialoguesystem.inte		
Option	(com.absence.dialoguesystem.inte		
RootNode	(com.absence.dialoguesystem.inte		
StickyNoteNode	(com.absence.dialoguesystem.inte		
'			

Class FastSpeechNode

Node which displays a speech without options.

Filter by title

Inheritance

+ **com.absence.dialoguesystem**

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

(**com.absence.dialoguesystem.**)

↳ ScriptableObject

+ **com.absence**

↳ Node ([com.absence.dialoguesystem.internals.Node.html](#))

dialoguesystem.editor

↳ FastSpeechNode

(**com.absence.dialoguesystem.**)

Implements

+ **com.absence** ([com.absence.dialoguesystem.internals.IContainerSpeech.html](#))

dialoguesystem.internals

Inherited Members

(**com.absence.dialoguesystem.**)

Node.Guid

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Guid](#))

Node.Position

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Position](#))

Node.MasterDialogue

↳ Blackboard

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue](#))

) (com.absence.dialoguesystem.inter)

ConditionNode

Node.Blackboard

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Blackboard](#))

Node.State

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_State](#))

DecisionSpeechNode

Node.ExitDialogAfterwards

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ExitDialogAfterwards](#))

DialoguePartNode

(com.absence.dialoguesystem.inter)

Node.OnSetState

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnSetState](#))

Node.OnRemove

↳ GotoNode

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemove](#))

Node.OnValidation

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnValidation](#))

Node.OnReach

↳ IContainVariableManipulators

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnReach](#))

Node.OnPass

↳ Node

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnPass](#))

Node.PersonIndex

↳ Node.NodeState

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonIndex](#))

Node.Person

↳ Option

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Person](#))

Node.DisplayState

↳ RootNode

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_DisplayState](#))

Node.ShowInMinimap

↳ StickyNoteNode

([com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ShowInMinima](#))

p)

```
Node.AddNextNode(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_
com_absence_dialoguesystem_internals_Node_System_Int32_)

Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_System_Int32_)

Node.GetNextNodes()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)

Node.PassParams(object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_O
bject[])

dialoguesystem.editor
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)

Node.OnRemoval()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)

Node.GetInputPortNameForCreation()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNa
meForCreation)

ActionNode
Node.GetOutputPortNamesForCreation()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPort
NamesForCreation)

AdditionalSpeechData
Node.SetState(Node.NodeState)
Blackboard
ConditionNode
Node.Clone()
ProcessType
ScriptableObject.SetDirty()
DecisionSpeechNode
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
DialoguePartNode
Object.GetInstanceID()
FastSpeechNode
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
GotoNode
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
ContainSpeech
Object.Instantiate(Object, Transform)
ContainVariableManipulators
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Node
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
Node.NodeState
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Option
Object.Destroy(Object)
Object.DestroyImmediate(Object)
RootNode
Object.DestroyImmediate(Object)
StickyNoteNode
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
...
```

Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
 (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.DontDestroyOnLoad(Object)
 Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
 Object.DestroyObject(Object)
 Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
 Object.FindObjectsOfType<T>(FindObjectsSortMode)
com.absence
dialoguesystem.editor (FindObjectsInactive, FindObjectsSortMode)
(com.absence.dialoguesystem.)
 ObjectFindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Object.FindFirstObjectByType<T>()
dialoguesystem.internals ()
(com.absence.dialoguesystem.)
 Object.FindAnyObjectByType<T>(FindObjectsInactive)
 ActionNode
 Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
(com.absence.dialoguesystem.inter
 Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 AdditionalSpeechData
 Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Blackboard
 Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
 ConditionNode
 Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.ToString()
 ConditionNode.ProcessType
 Object.name
(com.absence.dialoguesystem.inter
 Object.hideFlags
 DecisionSpeechNode
 object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
 DialoguePartNode
 object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
 FastSpeechNode
Name space between condition, absenten (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals
(com.absence.dialoguesystem.internals.html)
GotoNode
Assembly: Assembly-CSharp-firstpass.dll
Fields
Syntax
 ContainSpeech
 (com.absence.dialoguesystem.inter
 plContainVariableManipulators
 IContainSpeechNode : Node, IContainSpeech
 (com.absence.dialoguesystem.inter
 Node
 (com.absence.dialoguesystem.inter
 Node.NodeState
 Option
 (com.absence.dialoguesystem.inter
Next
 RootNode
Declaration
 (com.absence.dialoguesystem.inter
 StickyNoteNode
 ...

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

Field Value

Type	Description
Node (com.absence.dialoguesystem.internals.Node.html)	
+ com.absence.dialoguesystem	
(com.absence.dialoguesystem.	
Speech	
dialoguesystem.editor	
Declaration	
(com.absence.dialoguesystem.	
- comabsenceeditor	
dialoguesystem.internals	
(com.absence.dialoguesystem.	

Field Value Node

Type	Description
(com.absence.dialoguesystem.inter	
AdditionalSpeechData	
string (https://learn.microsoft.com/dotnet/api/system.string)	

Properties

Blackboard	
(com.absence.dialoguesystem.inter	
ConditionNode	
(com.absence.dialoguesystem.inter	
ConditionNode.ProcessType	
(com.absence.dialoguesystem.inter	
DecisionSpeechNode	

PersonDependent

DialoguePartNode	
(com.absence.dialoguesystem.inter	
PersonDependent	
bool PersonDependent { get; }	
(com.absence.dialoguesystem.inter	

Property Value

IContainVariableManipulators	
(com.absence.dialoguesystem.inter	

Overrides

Node	
Node.PersonDependent	
(com.absence.dialoguesystem.inter	
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDepende	
nt)	
(com.absence.dialoguesystem.inter	
Option	
(com.absence.dialoguesystem.inter	
RootNode	
(com.absence.dialoguesystem.inter	
StickyNoteNode	
.. .	

Methods

.. .	
------	--

AddNextNode_Inline(Node, int)

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

Declaration

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

Parameters

Type	Name	Description
<code>(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_html)</code>	<code>nextWillBeAdded</code>	
<code>int (https://learn.microsoft.com/dotnet/api/system.int32)</code> <code>(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_System_Int32_)</code>	<code>atPort</code>	

Overrides

`Node.AddNextNode_Inline(Node, int)`

`(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_Inline_com_absence_dialoguesystem_internals_Node_System_Int32_)`
ActionNode

`(com.absence.dialoguesystem.internals.ConditionNode)`

DelayedClone(Dialogue)

`(com.absence.dialoguesystem.internals.ConditionNode)`

This ~~Method~~ will get called right after the dialogue gets cloned.

`(com.absence.dialoguesystem.internals.DecisionSpeechNode)`

Declaration

`ConditionNode`

```
public void DelayedClone(Dialogue originalDialogue)  
    ConditionNode.ProcessType
```

`(com.absence.dialoguesystem.internals.DecisionSpeechNode)`

Parameters

Type	Name	Description
<code>DialoguePartNode</code>	<code>originalDialogue</code>	This is the dialogue the cloned dialogue had cloned from.

GetAdditionalSpeechData()

`(com.absence.dialoguesystem.internals.IContainSpeech)`

`IContainVariableManipulators`

`(com.absence.dialoguesystem.internals.Node)`

```
public AdditionalSpeechData GetAdditionalSpeechData()  
    Node.NodeState
```

`(com.absence.dialoguesystem.internals.Option)`

Type	Description
<code>AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html)</code>	
<code>StickyNoteNode</code>	

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()
```

Return `com.absence.dialoguesystem`

Type	Description
<code>com.absence.dialoguesystem.</code> <code>(https://learn.microsoft.com/dotnet/api/system.string)</code>	Returns the USS class name of this node type as a string.

Overrides `com.absence.`

`Node.GetClassName()`

`dialoguesystem.internals`

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

`(com.absence.dialoguesystem.)`

ActionNode

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

`(com.absence.dialoguesystem.inter`

`AdditionalSpeechData`

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

`(com.absence.dialoguesystem.inter`

Declaration

`(com.absence.dialoguesystem.inter`

ConditionNode

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

`(com.absence.dialoguesystem.inter`

`ConditionNode.ProcessType`

Parameters

`(com.absence.dialoguesystem.inter`

Type DecisionSpeechNode

`(com.absence.dialoguesystem.inter`

`List<(https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(`

`DialoguePartNode`

`int (https://learn.microsoft.com/dotnet/api/system.int32)`

`portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-`

`FastSpeechNode`

`system.int32 com.absence.dialoguesystem.internals.node-.portindex)`

`, Node (com.absence.dialoguesystem.internals.Node.html)`

`GotoNode`

`node (https://learn.microsoft.com/dotnet/api/system.valuetuple-`

`system.int32 com.absence.dialoguesystem.internals.node-.node)`

`)> (com.absence.dialoguesystem.inter`

`IContainVariableManipulators`

Overrides

`(com.absence.dialoguesystem.inter`

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

`(com.absence.dialoguesystem.inter (Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_`

`Inline_NextNodesState)`

`(com.absence.dialoguesystem.inter`

`Option`

`(com.absence.dialoguesystem.inter`

GetOptions()

`RootNode`

`(com.absence.dialoguesystem.inter`

`StickyNoteNode`

`.. . .`

`(com.absence.dialoguesystem.inter`

`StickyNoteNode`

`.. . .`

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

Returns

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

GetSpeech()

Declaration
(com.absence.dialoguesystem.)

- com.absence

public string GetSpeech()

dialoguesystem.editor

Declaration
(com.absence.dialoguesystem.)

- com.absence

public string GetSpeech()

dialoguesystem.internals

(com.absence.dialoguesystem.)

Returns

Type	Description
ActionNode (com.absence.dialoguesystem.inter string (https://learn.microsoft.com/dotnet/api/system.string)	

Add (https://learn.microsoft.com/dotnet/api/system.string)

(com.absence.dialoguesystem.inter
Blackboard

(com.absence.dialoguesystem.inter
ConditionNode

(com.absence.dialoguesystem.inter
ConditionNode

DecisionSpeechNode

DialoguePartNode

(com.absence.dialoguesystem.inter
FastSpeechNode

GetTitle()

Declaration
(com.absence.dialoguesystem.inter
IContainSpeech

Overrides
(com.absence.dialoguesystem.inter
Node

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

Node

(com.absence.dialoguesystem.inter
Node.NodeState

PassInline(params object[])

Declaration
(com.absence.dialoguesystem.inter
RootNode

PassInline(params object[] passData)

StickyNoteNode

...

PassInline(params object[])

Declaration
(com.absence.dialoguesystem.inter
RootNode

PassInline(params object[] passData)

StickyNoteNode

...

Parameters

Type	Name	Description
object (https://learn.microsoft.com/dotnet/api/system.object)[]	<i>passData</i>	

Overrides

Node.Pass_Inline(params object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_Inline_System_Object__)

(com.absence.dialoguesystem.)

Reach_Inline()

dialoguesystem.editor

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

(com.absence.dialoguesystem.)

Declaration

- **com.absence.**

dialoguesystem.internals

protected override void Reach_Inline()
(com.absence.dialoguesystem.)

ActionNode

Overrides

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

Node.Reach_Inline()

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

Blackboard

(com.absence.dialoguesystem.internals.ConditionNode)

ConditionNode

(com.absence.dialoguesystem.internals.ProcessType)

Declaration

(com.absence.dialoguesystem.internals.DecisionSpeechNode)

DecisionSpeechNode

(com.absence.dialoguesystem.internals.DialoguePartNode)

DialoguePartNode

(com.absence.dialoguesystem.internals.FastSpeechNode)

FastSpeechNode

Parameters

Type

com.absence.dialoguesystem.internals.GotoNode

int (<https://learn.microsoft.com/dotnet/api/system.int32>)
(com.absence.dialoguesystem.internals.Int32)

IContainSpeech

Overrides

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNode_Inline_System_Int32_)

Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo

de_Inline_System_Int32_)

(com.absence.dialoguesystem.internals.NodeState)

Node.NodeState

Traverse(Action<Node>)

(com.absence.dialoguesystem.internals.Option)

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

(com.absence.dialoguesystem.internals.RootNode)

RootNode

(com.absence.dialoguesystem.internals.StickyNoteNode)

StickyNoteNode

...

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

Parameters

Type	Name	Description
Action (https://learn.microsoft.com/dotnet/api/system.action-1)< Node (com.absence.dialoguesystem.internals.Node.html)> + com.absence.dialoguesystem (com.absence.dialoguesystem.) Overrides Node (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_System_Action_com_absence_dialoguesystem_internals_Node_) - com.absence.dialoguesystem. com.absence. implements dialoguesystem.internals (com.absence.dialoguesystem. ActionNode (com.absence.dialoguesystem.inter AdditionalSpeechData (com.absence.dialoguesystem.inter Blackboard (com.absence.dialoguesystem.inter ConditionNode (com.absence.dialoguesystem.inter ConditionNode.ProcessType (com.absence.dialoguesystem.inter DecisionSpeechNode (com.absence.dialoguesystem.inter DialoguePartNode (com.absence.dialoguesystem.inter FastSpeechNode (com.absence.dialoguesystem.inter GotoNode (com.absence.dialoguesystem.inter IContainSpeech (com.absence.dialoguesystem.inter IContainVariableManipulators (com.absence.dialoguesystem.inter Node (com.absence.dialoguesystem.inter Node.NodeState (com.absence.dialoguesystem.inter Option (com.absence.dialoguesystem.inter RootNode (com.absence.dialoguesystem.inter StickyNoteNode	action	

Class GotoNode

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

Inherits

com.absence.dialoguesystem

↳ [com.absence.dialoguesystem](#) (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_com_absence_dialoguesystem)

↳ Object

↳ ScriptableObject

dialoguesystem.editor

↳ Node (com.absence.dialoguesystem.internals.Node.html)

(com.absence.dialoguesystem.internals.GotoNode)

Inherited Members

dialoguesystem.internals

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

Node.Guid

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

Node.Position

ActionNode

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

Node.MasterDialogue

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

) Blackboard

Node.Blackboard

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

Node.State

(com.absence.dialoguesystem.internals.ConditionNode.ProcessType)

Node.ExitDialogAfterwards

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

DecisionSpeechNode

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

Node.OnSetState

DialoguePartNode

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

Node.OnRemove

FastSpeechNode

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

Node.OnValidation

GotoNode

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

Node.OnReach

ContainSpeech

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

Node.OnPass

ContainVariableManipulators

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

Node.PersonIndex

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

Node.Person

Node.NodeState

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

Node.DisplayState

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

Node.ShowInMinimap

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

p) StickyNoteNode

... . . .

Node.PersonDependent
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDependent)

Node.AddNextNode(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_com_absence_dialoguesystem_internals_Node_System_Int32_)

Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNode_com_absence_dialoguesystem_internals_Node_System_Int32_)

com.absence.dialoguesystem
com.absence.dialoguesystem.
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)
Node<T>(params object[])

dialoguesystem.edition.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_Object
com.absence.dialoguesystem.

Node.Reach()
com.absence.dialoguesystem.internals
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)

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

Node.SetState(Node.NodeState)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_absence_dialoguesystem_internals_Node_NodeState_)

Node.Clone()
ConditionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone)

Node.Traverse(Action<Node>)
ConditionNode.ProcessType
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_System_Action_com_absence_dialoguesystem_internals_Node_)

DecisionSpeechNode

ScriptableObject.SetDirty()
(com.absence.dialoguesystem.internals.DialoguePartNode)

ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)

ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

ScriptableObject.CreateInstance<T>()

FastSpeechNode

Object.GetInstanceID()
(com.absence.dialoguesystem.internals.Object.GetHashCode)

Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)

Object.Instantiate(Object, Vector3, Quaternion)
ContainSpeech

Object.Instantiate(Object, Vector3, Quaternion, Transform)
(com.absence.dialoguesystem.internals.Object.Instantiate<T>(T))

Object.Instantiate(Object)
ContainVariableManipulators

Object.Instantiate(Object, Transform)
(com.absence.dialoguesystem.internals.Object.Instantiate<T>(T, Transform))

Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Object.Instantiate<T>(T)
(com.absence.dialoguesystem.internals.Object.Instantiate<T>(T, Vector3, Quaternion))

Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
(com.absence.dialoguesystem.internals.Object.Instantiate<T>(T, Vector3, Quaternion, Transform))

Object.Instantiate<T>(T, Transform)
Option

Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)

RootNode

Object.Destroy(Object)
(com.absence.dialoguesystem.internals.Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>))

StickyNoteNode

...

Object.DestroyImmediate(Object)
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
(<https://learn.microsoft.com/dotnet/api/system.type>)

Object.DontDestroyOnLoad(Object)

Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)

com.absence.dialoguesystem **(com.absence.dialoguesystem)**

Object.FindSceneObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindObjectsOfType<T>()

Object.FindObjectsByType<T>(FindObjectsSortMode)

Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)

Object.FindObjectOfType<T>()

Object.FindAnyObjectByType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindAnyObjectByType<T>()

Object.FindFirstObjectByType<T>(FindObjectsInactive)

(com.absence.dialoguesystem.inter)

Object.FindAnyObjectByType<T>(FindObjectsInactive)

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

Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

ConditionNode (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.ToString()

DecisionSpeechNode

Object.name (<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.inter>)

Object.hideFlags

DialoguePartNode

object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object-equals>)

(com.absence.dialoguesystem.inter)

FastSpeechNode

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

(com.absence.dialoguesystem.inter)

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

GotoNode

NameSpace (com.html).absent (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals

(com.absence.dialoguesystem.internals.html)

ContainSpeech

Assembly: Assembly-CSharp-firstpass.dll

(com.absence.dialoguesystem.inter)

Syntax

containVariableManipulators

(com.absence.dialoguesystem.inter)

public sealed class GotoNode : Node

(com.absence.dialoguesystem.inter)

Node.NodeState

(com.absence.dialoguesystem.inter)

Option

Fields: absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter)

TargetDialogPartName

... . . .

Declaration

```
public string TargetDialogPartName
```

Field Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + com.absence.dialoguesystem (com.absence.dialoguesystem.)	

+ com.absence.

Methods

(com.absence.dialoguesystem.)

AddNextNode_Inline(Node, int)

dialoguesystem.internals

Use to write the functionality of connecting a node to any port of this node.
(com.absence.dialoguesystem.)

Declaration

ActionNode

(com.absence.dialoguesystem.inter

AdditionalSpeechData void AddNextNode_Inline(Node nextWillBeAdded, int atPort)

(com.absence.dialoguesystem.inter

Blackboard

Parameters

(com.absence.dialoguesystem.inter

Type conditionNode

(com.absence.dialoguesystem.inter

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

ConditionNode.ProcessType

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

DecisionSpeechNode

(com.absence.dialoguesystem.inter

DialoguePartNode

Node.AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.inter has Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_Inline_com_absence_dialoguesystem_internals_Node_System_Int32_)

FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode

GetClassName()

(com.absence.dialoguesystem.inter

IContainSpeech

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

(com.absence.dialoguesystem.inter

Declaration

(com.absence.dialoguesystem.inter

Node

public override string GetClassName()

(com.absence.dialoguesystem.inter

Node.NodeState

Returns

(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

string rootNode

(<https://learn.microsoft.com/dotnet/api/system.string>)

StickyNoteNode

...

Description

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

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

Overrides

Node.GetClassName()

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

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

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

Declaration

(com.absence.dialoguesystem.)

protected override void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
+ com.absence.

dialoguesystem.editor

Parameters

(com.absence.dialoguesystem.)

Type	Name	Description
- com.absence. dialoguesystem.internals (com.absence.dialoguesystem.)	result	

Overrides

(com.absence.dialoguesystem.inter

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

ConditionNode.ProcessType
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_

Inline_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_

Node)

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

FastSpeechNode)

(com.absence.dialoguesystem.inter

GotoNode)

Declaration

(com.absence.dialoguesystem.inter

IContainSpeech

(com.absence.dialoguesystem.inter

GetOutputPortNamesForCreation()

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Returns

Node

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

(com.absence.dialoguesystem.inter

Overrides

StickyNoteNode

...

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

GetTitle()

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

Declaration

(com.absence.dialoguesystem.
public override string GetTitle()
+ com.absence.
dialoguesystem.editor
Returns
(com.absence.dialoguesystem.

Type	Description
- com.absence. dialoguesystem.internals (com.absence.dialoguesystem.i	The title as a string.

Overrides

ActionNode
Node.GetTitle()
(com.absence.dialoguesystem.inter
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetTitle)
AdditionalSpeechData
(com.absence.dialoguesystem.inter
Blackboard

Pass_Inline(params object[])

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

ConditionNode
ConditionNode.ProcessType

(com.absence.dialoguesystem.inter
protected override void Pass_Inline(params object[] passData)
(com.absence.dialoguesystem.inter

DialoguePartNode
Parameters

Type	Name	Description
pastSpeechNode (com.absence.dialoguesystem.inter object (https://learn.microsoft.com/dotnet/api/system.object)[] GotoNode (com.absence.dialoguesystem.inter	passData	

Overrides

[ContainSpeech
Node.Pass_Inline(params object[])
(com.absence.dialoguesystem.inter
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_Inline_System_Object)
em_Object]
(com.absence.dialoguesystem.inter

Node

(com.absence.dialoguesystem.inter
Node.NodeState

(com.absence.dialoguesystem.inter

Option

Declaration
(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

... . . .

Overrides

Node.Reach_Inline()

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

RemoveNextNode_Inline(int)



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

Defined in **com.absence.dialoguesystem**

(com.absence.dialoguesystem.)

protected override void RemoveNextNode_Inline(int atPort)
+ com.absence.

dialoguesystem.editor

Parameters

(com.absence.dialoguesystem.)

Type
- com.absence.

int http://kern.mirantis.com/dotnet/api/system.int32)

(com.absence.dialoguesystem.)

Overrides

ActionNode

Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_Inline_System.Int32.)

Blackboard

(com.absence.dialoguesystem.internals.Blackboard)

ConditionNode

(com.absence.dialoguesystem.internals.ConditionNode)

ConditionNode.ProcessType

(com.absence.dialoguesystem.internals.ConditionNode.ProcessType)

DecisionSpeechNode

(com.absence.dialoguesystem.internals.DecisionSpeechNode)

DialoguePartNode

(com.absence.dialoguesystem.internals.DialoguePartNode)

FastSpeechNode

(com.absence.dialoguesystem.internals.FastSpeechNode)

GotoNode

(com.absence.dialoguesystem.internals.GotoNode)

IContainSpeech

(com.absence.dialoguesystem.internals.IContainSpeech)

IContainVariableManipulators

(com.absence.dialoguesystem.internals.IContainVariableManipulators)

Node

(com.absence.dialoguesystem.internals.Node)

Node.NodeState

(com.absence.dialoguesystem.internals.Node.NodeState)

Option

(com.absence.dialoguesystem.internals.Option)

RootNode

(com.absence.dialoguesystem.internals.RootNode)

StickyNoteNode

...

Type	Name	Description
- com.absence.	atPort	

Interface IContainSpeech

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

+ **com.absence.dialoguesystem**
Namespace: com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals
(com.absence.dialoguesystem.internals.html)
(com.absence.dialoguesystem.)
Assembly: Assembly-CSharp-firstpass.dll

\$ **com.absence.**
 dialoguesystem.editor
 (**com.absence.dialoguesystem.**)

- **com.absence.**
 dialoguesystem.internals
 (**com.absence.dialoguesystem.**)

Methods

ActionNode
(com.absence.dialoguesystem.inter)

AdditionalSpeechData
(com.absence.dialoguesystem.inter)

Declaration

DialogueBoard
(com.absence.dialoguesystem.inter)
ConditionSpeechData GetAdditionalSpeechData()

ConditionNode.ProcessType
ConditionNode

Returns
(com.absence.dialoguesystem.inter)

Type	Description
DecisionSpeechNode (com.absence.dialoguesystem.inter) AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) DialoguePartNode (com.absence.dialoguesystem.inter) FastSpeechNode (com.absence.dialoguesystem.inter)	

GetOptions()

GotoNode
(com.absence.dialoguesystem.inter)
IContainSpeech

ListOptions
(com.absence.dialoguesystem.inter)
IContainVariableManipulators

Returns
Node
(com.absence.dialoguesystem.inter)

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

GetSpeech()

StickyNoteNode
(com.absence.dialoguesystem.inter)

Declaration

```
string GetSpeech()
```

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) + com.absence.dialoguesystem (com.absence.dialoguesystem.) + com.absence. dialoguesystem.editor (com.absence.dialoguesystem.) - com.absence. dialoguesystem.internals (com.absence.dialoguesystem.) ActionNode (com.absence.dialoguesystem.inter AdditionalSpeechData (com.absence.dialoguesystem.inter Blackboard (com.absence.dialoguesystem.inter ConditionNode (com.absence.dialoguesystem.inter ConditionNode.ProcessType (com.absence.dialoguesystem.inter DecisionSpeechNode (com.absence.dialoguesystem.inter DialoguePartNode (com.absence.dialoguesystem.inter FastSpeechNode (com.absence.dialoguesystem.inter GotoNode (com.absence.dialoguesystem.inter IContainSpeech (com.absence.dialoguesystem.inter IContainVariableManipulators (com.absence.dialoguesystem.inter Node (com.absence.dialoguesystem.inter Node.NodeState (com.absence.dialoguesystem.inter Option (com.absence.dialoguesystem.inter RootNode (com.absence.dialoguesystem.inter StickyNoteNode . . .	

Interface IContainVariableManipulators

Any node subtype with this interface implemented will refresh its com.absence.variablesystem.VariableComparers and com.absence.variablesystem.VariableSetters to have the correct reference to the Bank

(com.absence.dialoguesystem.internals.Blackboard.html#com_absence_dialoguesystem_internals_Blackboard_Bank) of the current Dialogue (com.absence.dialoguesystem.Dialogue.html) everytime the editor window refreshes.

+ **com.absence.dialoguesystem**

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

Assembly: Assembly-CSharp-firstpass.dll

dialoguesystem.editor

Syntax

com.absence.dialoguesystem.

- **com.absence** public interface IContainVariableManipulators

dialoguesystem.internals

(com.absence.dialoguesystem.)

ActionNode

 (com.absence.dialoguesystem.inter

 AdditionalSpeechData

 (com.absence.dialoguesystem.inter

 Blackboard

 (com.absence.dialoguesystem.inter

GetComparers()

 (com.absence.dialoguesystem.inter

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

 (com.absence.dialoguesystem.inter

Declaration

 ConditionNode.ProcessType

 (com.absence.dialoguesystem.inter

 List<VariableComparer> GetComparers()

 (com.absence.dialoguesystem.inter

Returns

 (com.absence.dialoguesystem.inter

Type

 LastSpeechNode

 (com.absence.dialoguesystem.inter

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

 GotoNode

 (com.absence.dialoguesystem.inter

 IContainSpeech

 (com.absence.dialoguesystem.inter

GetSetters()

 (com.absence.dialoguesystem.inter

 IContainVariableManipulators

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

 (com.absence.dialoguesystem.inter

Declaration

 Node.NodeState

 List<VariableSetter> GetSetters()

 (com.absence.dialoguesystem.inter

 Option

 (com.absence.dialoguesystem.inter

Returns

 (com.absence.dialoguesystem.inter

Type

 RootNode

 (com.absence.dialoguesystem.inter

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

Description

Description

▼

+ **com.absence.dialoguesystem**
(**com.absence.dialoguesystem.**)

+ **com.absence.**
dialoguesystem.editor
(**com.absence.dialoguesystem.**)

- **com.absence.**
dialoguesystem.internals
(**com.absence.dialoguesystem.**)

ActionNode
(**com.absence.dialoguesystem.inter**
AdditionalSpeechData
(**com.absence.dialoguesystem.inter**
Blackboard
(**com.absence.dialoguesystem.inter**
ConditionNode
(**com.absence.dialoguesystem.inter**
ConditionNode.ProcessType
(**com.absence.dialoguesystem.inter**
DecisionSpeechNode
(**com.absence.dialoguesystem.inter**
DialoguePartNode
(**com.absence.dialoguesystem.inter**
FastSpeechNode
(**com.absence.dialoguesystem.inter**
GotoNode
(**com.absence.dialoguesystem.inter**
IContainSpeech
(**com.absence.dialoguesystem.inter**
IContainVariableManipulators
(**com.absence.dialoguesystem.inter**
Node
(**com.absence.dialoguesystem.inter**
Node.NodeState
(**com.absence.dialoguesystem.inter**
Option
(**com.absence.dialoguesystem.inter**
RootNode
(**com.absence.dialoguesystem.inter**
StickyNoteNode
'

Class Node

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

Filter by title

Inheritance

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

Inherited Members

Blackboard
ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
ScriptableObject.CreateInstance<T>()
ConditionNode.ProcessType()
Object.GetInstanceID()
Object.GetHashCode()
DecisionSpeechNode
Object.Equals(object) (<https://learn.microsoft.com/dotnet/api/system.object>)
Object.Instantiate(Object, Vector3, Quaternion)
DialoguePartNode
Object.Instantiate(Object, Vector3, Quaternion, Transform)
Object.Instantiate(Object)
FastSpeechNode
Object.Instantiate(Object, Transform)
Object.Instantiate(Object, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
GotoNode
Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
ContainSpeech
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
Object.Instantiate<T>(T, Transform)
ContainVariableManipulators
Object.Instantiate<T>(T, Transform, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.Destroy(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
Object.Destroy(Object)
Object.DestroyImmediate(Object, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.NodeState
Object.DestroyImmediate(Object)
Object.FindObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsByType(Type, FindObjectsSortMode) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
StickyNoteNode
...
...

Object.DontDestroyOnLoad(Object)
Object.DestroyObject(Object, float) (<https://learn.microsoft.com/dotnet/api/system.single>)
Object.DestroyObject(Object)
Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode)
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
com.absence
dialoguesystem.editor
(com.absence.dialoguesystem.)
Object.FindFirstObjectOfType<T>(FindObjectsInactive)
Object.FindAnyObjectByType<T>(FindObjectsInactive)
com.absence
dialoguesystem.internals
(com.absence.dialoguesystem.)
Object.FindObjectsOfTypeAll(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.inter
Object.FindFirstObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
AdditionalSpeechData
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.ToString()
Blackboard
Object.name
(com.absence.dialoguesystem.inter
Object.hideFlags
ConditionNode
object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
(com.absence.dialoguesystem.inter
equals(system-object-system-object))
ConditionNode.ProcessType
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
(com.absence.dialoguesystem.inter
object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)
DecisionSpeechNode
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
Name SpeechNode
(com.absence.dialoguesystem.internals.html)
(com.absence.dialoguesystem.inter

Assembly: Assembly-CSharp-firstpass.dll
FastSpeechNode
Syntax
com.absence.dialoguesystem.inter
GotoNode
com.absence.dialoguesystem.inter
IScriptableObject
IContainSpeech
(com.absence.dialoguesystem.inter
IContainVariableManipulators
(com.absence.dialoguesystem.inter

Fields

(com.absence.dialoguesystem.inter

Node.NodeState

Blackboard
(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

... . . .

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

Field Value

Type	Description
Blackboard (com.absence.dialoguesystem.internals.Blackboard.html) + com.absence.dialoguesystem (com.absence.dialoguesystem.)	

ExitDialogAfterwards
dialoguesystem.editor
Declaration
(com.absence.dialoguesystem.)

- **comabsence** toggling this on will make the dialogue exit right after this node getting passed
dialoguesystem.internals
public bool ExitDialogAfterwards
(com.absence.dialoguesystem.)

ActionNode

Field Value
(com.absence.dialoguesystem.inter

Type	Description
AdditionalSpeechData (basicType com.absence.dialoguesystem.inter bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

ActionNode
ConditionNode
(com.absence.dialoguesystem.inter

Guid
ConditionNode.ProcessType
Declaration
(com.absence.dialoguesystem.inter

DecisionSpeechNode
(com.absence.dialoguesystem.inter
DialoguePartNode
(com.absence.dialoguesystem.inter

FastSpeechNode
Field Value
(com.absence.dialoguesystem.inter

Type
fotoNode
(com.absence.dialoguesystem.inter
string (<https://learn.microsoft.com/dotnet/api/system.string>)

IContainSpeech
(com.absence.dialoguesystem.inter

MasterDialogue
Node
Declaration
(com.absence.dialoguesystem.inter

Node.NodeState
[HideInInspector]
Dialogue MasterDialogue
(com.absence.dialoguesystem.inter

RootNode
Field Value
(com.absence.dialoguesystem.inter

StickyNoteNode
.

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

PersonIndex

Declaration

```
+ com.absence.dialoguesystem
  (com.absence.dialoguesystem.
    public int PersonIndex
+ com.absence.
  dialoguesystem.editor
Field Value
  (com.absence.dialoguesystem.
```

Type	Description
- com.absence. int (https://learn.microsoft.com/dotnet/api/system.int32) dialoguesystem.internals (com.absence.dialoguesystem.	

ActionNode

```
Position
  (com.absence.dialoguesystem.inter
AdditionalSpeechData
Declaration
  (com.absence.dialoguesystem.inter
  Blackboard
  [HideInInspector]
  (com.absence.dialoguesystem.inter
  public Vector2 Position
ConditionNode
  (com.absence.dialoguesystem.inter
```

Field Value
 ConditionNode.ProcessType
 (com.absence.dialoguesystem.inter
 DecisionSpeechNode
 Vector2
 (com.absence.dialoguesystem.inter
 DialoguePartNode
 (com.absence.dialoguesystem.inter
 FastSpeechNode
 (com.absence.dialoguesystem.inter

State
 (com.absence.dialoguesystem.inter
GotoNode
Declaration
 (com.absence.dialoguesystem.inter
 [ContainSpeech
 [HideInInspector]
 (com.absence.dialoguesystem.inter
 public Node.NodeState State
 IContainVariableManipulators
 (com.absence.dialoguesystem.inter

Field Value
 Node
 (com.absence.dialoguesystem.inter
 Node.NodeState
 Node (com.absence.dialoguesystem.internals.Node.html).
 NodeState (com.absence.dialoguesystem.internals.Node.NodeState.html)
 Option

(com.absence.dialoguesystem.inter
 RootNode
 (com.absence.dialoguesystem.inter
 StickyNoteNode
 ...
 ...

Properties

DisplayState

Declaration



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

+ com.absence.dialoguesystem

Property Value

+ Type: com.absence.

dialoguesystem.editor

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(com.absence.dialoguesystem.)

- com.absence.

PersonDialoguesystem.internals

(com.absence.dialoguesystem.)

Declaration

ActionNode

(com.absence.dialoguesystem.inter

[HideInInspector]

public Person Person { get; }

(com.absence.dialoguesystem.inter

Blackboard

Property Value

(com.absence.dialoguesystem.inter

Type: ConditionNode

(com.absence.dialoguesystem.inter

Person: ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

DecisionSpeechNode

(com.absence.dialoguesystem.inter

DialoguePartNode

Declaration

(com.absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

PersonIndependent: PersonIndependent { get; }

GotoNode

(com.absence.dialoguesystem.inter

Property Value

(ContainSpeech

Type: com.absence.dialoguesystem.inter

IContainVariableManipulators

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(com.absence.dialoguesystem.inter

Node

(com.absence.dialoguesystem.inter

NodeNodeState

(com.absence.dialoguesystem.inter

Declaration

Option

(com.absence.dialoguesystem.inter

RobotNode: bool ShowInMinimap { get; }

(com.absence.dialoguesystem.inter

StickyNoteNode

...

ShowInMinimap

(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

RobotNode: bool ShowInMinimap { get; }

(com.absence.dialoguesystem.inter

StickyNoteNode

...

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▼

Methods

+ **com.absence.dialoguesystem**

 (**com.absence.dialoguesystem.**

AddNextNode(Node, int)

+ **com.absence.**

Declaration

dialoguesystem.editor

 (**com.absence.dialoguesystem.**

 public void AddNextNode(Node nextWillBeAdded, int atPort)

- **com.absence.**

dialoguesystem.internals

Parameters

 (**com.absence.dialoguesystem.**

Type

ActionNode

Node

(<https://learn.microsoft.com/dotnet/api/system.internals.Node.html>)

AdditionalSpeechData

int

(<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

nextWillBeAdded

atPort

AddNextNode_Inline(Node, int)

 (**com.absence.dialoguesystem.**

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

ConditionNode

 (**com.absence.dialoguesystem.**

Declaration

 DecisionSpeechNode

 (**com.absence.dialoguesystem.**

 protected abstract void AddNextNode_Inline(Node nextWillBeAdded, int atPort)

 DialoguePartNode

 (**com.absence.dialoguesystem.**

Parameters

 (**com.absence.dialoguesystem.**

Type

GotoNode

Node

(<https://learn.microsoft.com/dotnet/api/system.internals.Node.html>)

IContainSpeech

int

(<https://learn.microsoft.com/dotnet/api/system.int32>)

Name

Description

nextWillBeAdded

atPort

Clone()

 (**com.absence.dialoguesystem.**

Use to clone a Node.

 (**com.absence.dialoguesystem.**

CAUTION:

It works as a traverse function. If you clone any node, it will automatically clone any node connected to it (for example **Editor.GetSystemNodes()** (<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.GotoNode.html>) won't clone the

DialoguePartNode (<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.DialoguePartNode.html>) referenced to it. Simply

because the system clones nodes directly.

 StickyNoteNode

 ...

Declaration

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

Returns

Type	Description
Node (com.absence.dialoguesystem.internals.Node.html) + com.absence.dialoguesystem (com.absence.dialoguesystem.)	

GetClassName()

dialoguesystem.editor

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

Declaration

com.absence.

dialoguesystem.internals

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

(com.absence.dialoguesystem.)

ActionNode

Returns

(com.absence.dialoguesystem.inter

Type	Description
AdditionalSpeechData (com.absence.dialoguesystem.inter string Blackboard (https://learn.microsoft.com/dotnet/api/system.string))	Returns the USS class name of this node type as a string.

ConditionNode

(com.absence.dialoguesystem.inter

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

GetInputPortNameForCreation()

(com.absence.dialoguesystem.inter

Use DialogueSpeechNode

(com.absence.dialoguesystem.inter

Declaration

DialoguePartNode

(com.absence.dialoguesystem.inter

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

(com.absence.dialoguesystem.inter

GotoNode

Returns

(com.absence.dialoguesystem.inter

Type	Description
ContainSpeech (com.absence.dialoguesystem.inter string ContainVariableManipulators (https://learn.microsoft.com/dotnet/api/system.string))	Returns the name as a string. Return null if you don't want any input ports.

Node

(com.absence.dialoguesystem.inter

Node.NodeState

GetNextNodes()

(com.absence.dialoguesystem.inter

Declaration

(com.absence.dialoguesystem.inter

RootNode

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

(com.absence.dialoguesystem.inter

StickyNoteNode

'

Returns

Type	Description
List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int (https://learn.microsoft.com/dotnet/api/system.int32) portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32, com.absence.dialoguesystem.internals.node-.portindex) , Node (com.absence.dialoguesystem.internals.Node.html) node (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32, com.absence.dialoguesystem.internals.node-.node) > + com.absence.dialoguesystem (com.absence.dialoguesystem. + com.absence. dialoguesystem.editor (com.absence.dialoguesystem. GetNextNodes_Inline(ref List<(int portIndex, Node node)>) com.absence. Use to describe the editor which nodes are the next nodes of this one in the chain by modifying the list. dialoguesystem.internals Declaration (com.absence.dialoguesystem. ActionNode protected abstract void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result) (com.absence.dialoguesystem.inter AdditionalSpeechData Parameters com.absence.dialoguesystem.inter Blackboard Type (com.absence.dialoguesystem.inter List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int (https://learn.microsoft.com/dotnet/api/system.int32) portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32, com.absence.dialoguesystem.internals.node-.portindex) , Node (com.absence.dialoguesystem.internals.Node.html) node (https://learn.microsoft.com/dotnet/api/system.valuetuple-system.int32, com.absence.dialoguesystem.internals.node-.node) > (com.absence.dialoguesystem.inter FastSpeechNode (com.absence.dialoguesystem.inter GotoNode GetOutputPortNamesForCreation() IContainSpeech Use to describe the dialogue editor how many output ports this node has and what are their names. (com.absence.dialoguesystem.inter Declaration IContainVariableManipulators (com.absence.dialoguesystem.inter Node virtual List<string> GetOutputPortNamesForCreation() (com.absence.dialoguesystem.inter Node.NodeState Returns (com.absence.dialoguesystem.inter Option (com.absence.dialoguesystem.inter RootNode (com.absence.dialoguesystem.inter StickyNoteNode ...)	

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

com.absence.dialoguesystem **GetTitle()** (com.absence.dialoguesystem.)

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

+ com.absence.

Declaration
dialoguesystem.editor

(com.absence.dialoguesystem.)
public abstract string GetTitle()

- com.absence.

dialoguesystem.internals

Returns
(com.absence.dialoguesystem.)

Type ActionNode

string (<https://learn.microsoft.com/dotnet/api/system.string>)

AdditionalSpeechData

(com.absence.dialoguesystem.inter)

Blackboard

OnRemoval()

(com.absence.dialoguesystem.inter)

Declaration
ConditionNode

(com.absence.dialoguesystem.inter)

ConditionNode.ProcessType

public void OnRemoval()

(com.absence.dialoguesystem.inter)

DecisionSpeechNode

(com.absence.dialoguesystem.inter)

DialoguePartNode

Pass(params object[])

(com.absence.dialoguesystem.inter)

Declaration
FastSpeechNode

(com.absence.dialoguesystem.inter)

GoToNode

Pass(params object[] passData)

(com.absence.dialoguesystem.inter)

IContainSpeech

Parameters

(com.absence.dialoguesystem.inter)

Type ContainVariableManipulators

(com.absence.dialoguesystem.inter)

object (<https://learn.microsoft.com/dotnet/api/system.object>)[]

Node

(com.absence.dialoguesystem.inter)

Node.NodeState

Pass_Inline(params object[])

(com.absence.dialoguesystem.inter)

Option

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

(com.absence.dialoguesystem.inter)

RootNode

(com.absence.dialoguesystem.inter)

StickyNoteNode

..

Type	Name	Description
ContainVariableManipulators	passData	

Type	Name	Description
RootNode		

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

Parameters

Type	Name	Description
object (https://learn.microsoft.com/dotnet/api/system.object)[]	passData	

+ **com.absence.dialoguesystem**
 (**com.absence.dialoguesystem.**)

Reach()

+ **com.absence.**

Declaration
 dialoguesystem.editor

 (**com.absence.dialoguesystem.**
 public void Reach())

- **com.absence.**

dialoguesystem.internals

 (**com.absence.dialoguesystem.**
 ActionNode)

Reach_Inline()

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

Declaration
 (**com.absence.dialoguesystem.inter**

 Blackboard

 protected abstract void Reach_Inline()

 ConditionNode

 (**com.absence.dialoguesystem.inter**
 ConditionNode.ProcessType)

 DecisionSpeechNode

 (**com.absence.dialoguesystem.inter**
 DialoguePartNode)

 public void RemoveNextNode(int atPort)
 (**com.absence.dialoguesystem.inter**

 FastSpeechNode

 Parameters
 (**com.absence.dialoguesystem.inter**

 GotoNode

 Type
 (**com.absence.dialoguesystem.inter**

 int (<https://learn.microsoft.com/dotnet/api/system.int32>)

 (**com.absence.dialoguesystem.inter**

 IContainVariableManipulators

 (**com.absence.dialoguesystem.inter**

RemoveNextNode_Inline(int)

 (**com.absence.dialoguesystem.inter**

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

Declaration
 (**com.absence.dialoguesystem.inter**

 Option

 protected abstract void RemoveNextNode_Inline(int atPort)

 RootNode

 (**com.absence.dialoguesystem.inter**

Parameters
 StickyNoteNode

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

SetState(NodeState)

Use to set the flow state of this node.

+ **com.absence.dialoguesystem**

Declaration
(com.absence.dialoguesystem.|

+ **com.absence** void SetState(Node.NodeState newState)

dialoguesystem.editor

(com.absence.dialoguesystem.|

Parameters

- **com.absence.**

Name	Description
------	-------------

dialoguesystem.internals

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

newState

(com.absence.dialoguesystem.|

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

ActionNode

(com.absence.dialoguesystem.inter

AdditionalSpeechData

Traversal(Action<Node>)

(com.absence.dialoguesystem.inter

Blackboard

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

(com.absence.dialoguesystem.inter

Declaration

ActionNode

(com.absence.dialoguesystem.inter

ConditionNode.RootType.Traverse(Action<Node> action)

(com.absence.dialoguesystem.inter

DecisionSpeechNode

Parameters

(com.absence.dialoguesystem.inter

TypeDialoguePartNode

Name	Description
------	-------------

(com.absence.dialoguesystem.inter

Action (<https://learn.microsoft.com/dotnet/api/system.action-1>)<

FastSpeechNode

Node (com.absence.dialoguesystem.internals.Node.html)>

(com.absence.dialoguesystem.inter

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

Events

(com.absence.dialoguesystem.inter

IContainVariableManipulators

(com.absence.dialoguesystem.inter

OnPass

(com.absence.dialoguesystem.inter

Declaration

Node.NodeState

(com.absence.dialoguesystem.inter

public event Action OnPass

Option

(com.absence.dialoguesystem.inter

EventRootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

..

Type	Description
Action (https://learn.microsoft.com/dotnet/api/system.action)	

OnReach

Declaration

```
+ com.absence.dialoguesystem
  (com.absence.dialoguesystem.
```

```
+ com.absence.
```

Event Type

```
dialoguesystem.editor
Type com.absence.dialoguesystem.
```

Type	Description
Action (https://learn.microsoft.com/dotnet/api/system.action)	

```
dialoguesystem.internals
```

```
(com.absence.dialoguesystem.)
```

OnRemove

Declaration

```
(com.absence.dialoguesystem.inter
Declaration AdditionalSpeechData
```

```
(com.absence.dialoguesystem.inter
public event Action OnRemove
```

```
Blackboard
  (com.absence.dialoguesystem.inter
```

Event Type

```
ConditionNode
Type ConditionNode.ProcessType
```

Type	Description
Action (https://learn.microsoft.com/dotnet/api/system.action)	

```
DecisionSpeechNode
```

```
(com.absence.dialoguesystem.inter
DialoguePartNode
```

```
OnSetState
  (com.absence.dialoguesystem.inter
```

Declaration

```
(com.absence.dialoguesystem.inter
FastSpeechNode
```

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

```
(com.absence.dialoguesystem.inter
```

IContainSpeech

Event Type

```
absence.dialoguesystem.inter
Type IContainVariableManipulators
```

Type	Description
Action (<https://learn.microsoft.com/dotnet/api/system.action-1>	

```
Nodenodeabsence.dialoguesystem.inter
```

```
NodeState
  NodeState (com.absence.dialoguesystem.internals.Node.html).
```

```
NodeState (com.absence.dialoguesystem.internals.Node.NodeState.html) >
```

```
(com.absence.dialoguesystem.inter
```

Option

```
(com.absence.dialoguesystem.inter
```

OnValidation

```
RootNode
  (com.absence.dialoguesystem.inter
```

Declaration

```
StickyNoteNode
```

```
...
```

```
public event Action OnValidation
```

Event Type

Type	Description
Action (https://learn.microsoft.com/dotnet/api/system.action)	

- + **com.absence.dialoguesystem**
(com.absence.dialoguesystem.)
- + **com.absence.**
dialoguesystem.editor
(com.absence.dialoguesystem.)
- **com.absence.**
dialoguesystem.internals
(com.absence.dialoguesystem.)

ActionNode
(com.absence.dialoguesystem.inter
AdditionalSpeechData
(com.absence.dialoguesystem.inter
Blackboard
(com.absence.dialoguesystem.inter
ConditionNode
(com.absence.dialoguesystem.inter
ConditionNode.ProcessType
(com.absence.dialoguesystem.inter
DecisionSpeechNode
(com.absence.dialoguesystem.inter
DialoguePartNode
(com.absence.dialoguesystem.inter
FastSpeechNode
(com.absence.dialoguesystem.inter
GotoNode
(com.absence.dialoguesystem.inter
IContainSpeech
(com.absence.dialoguesystem.inter
IContainVariableManipulators
(com.absence.dialoguesystem.inter
Node
(com.absence.dialoguesystem.inter
Node.NodeState
(com.absence.dialoguesystem.inter
Option
(com.absence.dialoguesystem.inter
RootNode
(com.absence.dialoguesystem.inter
StickyNoteNode
.

Enum Node.NodeState

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

 Filter by title

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

+ **com.absence.dialoguesystem**

Assembly: Assembly-CSharp-firstpass.dll
(com.absence.dialoguesystem.)

Syntax

+ **com.absence.**

dialoguesystem.editor

(com.absence.dialoguesystem.)

- **com.absence.**

dialoguesystem.internals

(com.absence.dialoguesystem.)

Fields

(com.absence.dialoguesystem.)

Name	Description
ActionNode	(com.absence.dialoguesystem.inter
CurrentAdditionalSpeechData	
Past	(com.absence.dialoguesystem.inter
Blackboard	
Unread	(com.absence.dialoguesystem.inter
ConditionNode	(com.absence.dialoguesystem.inter
ConditionNode.ProcessType	(com.absence.dialoguesystem.inter
DecisionSpeechNode	(com.absence.dialoguesystem.inter
DialoguePartNode	(com.absence.dialoguesystem.inter
FastSpeechNode	(com.absence.dialoguesystem.inter
GotoNode	(com.absence.dialoguesystem.inter
IContainSpeech	(com.absence.dialoguesystem.inter
IContainVariableManipulators	(com.absence.dialoguesystem.inter
Node	(com.absence.dialoguesystem.inter
Node.NodeState	(com.absence.dialoguesystem.inter
Option	(com.absence.dialoguesystem.inter
RootNode	(com.absence.dialoguesystem.inter
StickyNoteNode	(com.absence.dialoguesystem.inter
...	...

Class Option

The type to hold references to dialogue options.

 Filter by title

Inheritance

+ **com.absence.dialoguesystem**

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

Inherited Members

dialoguesystem.editor

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))
(com.absence.dialoguesystem.)

object.Equals(object, object) ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object-system-object)))
- **com.absence.**

dialoguesystem.internals

object.GetHashCode() (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

object.MemberwiseClone() (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

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

object.ToString() (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Name (<https://learn.microsoft.com/com.absence.dialoguesystem.internals.html>).dialoguesystem (<https://learn.microsoft.com/com.absence.dialoguesystem.html>).internals
(com.absence.dialoguesystem.internals.html)

Blackboard

Assembly (<https://learn.microsoft.com/com.absence.dialoguesystem.html>)

Syntax

ConditionNode

 (com.absence.dialoguesystem.intern...

 ConditionNode.ProcessType

 [Serializable]

 public class Option

 DecisionSpeechNode

 (com.absence.dialoguesystem.intern...

 DialoguePartNode

 (com.absence.dialoguesystem.intern...

Fields

 SpeechNode

 (com.absence.dialoguesystem.intern...

 GotoNode

AdditionalData

 AdditionalSpeechData

 Additional speech data this option contains.

 (com.absence.dialoguesystem.intern...

Declaration

 IContainSpeech

 Node

 public AdditionalSpeechData AdditionalData

 (com.absence.dialoguesystem.intern...

 Node.NodeState

Field Value

 Value

 (com.absence.dialoguesystem.intern...

 Type

 Option

 (com.absence.dialoguesystem.intern...

 AdditionalSpeechData

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

Description

RootNode	(com.absence.dialoguesystem.intern...	
StickyNoteNode	(com.absence.dialoguesystem.intern...	
...	...	

LeadsTo

The node this option leads to.

Declaration

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

Type	Description
+ com.absence.dialoguesystem Field Value (com.absence.dialoguesystem. Type + com.absence. dialoguesystem.editor (com.absence.dialoguesystem. - com.absence. ShowIf dialoguesystem.internals (com.absence.dialoguesystem. The condition checked before displaying the visibility of the option. Declaration ActionNode (com.absence.dialoguesystem.inter AdditionalSpeechData [HideInInspector] (com.absence.dialoguesystem.inter public VariableComparer ShowIf Blackboard (com.absence.dialoguesystem.inter Field Validation Node Type (com.absence.dialoguesystem.inter ConditionNode.ProcessType VariableComparer (com.absence.dialoguesystem.inter DecisionSpeechNode (com.absence.dialoguesystem.inter DialoguePartNode (com.absence.dialoguesystem.inter Speech FastSpeechNode Speech of this option. (com.absence.dialoguesystem.inter Declaration GetNode (com.absence.dialoguesystem.inter [HideInInspector] public string Speech (com.absence.dialoguesystem.inter IContainVariableManipulators (com.absence.dialoguesystem.inter Field Value Node Type (com.absence.dialoguesystem.inter Node.NodeState string (https://learn.microsoft.com/dotnet/api/system.string) (com.absence.dialoguesystem.inter Option (com.absence.dialoguesystem.inter Use ShowIf (com.absence.dialoguesystem.inter StickyNoteNode	

Boolean which decides if ShowIf
(com.absence.dialoguesystem.internals.Option.html#com_absence_dialoguesystem_internals_Option_ShowIf) will be used.

Declaration

```
[HideInInspector]
public bool UseShowIf
```

+ com.absence.dialoguesystem

Field

+ **Type**

```
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
(com.absence.dialoguesystem.)
```

- **Type**

Method

(**com.absence.dialoguesystem.**)

ActionNode

Clone(**VariableBank**)

AdditionalSpeechData

Use to get a clone of this option

Blackboard

Declaration

(com.absence.dialoguesystem.inter)

ConditionNode

```
public Option Clone(VariableBank overrideBank)
(com.absence.dialoguesystem.inter)
```

ConditionNode.ProcessType

Parameters

DecisionSpeechNode

(com.absence.dialoguesystem.inter)

Name

Description

VariableBankPartNode

overrideBank

Returns

FastSpeechNode

(com.absence.dialoguesystem.inter)

Type

Description

GotoNode

(com.absence.dialoguesystem.inter)

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

IContainSpeech

(com.absence.dialoguesystem.inter)

IContainVariableManipulators

(com.absence.dialoguesystem.inter)

Node

(com.absence.dialoguesystem.inter)

Node.NodeState

(com.absence.dialoguesystem.inter)

Option

(com.absence.dialoguesystem.inter)

RootNode

(com.absence.dialoguesystem.inter)

StickyNoteNode

...

Class RootNode

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

Filter by title

Inheritance

+ **com.absence.dialoguesystem**

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

(**com.absence.dialoguesystem.**!)

↳ ScriptableObject

+ **com.absence**

↳ Node (<com.absence.dialoguesystem.internals.Node.html>)

dialoguesystem.editor

↳ **ROTNODE**

(**com.absence.dialoguesystem.**!)

Inherited Members

- **com.absence**.

Node.Guid

dialoguesystem.internals

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

(**com.absence.dialoguesystem.**!)

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

Node.MasterDialogue

↳ **com.absence.dialoguesystem.inter**

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

) (com.absence.dialoguesystem.inter

Node.Blackboard

↳ **com.absence.dialoguesystem.inter**

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

Node.State

ConditionNode

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

Node.ExitDialogAfterwards

ConditionNode.ProcessType

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

DecisionSpeechNode

Node.OnSetState

↳ **com.absence.dialoguesystem.inter**

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

Node.OnRemove

↳ **com.absence.dialoguesystem.inter**

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

FastSpeechNode

Node.OnValidation

↳ **com.absence.dialoguesystem.inter**

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

GoToNode

Node.OnReach

↳ **com.absence.dialoguesystem.inter**

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

ContainSpeech

Node.OnPass

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

ContainVariableManipulators

Node.PersonIndex

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

Node.Person

↳ **com.absence.dialoguesystem.inter**

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

Node.NodeState

Node.ShowInMinimap

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

Option

p) (com.absence.dialoguesystem.inter

Node.PersonDependent

↳ **ROTNODE**

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

StickyNoteNode

..

```

Node.AddNextNode(Node, int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_
com_absence_dialoguesystem_internals_Node_System_Int32_)

Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_System_Int32_)

Node.GetNextNodes()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)

com.absence.dialoguesystem
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_O
bject__)

com.absence.
Node.Reach()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)

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

Node.SetState(Node.NodeState)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_a
bsence_dialoguesystem_internals_Node_NodeState_)

Node.Clone()
ActionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone)

ScriptableObject.SetDirty()
AdditionalSpeechData
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Blackboard
ScriptableObject.CreateInstance<T>()
(com.absence.dialoguesystem.internals.ConditionNode)
Object.GetInstanceID()
ConditionNode
Object.GetHashCode()
(com.absence.dialoguesystem.internals.ConditionNode_ProcessType)
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
Object.Instantiate(Object, Vector3, Quaternion)
(com.absence.dialoguesystem.internals.DecisionSpeechNode)
Object.Instantiate(Object, Vector3, Quaternion, Transform)
DecisionSpeechNode
Object.Instantiate(Object)
(com.absence.dialoguesystem.internals.DialoguePartNode)
Object.Instantiate(Object, Transform)
DialoguePartNode
Object.Instantiate(Object, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Instantiate<T>(T)
FastSpeechNode
Object.Instantiate<T>(T, Vector3, Quaternion)
(com.absence.dialoguesystem.internals.GotoNode)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
GotoNode
Object.Instantiate<T>(T, Transform)
(com.absence.dialoguesystem.internals.ContainsSpeech)
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Destroy(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
(com.absence.dialoguesystem.internals.ContainsVariableManipulators)
Object.DestroyImmediate(Object, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.DestroyImmediate(Object)
Node
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfType(Type, bool) (https://learn.microsoft.com/dotnet/api/system.type)
Node.NodeState
Object.FindObjectsByType(Type, FindObjectsSortMode) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
Option
(https://learn.microsoft.com/dotnet/api/system.type)
(com.absence.dialoguesystem.internals.RootNode)
Object.DontDestroyOnLoad(Object)
RootNode
Object.DestroyObject(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Object.DestroyObject(Object)
StickyNoteNode
...

```

Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode)
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
Object.FindObjectOfType<T>()
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

com.absence.dialoguesystem

(com.absence.dialoguesystem.)

Object.FindFirstObjectByType<T>(FindObjectsInactive)

Object.FindAnyObjectByType<T>()

Object.FindFirstObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindFirstObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)

Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)

ActionNode

Object.ToString() (com.absence.dialoguesystem.inter)

Object.name

AdditionalSpeechData

Object.hideFlags

(com.absence.dialoguesystem.inter)

object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-object>)

Blackboard

equals(system-object-system-object))

(com.absence.dialoguesystem.inter)

object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

ConditionNode

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

(com.absence.dialoguesystem.inter)

NameSpace com.Node.Prototype (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals

(com.absence.dialoguesystem.internals.html)

(com.absence.dialoguesystem.inter)

Assembly: Assembly-CSharp-firstpass.dll

Declaration: DeceptionSpeechNode

Syntax: com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter)

FastSpeechNode

(com.absence.dialoguesystem.inter)

GotoNode

(com.absence.dialoguesystem.inter)

Fields

IContainSpeech

(com.absence.dialoguesystem.inter)

IContainVariableManipulators

Next (com.absence.dialoguesystem.inter)

Node

Declaration (com.absence.dialoguesystem.inter)

Node.NodeState

[HideInInspector] (com.absence.dialoguesystem.inter)

public Node Next

Option

(com.absence.dialoguesystem.inter)

FieldValueNode

(com.absence.dialoguesystem.inter)

StickyNoteNode

...

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

Properties

+ com.absence.dialoguesystem
DisplayState (com.absence.dialoguesystem.internals.Node.html)

Declaration:

com.absence.
dialoguesystem.editor

public override bool DisplayState { get; }

- com.absence.

Property Value
dialoguesystem.internals

Type: com.absence.dialoguesystem.internals.Node.html

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

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

Overrides:

Node.DisplayState (com.absence.dialoguesystem.internals.Node.html)

Blackboard

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

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

ConditionNode

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

Methods:

Code.ProcessType

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

DecisionSpeechNode

AddNextNode_Inline(Node, int)

DialoguePartNode

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

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

FastSpeechNode

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

GotoNode

protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)

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

IContainSpeech

Parameters:

nextWillBeAdded (com.absence.dialoguesystem.internals.Node.html)

atPort (https://learn.microsoft.com/dotnet/api/system.int32)

Node.NodeState

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

Overrides:

Option

Node.AddNextNode_Inline(Node, int)

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

RootNode

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_System_Int32_)

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

StickyNoteNode

..

Type	Name	Description
IContainVariableManipulators (com.absence.dialoguesystem.internals.Node.html)	nextWillBeAdded	
int (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

Node.NodeState (com.absence.dialoguesystem.internals.Node.html)	
..	
StickyNoteNode	
..	

DelayedClone(Dialogue)

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

Declaration

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

Parameters

Type	Name	Description
<code>(com.absence.dialoguesystem.IDialogueSystemEditor)</code>	<code>originalDialogue</code>	This is the dialogue the cloned dialogue had cloned from.

- com.absence.

dialoguesystem.internals

GetClassName()

`(com.absence.dialoguesystem.IConditionNode)`

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

Declaration

```
AdditionalSpeechData
```

```
(com.absence.dialoguesystem.inter
```

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

```
Blackboard
```

```
(com.absence.dialoguesystem.inter
```

Returns

ConditionNode

Type	Description
<code>(com.absence.dialoguesystem.IConditionNode.ProcessType)</code>	Returns the USS class name of this node type as a string.

Overrides

DialoguePartNode

Node.GetClassName()

```
FastSpeechNode
```

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

```
(com.absence.dialoguesystem.inter
```

```
GotoNode
```

```
(com.absence.dialoguesystem.inter
```

GetInputPortNameForCreation()

```
IContainSpeech
```

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

Declaration

```
(com.absence.dialoguesystem.inter
```

```
Node
```

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

```
(com.absence.dialoguesystem.inter
```

```
Node.NodeState
```

Returns

```
Option
```

```
(com.absence.dialoguesystem.inter
```

```
RootNode
```

```
(com.absence.dialoguesystem.inter
```

```
StickyNoteNode
```

```
... . . . .
```

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	Returns the name as a string. Return null if you don't want any input ports.

Overrides

Node.GetInputPortNameForCreation()

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation)

+ com.absence.

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

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

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

- com.absence.

Declaration

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

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

ActionNode

[**\(com.absence.dialoguesystem.internals.ActionNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.ActionNode)

Parameters

AdditionalSpeechData

Type	Name	Description
Blackboard List<(int portIndex, Node node)> int ConditionNode portIndex , Node node > DialoguePartNode	result	

Overrides

FastSpeechNode

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

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

[**\(System.Collections.Generic.List<T>\)**](https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)

ContainSpeech

[**\(com.absence.dialoguesystem.internals.ContainSpeech\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.ContainSpeech)

IContainVariableManipulators

GetOutputPortNamesForCreation()

[**\(com.absence.dialoguesystem.internals.NodeState\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.NodeState)

Node

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

[**\(com.absence.dialoguesystem.internals.Node\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node)

Declaration

[**\(com.absence.dialoguesystem.internals.NodeState\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.NodeState)

public override List<string> GetOutputPortNamesForCreation()

[**\(com.absence.dialoguesystem.internals.RootNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.RootNode)

RootNode

[**\(com.absence.dialoguesystem.internals.StickyNoteNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.StickyNoteNode)

StickyNoteNode

...

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

Overrides

~~Node.GetOutputPortNames()~~

(https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPortNamesForCreation)

+ **com.absence.**

dialoguesystem.editor

GetTitle()
(<https://learn.microsoft.com/com.absence.dialoguesystem>.)

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

com.absence.

dialoguesystem.internals

(<https://learn.microsoft.com/com.absence.dialoguesystem.i>)

ActionNode override string GetTitle()

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

AdditionalSpeechData

Returns

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Type Blackboard

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The title as a string.

Overrides

~~ConditionNode.ProcessType~~

Node.GetTitle()

(https://learn.microsoft.com/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetTitle)

DecisionSpeechNode

(<https://learn.microsoft.com/com.absence.dialoguesystem.internals.DecisionSpeechNode>)

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

DialoguePartNode

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

FastSpeechNode

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

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

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Declaration

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

IContainSpeech

protected override void Pass_Inline(params object[] passData)

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

IContainVariableManipulators

Parameters

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Type Node

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

object (<https://learn.microsoft.com/dotnet/api/system.object>)[]

Node.NodeState

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Name

Description

passData

Overrides

~~Option~~

Node.PassInline(params object[])

(https://learn.microsoft.com/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PassInline_System_Object)

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

StickyNoteNode

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

..

Reach_Inline()

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

Declaration

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

Overrides

com.absence.dialoguesystem
Node.Reach_Inline()

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

dialoguesystem.editor
RemoveNextNode_Inline(int)
(com.absence.dialoguesystem)

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

com.absence.
dialoguesystem.internals
(com.absence.dialoguesystem.i)

Parameters
pActionNode override void RemoveNextNode_Inline(int atPort)

(com.absence.dialoguesystem.inter

AdditionalSpeechData

Parameters
(com.absence.dialoguesystem.inter

Type blackboard

	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) ConditionNode	atPort	

(com.absence.dialoguesystem.inter

Overrides
ConditionNode.ProcessType
Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_Inline_System.Int32)
(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

Traverse(Action<Node>)
FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode

Declaration
(com.absence.dialoguesystem.inter

IContainSpeech

Parameters
pActionNode Action<Node> action

IContainVariableManipulators

(com.absence.dialoguesystem.inter
Parameters
Node

Type com.absence.dialoguesystem.inter

	Name	Description
Action (https://learn.microsoft.com/dotnet/api/system.action-1)< (com.absence.dialoguesystem.inter Node (com.absence.dialoguesystem.internals.Node.html)> Option	action	

(com.absence.dialoguesystem.inter

Overrides
ROOTNode
Node.Traverse(Action<Node>)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste
...
..

▼

- + **com.absence.dialoguesystem**
(**com.absence.dialoguesystem.**)
- + **com.absence.**
dialoguesystem.editor
(**com.absence.dialoguesystem.**)
- **com.absence.**
dialoguesystem.internals
(**com.absence.dialoguesystem.**)

ActionNode
(**com.absence.dialoguesystem.inter**
AdditionalSpeechData
(**com.absence.dialoguesystem.inter**
Blackboard
(**com.absence.dialoguesystem.inter**
ConditionNode
(**com.absence.dialoguesystem.inter**
ConditionNode.ProcessType
(**com.absence.dialoguesystem.inter**
DecisionSpeechNode
(**com.absence.dialoguesystem.inter**
DialoguePartNode
(**com.absence.dialoguesystem.inter**
FastSpeechNode
(**com.absence.dialoguesystem.inter**
GotoNode
(**com.absence.dialoguesystem.inter**
IContainSpeech
(**com.absence.dialoguesystem.inter**
IContainVariableManipulators
(**com.absence.dialoguesystem.inter**
Node
(**com.absence.dialoguesystem.inter**
Node.NodeState
(**com.absence.dialoguesystem.inter**
Option
(**com.absence.dialoguesystem.inter**
RootNode
(**com.absence.dialoguesystem.inter**
StickyNoteNode
'

Class StickyNoteNode

Node which contains a user defined string.

Filter by title

Inheritance

+ com.absence.dialoguesystem

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

(com.absence.dialoguesystem.)

↳ ScriptableObject

+ com.absence.

↳ Node (com.absence.dialoguesystem.internals.Node.html)

dialoguesystem.editor

↳ StickyNoteNode

(com.absence.dialoguesystem.)

Inherited Members

- com.absence.

Node.Guid

dialoguesystem.internals

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

Node.html

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

ActionNode

Node.MasterDialogue

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

AdditionalSpeechData

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

Node.Blackboard

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

Node.State

ConditionNode

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

Node.ExitDialogAfterwards

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

DecisionSpeechNode

Node.OnSetState

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

Node.OnRemove

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

FastSpeechNode

Node.OnValidation

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

GoToNode

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

Node.OnReach

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

ContainSpeech

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

Node.OnPass

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

ContainVariableManipulators

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

Node.PersonIndex

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

Node.Person

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

Node.NodeState

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

Node.PersonDependent

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

Option

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

Node.AddNextNode(Node, int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_

com.absence.dialoguesystem.internals.Node_System_Int32_)

StickyNoteNode

... . . .

```
Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_System_Int32_)
Node.GetNextNodes()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)
Node.Pass(params object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_O
bject__)
Node.Reach()
com.absence.dialoguesystem
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)
Node.OnRemoval()
com.absence
com.absence.dialoguesystem.editor
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)
Node.OnStateChange()
com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_a
bsence_dialoguesystem_internals_Node_NodeState_
com.absence.
Node.Clone()
com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone
Node.Traverse(Action<Node>)
com.absence.dialoguesystem.i
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste
m_ActionNode)
com.absence.dialoguesystem.internals.Node_
ScriptableObject.SetDirty()
AdditionalSpeechData
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Blackboard
ScriptableObject.CreateInstance<T>()
com.absence.dialoguesystem.inter
Object.GetInstanceID()
ConditionNode
Object.GetHashCode()
com.absence.dialoguesystem.inter
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
ConditionNode.ProcessType
Object.Instantiate(Object, Vector3, Quaternion)
com.absence.dialoguesystem.inter
Object.Instantiate(Object, Vector3, Quaternion, Transform)
DecisionSpeechNode
Object.Instantiate(Object)
com.absence.dialoguesystem.inter
Object.Instantiate(Object, Transform)
DialoguePartNode
Object.Instantiate(Object, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Instantiate<T>(T)
FastSpeechNode
Object.Instantiate<T>(T, Vector3, Quaternion)
com.absence.dialoguesystem.inter
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
GotoNode
Object.Instantiate<T>(T, Transform)
com.absence.dialoguesystem.inter
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
ContainSpeech
Object.Destroy(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Object.Destroy(Object)
ContainVariableManipulators
Object.DestroyImmediate(Object, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.DestroyImmediate(Object)
Node
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfType(Type, bool) (https://learn.microsoft.com/dotnet/api/system.type)
Node.NodeState
Object.FindObjectsByType(Type, FindObjectsSortMode) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
Option
(https://learn.microsoft.com/dotnet/api/system.type)
Object.DontDestroyOnLoad(Object)
RootNode
Object.DestroyObject(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Object.DestroyObject(Object)
StickyNoteNode
...
```

Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode)
Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
Object.FindObjectOfType<T>()
Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Object.FindFirstObjectByType<T>(FindObjectsInactive)
Object.FindAnyObjectByType<T>()
com.absence
dialoguesystem.editor
(com.absence.dialoguesystem.)
Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindFirstObjectByType() (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindAnyObjectByType() (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindObjectOfType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
ActionNode
Object.ToString()
(com.absence.dialoguesystem.inter
Object.name
AdditionalSpeechData
Object.hideFlags
(com.absence.dialoguesystem.inter
object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
Blackboard
equals(system-object-system-object))
(com.absence.dialoguesystem.inter
object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
ConditionNode
object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(com.absence.dialoguesystem.inter
NameSpace com.html.Prototype (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals
(com.absence.dialoguesystem.internals.html)
(com.absence.dialoguesystem.inter
Assembly: Assembly-CSharp-firstpass.dll
DecisionSpeechNode

Syntax
(com.absence.dialoguesystem.inter

DialoguePartNode
(com.absence.dialoguesystem.inter
public Node Node : Node
FastSpeechNode
(com.absence.dialoguesystem.inter
GotoNode
(com.absence.dialoguesystem.inter

Fields

ContainSpeech
(com.absence.dialoguesystem.inter
IContainVariableManipulators
(com.absence.dialoguesystem.inter

Speech
(com.absence.dialoguesystem.inter
Node Declaration
(com.absence.dialoguesystem.inter
Node.NodeState
[HideInInspector]
(com.absence.dialoguesystem.inter
public string Speech
Option
(com.absence.dialoguesystem.inter

FieldRuleNode
(com.absence.dialoguesystem.inter
StickyNoteNode
...

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Properties

+ com.absence.dialoguesystem

DisplayState.dialoguesystem.

Declaration:

com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.

- com.absence.

Property Value

dialoguesystem.internals

Type: com.absence.dialoguesystem.i

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(com.absence.dialoguesystem.inter

Overrides:

(com.absence.dialoguesystem.inter

Node.DisplayState

Blackboard

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

(com.absence.dialoguesystem.inter

ConditionNode

(com.absence.dialoguesystem.inter

ConditionNode.ProcessType

Declaration:

(com.absence.dialoguesystem.inter

DecisionSpeechNode

public override bool ShowInMinimap { get; }

DialoguePartNode

(com.absence.dialoguesystem.inter

Property Value

FastSpeechNode

Type: com.absence.dialoguesystem.inter

Description

GotoNode

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(com.absence.dialoguesystem.inter

IContainSpeech

Overrides:

(com.absence.dialoguesystem.inter

Node.ShowInMinimap

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ShowInMinima

p)

Node

(com.absence.dialoguesystem.inter

Node.NodeState

(com.absence.dialoguesystem.inter

Method:

Option

(com.absence.dialoguesystem.inter

AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.inter

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

Declaration

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

Parameters

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html) + com.absence.dialoguesystem in https://learn.microsoft.com/dotnet/api/system.int32	nextWillBeAdded	
	atPort	

+ com.absence.

Overrides

dialoguesystem.editor

Node.AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_I

nline_com_absence_dialoguesystem_internals_Node_System_Int32_)

- com.absence.

dialoguesystem.internals

GetClassName()

ActionNode

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

(com.absence.dialoguesystem.inter

Declaration

(com.absence.dialoguesystem.inter

Blackboard

public override string GetClassName()

(com.absence.dialoguesystem.inter

ConditionNode

Returns (com.absence.dialoguesystem.inter

Type	Description
ConditionNode.ProcessType (com.absence.dialoguesystem.inter	

string DecisionSpeechNode

(<https://learn.microsoft.com/dotnet/api/system.string>)

(com.absence.dialoguesystem.inter

DialoguePartNode

Overrides (com.absence.dialoguesystem.inter

Node.GetClassName()

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

GotoNode

(com.absence.dialoguesystem.inter

GetInputPortNameForCreation()

(com.absence.dialoguesystem.inter

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

ContainVariableManipulators

(com.absence.dialoguesystem.inter

Declaration

Node

(com.absence.dialoguesystem.inter

public override string GetInputPortNameForCreation()

Node.NodeState

(com.absence.dialoguesystem.inter

Returns

Option

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

...

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	Returns the name as a string. Return null if you don't want any input ports.

Overrides

Node.GetInputPortNameForCreation()

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation)

+ com.absence.

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

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

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

- com.absence.

Declaration

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

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

ActionNode

[**\(com.absence.dialoguesystem.internals.ActionNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.ActionNode.html)

Parameters

AdditionalSpeechData

Type	Name	Description
Blackboard List<(int portIndex, Node node)> int ConditionNode portIndex , Node node > DialoguePartNode	result	

Overrides

FastSpeechNode

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

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

[**\(System.Collections.Generic.List<T>\)**](https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)
[**\(com.absence.dialoguesystem.internals.Node\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node)

ContainSpeech

[**\(com.absence.dialoguesystem.internals.ContainSpeech\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.ContainSpeech)

IContainVariableManipulators

GetOutputPortNamesForCreation()

[**\(com.absence.dialoguesystem.internals.NodeState\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.NodeState)

Node

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

[**\(com.absence.dialoguesystem.internals.Node\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node)

Declaration

[**\(com.absence.dialoguesystem.internals.NodeState\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.NodeState)

public override List<string> GetOutputPortNamesForCreation()

[**\(com.absence.dialoguesystem.internals.RootNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.RootNode)

RootNode

[**\(com.absence.dialoguesystem.internals.StickyNoteNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.StickyNoteNode)

StickyNoteNode

...

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

Overrides

~~Node.GetOutputPortNames()~~

(https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPortNamesForCreation)

+ **com.absence.**

dialoguesystem.editor

GetTitle()
(<https://learn.microsoft.com/com.absence.dialoguesystem>.)

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

com.absence.

dialoguesystem.internals

(<https://learn.microsoft.com/com.absence.dialoguesystem.i>)

ActionNode override string GetTitle()

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

AdditionalSpeechData

Returns

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Type Blackboard

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

string (<https://learn.microsoft.com/dotnet/api/system.string>)

Description

The title as a string.

Overrides

~~ConditionNode.ProcessType~~

Node.GetTitle()
(https://learn.microsoft.com/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetTitle)

(<https://learn.microsoft.com/com.absence.dialoguesystem.internals.DecisionSpeechNode>)

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

DialoguePartNode

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

FastSpeechNode

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

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

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Declaration

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

IContainSpeech

protected override void Pass_Inline(params object[] passData)

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

IContainVariableManipulators

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Parameters

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Node

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

object (<https://learn.microsoft.com/dotnet/api/system.object>)[]

Node.NodeState

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Overrides

~~Option~~

Node.PassInline(params object[])
(https://learn.microsoft.com/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PassInline_System_Object)

(<https://learn.microsoft.com/com.absence.dialoguesystem.internals.DecisionSpeechNode>)

StickyNoteNode

...

Type	Name	Description
Node	passData	

--

Reach_Inline()

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

Declaration

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

Overrides

com.absence.dialoguesystem
Node.Reach_Inline()

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

dialoguesystem.editor
RemoveNextNode_Inline(int)
(com.absence.dialoguesystem)

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

com.absence.

dialoguesystem.internals

Declaration
(com.absence.dialoguesystem.i

protected **ActionNode** **override void RemoveNextNode_Inline(int atPort)**

(com.absence.dialoguesystem.inter

AdditionalSpeechData

Parameters

(com.absence.dialoguesystem.inter

Type blackboard

	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) ConditionNode	atPort	

(com.absence.dialoguesystem.inter

Overrides

ConditionNode.ProcessType

Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo

de_Inline_System_int32)

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

(com.absence.dialoguesystem.inter

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Node

(com.absence.dialoguesystem.inter

Node.NodeState

(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

...

Class TitleNode

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

Filter by title

Inheritance

+ com.absence.dialoguesystem

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

(com.absence.dialoguesystem.)

↳ ScriptableObject

+ com.absence.

↳ Node (com.absence.dialoguesystem.internals.Node.html)

dialoguesystem.editor

(com.absence.dialoguesystem.)

Inherited Members

- com.absence.

Node.Guid

dialoguesystem.internals

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

(com.absence.dialoguesystem.)

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

Node.MasterDialogue

(com.absence.dialoguesystem.inter)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_MasterDialogue

) AdditionalSpeechData

) (com.absence.dialoguesystem.inter)

Node.Blackboard

(com.absence.dialoguesystem.inter)

Node.State

ConditionNode

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

Node.ExitDialogAfterwards

ConditionNode.ProcessType

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ExitDialogAfter

wards)

DecisionSpeechNode

Node.OnSetState

(com.absence.dialoguesystem.inter)

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

Node.OnRemove

(com.absence.dialoguesystem.inter)

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

Node.OnValidation

(com.absence.dialoguesystem.inter)

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

Node.OnReach

(com.absence.dialoguesystem.inter)

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

Node.OnPass

(com.absence.dialoguesystem.inter)

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

Node.PersonIndex

(com.absence.dialoguesystem.inter)

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

Node.Person

(com.absence.dialoguesystem.inter)

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

Node.NodeState

(com.absence.dialoguesystem.inter)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDepende

nt)

(com.absence.dialoguesystem.inter)

Node.AddNextNode(Node, int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_

com.absence.dialoguesystem.internals.Node_System_Int32_)

StickyNoteNode

... . . .

```
Node.RemoveNextNode(int)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_System_Int32_)
Node.GetNextNodes()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)
Node.Pass(params object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_O
bject__)
Node.Reach()
com.absence.dialoguesystem
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)
Node.OnRemoval()
com.absence
com.absence.dialoguesystem.editor
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)
Node.OnStateChange()
com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_a
bsence_dialoguesystem_internals_Node_NodeState_
com.absence.
Node.Clone()
com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone
Node.Traverse(Action<Node>)
com.absence.dialoguesystem.i
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste
m_ActionNode)
com.absence.dialoguesystem.internals.Node_
ScriptableObject.SetDirty()
AdditionalSpeechData
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Blackboard
ScriptableObject.CreateInstance<T>()
com.absence.dialoguesystem.inter
Object.GetInstanceID()
ConditionNode
Object.GetHashCode()
com.absence.dialoguesystem.inter
Object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object)
ConditionNode.ProcessType
Object.Instantiate(Object, Vector3, Quaternion)
com.absence.dialoguesystem.inter
Object.Instantiate(Object, Vector3, Quaternion, Transform)
DecisionSpeechNode
Object.Instantiate(Object)
com.absence.dialoguesystem.inter
Object.Instantiate(Object, Transform)
DialoguePartNode
Object.Instantiate(Object, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.Instantiate<T>(T)
FastSpeechNode
Object.Instantiate<T>(T, Vector3, Quaternion)
com.absence.dialoguesystem.inter
Object.Instantiate<T>(T, Vector3, Quaternion, Transform)
GotoNode
Object.Instantiate<T>(T, Transform)
com.absence.dialoguesystem.inter
Object.Instantiate<T>(T, Transform, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
ContainSpeech
Object.Destroy(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Object.Destroy(Object)
ContainVariableManipulators
Object.DestroyImmediate(Object, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)
Object.DestroyImmediate(Object)
Node
Object.FindObjectsOfType(Type) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsOfType(Type, bool) (https://learn.microsoft.com/dotnet/api/system.type)
Node.NodeState
Object.FindObjectsByType(Type, FindObjectsSortMode) (https://learn.microsoft.com/dotnet/api/system.type)
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode)
Option
(https://learn.microsoft.com/dotnet/api/system.type)
Object.DontDestroyOnLoad(Object)
RootNode
Object.DestroyObject(Object, float) (https://learn.microsoft.com/dotnet/api/system.single)
Object.DestroyObject(Object)
StickyNoteNode
...
```

Object.FindSceneObjectsOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsOfTypeIncludingAssets(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectsOfType<T>()
 Object.FindObjectsByType<T>(FindObjectsSortMode)
 Object.FindObjectsOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)
 Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
 Object.FindObjectOfType<T>()
 Object.FindObjectOfType<T>(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

com.absence.dialoguesystem

(com.absence.dialoguesystem.)

Object.FindFirstObjectByType<T>(FindObjectsInactive)
 Object.FindAnyObjectByType<T>()
com.absence.
dialoguesystem.editor
(com.absence.dialoguesystem.)
 Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectOfType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindFirstObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindAnyObjectByType(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindObjectType(Type, bool) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindFirstObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
 Object.FindAnyObjectByType(Type, FindObjectsInactive) (<https://learn.microsoft.com/dotnet/api/system.type>)
 ActionNode
 Object.ToString()
(com.absence.dialoguesystem.inter
 Object.name
 AdditionalSpeechData
 Object.hideFlags
(com.absence.dialoguesystem.inter
 object.Equals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals>)
 Blackboard
 equals(system-object-system-object)
(com.absence.dialoguesystem.inter
 object.GetType() (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)
 ConditionNode
 object.ReferenceEquals(object, object) (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)
(com.absence.dialoguesystem.inter
 NameSpaceDeclaration.PrologueType (<https://com.absence.html>).dialoguesystem (<https://com.absence.dialoguesystem.html>).internals
 (<https://com.absence.dialoguesystem.internals.html>)
(com.absence.dialoguesystem.inter
Assembly: Assembly-CSharp-firstpass.dll
Syntax: <https://com.absence.dialoguesystem.inter>
 DialoguePartNode
(com.absence.dialoguesystem.inter Node
 FastSpeechNode
(com.absence.dialoguesystem.inter
 GotoNode
(com.absence.dialoguesystem.inter
Fields
Speech
 IContainSpeech
(com.absence.dialoguesystem.inter
 IContainVariableManipulators
Speech
(com.absence.dialoguesystem.inter
 Node
Declaration
(com.absence.dialoguesystem.inter
 Node.NodeState
 [HideInInspector]
(com.absence.dialoguesystem.inter
 public string Speech
 Option
(com.absence.dialoguesystem.inter
FieldValue
(com.absence.dialoguesystem.inter
 StickyNoteNode
 ...

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

Properties

+ com.absence.dialoguesystem

DisplayState.dialoguesystem.

Declaration:

com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.

- com.absence.

Property Value

dialoguesystem.internals

Type: com.absence.dialoguesystem.i

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(com.absence.dialoguesystem.inter

Overrides:

(com.absence.dialoguesystem.inter

Node.DisplayState

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

(com.absence.dialoguesystem.inter

ConditionNode

(com.absence.dialoguesystem.inter

ConditionNode.ProcessType

Declaration:

(com.absence.dialoguesystem.inter

DecisionSpeechNode

public override bool ShowInMinimap { get; }

DialoguePartNode

(com.absence.dialoguesystem.inter

Property Value

FastSpeechNode

Type: com.absence.dialoguesystem.inter

Description

GotoNode

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(com.absence.dialoguesystem.inter

IContainSpeech

(com.absence.dialoguesystem.inter

Node.ShowInMinimap

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ShowInMinima

p)

Node

(com.absence.dialoguesystem.inter

Node.NodeState

(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

Method: AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.inter

Use to quickly add functionality of connecting a node to any port of this node.

Declaration

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

Parameters

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html) + com.absence.dialoguesystem int (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_Inline_com_absence_dialoguesystem_internals_Node_System_Int32_)	nextWillBeAdded	
	atPort	

+ com.absence.

Overrides

dialoguesystem.editor

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

- com.absence.

dialoguesystem.internals

GetClassName()

ActionNode

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

(com.absence.dialoguesystem.inter

Declaration

AdditionalSpeechData

(com.absence.dialoguesystem.inter

Blackboard

public override string GetClassName()

(com.absence.dialoguesystem.inter

ConditionNode

Returns

(com.absence.dialoguesystem.inter

Type ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

string DecisionSpeechNode

(https://learn.microsoft.com/dotnet/api/system.string)

(com.absence.dialoguesystem.inter

DialoguePartNode

Overrides

absence.dialoguesystem.inter

Node.GetClassName()

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

GotoNode

(com.absence.dialoguesystem.inter

GetInputPortNameForCreation()

(com.absence.dialoguesystem.inter

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

ContainVariableManipulators

(com.absence.dialoguesystem.inter

Declaration

Node

(com.absence.dialoguesystem.inter

public override string GetInputPortNameForCreation()

Node.NodeState

(com.absence.dialoguesystem.inter

Returns

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

'

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	Returns the name as a string. Return null if you don't want any input ports.

Overrides

Node.GetInputPortNameForCreation()

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation)

+ com.absence.

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

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

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

- com.absence.

Declaration

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

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

ActionNode

[**\(com.absence.dialoguesystem.internals.ActionNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.ActionNode)

Parameters

AdditionalSpeechData

Type	Name	Description
Blackboard List<(int portIndex, Node node)> int ConditionNode portIndex , Node node > DialoguePartNode	result	

Overrides

FastSpeechNode

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

[**\(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline)

[**\(System.Collections.Generic.List<T>\)**](https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)

ContainSpeech

[**\(com.absence.dialoguesystem.internals.ContainSpeech\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.ContainSpeech)

IContainVariableManipulators

GetOutputPortNamesForCreation()

[**\(com.absence.dialoguesystem.internals.NodeState\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.NodeState)

Node

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

[**\(com.absence.dialoguesystem.internals.Node\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.Node)

Declaration

[**\(com.absence.dialoguesystem.internals.NodeState\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.NodeState)

public override List<string> GetOutputPortNamesForCreation()

[**\(com.absence.dialoguesystem.internals.RootNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.RootNode)

RootNode

[**\(com.absence.dialoguesystem.internals.StickyNoteNode\)**](https://learn.microsoft.com/dotnet/api/com_absence_dialoguesystem.internals.StickyNoteNode)

StickyNoteNode

...

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

Overrides

~~Node.GetOutputPortNames()~~

(https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPortNamesForCreation)

+ **com.absence.**

dialoguesystem.editor

GetTitle()
(<https://learn.microsoft.com/com.absence.dialoguesystem>.)

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

com.absence.

dialoguesystem.internals

(<https://learn.microsoft.com/com.absence.dialoguesystem.i>)

ActionNode override string GetTitle()

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

AdditionalSpeechData

Returns

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Type Blackboard

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Description

The title as a string.

Overrides

~~ConditionNode.ProcessType~~

Node.GetTitle()
(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

(https://learn.microsoft.com/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetTitle)

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

DialoguePartNode

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

FastSpeechNode

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

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

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Declaration

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

protected override void Pass_Inline(params object[] passData)

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

IContainVariableManipulators

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Type Node

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

object (<https://learn.microsoft.com/dotnet/api/system.object>)[]

Name

passData

(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

Overrides

~~Option~~

Node.PassInline(params object[])
(<https://learn.microsoft.com/com.absence.dialoguesystem.inter>)

(https://learn.microsoft.com/com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PassInline_System_Object)

StickyNoteNode

...

Reach_Inline()

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

Declaration

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

Overrides **com.absence.dialoguesystem**

Node.Reach_Inline()

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

dialoguesystem.editor **RemoveNextNode_Inline(int)** (com.absence.dialoguesystem)

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

com.absence.

dialoguesystem.internals

Declaration
(com.absence.dialoguesystem.i

ActionNode override void RemoveNextNode_Inline(int atPort)

(com.absence.dialoguesystem.inter

AdditionalSpeechData

Parameters

(com.absence.dialoguesystem.inter

Type Blackboard

ConditionNode (com.absence.dialoguesystem.inter

	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) ConditionNode	atPort	

ConditionNode (com.absence.dialoguesystem.inter

Overrides

ConditionNode.ProcessType

Node.RemoveNextNode_Inline(int)

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo

de_Inline_System_int32)

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

(com.absence.dialoguesystem.inter

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Node

(com.absence.dialoguesystem.inter

Node.NodeState

(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

...