Introduction

Getting Started

Namespace com.absence.dialoguesystem

Classes

▼ Filter by title

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Lets you progress in a dialogue easily.

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

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

Enums

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

Lets you select the way this extension uses the AnimatorMemberName (com.absence.dialoguesystem.internals.AdditionalSpeechData.html#com_absence_dialoguesystem_internals_AdditionalSpeechData_AnimatorMemberName).

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

Shows what state the dialogue player is in.

Delegates

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