Introduction

Introduction

About

Edit this page

Basic Setup

Demos and Examples

Edit this page

Contributing

Getting Started

Getting Started

Nodes

Root Node

Imgur Image

Root Node is automatically created when you create a new graph. This node acts as a starting point in the graph. Because of that, its **UNDESTROYABLE!!!**.

Dialogue Part Node

Imgur Image

Dialogue Part Node works similar to the **Root Node**. This is also a starting point node **BUT** it is not the starting point of the graph itself. It is a starting point of the node chain it is connected to.

Properties:

- *(str.)* **Dialogue Part Name:** This property is used by the **Goto Node** in order to find and teleport to this node. Read Goto Node for more details.

Goto Node

Imgur Image

Goto Node is used to seperate the node chains to have a more clear graph window. The only mission of this node is to find the target **Dialogue Part Node** and teleport to it.

Properties:

- *(str.)* **Target Dialogue Part Name: Goto Node** finds a **Dialogue Part Node** which has it's target property matchin to this property and teleports to it.

The relation between the **Goto Node** and **Dialogue Part Node** is *string prone* for now. So, be careful while using them.

Fast Speech Node

![Imgur Image]

Fast Speech Node is one of the two speech nodes in this tool. This node is used to display a speech that has no options.

Properties:

- *(Person)* **Person:** The person who speaks.

- *(str.)* **Speech:** Speech will be displayed.

- *(AdditionalSpeechData)* **Additional Speech Data:** This property contains some extra data that can be used when the speech gets displayed.

Decision Speech Node

![Imgur Image]

Decision Speech Node does the same thing with the **Fast Speech Node**. The only difference between them is that the **Decision Speech Node** also has options the player acn choose from.

Properties:

- *(Person)* **Person:** The person who speaks.

- *(str.)* **Speech:** Speech will be displayed.

- *(AdditionalSpeechData)* **Additional Speech Data:** This property contains some extra data that can be used when the speech gets displayed.

- *(List
)*
  Options: Options will be displayed.

Option Block

![Imgur Image]

Option Block is not a Node itself. It is used to display the options of a **Decision Speech Node**. Text written in the text field of this block will be displayed as an option.

The panel above the text field is an integrated version of the **VariableComparer** from one of my other tools. For more details, you can hover the block in the Dialogue Editor or go to: https://github.com/b1lodHand/absent-variables

Condition Node

![Imgur Image]

Condition Node lets you to progress in different ways in the dialogue depending on some conditions. The conditions are based on the **Variable Comparers** like the ones in the **Option Block**.

Properties:

- *(ProcessorType)* **Processor:** Lets you select the way comparers work.

- *(List)* **Comparers:** List of the entire comparers used to process the output boolean.

Action Node

![Imgur Image]

Action Node is pretty self explanatory. It invokes some actions when it gets *reached* by the dialogue.

Properties:

- *(List)* **VB Actions:** Actions that depend on my **absent-variables** package. These can be used to set some variables which can be used troughout the game.

- *(UnityEvent)* **Unity Events:** UnityEvents that **DO NOT** accept scene objects.

There is also a property of **Action Node** called **CustomAction()** which is a virtual method. And also **Action Node** one of the two node subtypes which you can derive new subtypes from (they aren't *sealed*). So, you can derive from **Action Node** to have a node that has some more specific actions to perform.

StickyNote Node

![Imgur Image]

StickyNote is not really a node. It is derived from the node base type and that's all. It has no effect on the dialogue flow. But you can use it to leave some useful notes in the graph view.

Title Node

![Imgur Image]

Title Node is nearly the same as **StickyNote**. It is just bigger and easy to see.

Components

Advanced

Mechanism

Custom Nodes

Edit this page

Custom Dialogue Extensions

Namespace com.absence.dialoguesystem

Classes

Dialogue

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

DialogueAnimationsPlayer

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

DialogueDisplayer

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

DialogueExtensionBase

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

DialogueInputHandler_Legacy

DialogueInstance

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

DialogueOptionText

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

DialoguePlayer

Lets you progress in a dialogue easily.

DialogueSoundsPlayer

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

Enums

DialogueAnimationsPlayer.WorkMode

Lets you select the way this extension uses the `AnimatorMemberName` .

DialoguePlayer.PlayerState

Shows what state the dialogue player is in.

Delegates

DialogueInstance.BeforeSpeechEventHandler