

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)

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)

DialoguePlayer.PlayerState

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)

+ com.absence in a dialogue easily.

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.DIALOGUE)

ScriptableObject

Dialogue

Dialogue

(com.absence.dialoguesystem.Dialogue)

DialogueAnimationsPlayer

(com.absence.dialoguesystem.Dialogue)

ScriptableObject

SetDirty()

DialogueAnimationsPlayer

WorkMode

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

Mode

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

ScriptableObject.CreateInstance<T>()

DialogueDisplayer

Name (<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogue>)

Dialogue (<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.dialogue>)

DialogueEditor

DialogueEditorBase

(com.absence.dialoguesystem.Dialogue)

Syntax

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.Dialogue)

public class Dialogue : ScriptableObject

DialogueInstance

(com.absence.dialoguesystem.Dialogue)

DialogueInstance.BeforeSpeech

EventHandler

(com.absence.dialoguesystem.Dialogue)

Fields

DialogueOptionText

(com.absence.dialoguesystem.Dialogue)

AllNodes

(com.absence.dialoguesystem.Dialogue)

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

DialoguePlayer.PlayerState

(com.absence.dialoguesystem.Dialogue)

Declaration

DialogueSoundsPlayer

(com.absence.dialoguesystem.Dialogue)

[HideInInspector]

+ **com.absence.Node > AllNodes**

dialoguesystem.editor

(com.absence.dialoguesystem.Editor)

Field Value

+ **Type > absence.**

dialoguesystem.internals

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

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

Description

+ Type > absence.	Description
(com.absence.dialoguesystem.internals)	

Blackboard

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

Declaration

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

- com.absence.dialoguesystem

Field [com.absence.dialoguesystem.]

Type	Description
(com.absence.dialoguesystem.Dialogue.html#com_absence_dialoguesystem_Dialogue)	Blackboard (com.absence.dialoguesystem.internals.Blackboard.html)

(com.absence.dialoguesystem.Dialogue)

DialogueAnimationsPlayer.Work

Mode

LastOrCurrentNode

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

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

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

Declaration

DialogueExtensionBase

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

[HideInInspector]

public Node LastOrCurrentNode

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

DialogueInstance

FieldValue

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

DialogueInstance.BeforeSpeech

Type

EventHandler

Declaration

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

DialogueOptionText

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

DialoguePlayer

RootNode

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

DialoguePlayer.PlayerState

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

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

DialogueSoundsPlayer

Declaration

+ com.absence.

[HideInInspector]

dialoguesystem.editor

public RootNode RootNode

(com.absence.dialoguesystem.)

* com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.)

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

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.Dialc



Type	Description
(com.absence.dialoguesystem.Dialc List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) <Person> DialogueAnimationsPlayer.Work	

Mode

(com.absence.dialoguesystem.Dialc

DialogueDisplayer

(com.absence.dialoguesystem.Dialc

Methods

Clone() DialogueHandler_Legacy

(com.absence.dialoguesystem.Dialc

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

DialogueInstance

Declaration

(com.absence.dialoguesystem.Dialc

DialogueInstance.BeforeSpeech

EventHandler

public Dialogue Clone()

(com.absence.dialoguesystem.Dialc

DialogueOptionText

Returns

(com.absence.dialoguesystem.Dialc



Type	Description
(com.absence.dialoguesystem.Dialc Dialogue (com.absence.dialoguesystem.Dialogue.html) DialoguePlayer.PlayerState	

(com.absence.dialoguesystem.Dialc

DialogueSoundsPlayer

(com.absence.dialoguesystem.Dialc

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.i

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.Dialogue)

Parameters

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

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.

DialogueInstance

(com.absence.dialoguesystem.Dialogue)

Declaration

DialogueInstance.BeforeSpeech

EventHandler

public List<DialoguePartNode> GetAllDialogParts()

DialogueOptionText

(com.absence.dialoguesystem.Dialogue)

Returns

DialoguePlayer

Type	Description
List<DialoguePlayer.PlayerState> (com.absence.dialoguesystem.DialoguePlayer.PlayerState) (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) <DialoguePlayer> +DialoguePartNode (com.absence.dialoguesystem.internals.DialoguePartNode.html) +com.absence.dialoguesystem.editor (com.absence.dialoguesystem.editor)	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.)**

Type	Description
Dialogue	A list of DialoguePartNode

Dialogue **Initialize()**

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

Declaration

Declaring a generic instance before specification

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

Override People (List <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.Dialogue)

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

CAUTION: The following
+ com.absence.

Declaration dialoguesystem e

(com absence dialoguesystem)

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

com absence

+ cont.absence.

dialogue Parameters

(com.absence.dialoguesystem.i

Type		Name	Description
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
(com.absence.dialoguesystem.DialogueInstance.BeforeSpeech)

EventHandler
(com.absence.dialoguesystem.DialogueEventHandler)

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.DialogueSoundsPlayer)

(com.absence.dialoguesystem.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.

Inherits

com.absence.dialoguesystem

↳ **com.absence.dialoguesystem**

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

↳ **com.absence.dialoguesystem.Dialc**

↳ DialogueDisplayer
DialogueExtensionBase.m_instance
(com.absence.dialoguesystem.Dialc
(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
_m_instance)
_ - (com.absence.dialoguesystem.Dialc

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

Assembly Assembly-Dialoguesystem.Dialc

Syntax

```
DialogueInstance  
(com.absence.dialoguesystem.Dialc  
DialogueInstance.BeforeSpeech  
[RequireComponent(typeof(DialogueInstance))]  
EventHandler  
[AddComponentMenu("absence /absent-dialogues/Dialogue Animations Player")]  
(com.absence.dialoguesystem.Dialc  
public class DialogueAnimationsPlayer : DialogueExtensionBase  
DialogueOptionText  
(com.absence.dialoguesystem.Dialc  
DialoguePlayer  
(com.absence.dialoguesystem.Dialc  
DialoguePlayer.PlayerState  
(com.absence.dialoguesystem.Dialc  
DialogueSoundsPlayer
```

Methods

OnHandleAdditionalData(AdditionalSpeechData)

com.absence. to do with the current AdditionalSpeechData

dialoguesystem.edition (com.absence.dialoguesystem.DialogueExtensionBase.html). Gets called when the m_instance (com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase_m_instance) progresses.

+ **com.absence.**

Declaration

dialoguesystem.internals

(com.absence.dialoguesystem.i
public override void OnHandleAdditionalData(AdditionalSpeechData data)

Parameters

Type	Name	Description
AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html)	data	

Overrides

DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)
 (com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
 _OnHandleAdditionalData_com_absence_dialoguesystem_internals_AdditionalSpeechData_)

- **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)

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 DialogueDisplayer

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

Inherits

com.absence.dialoguesystem

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

↳ Object
↳ Dialogue
↳ Component
↳ com.absence.dialoguesystem.Dialog
↳ Behaviour
↳ DialogueAnimationsPlayer
↳ MonoBehaviour
↳ com.absence.dialoguesystem.Dialog
↳ DialogueInstance<DialogueDisplayer> (com.absence.dialoguesystem.DialogueDisplayer.html)>
Mode ↳ Singleton<DialogueDisplayer> (com.absence.dialoguesystem.DialogueDisplayer.html)>
↳ com.absence.dialoguesystem.Dialog
↳ DialogueDisplayer
↳ DialoguePlayer

Inherited Members

(com.absence.dialoguesystem.Dialog)
Singleton<DialogueDisplayer>.Awake()
DialogueExtensionBase
StaticInstance<DialogueDisplayer>.OnApplicationQuit()
StaticInstance<DialogueDisplayer>.Instance
DialogueInputHandler_Legacy

Name `com.absence.dialoguesystem.Dialog` ([com.absence.dialoguesystem.Dialog](https://learn.microsoft.com/com.absence.dialoguesystem.Dialog))

Assembly Assembly-CSharp-firstpass.dll

(com.absence.dialoguesystem.Dialog)

Syntax

```
DialogueInstance.BeforeSpeech  
EventHandler  
[AddComponentMenu("absencee_absent-dialogues/Dialogue Displayer")]  
(com.absence.dialoguesystem.Dialog)  
public class DialogueDisplayer : Singleton<DialogueDisplayer>  
DialogueOptionText  
(com.absence.dialoguesystem.Dialog)  
DialoguePlayer  
(com.absence.dialoguesystem.Dialog)  
DialoguePlayer.PlayerState  
(com.absence.dialoguesystem.Dialog)  
DialogueSoundsPlayer  
(com.absence.dialoguesystem.Dialog)
```

Methods

Display(Person, string)
+ **com.absence** Display(Person speaker, string speech)

dialoguesystem.editor
Declaration
(com.absence.dialoguesystem.

+ **com.absence** Display(Person speaker, string speech)

dialoguesystem.internals

(com.absence.dialoguesystem.

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

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

Displays a speech with options.

Declaration

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

- com.absence.dialoguesystem

Parameters

(com.absence.dialoguesystem.)

Type	Name	Description
Dialogue (com.absence.dialoguesystem.Dialogue)		
Person (com.absence.dialoguesystem.DialogueAnimationsPlayer)	speaker	
string (https://learn.microsoft.com/dotnet/api/system.string)	speech	
List<Option> (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<Mode>	options	
Option (com.absence.dialoguesystem.internals.Option.html)> (com.absence.dialoguesystem.DialogueExtensionBase)		
Action<int> (https://learn.microsoft.com/dotnet/api/system.action-1)<int> (https://learn.microsoft.com/dotnet/api/system.int32)	optionPressAction	

OCCUPY()

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

DialogueInstance

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

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

Declaration

DialogueInstance.BeforeSpeech

EventHandler

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

DialogueOptionText

(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

Returns

DialoguePlayer

Type	Description
DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer)	Returns false if the display is already occupied. Returns true otherwise.

+ com.absence.

dialoguesystem.editor

Release()

(com.absence.dialoguesystem.)

Removes the occupancy of the display. CAUTION! DialogueDisplay

(com.absence.dialoguesystem.DialogueDisplay.html) does not hold a reference to the current occupier. Because of that, be careful calling this function.

(com.absence.dialoguesystem.internals)

Declaration

```
public void Release()
```

▼

- **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 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.)

- ↳ DialogueComponent
- ↳ Behaviour
- ↳ (com.absence.dialoguesystem.DialogueAnimationsPlayer)
- ↳ MonoBehaviour
- ↳ DialogueExtensionBase
- ↳ (com.absence.dialoguesystem.Dialogue)
- ↳ DialogueAnimationsPlayer (com.absence.dialoguesystem.DialogueAnimationsPlayer.html)
- ↳ Mode ↳ DialogueInputHandler_Legacy (com.absence.dialoguesystem.DialogueInputHandler_Legacy.html)
- ↳ (com.absence.dialoguesystem.DialogueSoundsPlayer) (com.absence.dialoguesystem.DialogueSoundsPlayer.html)

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

Assembly: Assembly-CSharp-firstpass.dll
DialogueExtensionBase

Syntax
(com.absence.dialoguesystem.DialogueExtensionBase)

```
DialogueInputHandler_Legacy  
[RequireComponent(typeof(DialogueInstance))]  
(com.absence.dialoguesystem.DialogueExtensionBase : MonoBehaviour)  
DialogueInstance  
(com.absence.dialoguesystem.Dialogue)  
DialogueInstance.BeforeSpeech  
EventHandler  
(com.absence.dialoguesystem.Dialogue)  
DialogueOptionText  
(com.absence.dialoguesystem.Dialogue)
```

Fields

m_instance
(com.absence.dialoguesystem.DialogueExtensionBase)

DialogueExtensionBase (PlayModeState.dialoguesystem.DialogueInstance.html) component attached to the current game object
(com.absence.dialoguesystem.Dialogue)

DialogueSoundsPlayer

Declaration
(com.absence.dialoguesystem.DialogueExtensionBase)

+ **com.absence.**

[SerializedField]

dialoguesystem.editor

protected DialogueInstance m_instance

+ **com.absence.**

Field Value
dialoguesystem.internals

Type com.absence.dialoguesystem.

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

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

Methods

OnHandleAdditionalData(AdditionalSpeechData)

Use to define what to do with the current AdditionalSpeechData

(com.absence.dialoguesystem.internals.AdditionalSpeechData.html). Gets called when the m_instance
(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
- m_instance) progresses

- **com.absence.dialoguesystem**

Declaration:

Dialogue

public abstract DialogueSystemDialogueAdditionalData(AdditionalSpeechData data)

DialogueAnimationsPlayer

(com.absence.dialoguesystem.DialogueAnimationsPlayer)

Parameters

DialogueAnimationsPlayer.Work

Type	Name	Description
Mode (com.absence.dialoguesystem.DialogueMode) AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html) DialogueDisplayer	data	

+ **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.Dialc
↳ [DialogueInputHandler_Legacy](#)
DialogueAnimationsPlayer

Inherited Members

(com.absence.dialoguesystem.Dialc
DialogueAnimationsPlayer.WorkMode
DialogueExtensionBase.m_Instance
(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase_m_instance)
(com.absence.dialoguesystem.Dialc
DialogueDisplayer
Namespaces: com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

Assembly: Assembly-CSharp-firstpass.dll
DialogueExtensionBase

Syntax: `com.absence.dialoguesystem.Dialc`

DialogueInputHandler_Legacy
(com.absence.dialoguesystem.Dialc : DialogueExtensionBase
DialogueInstance
(com.absence.dialoguesystem.Dialc
DialogueInstance.BeforeSpeech
EventHandler

Methods

(com.absence.dialoguesystem.Dialc

DialogueOptionText

(com.absence.dialoguesystem.Dialc

OnHandleAdditionalData(AdditionalSpeechData)

DialoguePlayer

(com.absence.dialoguesystem.Dialc

Use to define what to do with the current AdditionalSpeechData

DialoguePlayer.PlayerState

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

(com.absence.dialoguesystem.Dialc

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

_m_instance) progresses.

(com.absence.dialoguesystem.Dialc

Declaration

+ **com.absence.**

dialoguesystem.editor

public override void OnHandleAdditionalData(AdditionalSpeechData data)

(com.absence.dialoguesystem.)

Parameters

dialoguesystem.internals

Type

(com.absence.dialoguesystem.)

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

Name

Description

data

Overrides

DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)

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

_OnHandleAdditionalData_com_absence_dialoguesystem_internals_AdditionalSpeechData_)



- **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.DialogueInstance.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 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
DialogueAnimatorPlayer
(com.absence.dialoguesystem.Dialogue)
↳ DialogueInstance
(com.absence.dialoguesystem.Dialogue)

Namespace: com.unity.JournalPlayer.Work (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html)

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

Syntax

```
DialogueDisplayer  
(com.absence.dialoguesystem.Dialogue)  
[AddComponentMenu("absentee/_absent-dialogues/Dialogue Instance")]  
DialogueExtensionBase  
public class DialogueInstance : MonoBehaviour  
(com.absence.dialoguesystem.Dialogue)  
DialogueInputHandler_Legacy  
(com.absence.dialoguesystem.Dialogue)  
DialogueInstance  
(com.absence.dialoguesystem.Dialogue)  
DialogueInstance.BeforeSpeech  
EventHandler  
(com.absence.dialoguesystem.Dialogue)  
DialogueOptionText
```

Properties

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

DialoguePlayer
(com.absence.dialoguesystem.Dialogue)
DialoguePlayer.PlayerState
public DialoguePlayer Player { get; }
DialogueSoundsPlayer
(com.absence.dialoguesystem.Dialogue)

Property Value

Type	Description
open.absence. dialoguesystem.editor DialoguePlayer (com.absence.dialoguesystem.DialoguePlayer.html) (com.absence.dialoguesystem.)	

+ com.absence.

dialoguesystem.internals

Methods (com.absence.dialoguesystem.)

AddExtension<T>()

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

Declaration

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

Type Parameters

- com.absence.dialoguesystem	Name (com.absence.dialoguesystem.)
<i>T</i>	Dialogue

(com.absence.dialoguesystem.Dialogue)
DialogueAnimationsPlayer
(com.absence.dialoguesystem.Dialogue)
DialogueAnimationsPlayer.Work

EnterDialogue()

Use to enter dialogue.

(com.absence.dialoguesystem.Dialogue)
Declaration
DialogueDisplayer

(com.absence.dialoguesystem.Dialogue)
public bool EnterDialogue()
DialogueExtensionBase

(com.absence.dialoguesystem.Dialogue)

DialogueInputHandler_Legacy

(com.absence.dialoguesystem.Dialogue)

DialogueInstance

bool (com.absence.dialoguesystem.Dialogue)
DialogueInstance.BeforeSpeech
(https://learn.microsoft.com/dotnet/api/system.boolean) DialogueDisplayer (com.absence.dialoguesystem.DialogueDisplayer.html) is
EventHandler already occupied by any other script. Returns **true** otherwise.

(com.absence.dialoguesystem.Dialogue)

DialogueOptionText

(com.absence.dialoguesystem.Dialogue)

DialoguePlayer

(com.absence.dialoguesystem.Dialogue)

Use to exit current dialogue.

DialoguePlayer.PlayerState

(com.absence.dialoguesystem.Dialogue)

DialogueSoundsPlayer

(com.absence.dialoguesystem.Dialogue)

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.)

Events

(com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.)

OnBeforeSpeech

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

Declaration

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

Event Type

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

Dialogue

(com.absence.dialoguesystem.Dialogue.html)

OnHandleAdditionalData

DialogueAnimationsPlayer

(com.absence.dialoguesystem.DialogueAnimationsPlayer.html)

The Action which will get invoked when HandleAdditionalData()
DialogueAnimationsPlayer.Work
(com.absence.dialoguesystem.DialogueInstance.html#com_absence_dialoguesystem_DialogueInstance_HandleAdditionalData) gets called.

(com.absence.dialoguesystem.Dialogue.html)

Declaration

DialogueDisplayer

(com.absence.dialoguesystem.DialogueDisplayer.html)

DialogueExtensionBase<AdditionalSpeechData> OnHandleAdditionalData

(com.absence.dialoguesystem.DialogueExtensionBase.html)

DialogueInputHandler_Legacy

Event Type

(com.absence.dialoguesystem.DialogueInputHandler_Legacy.html)

Type	Description
DialogueInstance	

(com.absence.dialoguesystem.DialogueInstance.html)

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

DialogueInstance.BeforeSpeech

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

EventHandler

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

(com.absence.dialoguesystem.Dialogue.html)

DialogueOptionText

(com.absence.dialoguesystem.DialogueOptionText.html)

DialoguePlayer

(com.absence.dialoguesystem.DialoguePlayer.html)

DialoguePlayer.PlayerState

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

DialogueSoundsPlayer

(com.absence.dialoguesystem.DialogueSoundsPlayer.html)

+ com.absence.

dialoguesystem.editor

(com.absence.dialoguesystem.editor.html)

+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.internals.html)

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.Dialc
g speech, ref List<Option> options)
DialogueAnimationsPlayer
```

(com.absence.dialoguesystem.D

Parameters		DialogueAnimationsPlayer.Work
Type	Description	Name
Mode (com.absence.dialoguesystem.Dialc)		
Person DialogueDisplayer (com.absence.dialoguesystem.Dialc)	speaker	
string (https://learn.microsoft.com/dotnet/api/system.string) DialogueExtensionBase	speech	
List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)< OptionalDialogueHandler>	options	
DialogueSystemInternal (com.absence.dialoguesystem.internal.Option.html)		

(com.absence.dialoguesystem.Dialogue)

DialogueInstance

(com.absence.dialoguesystem.Dialogue)

DialogueInstance.BeforeSpeech

EventHandler

(com.absence.dialoquesystem.Dialc

DialogueOptionText

(com.absence.dialoguesystem.Dialogue)

DialoguePlayer

(com.absence.dialoguesystem.Dialogue)

DialoguePlayer.Player

(com.absence.dialoquesystem.Dialc

DialogueSound

(com.absence.dialoguesystem.Dialogue)

om.absence.

ialoguesystem.edit

[dialoguesystem editor](#)

dialoguesystem.editor (com.abcense.dialoguesystem)

→ com.ohnsone

dialoguesystem interna

dialoguesystem.internals (com.abcense.dialoguesystem)

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
(com.absence.dialoguesystem.DialogueBehaviour)
DialogueAnimatorPlayer
(com.absence.dialoguesystem.DialogueAnimatorPlayer)
DialogueOptionText
(com.absence.dialoguesystem.DialogueOptionText)

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

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

Syntax

```
DialogueDisplayer  
(com.absence.dialoguesystem.DialogueDisplayer)  
[AddComponentMenu("absentee/_absent-dialogues/Option Text")]  
DialogueExtensionBase  
public class DialogueOptionText : MonoBehaviour  
(com.absence.dialoguesystem.DialogueExtensionBase)  
DialogueInputHandler_Legacy  
(com.absence.dialoguesystem.DialogueInputHandler_Legacy)  
DialogueInstance  
(com.absence.dialoguesystem.DialogueInstance)  
DialogueInstance.BeforeSpeech  
EventHandler  
(com.absence.dialoguesystem.DialogueInstance.EventHandler)
```

Methods

Initialize(int, string)

DialogueOptionText
Sets the index and the text of this option.

DialoguePlayer
Declaration
(com.absence.dialoguesystem.DialogueOptionText)
DialoguePlayer.PlayerState
public void Initialize(int optionIndex, string text)
(com.absence.dialoguesystem.DialogueOptionText)

DialogueSoundsPlayer
(com.absence.dialoguesystem.DialogueSoundsPlayer)

Parameters

Type	Name	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (com.absence.dialoguesystem.)	<i>optionIndex</i>	
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>text</i>	

+ com.absence.

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

optionIndex

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

text

+ com.absence.

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

Calls OnClickAction

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

Declaration

```
public void OnClick()
```



Events

- **com.absence.dialoguesystem**

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

Dialogue

Declaration (**com.absence.dialoguesystem.Dialogue**)

DialogueAnimationsPlayer

(**com.absence.dialoguesystem.Dialogue**.Action)

DialogueAnimationsPlayer.Work

Mode

Event Type

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

Type DialogueDisplayer

Description

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

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

DialogueInputHandler_Legacy

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

DialogueInstance

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

DialogueInstance.BeforeSpeech

EventHandler

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

DialogueOptionText

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

DialoguePlayer

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

DialoguePlayer.PlayerState

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

DialogueSoundsPlayer

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

+ **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

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

Dialogue (<com.html>).absence (<com.absence.html>).dialoguesystem (<com.absence.dialoguesystem.html>)
↳ **com.absence.dialoguesystem.D**

Assembly: Assembly-CSharp-Inpass.dll

Syntax
(com.absence.dialoguesystem.Dialo

DialogueAnimationsPlayer.Work
[Serializable]

[Mode]
public class DialoguePlayer

(com.absence.dialoguesystem.Dialo

DialogueDisplayer
(com.absence.dialoguesystem.Dialo

DialogueExtensionBase
(com.absence.dialoguesystem.Dialo

DialogueInputHandler_Legacy
DialoguePlayer(Dia

DialoguePlayer(Dialogue) DialoguePlayer(Dia

DialogueInstance
DialogueInstance.BeforeSpeech

Declaration
EventHandler

(com.absence.dialoguesystem.Dialo

public DialoguePlayer(Dialogue dialogue)

DialogueOptionText
(com.absence.dialoguesystem.Dialo

Parameters
DialoguePlayer

Type (com.absence.dialoguesystem.Dialo

DialoguePlayer.PlayerState
DialoguePlayer

(com.absence.dialoguesystem.Dialo

DialogueSoundsPlayer
(com.absence.dialoguesystem.Dialo

DialoguePlayer(Dialogue, List<Person>)

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

+ **com.absence.**
Declaration

dialoguesystem.internals
(com.absence.dialoguesystem.i

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

Parameters

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

Properties

AdditionalSpeechData
Mode
Additional data of the current node
Declaration
(com.absence.dialoguesystem.DialogueExtensionBase)

DialogueDisplayer
(com.absence.dialoguesystem.DialogueInputHandler_Legacy)

Property Value

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

DialogueInstance Before Speech

EventHandler
(com.absence.dialoguesystem.Dialogue)

DialogueOptionText
(com.absence.dialoguesystem.Dialogue)

ClonedDialogue
The dialogue cloned from the original one from constructor.
(com.absence.dialoguesystem.Dialogue)

Declaration
DialoguePlayer.PlayerState

DialoguePlayer
(com.absence.dialoguesystem.Dialogue)

DialogueSoundPlayer
DialoguePlayer.CachedDialogue { get; }
(com.absence.dialoguesystem.Dialogue)

Properties

dialoguesystem.editor
(com.absence.dialoguesystem.)

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

dialoguesystem.internals

(com.absence.dialoguesystem.)
HasOptions

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

Declaration

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

Property Value

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

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

HasPerson

Dialogue
(com.absence.dialoguesystem.Dialogue)
Use to check if current node is PersonDependent
DialogueAnimationsPlayer
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDependent) or not.
DialogueAnimationsPlayer.Work

Declaration

```
public bool HasPerson { get; }  
(com.absence.dialoguesystem.Dialogue)  
DialogueDisplayPerson { get; }  
(com.absence.dialoguesystem.Dialogue)  
DialogueExtensionBase
```

Property Value
(com.absence.dialoguesystem.Dialogue)

Type	Description
DialogueInputHandler_Legacy	

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

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

HasSpeech

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

DialoguePlayer
(com.absence.dialoguesystem.Dialogue)
DialoguePlayer.PlayerState
public bool HasSpeech { get; }
(com.absence.dialoguesystem.Dialogue)

DialogueSoundsPlayer
(com.absence.dialoguesystem.Dialogue)

Property Value
+ **com.absence.**
dialoguesystem.editor
bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
(com.absence.dialoguesystem.)

+ **com.absence.**

Options **com.absence.dialoguesystem.internals**

(com.absence.dialoguesystem.internals.Options)
Options of the current node, if there is any.

Declaration

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

Property Value

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.)

Speaker	Description
Dialogue (com.absence.dialoguesystem.Dialogue)	Person who speaks.

Declaration	Description
DialogueAnimationsPlayer.Work Mode (com.absence.dialoguesystem.Dialogue)	DialogueAnimationsPlayer.Work

Property Value	Description
DialogueExtensionBase	

Type	Description
DialogueInputHandler_Legacy Person (com.absence.dialoguesystem.Dialogue)	

Speech	Description
DialogueInstance.BeforeSpeech EventHandler Speech of the current node (com.absence.dialoguesystem.Dialogue)	

Declaration	Description
DialogueOptionText (com.absence.dialoguesystem.Dialogue)	

DialoguePlayer	Description
public string Speech { get; } (com.absence.dialoguesystem.Dialogue)	

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

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

+ com.absence.	Description
Current state of the player.	

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

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

Property Value

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

▼

Methods

- **com.absence.dialoguesystem**
(com.absence.dialoguesystem.)
Continue(params object[])

Dialogue
 (com.absence.dialoguesystem.DialogueAnimationsPlayer)
 Use to progress in the target dialogue with some optional data.

DialogueAnimationsPlayer
Declaration
 (com.absence.dialoguesystem.DialogueAnimationsPlayer.Work)

Mode void Continue(params object[] passData)
 (com.absence.dialoguesystem.DialogueAnimationsPlayer.Work)

DialogueDisplayer
Parameters
 (com.absence.dialoguesystem.DialogueDisplayer)

Type	DialogueExtensionBase	Name	Description
------	-----------------------	------	-------------

object	(com.absence.dialoguesystem.DialogueExtensionBase)	passData	Anything that you want to pass as data. (e.g. DialogueInputHandler_Legacy (https://learn.microsoft.com/en-us/dotnet/api/system.object) (com.absence.dialoguesystem.DialogueExtensionBase) (com.absence.dialoguesystem.DialogueInstance) (com.absence.dialoguesystem.DialogueExtensionBase) []))
[]	DialogueInstance.BeforeSpeech		uses the [0] element to get the selected option index.)

TeleportToRoot()

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

Declaration
 DialoguePlayer.PlayerState

public void TeleportToRoot()
 DialogueSoundsPlayer
 (com.absence.dialoguesystem.DialoguePlayer)

+ **com.absence.**

dialoguesystem.editor
Events
 (com.absence.dialoguesystem.internals.OnContinue)

+ **com.absence.**

OnContinue
 dialoguesystem.internals

(com.absence.dialoguesystem.internals.OnContinue)(Action<Object> getInvokedWhenContinue(params object[]))
 (com.absence.dialoguesystem.DialoguePlayer.html#com_absence_dialoguesystem_DialoguePlayer_Continue_System_Object__) gets called.

Declaration

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

Event Type

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

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

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

Inherited Members

DialogueDisplayer
DialogueExtensionBase.m_instance
(com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase_m_instance)
(com.absence.dialoguesystem.DialogueExtensionBase)
DialogueExtensionBase
_m_instance
(com.absence.dialoguesystem.Dialogue)

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

Assembly Assembly-Dialoguesystem.Dialect

Syntax

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

Methods

OnHandleAdditionalData(AdditionalSpeechData)

Usage 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.

+ **com.absence.**

Declaration

dialoguesystem.internals

(com.absence.dialoguesystem.internals)
public override void OnHandleAdditionalData(AdditionalSpeechData data)

Parameters

Type	Name	Description
AdditionalSpeechData (com.absence.dialoguesystem.internals.AdditionalSpeechData.html)	data	

Overrides

DialogueExtensionBase.OnHandleAdditionalData(AdditionalSpeechData)
 (com.absence.dialoguesystem.DialogueExtensionBase.html#com_absence_dialoguesystem_DialogueExtensionBase
 _OnHandleAdditionalData_com_absence_dialoguesystem_internals_AdditionalSpeechData_)

- **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
 (com.absence.dialoguesystem.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)

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**)

(**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

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

↳ [Object](#)

+ **com.absence.dialoguesystem**

(**com.absence.dialoguesystem**.
↳ [DialogueEditorWindow](#)

- **com.absence.**

Inherited Members

dialoguesystem.editor

(**com.absence.dialoguesystem**.
↳ [ScriptableObject](#).[SetDirty\(\)](#)

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

[DialogueEditorWindow](#).[CreateInstance\(Type\)](#) (<https://learn.microsoft.com/dotnet/api/system.type>)

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

[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.editc

Syntax

InspectorView

(com.absence.dialoguesystem.editc

public class DialogueEditorWindow : EditorWindow

(com.absence.dialoguesystem.editc

NodeView

(com.absence.dialoguesystem.editc

VariableBankCreationHandler

(com.absence.dialoguesystem.editc

Methods

+ **com.absence.**

CreateGUI()

(**com.absence.dialoguesystem**.
↳ [Declaration](#)

```
public void CreateGUI()
```

FrameToNode(Node)

Declaration

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

Parameters

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

OnOpenAsset(int, int)

Declaration

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

Parameters

Type	Name	Description
+ com.absence.dialoguesystem int (https://learn.microsoft.com/dotnet/api/system.int32)	instanceId	
- com.absence.dialoguesystem.editor int (https://learn.microsoft.com/dotnet/api/system.int32)	line	

Returns

Type	Description
DialogueEditorWindow	

OpenWindow()

```
(com.absence.dialoguesystem.editor
Declaration
    InspectorView.UxmlFactory
        (com.absence.dialoguesystem.editor
            [MenuItem("absentee/_absent-dialogues/Open Dialogue Graph Window")]
            public static void OpenWindow()
                (com.absence.dialoguesystem.editor
                    VariableBankCreationHandler
                        (com.absence.dialoguesystem.editor
```

SelectNode(Node)

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

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

Parameters

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

Class DialogueGraphView

Inheritance

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

↳ [CallbackEventHandler](#)

+ **com.absence.dialoguesystem**

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

↳ [GraphView](#)

- **com.absence**

([DialogueGraphView](#))

dialoguesystem.editor

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

Implements

[IEventHandler](#)

[IResolvedStyle](#)

[ITransform](#)

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

[ITransitionAnimations](#)

[IExperimentalFeatures](#)

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

[IVisualElementScheduler](#)

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

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

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

[NodeView](#)

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

[VariableBankCreationHandler](#)

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

+ **com.absence**

Constructors

[dialoguesystem.internals](#)

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

DialogueGraphView()

Declaration

```
public DialogueGraphView()
```

Methods

BuildContextMenu(ContextualMenuPopulateEvent)

Add menu items to the contextual menu.

Declaration

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

Parameters

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

+ com.absence.dialoguesystem

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

UnityEditor.Experimental.GraphView.GraphView.BuildContextMenu(UnityEngine.UIElements.ContextualMenu
PopulateEvent)

com.absence.dialoguesystem.editor

FindNodeView(Node)

DialogueEditorWindow

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

DialogueGraphView

public NodeView FindNodeView(Node node)

DialogueGraphView.UxmlFactory

(com.absence.dialoguesystem.editor.FindNodeView)

Parameters

InspectorView

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

InspectorView.UxmlFactory
Node ([com.absence.dialoguesystem.internals.Node.html](#))
(com.absence.dialoguesystem.editor.FindNodeView)

Name

Description

NodeView

Returns [\(com.absence.dialoguesystem.editor.FindNodeView\)](#)

Type [VariableBankCreationHandler](#)

Description

(com.absence.dialoguesystem.editor.FindNodeView)

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

+ com.absence.

dialoguesystem.internals

GetCompatiblePorts(Port, NodeAdapter)

Get all ports compatible with given port.

Declaration

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

Parameters

Type	Name	Description
Port	startPort	Start port to validate against.
NodeAdapter	nodeAdapter	Node adapter.

Returns

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

Overrides

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

+ com.absence.dialoguesystem

Refresh() (com.absence.dialoguesystem.)

Declaration
com.absence.

dialoguesystem.editor

public void Refresh() (com.absence.dialoguesystem.)

DialogueEditorWindow

(com.absence.dialoguesystem.editor.DialogueEditorWindow)

DialogueGraphView

Events

DialogueEditorWindow.OnNodeSelected

DialogueGraphView.UxmlFactory

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

OnNodeSelected

(com.absence.dialoguesystem.editor.OnNodeSelected)

Declaration
InspectorView.UxmlFactory

(com.absence.dialoguesystem.editor.VariablesBankCreationHandler)

public event Action<NodeView> OnNodeSelected

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

VariableBankCreationHandler

(com.absence.dialoguesystem.editor.VariableBankCreationHandler)

Type

+ com.absence.

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

dialoguesystem.internals

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

(com.absence.dialoguesystem.)

Description

OnPopulateView

Declaration

```
public event Action OnPopulateView
```

Event Type

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

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.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 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](#)
 ([com.absence.dialoguesystem.editor](#))
Namespace: [com](#) ([com.html](#)).[absence](#) ([com.absence.html](#)).[dialoguesystem](#) ([com.absence.dialoguesystem.html](#)).[editor](#)
([com.absence.dialoguesystem.editor.html](#))
Assembly: [Assembly-CSharpEditor.dll](#)

Syntax
DialogueGraphView.UxmlFactory
 ([com.absence.dialoguesystem.editor](#))
 InspectorView
 public class DialogueGraphView.UxmlFactory : UxmlFactory<DialogueGraphView, VisualElement.UxmTraits>, IUxmlFactory, IBaseUxmlFactory
 InspectorView.UxmlFactory
 ([com.absence.dialoguesystem.editor](#))
 NodeView
 ([com.absence.dialoguesystem.editor](#))
 VariableBankCreationHandler
UnityEngine.UIElements.IUxmlFactory
 ([com.absence.dialoguesystem.editor](#))
UnityEngine.UIElements.IBaseUxmlFactory

+ com.absence.

dialoguesystem.internals
(com.absence.dialoguesystem.i

Class InspectorView

Inheritance

↳ [Filter by title](#)
↳ [object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)
↳ [CallbackEventHandler](#)
↳ [Focusable](#)
+ **com.absence.dialoguesystem**
 ↳ [VisualElement](#)
 ↳ [InspectorView](#)
- **com.absence.**
Implements
 dialoguesystem.editor
 IEventHandler
 IResolvedStyle
 ITransform
 DialogueEditorWindow
 ITransitionAnimations
 IExperimentalFeatures
 IVisualElementScheduler
 DialogueGraphView.UxmlFactory
Namespace: com (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).editor
(com.absence.dialoguesystem.html)

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

Syntax
 InspectorView.UxmlFactory
 (com.absence.dialoguesystem.editor)
 public class InspectorView : VisualElement, IEventHandler, IResolvedStyle, ITransform, ITransitionAnimations, IExperimentalFeatures, IVisualElementScheduler
 (com.absence.dialoguesystem.editor)
 VariableBankCreationHandler
 (com.absence.dialoguesystem.editor)

Constructors

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

Declaration

```
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) (<https://learn.microsoft.com/dotnet/api/system.object>)
 - ↳ [BaseUxmlFactory](#) < [InspectorView](#) (`com.absence.dialoguesystem.editor.InspectorView.html`), Visual
- + [Element.UxmlTrait](#)
- + **[com.absence.dialoguesystem](#)**
(`com.absence.dialoguesystem.`)
 - ↳ [UxmlFactory](#) < [InspectorView](#) (`com.absence.dialoguesystem.editor.InspectorView.html`), VisualElement.Uxml
 - Traits
- **[com.absence](#)**.View.UxmlFactory
- [dialoguesystem.editor](#)**
(`com.absence.dialoguesystem.`)
 - Implements
 - [IUxmlFactory](#)
 - [IBaseDialogFactory](#)
 - [DialogFactoryWindow](#)
- Namespaces:
 - [com](#) (`com.html`).[absence](#) (`com.absence.html`).[dialoguesystem](#) (`com.absence.dialoguesystem.html`).[editor](#)
 - [com.absence.dialoguesystem.editor.html](#)

Syntax

```
Syntax  
  (com.absence.dialoguesystem.editc  
    InspectorView  
  public class InspectorView.UxmlFactory : UxmlFactory<InspectorView, VisualElement.UxmlTraits  
  (com.absence.dialoguesystem.editc  
>, IXmlFactory, IBaseUxmlFactory  
  InspectorView.UxmlFactory
```

(c)

```
(com.absence.dialoguesystem.editc  
NodeView  
Implements  
com.absence.dialoguesystem.editc  
VariableBankCreationHandler  
UnityEngine.UIElements.IUxmlFactory  
(com.absence.dialoguesystem.editc  
UnityEngine.UIElements.IBaseUxmlFactory  
+ com absence
```

Implements

```
VariableBankCreationHandler  
UnityEngine.UIElements.IUxmlFactory  
(com.absence.dialoguesystem:editc  
UnityEngine.UIElements.IBaseUxmlFactory
```

+ com.absence.

dialoguesystem.internals (com.absence.dialoguesystem.i

Class NodeView

Inheritance

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

↳ [CallbackEventHandler](#)

+ **com.absence.dialoguesystem**

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

↳ [GraphElement](#)

- **com.absence**

[dialoguesystem](#).[Editor](#)

Implements

[IDialogueEditorWindow](#)

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

[ITransform](#) ([com.absence.dialoguesystem](#).[graph](#))

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

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

[DialogueGraphView.UxmlFactory](#)

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

[InspectorView](#)

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

Assembly: [Assembly-CSharp-Editor-firstpass.dll](#)

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

Syntax

NodeView

```
public class NodeView : Node, IEventHandler, IResolvedStyle, ITransform, ITransitionAnimation,
VariableBankCreationHandler, IExperimentalFeatures, IVisualElementScheduler
(com.absence.dialoguesystem.editc)
```

+ **com.absence.**

[dialoguesystem](#).[internals](#)

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

NodeView(Node)

Declaration

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

Parameters

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

Fields

Input

Declaration



```
public Port Input
```

+ com.absence.dialoguesystem

Field Value

Type	Description
Port (com.absence.dialoguesystem.)	

DialogueEditorWindow

(com.absence.dialoguesystem.editor)

DialogueGraphView

K_PERSONDEPENDENT_CLASSNAME

Declaration

DialogueGraphView.UxmlFactory

(com.absence.dialoguesystem.editor)

InspectorView

(com.absence.dialoguesystem.editor)

Field Value

InspectorView.UxmlFactory

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

VariableBankCreationHandler

(com.absence.dialoguesystem.editor)

Node.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.)

```
public Node Node
```

Field Value

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

OnNodeSelected

Declaration

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

Field Value

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

Outputs

Declaration
com.absence.dialoguesystem
(com.absence.dialoguesystem.)
 public List<Port> Outputs
- com.absence.
dialoguesystem.editor
Field Value
(com.absence.dialoguesystem.)

Type	Description
DialogueEditorWindow	

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

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

m_serializedNode
(com.absence.dialoguesystem.editor)

InspectorView

Declaration
(com.absence.dialoguesystem.editor)

InspectorView.UxmlFactory

protected SerializedObject m_serializedNode
(com.absence.dialoguesystem.editor)

NodeView

Field Value
(com.absence.dialoguesystem.editor)

VariableBankCreationHandler

Type
(com.absence.dialoguesystem.editor)

SerializedObject
+ com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.internals)

Properties

Master

Declaration

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

Property Value

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

Methods

OnSelected()

Called when the GraphElement is selected.



Declaration

```
+ com.absence.dialoguesystem
    public override void OnSelected()
        (com.absence.dialoguesystem.)
```

Overrides

```
com.absence.
    dialoguesystem.editor
UnityEditor.Experimental.GraphView.GraphElement.OnSelected()
    (com.absence.dialoguesystem.)
```

DialogueEditorWindow

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

DialogueGraphView

Called when the GraphElement is unselected.

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

Declaration

```
DialogueGraphView.UxmlFactory
```

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

```
plus InspectorView
    void OnUnselected()
```

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

```
InspectorView.UxmlFactory
```

Overrides

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

```
UnityEditor.Experimental.GraphView.GraphElement.OnUnselected()
```

```
NodeView
```

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

```
VariableBankCreationHandler
```

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

SetPosition(Rect)

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

Set node position.

+ com.absence.

dialoguesystem.internals

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

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

Parameters

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

Overrides

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

Implements

UnityEngine.UIElements.IEventHandler

UnityEngine.UIElements.IResolvedStyle

UnityEngine.UIElements.ITransform

UnityEngine.UIElements.Experimental.ITransitionAnimations

▼

+ **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 VariableBankCreationHandler

Inheritance

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

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

Assembly: Assembly-CSharp-Editor-firstpass.dll

- **com.absence.**

Syntax

dialoguesystem.editor

(com.absence.dialoguesystem.)

```
public class VariableBankCreationHandler
{
    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.)

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)

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)

FastSpeechNode

(com.absence.dialoguesystem.internals.FastSpeechNode)

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

GotoNode

(com.absence.dialoguesystem.internals.FastSpeechNode)

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

(com.absence.dialoguesystem.internals.FastSpeechNode)

Node which displays a speech without options.

IContainVariableManipulators

(com.absence.dialoguesystem.internals.FastSpeechNode)

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.html).

(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).

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

Blackboard

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

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

DialoguePartNode

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

ElseSpeechNode

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

GotoNode

ConditionNode.ProcessType

(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
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.GetOutputPortNamesForCreation()
Blackboard
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPort
NamesForCreation)
ConditionNode
Node.SetState(Node, NodeState)
(com.absence.dialoguesystem.inter
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_SetState_com_a
bsence_dialoguesystem_internals_Node_NodeState_)
Node.Clone()
DecisionSpeechNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone)
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)
ScriptableObject.CreateInstance<T>()
NameSpaceName (com.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals
(com.absence.dialoguesystem.internals.html)
Assembly: Assembly-CSharp-firstpass.dll
IContainSpeech
```

Syntax

```

com.absence.dialoguesystem.inter
IContainVariableManipulators
(com.absence.dialoguesystem.inter : Node) IContainVariableManipulators
Node
(com.absence.dialoguesystem.inter
Node.NodeState
(com.absence.dialoguesystem.inter
Fields
(com.absence.dialoguesystem.inter
RootNode
Next
(com.absence.dialoguesystem.inter
StickyNoteNode
Declaration
... . . .
```

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

Field Value

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

UnityEvents

Declaration
(com.absence.dialoguesystem.)

- comabsenceEvent UnityEvents

dialoguesystem.internals

(com.absence.dialoguesystem.)

Field Value

Type	Description
ActionNode (com.absence.dialoguesystem.inter)	

UnityEventAdditionalSpeechData

(com.absence.dialoguesystem.inter)

Blackboard

(com.absence.dialoguesystem.inter)

ConditionNode

(com.absence.dialoguesystem.inter)

Declaration

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter)

public List<VariableSetter> VBActions

DecisionSpeechNode

(com.absence.dialoguesystem.inter)

Field Value

DialoguePartNode

(com.absence.dialoguesystem.inter)

FastSpeechNode

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

GotoNode

(com.absence.dialoguesystem.inter)

IContainSpeech

(com.absence.dialoguesystem.inter)

IContainVariableManipulators

(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.

Node.NodeState

(com.absence.dialoguesystem.inter)

Declaration

Option

(com.absence.dialoguesystem.inter)

protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)

RootNode

(com.absence.dialoguesystem.inter)

StickyNoteNode

...

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html)	nextWillBeAdded	
int (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

Overrides

Node.AddNextNode_Inline(Node, int)

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

+ com.absence.

CustomAction() dialoguesystem.editor

Declaration: (com.absence.dialoguesystem.

- com.absence.

protected virtual void CustomAction()
 dialoguesystem.internals

(com.absence.dialoguesystem.i

ActionNode

DelayedClone(Dialogue)

(com.absence.dialoguesystem.inter

AdditionalSpeechData

This method will get called right after the dialogue gets cloned.
 (com.absence.dialoguesystem.inter

Declaration:

(com.absence.dialoguesystem.inter

ConditionNode

public void DelayedClone(Dialogue originalDialogue)
 (com.absence.dialoguesystem.inter

ConditionNode.ProcessType

Parameters:

(com.absence.dialoguesystem.inter

Type

DecisionSpeechNode

(com.absence.dialoguesystem.inter

Dialogue

(com.absence.dialoguesystem.Dialogue.html

(com.absence.dialoguesystem.inter

I) FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

Use if you have a speech USS instance in this node. If you don't have any, return null.

IContainVariableManipulators

Declaration: (com.absence.dialoguesystem.inter

Node

public override string GetClassName()

Node.NodeState

(com.absence.dialoguesystem.inter

Returns:

Option

Type

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

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

StickyNoteNode

..

Description

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

Overrides

Node.GetClassName()

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

GetComparers()

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

Declaration

(com.absence.dialoguesystem.

public List<VariableComparer> GetComparers()
+ com.absence.

dialoguesystem.editor

Returns
(com.absence.dialoguesystem.

Type
- com.absence.

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

(com.absence.dialoguesystem.

ActionNode

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

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

Name

Description

result

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-Speech (com.absence.dialoguesystem.internals.node-.node)

)> (com.absence.dialoguesystem.inter

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Overrides

Node

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

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

_Inline_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_

Node (com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

GetSetters()

(com.absence.dialoguesystem.inter

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

StickyNoteNode

Declaration

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

Returns

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

(com.absence.dialoguesystem.)

GetTitle()

dialoguesystem.editor

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

(com.absence.dialoguesystem.)

Declaration

com.absence.

dialoguesystem.internals

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

(com.absence.dialoguesystem.)

ActionNode

Returns

(com.absence.dialoguesystem.inter

Type	Description
AdditionalSpeechData (com.absence.dialoguesystem.inter string (https://learn.microsoft.com/dotnet/api/system.string) Blackboard (com.absence.dialoguesystem.inter string (https://learn.microsoft.com/dotnet/api/system.string)	The title as a string.

(com.absence.dialoguesystem.inter

Overrides

ConditionNode

(com.absence.dialoguesystem.inter

ConditionNodeProxyType.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetTitle)

(com.absence.dialoguesystem.inter

DecisionSpeechNode

Pass_Inline(params object[])

(com.absence.dialoguesystem.inter

DialoguePartNode

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

(com.absence.dialoguesystem.inter

Declaration

(com.absence.dialoguesystem.inter

GotoNode

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

(com.absence.dialoguesystem.inter

IContainSpeech

Parameters

(com.absence.dialoguesystem.inter

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

(com.absence.dialoguesystem.inter

Overrides

NodeState

(com.absence.dialoguesystem.inter

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

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

Reach_Inline()

(com.absence.dialoguesystem.inter

... . . .

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

Declaration

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



Overrides

Node.Reach_Inline()

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

+ **com.absence.RemoveNextNode_Inline(int)**

dialoguesystem.editor

Use to write the functionality of removing the next node of this one.
(com.absence.dialoguesystem.)

Declaration

com.absence.

dialoguesystem.internals

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

ActionNode

Parameters

(com.absence.dialoguesystem.inte

Type	Name	Description
AdditionalSpeechData (com.absence.dialoguesystem.inte int (https://learn.microsoft.com/dotnet/api/system.int32) Blackboard (com.absence.dialoguesystem.inte	atPort	

Overrides

DecisionNode

Node.RemoveNextNode_Inline()

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_Inline)
(com.absence.dialoguesystem.inte

DecisionSpeechNode

(com.absence.dialoguesystem.inte

Traverse(Action<Node>)

(com.absence.dialoguesystem.inte

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

(com.absence.dialoguesystem.inte

GotoNode

(com.absence.dialoguesystem.inte

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

IContainSpeech

(com.absence.dialoguesystem.inte

Parameters

ContainVariableManipulators

(com.absence.dialoguesystem.inte

Node

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

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

(com.absence.dialoguesystem.inte

Overrides

Node.Traverse(Action<Node>)

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

m_Action_com_absence_dialoguesystem_internals_Node_)

StickyNoteNode

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Implements

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

▼

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

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

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

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

Class AdditionalSpeechData

Inheritance

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

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

Assembly: Assembly-CSharp-firstpass.dll

+ [com.absence.](#)

Syntax

```
dialoguesystem.editor
(com.absence.dialoguesystem.
[Serializable]
public class AdditionalSpeechData
- com.absence.
dialoguesystem.internals
(com.absence.dialoguesystem.i
```

ActionNode

Properties

AnimatorMemberName ([com.absence.dialoguesystem.inter](#)

AdditionalSpeechData

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

AnimatorMemberName

Blackboard

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

ConditionNode

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

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

ConditionNode.ProcessType

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

Property Value

SpeechNode ([com.absence.dialoguesystem.inter](#)

Type DialoguePartNode

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

FastSpeechNode

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

GotoNode

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

AudioClip

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

ContainSpeech

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

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

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

Node

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

Property Value

Node.NodeState ([com.absence.dialoguesystem.inter](#)

Type AudioClip

Option ([com.absence.dialoguesystem.inter](#)

RootNode

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

StickyNoteNode

...

CustomInfo

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

Type	Description
Node.NodeState	
(com.absence.dialoguesystem.inter	
AudioClip	
Option	
(com.absence.dialoguesystem.inter	
RootNode	
(com.absence.dialoguesystem.inter	
StickyNoteNode	
...	
CustomInfo	

Declaration

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

Property Value	Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)[]		
+ com.absence.dialoguesystem		
(com.absence.dialoguesystem.)		
\$ com.absence.		
dialoguesystem.editor		
Declaration		
(com.absence.dialoguesystem.)		
- com.absence. Sprite { get; }		
dialoguesystem.internals		
(com.absence.dialoguesystem.)		
Property Value		
ActionNode	Type	Description
(com.absence.dialoguesystem.inter)		
SpriteAdditionalSpeechData		
(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 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.**

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

System.absence.

dialoguesystem.internals

[Serializable]

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

public class Blackboard

ActionNode

(com.absence.dialoguesystem.inter

AdditionalSpeechData

(com.absence.dialoguesystem.inter

Blackboard

(com.absence.dialoguesystem.inter

ConditionNode

Bank com.absence.dialoguesystem.inter

ConditionNode.ProcessType

Bank of this blackboard

(com.absence.dialoguesystem.inter

DecisionSpeechNode

(com.absence.dialoguesystem.inter

DialoguePartNode

[HideInInspector]

(com.absence.dialoguesystem.inter

public VariableBank Bank

FastSpeechNode

(com.absence.dialoguesystem.inter

FieldValueNode

(com.absence.dialoguesystem.inter

Type IContainSpeech

VariableBank 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

Clone()

(com.absence.dialoguesystem.inter

Use **rootNode** this blackboard.

(com.absence.dialoguesystem.inter

Declaration StickyNoteNode

...

Methods

Description

```
public Blackboard Clone()
```

Returns

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

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

Node.ExitDialogAfterwards

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

DialoguePartNode

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

Node.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](#))

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

↳ IContainSpeech

([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
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

```

Name: `com.absence.html.absence.com.absence.html.dialoguesystem` (`com.absence.dialoguesystem.html.internals`)
Assembly: `Assembly-CSharp-firstpass.dll` (`com.absence.dialoguesystem.inter`)

Syntax:

```

Node
  (com.absence.dialoguesystem.inter
  IContainSpeech
    IContainSpeech.ConditionNode : Node, IContainVariableManipulators
    (com.absence.dialoguesystem.inter
    IContainVariableManipulators
    (com.absence.dialoguesystem.inter
    Node
      Node

```

Fields

```

  Node.NodeState
  (com.absence.dialoguesystem.inter
  Declaration
    Option
    (com.absence.dialoguesystem.inter
    RootNode
    (com.absence.dialoguesystem.inter
    StickyNoteNode
    ...

```

```
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 ConditionNode.ProcessType Processor DecisionSpeechNode (com.absence.dialoguesystem.inter DialoguePartNode	

Processor
ConditionNode
Declaration
ConditionNode.ProcessType
(com.absence.dialoguesystem.inter
public ConditionNode.ProcessType Processor
DecisionSpeechNode
(com.absence.dialoguesystem.inter
Field Value

Type	Description
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) GetNode	

(com.absence.dialoguesystem.inter
IContainSpeech
(com.absence.dialoguesystem.inter
IContainVariableManipulators
Declaration
absence.dialoguesystem.inter
Node
[<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.inter>]
Node NodeStateNext
(com.absence.dialoguesystem.inter
Option
Field Value

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

(com.absence.dialoguesystem.inter)

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)

Return
StickyNoteNode

..

Name

Description

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html)	nextWillBeAdded	
int (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

Name

Description

Type	Name	Description
Dialogue	originalDialogue	This is the dialogue the cloned dialogue had cloned from.

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

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

Blackboard

(com.absence.dialoguesystem.inter)

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

(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

Declaration

DecisionSpeechNode

(com.absence.dialoguesystem.inter)

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

DialoguePartNode

(com.absence.dialoguesystem.inter)

Parameters

(com.absence.dialoguesystem.inter)

Name Description

Type:

Name

Description

GotoNode

result

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

result

int (com.absence.dialoguesystem.inter)

int (com.absence.dialoguesystem.inter)

portIndex (com.absence.dialoguesystem.inter)

System.ValueTuple<int, com.absence.variablesystem.internals.Node> portIndex

, Node (com.absence.dialoguesystem.inter)

Node (com.absence.dialoguesystem.inter)

System.ValueTuple<Node, com.absence.dialoguesystem.internals.Node> node

)> Node.NodeState

(com.absence.dialoguesystem.inter)

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.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPortNamesForCreation)

Blackboard
NamesForCreation
(com.absence.dialoguesystem.inter)

ConditionNode

(com.absence.dialoguesystem.inter
ConditionNode.ProcessType)

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

Declaration
(com.absence.dialoguesystem.inter
DialoguePartNode)

(https://learn.microsoft.com/dotnet/api/comabsencedialoguesystem.inter.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
(com.absence.dialoguesystem.inter
Option)

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

(com.absence.dialoguesystem.inter
StickyNoteNode)

Return

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

Op

(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

- com.absence.

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

Name

Description

dialoguesystem.internals

(com.absence.dialoguesystem.

ActionNode

Node.RemoveNextNode_Inline(int)

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

de_Inline_System_Int32_)

AdditionalSpeechData

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

de_Inline_System_Int32_)

Blackboard

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

de_Inline_System_Int32_)

ConditionNode

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

de_Inline_System_Int32_)

DecisionSpeechNode

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

de_Inline_System_Int32_)

DialoguePartNode

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

de_Inline_System_Int32_)

FastSpeechNode

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

de_Inline_System_Int32_)

GotoNode

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

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

de_Inline_System_Int32_)

IContainSpeech

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

de_Inline_System_Int32_)

Overrides

IContainVariableManipulators

Node.Traverse(Action<Node>)

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

m_Action_com_absence_dialoguesystem_internals_Node_)

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

m_Action_com_absence_dialoguesystem_internals_Node_)

Node.NodeState

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

m_Action_com_absence_dialoguesystem_internals_Node_)

Option

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

RootNode

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

StickyNoteNode

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

..

Implements

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

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

RootNode

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

StickyNoteNode

(com.absence.dialoguesystem.internals.StickyNoteNode.html#com_absence_dialoguesystem_internals_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
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.ConditionNode](com.absence.dialoguesystem.internals.ConditionNode.html))

Node.Blackboard

ConditionNode.ProcessType

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

Node.State

DecisionSpeechNode

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

Node.ExitDialogAfterwards

DialoguePartNode

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

([com.absence.dialoguesystem.internals.DialoguePartNode](com.absence.dialoguesystem.internals.DialoguePartNode.html))

FastSpeechNode

Node.OnSetState

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

GotoNode

Node.OnRemove

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

IContainSpeech

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

Node.OnValidation

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

Node.OnReach

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

Node.OnPass

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

Node.NodeState

Node.PersonIndex

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

Option

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

Node.Person

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

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()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)
Node.Add(params object[])
(com.absence.dialoguesystem.editor.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_Object_com_absence_dialoguesystem.internals.Node)_
Node.Reach()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)

com.absence.dialoguesystem.internals

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)
Node.GetInputPortNameForCreation()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetInputPortNameForCreation)
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)
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>()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_CreateInstance_T_)

Name SpeechNode
(com.absence.dialoguesystem.internals.html)
Assembly Assembly-CSharp-firstpass.dll
Syntax com.absence.dialoguesystem.internals.SpeechNode

GotoNode
(com.absence.dialoguesystem.internals.SpeechNode : Node, IContainSpeech, IContainVariableManipulators)
IContainSpeech
(com.absence.dialoguesystem.internals.SpeechNode : Node, IContainSpeech, IContainVariableManipulators)
IContainVariableManipulators
(com.absence.dialoguesystem.internals.SpeechNode : Node, IContainSpeech, IContainVariableManipulators)

Fields

(com.absence.dialoguesystem.internals.SpeechNode : Node, IContainSpeech, IContainVariableManipulators)

Node.NodeState

Options

(com.absence.dialoguesystem.internals.SpeechNode : Node, IContainSpeech, IContainVariableManipulators)

Option

(com.absence.dialoguesystem.internals.SpeechNode : Node, IContainSpeech, IContainVariableManipulators)

RootNode

(com.absence.dialoguesystem.internals.SpeechNode : Node, IContainSpeech, IContainVariableManipulators)

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	

Properties

Type	Description
AdditionalSpeechData	
(com.absence.dialoguesystem.inter)	
string (https://learn.microsoft.com/dotnet/api/system.string)	
Background	
(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	

PersonDependent

Type	Description
PersonDependent	
(com.absence.dialoguesystem.inter)	
bool { get; }	
Node	

Property Value

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

Overrides	
Node	

Overrides	
Node.State	

Overrides	
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_PersonDepende	

Overrides	
Option	

Overrides	
(com.absence.dialoguesystem.inter)	

Overrides	
RootNode	

Overrides	
(com.absence.dialoguesystem.inter)	

Overrides	
StickyNoteNode	

Overrides	
-----------	--

Overrides	

<

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 **com.absence.dialoguesystem.**

Description

+ **com.absence.**

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

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

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

Overrides

- **com.absence.**

Node.GetClassName()

dialoguesystem.internals

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

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

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 DecisionSpeechNode

Description

(com.absence.dialoguesystem.inter

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

(com.absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode 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.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

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

(com.absence.dialoguesystem.inter

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

public override void GetOutputPortNamesForCreation()

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Returns Node

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

(com.absence.dialoguesystem.inter

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()
+ com.absence.dialoguesystem.inter
```

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.)

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

FastSpeechNode

(com.absence.dialoguesystem.inter

GotoNode

Declaration

(com.absence.dialoguesystem.inter

IContainSpeech

```
protected override void Reach_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

Overrides

(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.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.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.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](AdditionalSpeechData.html))

) (com.absence.dialoguesystem.inter

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

Node.OnValidation

DialoguePartNode

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

GoToNode

DialoguePartNode

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

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_ContainSpeech)

ContainVariableManipulators

DialoguePartNode

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

Node.PersonIndex

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_NodeState)

Node.ShowInMinimap

DialoguePartNode

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

Option

DialoguePartNode

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

Node.PersonDependent

DialoguePartNode

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

StickyNoteNode

DialoguePartNode

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_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.
dialoguesystemeditor.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)
Node.OnRemove()
(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.

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.inter
Blackboard
ScriptableObject.SetDirty()
(com.absence.dialoguesystem.inter
ScriptableObject.CreateInstance(string) (https://learn.microsoft.com/dotnet/api/system.string)
ConditionNode
ScriptableObject.CreateInstance(Type) (https://learn.microsoft.com/dotnet/api/system.type)
ScriptableObject.CreateInstance<T>()
ConditionNode.ProcessType

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

Assembly: Assembly-CSharp-firstpass.dll
Namespace: com.absence.dialoguesystem.internals

Syntax:
DialoguePartNode
    (com.absence.dialoguesystem.intern
FastSpeechNode
    fastSpeechNode Class DialoguePartNode : Node
        (com.absence.dialoguesystem.intern
        GotoNode
        (com.absence.dialoguesystem.intern
        IContainSpeech

Fields:
absence.dialoguesystem.intern
    IContainVariableManipulators
    (com.absence.dialoguesystem.intern

DialoguePartName
    (com.absence.dialoguesystem.intern
Declaration
    Node.NodeState
        (com.absence.dialoguesystem.intern
        public string DialoguePartName
        Option
            (com.absence.dialoguesystem.intern

FieldValue
    FieldValue Node
        (com.absence.dialoguesystem.intern
        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	<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 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 com.absence.dialoguesystem.editor

Type	Description
-string com.absence.dialoguesystem.internals (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 PartialNode void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline())

FastSpeechNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline())

Type	Name	Description
PartialNode (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline())	result	

Overrides

Option
(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)

AdditionalSpeechData

(com.absence.dialoguesystem.inter)

Pass_Inline(params object[])

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

ConditionNode

Declaration (com.absence.dialoguesystem.inter)

ConditionNode.ProcessType

protected override void Pass_Inline(params object[] passData)

DecisionSpeechNode

(com.absence.dialoguesystem.inter)

Parameters DialoguePartNode

Type com.absence.dialoguesystem.inter

Name

Description

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

passData

GotoNode

Overrides (com.absence.dialoguesystem.inter)

Node.Pass_Inline(params object[])

ContainSpeech

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

em_Object__)

ContainVariableManipulators

(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

- 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.intern

Blackboard

(com.absence.dialoguesystem.intern

Traverse(Action<Node>)

ConditionNode

(com.absence.dialoguesystem.intern

Use to traverse any action on a Node chain. Nodes not connected directly won't transmitthe action to another.

ConditionNode.ProcessType

Declaration

(com.absence.dialoguesystem.intern

DecisionSpeechNode

(com.absence.dialoguesystem.intern

DialoguePartNode

(com.absence.dialoguesystem.intern

Parameters

FastSpeechNode

Type

com.absence.dialoguesystem.intern

Name

Description

--	--	--

GotoNode

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

(com.absence.dialoguesystem.intern

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

action

IContainSpeech

(com.absence.dialoguesystem.intern

Overrides

IContainVariableManipulators

Node.Traverse(Action<Node>)

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

m_Action_com_absence_dialoguesystem_internals_Node_)

(com.absence.dialoguesystem.intern

Node.NodeState

(com.absence.dialoguesystem.intern

Option

(com.absence.dialoguesystem.intern

RootNode

(com.absence.dialoguesystem.intern

StickyNoteNode

'

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

+ **IContainSpeech** ([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

([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

([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)

com.absence.dialoguesystem
(com.absence.dialoguesystem.)
Node.PassParams(object[])
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_O
bject[])

dialoguesystem.editor
(com.absence.dialoguesystem.)
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.inter
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetOutputPort
NamesForCreation)
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
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone)
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

```

NameSpace `com.absence.html.absence.com.absence.html.dialoguesystem (com.absence.dialoguesystem.html).internals`

Assembly: `Assembly-CSharp-firstpass.dll`

Syntax

```

Node
  (com.absence.dialoguesystem.inter
  IContainSpeech
    public sealed class FastSpeechNode : Node, IContainSpeech
      (com.absence.dialoguesystem.inter
      IContainVariableManipulators
        (com.absence.dialoguesystem.inter
        Node

```

Fields

```

  Node.NodeState
  (com.absence.dialoguesystem.inter
  Option
    (com.absence.dialoguesystem.inter
  Declaration
    RootNode
    (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

ConditionNode	(com.absence.dialoguesystem.inter
ConditionNode.ProcessType	
(com.absence.dialoguesystem.inter	
DecisionSpeechNode	
DialoguePartNode	(com.absence.dialoguesystem.inter
EndSpeechNode	
bool PersonDependent { get; }	
(com.absence.dialoguesystem.inter	
GotoNode	
(com.absence.dialoguesystem.inter	

Property Value

Type	Description
ContainSpeech	

Overrides

Node	(com.absence.dialoguesystem.inter
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

Node	(com.absence.dialoguesystem.inter

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
+com.absence.dialoguesystem.internals.Node.html	nextWillBeAdded	
int (https://learn.microsoft.com/dotnet/api/system.int32) (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_System_Int32_)	atPort	

Overrides

com.absence.dialoguesystem.internals.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
DialoguePartNode	originalDialogue	This is the dialogue the cloned dialogue had cloned from.

GetAdditionalSpeechData()

(com.absence.dialoguesystem.internals.IContainSpeech)

Declaration

IContainVariableManipulators

(com.absence.dialoguesystem.internals.Node)

```
public AdditionalSpeechData GetAdditionalSpeechData()  
(com.absence.dialoguesystem.internals.Node)
```

Node.NodeState

Returns

Option<AdditionalSpeechData>

(com.absence.dialoguesystem.internals.AdditionalSpeechData)

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

(com.absence.dialoguesystem.internals.StickyNoteNode)

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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	Name	Description
<code>DecisionSpeechNode</code> <code>(com.absence.dialoguesystem.inter</code> <code>List<(https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(</code> <code>DialoguePartNode</code> <code>int (https://learn.microsoft.com/dotnet/api/system.int32)</code> <code>portIndex (https://learn.microsoft.com/dotnet/api/system.valuetuple-</code> <code>FastSpeechNode</code> <code>system.int32 com.absence.dialoguesystem.internals.node-.portindex)</code> <code>, Node (com.absence.dialoguesystem.internals.Node.html)</code> <code>GotoNode</code> <code>node (https://learn.microsoft.com/dotnet/api/system.valuetuple-</code> <code>system.int32 com.absence.dialoguesystem.internals.node-.node)</code> <code>)> (com.absence.dialoguesystem.inter</code>	<code>result</code>	

`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_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_`
`Node)`
`(com.absence.dialoguesystem.inter`

`Option`

`(com.absence.dialoguesystem.inter`

GetOptions()

`RootNode`

`(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()

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))	

GetTitle()

ConditionNode

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

ConditionNode.ProcessType

Declaration
(com.absence.dialoguesystem.inter

DecisionSpeechNode

public string GetTitle()

DialoguePartNode

(com.absence.dialoguesystem.inter

Returns
FastSpeechNode

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

IContainSpeech

Overrides
(com.absence.dialoguesystem.inter

Node

IContainVariableManipulators

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

Node

(com.absence.dialoguesystem.inter

Pass_Inline(params object[])

Node.NodeState

(com.absence.dialoguesystem.inter
Use to write what happens when the dialogue passes this node.

Option

Declaration
(com.absence.dialoguesystem.inter

RootNode

protected void Pass_Inline(params object[] passData)

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
Node.GetNextNodes()
 (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes)
NodePassParams(object[])
 (com.absence.dialoguesystem.editor.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_System_Object_com_absence_dialoguesystem_internals_NodePassParams)

com.absence.dialoguesystem.internals
Node.Reach()
 (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Reach)
Node.OnRemoval()
 (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)

Node.GetInputPortNameForCreation()
 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.Node.html#com_absence_dialoguesystem_internals_Node_SetDirty)
ScriptableObject.CreateInstance(string) (<https://learn.microsoft.com/dotnet/api/system.string>)
 DialoguePartNode
ScriptableObject.CreateInstance(Type) (<https://learn.microsoft.com/dotnet/api/system.type>)
ScriptableObject.CreateInstance<T>()
 FastSpeechNode

NameSpace com.absence.dialoguesystem
Assembly Assembly-CSharp-firstpass.dll
Syntax

- ContainSpeech
- (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ContainSpeech)
- plus
- ContainVariableManipulator
- Node : Node
- (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_ContainVariableManipulator)
- Node
- (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Node)
- Node.NodeState

Fields

- Option
- (com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Option)

TargetDialogPartName
 StickyNoteNode

Declaration

- StickyNoteNode
- ...

```
public string TargetDialogPartName
```

Field Value

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

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

Methods

dialoguesystem.editor

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

AddNextNode_Inline(Node, int)

- **com.absence.**

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

dialoguesystem.internals

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

ActionNode

protected void AddNextNode_Inline(Node nextWillBeAdded, int atPort)

AdditionalSpeechData

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

Parameters

Blackboard

Type	Name	Description
com.absence.dialoguesystem.inter		
ConditionNode Node (com.absence.dialoguesystem.internals.Node.html) (com.absence.dialoguesystem.inter)	nextWillBeAdded	

int ([System.Int32](#))

atPort

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

DecisionSpeechNode

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

DialoguePartNode

(**com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_AddNextNode_I**
nline_com_absence_dialoguesystem_internals_Node_System_Int32_)

FastSpeechNode

(**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.

IContainSpeech

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

IContainVariableManipulators

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

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

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

Node.NodeState

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

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

StickyNoteNode

... . . .

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

Declaration

+ com.absence.dialoguesystem

(com.absence.dialoguesystem) GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)

+ com.absence.

Parameters

dialoguesystem.editor

Type: com.absence.dialoguesystem.

- List<(int portIndex, Node node)> result
 (com.absence.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int portIndex, (com.absence.dialoguesystem.internals.node-.portindex), Node (com.absence.dialoguesystem.internals.Node.html))>
 (com.absence.dialoguesystem.interAdditionalSpeechData system.int32, com.absence.dialoguesystem.internals.node-.node)>
 (com.absence.dialoguesystem.interBlackboard)

Name Description

result

Overrides

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

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetNextNodes_Inline_System_Collections_Generic_List_System_ValueTuple_System_Int32_com_absence_dialoguesystem_internals_Node_)

DecisionSpeechNode

(com.absence.dialoguesystem.interFastSpeechNode)

DialoguePartNode

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

EndSpeechNode

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

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

Declaration

RootNode

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

IContainSpeech

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

IContainVariableManipulators

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

Returns

Type: com.absence.dialoguesystem.interGetOutputPortNamesForCreation()

Node

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

List<string> GetOutputPortNamesForCreation()

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

IContainVariableManipulators

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

Option<string>

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

RootNode

(com.absence.dialoguesystem.interGetOutputPortNamesForCreation())

StickyNoteNode

...

Description

Returns the port names as a list of strings.

Return an empty list if you want no output ports.

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.

(com.absence.dialoguesystem.inter

Declaration

ConditionNode.ProcessType
(com.absence.dialoguesystem.inter
ProcessSpecification
protected override void Pass_Inline(params object[] passData)

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)
(com.absence.dialoguesystem.inter

Reach_Inline()

Node.NodeState

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

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://schemas.microsoft.com/2003/10/Serialization/Arrays/int32)

atPort (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

(com.absence.dialoguesystem.internals.AdditionalSpeechData)

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.IContainerSpeech)

IContainVariableManipulators

(com.absence.dialoguesystem.internals.IContainerVariableManipulators)

Node

(com.absence.dialoguesystem.internals.Node)

Node.NodeState

(com.absence.dialoguesystem.internals.NodeState)

Option

(com.absence.dialoguesystem.internals.Option)

RootNode

(com.absence.dialoguesystem.internals.RootNode)

StickyNoteNode

(com.absence.dialoguesystem.internals.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)

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 . . .	

▼

+ **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**
↳ Node
dialoguesystem.editor
↳ ActionNode ([com.absence.dialoguesystem.internals.ActionNode.html](#))
(com.absence.dialoguesystem)
↳ ConditionNode ([com.absence.dialoguesystem.internals.ConditionNode.html](#))
- **com.absence**
↳ 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.IContainSpeech)
↳ Blackboard

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
NameSpace ([com.absence.dialoguesystem.internals.comabsence.html](#)).dialoguesystem ([com.absence.dialoguesystem.html](#)).internals
DecisionSpeechNode
Assembly Assembly: SharpMemory.dll

Syntax

DialoguePartNode
↳ (com.absence.dialoguesystem.internals.IContainSpeech)
FastSpeechNode
public abstract class Node : ScriptableObject
↳ (com.absence.dialoguesystem.internals.IContainVariableManipulators)
GotoNode
↳ (com.absence.dialoguesystem.internals.IContainSpeech)
IContainSpeech

Fields

IContainVariableManipulators
↳ (com.absence.dialoguesystem.internals.IContainSpeech)

Blackboard

Node.NodeState
↳ (com.absence.dialoguesystem.internals.IContainSpeech)
[HideInInspector]
[Option]
public Blackboard Blackboard
↳ (com.absence.dialoguesystem.internals.IContainSpeech)
RootNode
↳ (com.absence.dialoguesystem.internals.IContainSpeech)

Field Value

StickyNoteNode
↳ (com.absence.dialoguesystem.internals.IContainSpeech)

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

ExitDialogAfterwards

Declaration

```
+ com.absence.dialoguesystem
  (com.absence.dialoguesystem.[make the dialogue exit right after this node getting passed
    d.])
+ com.absence.dialoguesystem.editor
  (com.absence.dialoguesystem.[Field Value]
```

-Type

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

ActionNode

(com.absence.dialoguesystem.inter

Guid AdditionalSpeechData

Declaration

Blackboard

(com.absence.dialoguesystem.inter

[HideInInspector]

ConditionNode

public string Guid

(com.absence.dialoguesystem.inter

ConditionNode.ProcessType

Field Value

DecisionSpeechNode

Type	Description
(com.absence.dialoguesystem.inter	

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

(com.absence.dialoguesystem.inter

FastSpeechNode

(com.absence.dialoguesystem.inter

MasterDialogue

GotoNode

Declaration

IContainSpeech

(com.absence.dialoguesystem.inter

[HideInInspector]

ContainDialogue MasterDialogue

(com.absence.dialoguesystem.inter

Node

Field Value

Node.NodeState

Type	Description
(com.absence.dialoguesystem.inter	

| Dialogue (<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.Dialogue.html>) | |
| Option | |

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

PersonIndex

StickyNoteNode

...

Declaration

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

Field Value

Type	Description
+ com.absence.dialoguesystem.int (https://learn.microsoft.com/dotnet/api/system.int32) (com.absence.dialoguesystem.int)	

+ com.absence.

Position

Declaration
- com.absence.
dialoguesystem:internals
(com.absence.dialoguesystem.internals)
ActionNode

Field Value
(com.absence.dialoguesystem.internals)

Type	Description
AdditionalSpeechData (com.absence.dialoguesystem.internals)	

Vector2
Blackboard
(com.absence.dialoguesystem.internals)

ConditionNode
(com.absence.dialoguesystem.internals)

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

Declaration
DecisionSpeechNode
(com.absence.dialoguesystem.internals)

[HideInInspector]
DialoguePartNode
public Node.NodeState State
(com.absence.dialoguesystem.internals)

FastSpeechNode
(com.absence.dialoguesystem.internals)

Field Value
(com.absence.dialoguesystem.internals)

Type	Description
GotoNode (com.absence.dialoguesystem.internals)	

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

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

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

IContainVariableManipulators
(com.absence.dialoguesystem.internals)

Node
(com.absence.dialoguesystem.internals)

Properties
(com.absence.dialoguesystem.internals)

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

DisplayState
(com.absence.dialoguesystem.internals)

Declaration
RootNode
(com.absence.dialoguesystem.internals)

StickyNoteNode
(com.absence.dialoguesystem.internals)

...

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

Property Value

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

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

+ **com.absence.**
Declaration

dialoguesystem.editor
 (**com.absence.dialoguesystem.**[HideInInspector])
- **com.absence.** Person { get; }
dialoguesystem.internals
 (**com.absence.dialoguesystem.**Property Value)

ActionNode
Type (**com.absence.dialoguesystem.inter**Person)

AdditionalSpeechData
ActionNode
Blackboard
ConditionNode

PersonDependent
Declaration

ConditionNode.ProcessType
DecisionSpeechNode
DialoguePartNode

DialoguePartNode
Type (**com.absence.dialoguesystem.inter**FastSpeechNode)

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

GotoNode
IContainSpeech

ShowInMinimap
Declaration

Manipulators
VariableManipulators

Node
Node.virtual bool ShowInMinimap { get; }
Node.NodeState

Property Value
Type (**com.absence.dialoguesystem.inter**Option)

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

RootNode
StickyNoteNode

..

Methods

AddNextNode(Node, int)

Declaration



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

+ com.absence.dialoguesystem

Parameters

+ **Type** com.absence.

dialoguesystem.editor

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

(com.absence.dialoguesystem.

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

- com.absence.

dialoguesystem.internals

(com.absence.dialoguesystem.

AddNextNode_Inline(Node, int)

ActionNode

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

AdditionalSpeechData

(com.absence.dialoguesystem.inter

Blackboard

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

ConditionNode

Parameters

ConditionNode.ProcessType

Type (com.absence.dialoguesystem.inter

DecisionSpeechNode

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

(com.absence.dialoguesystem.inter

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

DialoguePartNode

(com.absence.dialoguesystem.inter

FastSpeechNode

Clone()

GotoNode

Use to clone this node

IContainSpeech

CAUTION! It works as a traverse function. If you clone any node, it will automatically clone any node connected to

it (forwardly). But the GotoNode (com.absence.dialoguesystem.internals.GotoNode.html) won't clone the

DialoguePartNode (com.absence.dialoguesystem.internals.DialoguePartNode.html) referenced to it. Simply

because they are not connected directly.

Node

Declaration

Node.NodeState

(com.absence.dialoguesystem.inter

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

Option

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

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

GetClassName()

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

+ **com.absence.dialoguesystem**

Declaration
(com.absence.dialoguesystem.|

+ **com.absence** abstract string GetClassName()

dialoguesystem.editor

(com.absence.dialoguesystem.|

Returns

- **com.absence.**

dialoguesystem.internals

string

(com.absence.dialoguesystem.|

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

Description

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

GetInputPortNameForCreation()

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

(com.absence.dialoguesystem.inter

Declaration

ConditionNode

(com.absence.dialoguesystem.inter

pConditionNode.BringTypeInputPortNameForCreation()

(com.absence.dialoguesystem.inter

DecisionSpeechNode

Returns

(com.absence.dialoguesystem.inter

TypeDialoguePartNode

(com.absence.dialoguesystem.inter

string

FastSpeechNode

(https://learn.microsoft.com/dotnet/api/system.s

tring)

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

GetNextNodes()

IContainVariableManipulators

Declaration
(com.absence.dialoguesystem.inter

Node

(https://learn.microsoft.com/en-us/node|

Node.NodeState

(com.absence.dialoguesystem.inter

Returns

Option

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

StickyNoteNode

...

Description

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

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 **GetNextNodes_Inline(ref List<(int portIndex, Node node)>)** (com.absence.dialoguesystem.)

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

- **com.absence.**

Declaration
dialoguesystem.internals

(com.absence.dialoguesystem.)

```
protected abstract void GetNextNodes_Inline(ref List<(int portIndex, Node node)> result)
    ActionNode
        (com.absence.dialoguesystem.inter
```

Parameters

AdditionalSpeechData
Type
Blackboard
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, Node) (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)
)> DialoguePartNode
(com.absence.dialoguesystem.inter

FastSpeechNode
(com.absence.dialoguesystem.inter

GetOutputPortNamesForCreation() GotoNode

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

Declaration
com.absence.dialoguesystem.inter

```
IContainVariableManipulators
public string[] GetOutputPortNamesForCreation()
    Node
```

Returns
Node.NodeState
Type
com.absence.dialoguesystem.inter

Type	Description
List Option RootNode <string> <string> StickyNoteNode	Returns the port names as a list of strings. Return an empty list if you want no output ports.

Reach()

Declaration

```
public void Reach()
```

▼

Reach_Inline() + com.absence.dialoguesystem

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

Declaration

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

- com.absence.

```
dialoguesystem.internals
```

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

ActionNode

```
(com.absence.dialoguesystem.inter  
AdditionalSpeechData  
public void RemoveNextNode(int atPort)  
(com.absence.dialoguesystem.inter
```

Blackboard

Parameters

Type	Name	Description
ConditionNode (com.absence.dialoguesystem.inter		
int (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

(com.absence.dialoguesystem.inter

DecisionSpeechNode

(com.absence.dialoguesystem.inter

RemoveNextNode_Inline(*int*)

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

FastSpeechNode

Declaration

```
(com.absence.dialoguesystem.inter  
DialoguePartNode  
(com.absence.dialoguesystem.inter  
FastSpeechNode  
(com.absence.dialoguesystem.inter  
GotoNode  
(com.absence.dialoguesystem.inter  
IContainSpeech  
(com.absence.dialoguesystem.inter
```

Parameters

Type	Name	Description
com.absence.dialoguesystem.inter		
Node (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

Node.NodeState

(com.absence.dialoguesystem.inter

SetState(*NodeState*)

(com.absence.dialoguesystem.inter

Use to set the flow state of this node.

RootNode

Declaration

```
StickyNoteNode  
. . .
```

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

Parameters

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

Traverse(Action<Node>)

dialoguesystem.editor

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

Declaration

com.absence.

dialoguesystem.internals

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

(com.absence.dialoguesystem.)

ActionNode

Parameters

(com.absence.dialoguesystem.inter

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

ConditionNode

(com.absence.dialoguesystem.inter

ConditionNode.ProcessType

Events

DecisionSpeechNode

(com.absence.dialoguesystem.inter

OnPass

DialoguePartNode

(com.absence.dialoguesystem.inter

Declaration

FastSpeechNode

(com.absence.dialoguesystem.inter

```
public event Action OnPass
```

GotoNode

(com.absence.dialoguesystem.inter

Event Type

IContainSpeech

(com.absence.dialoguesystem.inter

Type

Description

ContainVariableManipulators

(com.absence.dialoguesystem.inter

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

Node

(com.absence.dialoguesystem.inter

Node.NodeState

OnReach

(com.absence.dialoguesystem.inter

Declaration

Option

(com.absence.dialoguesystem.inter

RootNode

```
public event Action OnReach
```

(com.absence.dialoguesystem.inter

StickyNoteNode

...

Event Type

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

OnRemove

Declaration	Type
(com.absence.dialoguesystem. + com.absence.	- com.absence.
dialoguesystem.editor	Action (https://learn.microsoft.com/dotnet/api/system.action)

Type	Description
(com.absence.dialoguesystem.i	ActionNode

Declaration	Type
(com.absence.dialoguesystem.inter	ActionNode
AdditionalSpeechData	ConditionNode
(com.absence.dialoguesystem.inter	ConditionNode
Blackboard	DecisionSpeechNode
public event Action<Node, NodeState> OnSetState	DialoguePartNode
(com.absence.dialoguesystem.inter	FastSpeechNode
ConditionNode.ProcessType	Node<(com.absence.dialoguesystem.internals.Node.html),
(com.absence.dialoguesystem.inter	NodeState<(com.absence.dialoguesystem.internals.Node.NodeState.html)>
ProcessType	(com.absence.dialoguesystem.inter

Type	Description
Action (
DecisionSpeechNode	 <com.absence.dialoguesystem.internals.Node.html>).
DialoguePartNode	NodeState<(com.absence.dialoguesystem.internals.Node.NodeState.html)>
FastSpeechNode	(com.absence.dialoguesystem.inter

Declaration	Type
(com.absence.dialoguesystem.inter	IContainSpeech
IContainSpeech	(com.absence.dialoguesystem.inter
(com.absence.dialoguesystem.inter	public event Action<Validation>
IContainVariableManipulators	(com.absence.dialoguesystem.inter

Event Type	Type
(com.absence.dialoguesystem.inter	Node<NodeState
Action (https://learn.microsoft.com/dotnet/api/system.action)	

Type	Description
Option	(com.absence.dialoguesystem.inter
RootNode	(com.absence.dialoguesystem.inter
StickyNoteNode	(com.absence.dialoguesystem.inter
...	

▼

+ **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

Fields

(com.absence.dialoguesystem.)

Name	Description
ActionNode	(com.absence.dialoguesystem.inter
CurrentAdditionalSpeechData	
Past	(com.absence.dialoguesystem.inter
Blackboard	
Unreadable	(com.absence.dialoguesystem.inter
ConditionNode	
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**.)

+ **com.absence**:

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

dialoguesystem.editor

Assembly: Assembly-CSharp-firstpass.dll

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

Syntax

- **com.absence.**

dialoguesystem.internals

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

ActionNode

(com.absence.dialoguesystem.inter

AdditionalSpeechData

(com.absence.dialoguesystem.inter

Fields

Blackboard

(com.absence.dialoguesystem.inter

AdditionalData

(com.absence.dialoguesystem.inter

AdditionalSpeechData this option contains.

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

Declaration

DecisionSpeechNode

(com.absence.dialoguesystem.inter

public AdditionalSpeechData AdditionalData

DialoguePartNode

(com.absence.dialoguesystem.inter

Field Value

SpeechNode

(com.absence.dialoguesystem.inter

Type

GotoNode

AdditionalSpeechData (<https://learn.microsoft.com/dotnet/api/com.absence.dialoguesystem.internals.AdditionalSpeechData.html>)

Description

IContainSpeech

(com.absence.dialoguesystem.inter

IContainVariableManipulators

(com.absence.dialoguesystem.inter

LeadsTo

Node

The node this option leads to.

(com.absence.dialoguesystem.inter

Declaration

NodeState

(com.absence.dialoguesystem.inter

[Option Inspector]

public NodeState LeadTo

RootNode

(com.absence.dialoguesystem.inter

Field Value

StickyNoteNode

...

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

ShowIf

The condition checker which decides the visibility of the option.

+ com.absence.dialoguesystem
Declaration
(com.absence.dialoguesystem.I

```
+ com.absence.dialoguesystem.editor
```

Field Value
- com.absence.

Title	Type	Description
dialoguesystem.internals <small>(com.absence.dialoguesystem.VarableComparer)</small>		

ActionNode
(com.absence.dialoguesystem.inter
AdditionalSpeechData
Speech
(com.absence.dialoguesystem.inter

Blackboard
Speech of this option.
(com.absence.dialoguesystem.inter
Declaration
DeclarationNode

(com.absence.dialoguesystem.inter
EditionsPredictProcessType

DecisionSpeechNode
(com.absence.dialoquesystem.inter

Field value DialoguePartNode

Type	Description
FastSpeechNode string (https://learn.microsoft.com/dotnet/api/system.string) (com.absence.dialoguesystem.inter)	

GotoNode
(com.absence.dialoguesystem.inter

UseShowIfSpeech

Boolean which decides if Show it
IContainVariableManipulators
(com.absence.dialoguesystem.internals.C
(com.absence.dialoguesystem.inter
be used
do

Declaration Node
(com.absence.dialoguesystem.inter
Node NodeState)

```
Node:NodeState  
[com.absence.dialoguesystem.inter  
[HideInInspector]  
Option]
```

```
public bool UseShowIf  
(com.absence.dialoguesystem.inter  
RootNode
```

Field(Value) absence.dialoguesystem.inter
StickyNoteNode

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

Methods

+ com.absence.dialoguesystem

Clone (Variable Bank) System.

Using absence. of this option.

dIALOGUESYSTEM.EDITOR

Declaration (com absence dialoguesystem)

- `public Option<Clone> VariableBank Clone(VariableBank overrideBank)`

dialoguesystem.internals

Patentabsence.dialoguesystem.i

Type	Name	Description
ActionNode (com.absence.dialoguesystem.inter)		
VariableBank	overrideBank	
AdditionalSpeechData		

Return to Blackboard

Type	Description
(com.absence.dialoguesystem.inter ConditionNode)	
Option (com.absence.dialoguesystem.internals.Option.html)	

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

↳ ROOTNode

(**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

↳ com.absence.dialoguesystem.inter

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

ContainSpeech

↳ com.absence.dialoguesystem.inter

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

ContainVariableManipulators

↳ 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_ShowInMinima)

Option

↳ com.absence.dialoguesystem.inter

Node.PersonDependent

↳ com.absence.dialoguesystem.inter

(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.inter

NameSpace com.absence.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
ConditionNode.ProcessType

Syntax
com.absence.dialoguesystem.inter
    DecisionSpeechNode
        (com.absence.dialoguesystem.inter) Node
            DialoguePartNode
                (com.absence.dialoguesystem.inter)
            FastSpeechNode
                (com.absence.dialoguesystem.inter)
        Node
            (com.absence.dialoguesystem.inter)
        IContainSpeech
            (com.absence.dialoguesystem.inter)
        Next
            (com.absence.dialoguesystem.inter)
        Declaration
            IContainVariableManipulators
                (com.absence.dialoguesystem.inter)
            Node
                [HideInInspector]
                (com.absence.dialoguesystem.inter)
                public Node Next
                    Node.NodeState
                (com.absence.dialoguesystem.inter)
        FieldOfView
            (com.absence.dialoguesystem.inter)
        Type
            (com.absence.dialoguesystem.inter)
            RootNode
        Node
            (com.absence.dialoguesystem.internals.Node.html)
            StickyNoteNode
            ...

```

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

Properties

DisplayState

Declaration

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

+ com.absence.dialoguesystem

Property Value

+Type: com.absence.

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

Description

Overrides

com.absence.

dialoguesystem.internals

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

ActionNode

(com.absence.dialoguesystem.inter

Methods

speechData

(com.absence.dialoguesystem.inter

Blackboard

AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.inter

ConditionNode

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

(com.absence.dialoguesystem.inter

Declaration

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

DecisionSpeechNode

protected override void AddNextNode_Inline(Node nextWillBeAdded, int atPort)

(com.absence.dialoguesystem.inter

DialoguePartNode

Parameters

(com.absence.dialoguesystem.inter

Type

FastSpeechNode

(com.absence.dialoguesystem.inter

Note

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

atPort

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

IContainSpeech

(com.absence.dialoguesystem.inter

Overrides

IContainVariableManipulators

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

Node.NodeState

(com.absence.dialoguesystem.inter

DelayedClone(Dialogue)

Option

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

RootNode

Declaration

(com.absence.dialoguesystem.inter

StickyNoteNode

...

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

Parameters

Type	Name	Description
Dialogue (com.absence.dialoguesystem.Dialogue.htm + com.absence.dialoguesystem) (com.absence.dialoguesystem.	<i>originalDialogue</i>	This is the dialogue the cloned dialogue had cloned from.

+ **com.absence.**

GetClassName()

(com.absence.dialoguesystem.)

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

- **com.absence.**

Declaration
dialoguesystem.internals

(com.absence.dialoguesystem.)
public override string GetClassName()

ActionNode

(com.absence.dialoguesystem.inter

Returns AdditionalSpeechData

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

(com.absence.dialoguesystem.inter

Overload
ConditionNode.ProcessType

Node<GetClassName>(com.absence.dialoguesystem.inter

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

(com.absence.dialoguesystem.inter

DialoguePartNode

GetInputPortNameForCreation()

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

FastSpeechNode

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

(com.absence.dialoguesystem.inter

Declaration
GetNode

(com.absence.dialoguesystem.inter

IContainSpeech

public override string GetInputPortNameForCreation()

(com.absence.dialoguesystem.inter

IContainVariableManipulators

Returns (com.absence.dialoguesystem.inter

Type	Description
Node (com.absence.dialoguesystem.inter string Node.NodeState (https://learn.microsoft.com/dotnet/api/system.s tring Option	Returns the name as a string. Return null if you don't want any input ports.

(com.absence.dialoguesystem.inter

Overload
Node<GetInputPortNameForCreation>(com.absence.dialoguesystem.inter

SickNoteNode

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

meForCreation)

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.)
```

Returns

Type	Name	Description
<pre>(com.absence.dialoguesystem. List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int> com.absence.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) ActionNode node (https://learn.microsoft.com/dotnet/api/system.valuetuple- (com.absence.dialoguesystem.inter system.int32,com.absence.dialoguesystem.internals.node-.node)) AdditionalSpeechData (com.absence.dialoguesystem.inter</pre>	<i>result</i>	

Blackboard

Overrides

```
(com.absence.dialoguesystem.inter
Node.GetNextNodes_Inline(ref List<(int portIndex, Node node)>)
ConditionNode
```



```
(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
```

DecisionSpeechNode

GetOutputPortNamesForCreation()

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

FastSpeechNode

Declaration

```
(com.absence.dialoguesystem.inter
DialoguePartNode
(com.absence.dialoguesystem.inter
DialoguePartNode
FastSpeechNode
(com.absence.dialoguesystem.inter
IContainSpeech
(com.absence.dialoguesystem.inter
```

Returns

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

Overrides

```
RootNode
Node.GetOutputPortNamesForCreation()
(com.absence.dialoguesystem.inter
StickyNoteNode
, ...)
```

NamesForCreation)

GetTitle()

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

Declaration

```
+ public override string GetTitle()
  (com.absence.dialoguesystem.|
```

Return `com.absence.`

Type	Description
<code>(com.absence.dialoguesystem. </code> string (https://learn.microsoft.com/dotnet/api/system.string)	The title as a string.

- `com.absence.`

Overrides `dialoguesystem.internals`

`(com.absence.dialoguesystem.|`

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

(`com.absence.dialoguesystem.inter`

AdditionalSpeechData

Pass_Inline(params object[])

(`com.absence.dialoguesystem.inter`

Blackboard

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

(`com.absence.dialoguesystem.inter`

Declaration

`ConditionNode`

(`com.absence.dialoguesystem.inter`

`IConditionNode<ProcessType>.Pass_Inline(params object[] passData)`

(`com.absence.dialoguesystem.inter`

DecisionSpeechNode

Parameters

(`com.absence.dialoguesystem.inter`

Type `DialoguePartNode`

(`com.absence.dialoguesystem.inter`

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

FastSpeechNode

(`com.absence.dialoguesystem.inter`

Overrides

`GotoNode`

`Node.Pass_Inline(params object[])`

(`com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Pass_Inline_Syst`

`em_Object_`)

(`com.absence.dialoguesystem.inter`

`IContainVariableManipulators`

(`com.absence.dialoguesystem.inter`

Reach_Inline()

`Node`

(`com.absence.dialoguesystem.inter`

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

`Node.NodeState`

Declaration

(`com.absence.dialoguesystem.inter`

`Option`

`IReachNode<DialogueSystemInter>.Reach_Inline()`

`RootNode`

(`com.absence.dialoguesystem.inter`

Overrides

`StickyNoteNode`

... . . .

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

RemoveNextNode_Inline(int)

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

Declaration

+ com.absence.dialoguesystem

(com.absence.dialoguesystem) RemoveNextNode_Inline(int atPort)

+ com.absence.

Parameters
dialoguesystem.editor

Type	Name	Description
-int atPort microsoft.com/dotnet/api/system/int32	atPort	

dialoguesystem.internals

Overrides
(com.absence.dialoguesystem.i

Node_RemoveNextNode_Inline(int)

ActionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_Inline_System_Int32)
AdditionalSpeechData

(com.absence.dialoguesystem.inter

Blackboard

Traverse(Action<Node>)

(com.absence.dialoguesystem.inter

ConditionNode

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

ConditionNode.ProcessType

(com.absence.dialoguesystem.inter

DecisionSpeechNode Traverse(Action<Node> action)

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

Type PastSpeechNode

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

IContainSpeech

Overrides

(com.absence.dialoguesystem.inter

Node_Traverse(Action<Node>)

IContainVariableManipulators
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste
m_Action_com_absence_dialoguesystem_internals_Node__)

(com.absence.dialoguesystem.inter

Node.NodeState

(com.absence.dialoguesystem.inter

Option

(com.absence.dialoguesystem.inter

RootNode

(com.absence.dialoguesystem.inter

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.dialoguesystem.editor
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)
Node.SetState(com.a
bsence_dialoguesystem_internals_Node_NodeState_)
com.absence.
dialoguesystem.internals
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Clone)
Node.Traverse(ActionNode)
ActionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste
m_Action_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
NameSpaceConditionNode
(com.absence.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
    DecisionSpeechNode
    DialoguePartNode
    FastSpeechNode
    Node

```

Fields

```

    (com.absence.dialoguesystem.inter
    IContainSpeech
    Speech
    (com.absence.dialoguesystem.inter
    Declaration
    IContainVariableManipulators
    (com.absence.dialoguesystem.inter
        Node
        [HideInInspector]
        (com.absence.dialoguesystem.inter
            public string Speech
            Node.NodeState
            (com.absence.dialoguesystem.inter

```

FieldOfValue

Type	Description
RootNode	
string (https://learn.microsoft.com/dotnet/api/system.string)	
StickyNoteNode	

Properties

DisplayState

Declaration

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

+ com.absence.dialoguesystem

Property Value

+ Type: com.absence.

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

Description

Overrides

com.absence.

dialoguesystem.internals

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

ActionNode

ShowInMinimap

AdditionalSpeechData

Declaration

(com.absence.dialoguesystem.inter

Blackboard

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

ConditionNode

(com.absence.dialoguesystem.inter

Property Value

ConditionNode.ProcessType

Type

(com.absence.dialoguesystem.inter

Description

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

DialoguePartNode

(com.absence.dialoguesystem.inter

Note: ShowInMinimap

FastSpeechNode

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

p)

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

(com.absence.dialoguesystem.inter

Methods

IContainVariableManipulators

(com.absence.dialoguesystem.inter

AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.inter

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

(com.absence.dialoguesystem.inter

Declaration

Option

(com.absence.dialoguesystem.inter

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

RootNode

(com.absence.dialoguesystem.inter

Parameters

...

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html)	nextWillBeAdded	
int (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

Overrides

Node.AddNextNode_Inline(Node, int)

+ com.absence.dialoguesystem
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.

GetClassName() dialoguesystem.editor

Use to describe the name of this node. If you don't have any, return null.

Declaration

dialoguesystem.internals

(com.absence.dialoguesystem.)

ActionNode

Returns (com.absence.dialoguesystem.intern

Type	Description
AdditionalSpeechData (com.absence.dialoguesystem.intern	

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.intern

Overrides ConditionNode.ProcessType

Node.GetClassName()

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

DecisionSpeechNode

(com.absence.dialoguesystem.intern

DialogPartNode

GetInputPortNameForCreation()

(com.absence.dialoguesystem.intern

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

FastSpeechNode

(com.absence.dialoguesystem.intern

Declaration GotoNode

(com.absence.dialoguesystem.intern

public override string GetInputPortNameForCreation()

IContainSpeech

(com.absence.dialoguesystem.intern

IContainVariableManipulators

(com.absence.dialoguesystem.intern

Type Node

string (com.absence.dialoguesystem.intern

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

string (com.absence.dialoguesystem.intern

Option

(com.absence.dialoguesystem.intern

Overrides RootNode

Node.GetInputPortNameForCreation()

(com.absence.dialoguesystem.intern

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

StickyNoteNode

.. .

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

meForCreation)

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.)
```

Returns

Type	Name	Description
<pre>(com.absence.dialoguesystem. List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int> com.absence.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) ActionNode node (https://learn.microsoft.com/dotnet/api/system.valuetuple- (com.absence.dialoguesystem.inter system.int32,com.absence.dialoguesystem.internals.node-.node)) AdditionalSpeechData (com.absence.dialoguesystem.inter</pre>	<i>result</i>	

Blackboard

Overrides

```
(com.absence.dialoguesystem.inter
Node.GetNextNodes_Inline(ref List<(int portIndex, Node node)>)
ConditionNode
```



```
(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
```

DecisionSpeechNode

GetOutputPortNamesForCreation()

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

FastSpeechNode

Declaration

```
(com.absence.dialoguesystem.inter
DialoguePartNode
(com.absence.dialoguesystem.inter
DialoguePartNode
FastSpeechNode
(com.absence.dialoguesystem.inter
IContainSpeech
(com.absence.dialoguesystem.inter
```

Returns

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

Overrides

```
RootNode
Node.GetOutputPortNamesForCreation()
(com.absence.dialoguesystem.inter
StickyNoteNode
, .. .
```

NamesForCreation)

GetTitle()

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

Declaration

```
+ public override string GetTitle()
  (com.absence.dialoguesystem.|
```

Return **com.absence.**

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

- **com.absence.**

Overrides **dialoguesystem.internals**

Node<com.absence.dialoguesystem.|

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

(com.absence.dialoguesystem.inter

AdditionalSpeechData

Pass_Inline(params object[])
(com.absence.dialoguesystem.inter

Blackboard

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

(com.absence.dialoguesystem.inter

Declaration

ConditionNode

(com.absence.dialoguesystem.inter

IConditionNode<ProcessType>.Pass_Inline(params object[] passData)

(com.absence.dialoguesystem.inter

DecisionSpeechNode

Parameters

(com.absence.dialoguesystem.inter

Type DialoguePartNode

(com.absence.dialoguesystem.inter

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

FastSpeechNode

(com.absence.dialoguesystem.inter

Overrides

GotoNode

Node<Pass_Inline(params object[])

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

(com.absence.dialoguesystem.inter

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Reach_Inline()

Node

(com.absence.dialoguesystem.inter

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

Node<NodeState

Declaration

(com.absence.dialoguesystem.inter

Option

ICreatedNode<dialoguesystem.inter>.Reach_Inline()

RootNode

(com.absence.dialoguesystem.inter

Overrides

StickyNoteNode

... . . .

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

RemoveNextNode_Inline(int)

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

Declaration

+ com.absence.dialoguesystem

(com.absence.dialoguesystem) RemoveNextNode_Inline(int atPort)

+ com.absence.

Parameters

dialoguesystem.editor

Type: com.absence.dialoguesystem.

- int atPort microsoft.com/dotnet/api/system.int32

Name

Description

dialoguesystem.internals

Overrides

(com.absence.dialoguesystem.)

ActionNode

(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_Inline_System_Int32)

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 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__)

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

Node.OnRemoval()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_OnRemoval)

Node.SetState(NodeState)
(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)

com.absence.dialoguesystem.internals
(com.absence.dialoguesystem.internals)
Node.Traverse_System_ActionNode()
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_Traverse_Syste
m_Action_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.int
NameSpace com.absence.html).absence (com.absence.html).dialoguesystem (com.absence.dialoguesystem.html).internals
(com.absence.dialoguesystem.internals.html)
Assembly: Assembly-CSharp-firstpass.dll
ConditionNode.ProcessType

Syntax
com.absence.dialoguesystem.inter
DecisionSpeechNode
(com.absence.dialoguesystem.inter Node)
DialoguePartNode
(com.absence.dialoguesystem.inter)
FastSpeechNode
(com.absence.dialoguesystem.inter)
Fields
Node
(com.absence.dialoguesystem.inter)
IContainSpeech
(com.absence.dialoguesystem.inter)
IContainVariableManipulators
(com.absence.dialoguesystem.inter)
Declaration
Node
[HideInInspector]
(com.absence.dialoguesystem.inter)
public string Speech
Node.NodeState
(com.absence.dialoguesystem.inter)
Field Value
Type
(com.absence.dialoguesystem.inter)
RootNode
string (https://learn.microsoft.com/dotnet/api/system.string)
StickyNoteNode

```

Properties

DisplayState

Declaration

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

+ com.absence.dialoguesystem

Property Value

+ Type: com.absence.

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

Description

Overrides

com.absence.

dialoguesystem.internals

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

ActionNode

ShowInMinimap

AdditionalSpeechData

Declaration

(com.absence.dialoguesystem.inter

Blackboard

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

ConditionNode

(com.absence.dialoguesystem.inter

Property Value

ConditionNode.ProcessType

Type

(com.absence.dialoguesystem.inter

Description

DecisionSpeechNode

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

(com.absence.dialoguesystem.inter

DialoguePartNode

(com.absence.dialoguesystem.inter

Note

ShowInMinimap

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

p)

GotoNode

(com.absence.dialoguesystem.inter

IContainSpeech

(com.absence.dialoguesystem.inter

Methods

IContainVariableManipulators

(com.absence.dialoguesystem.inter

AddNextNode_Inline(Node, int)

(com.absence.dialoguesystem.inter

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

(com.absence.dialoguesystem.inter

Declaration

Option

(com.absence.dialoguesystem.inter

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

RootNode

(com.absence.dialoguesystem.inter

Parameters

... . . .

Type	Name	Description
Node (com.absence.dialoguesystem.internals.Node.html)	nextWillBeAdded	
int (https://learn.microsoft.com/dotnet/api/system.int32)	atPort	

Overrides

Node.AddNextNode_Inline(Node, int)

+ com.absence.dialoguesystem
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.

GetClassName() dialoguesystem.editor

Use to describe the name of this node. If you don't have any, return null.

Declaration

dialoguesystem.internals

(com.absence.dialoguesystem.)

ActionNode

Returns (com.absence.dialoguesystem.intern

Type	Description
AdditionalSpeechData (com.absence.dialoguesystem.intern	

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.intern

Overrides	ConditionNode.ProcessType Node.GetClassName()
	(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_GetClassName)

DecisionSpeechNode

(com.absence.dialoguesystem.intern

DialogPartNode

GetInputPortNameForCreation()

(com.absence.dialoguesystem.intern

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

FastSpeechNode

(com.absence.dialoguesystem.intern

Declaration

GotoNode

(com.absence.dialoguesystem.intern

public override string GetInputPortNameForCreation()

IContainSpeech

(com.absence.dialoguesystem.intern

IContainVariableManipulators

(com.absence.dialoguesystem.intern

Type

Node

string (com.absence.dialoguesystem.intern

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

string (com.absence.dialoguesystem.intern

Option

(com.absence.dialoguesystem.intern

Overrides

RootNode

Node.GetInputPortNameForCreation()

(com.absence.dialoguesystem.intern

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

StickyNoteNode

..

Description

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

any input ports.

meForCreation)

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.)
```

Returns

Type	Name	Description
<pre>(com.absence.dialoguesystem. List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<(int> com.absence.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) ActionNode node (https://learn.microsoft.com/dotnet/api/system.valuetuple- (com.absence.dialoguesystem.inter system.int32,com.absence.dialoguesystem.internals.node-.node)) AdditionalSpeechData (com.absence.dialoguesystem.inter</pre>	<i>result</i>	

Blackboard

Overrides

```
(com.absence.dialoguesystem.inter
Node.GetNextNodes_Inline(ref List<(int portIndex, Node node)>)
ConditionNode
```

```
(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
```

```
DecisionSpeechNode
```

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

GetOutputPortNamesForCreation()

Declaration

```
(com.absence.dialoguesystem.inter
DialoguePartNode
```

```
(com.absence.dialoguesystem.inter
FastSpeechNode
```

Returns

```
IContainVariableManipulators
```

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

Overrides

```
RootNode
Node.GetOutputPortNamesForCreation()
(com.absence.dialoguesystem.inter
```

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

```
StickyNoteNode
...
)
```

NamesForCreation)

GetTitle()

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

Declaration

```
+ public override string GetTitle()
  (com.absence.dialoguesystem.|
```

Return **com.absence.**

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

- **com.absence.**

Overrides

Node (com.absence.dialoguesystem.|

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

(com.absence.dialoguesystem.inter

AdditionalSpeechData

Pass_Inline(params object[])
(com.absence.dialoguesystem.inter

Blackboard

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

(com.absence.dialoguesystem.inter

Declaration

ConditionNode

(com.absence.dialoguesystem.inter

IConditionNode.ProcessType Pass_Inline(params object[] passData)

(com.absence.dialoguesystem.inter

DecisionSpeechNode

Parameters

(com.absence.dialoguesystem.inter

Type DialoguePartNode

(com.absence.dialoguesystem.inter

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

FastSpeechNode

(com.absence.dialoguesystem.inter

Overrides

GotoNode

Node_Pass_Inline(params object[])

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

(com.absence.dialoguesystem.inter

IContainVariableManipulators

(com.absence.dialoguesystem.inter

Reach_Inline()

Node

(com.absence.dialoguesystem.inter

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

Node.NodeState

Declaration

(com.absence.dialoguesystem.inter

Option

ProcessType Reach_Inline()

RootNode

(com.absence.dialoguesystem.inter

Overrides

StickyNoteNode

... . . .

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

RemoveNextNode_Inline(int)

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

Declaration

+ com.absence.dialoguesystem

(com.absence.dialoguesystem) RemoveNextNode_Inline(int atPort)

+ com.absence.

Parameters

dialoguesystem.editor

Type	Name	Description
-int com.absence.microsoft.com/dotnet/api/system.int32	atPort	

dialoguesystem.internals

(com.absence.dialoguesystem)i

Node_RemoveNextNode_Inline(int)

ActionNode
(com.absence.dialoguesystem.internals.Node.html#com_absence_dialoguesystem_internals_Node_RemoveNextNo
de_Inline_System_Int32)
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

...