Version: v3.0.3

Thanks for buying and installing Yarn Spinner for Unity, the friendly dialogue system. Your purchase helps us to keep making Yarn Spinner.

Yarn Spinner helps you build branching narrative and dialogue in your games.

It's easy for writers to use, and has powerful features for integrating your content straight into your game.

You write your dialogue in a lightweight language with a minimal coding syntax that's designed for writers. Using commands and options you can change the flow of the story, send instructions to your game, and quickly create branching and interactive narrative.

The rest of this Quickstart provides a basic introduction, but we recommend visiting https://docs.yarnspinner.dev for comprehensive documentation.

We also recommend you join the Official Discord at https://discord.gg/yarnspinner!

Making Your First Yarn Spinner scene

Let's make a quick moment of dialogue using Yarn Spinner. For this, we are going to be using a fresh Unity project but Yarn Spinner works fine when added to existing projects and scenes.

1. **Make a New Scene**, and name it `Yarn Spinner Demo`.

2. **Configuring Text Mesh Pro**

   Because Yarn Spinner uses Text Mesh Pro, we need to make sure that it is configured and ready to go. It is *highly* likely that if you are adding Yarn Spinner to an existing project you won't need to do this step, but because we are doing this in a new project we need to configure TextMeshPro. Go to `Window menu -> Text Mesh Pro -> Import TMP Essential Resources`.
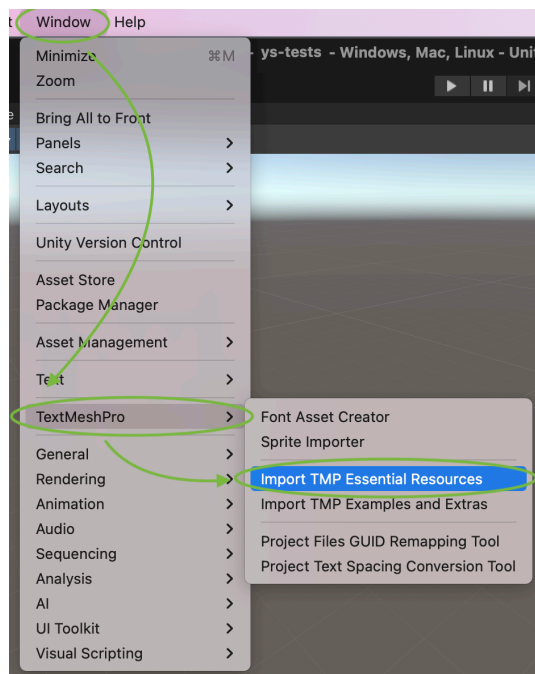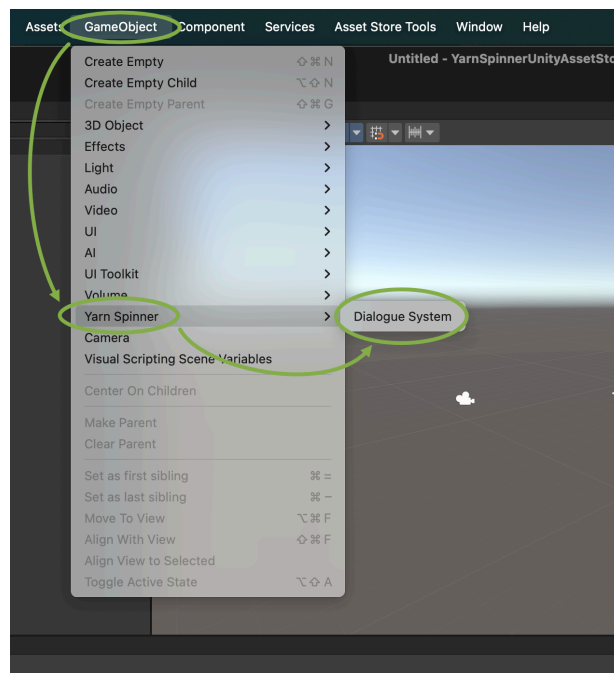
3. **Install the Essentials**

Click on the Import button to import all the essentials.
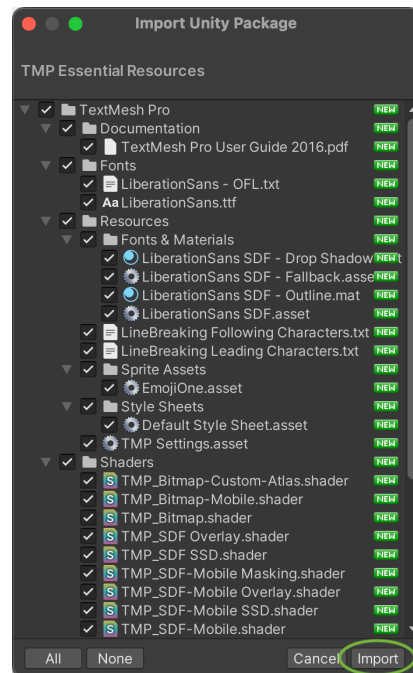
TextMeshPro is now configured and ready for Yarn Spinner to use.

4. **Add a Dialogue System to the scene** by opening the GameObject menu and choosing `Yarn Spinner -> Dialogue System`

This adds a Canvas and sets up the basic elements Yarn Spinner needs to work.

We now need some content for the dialogue system to actually present! There are two assets needed to do this: we will need to create a **Yarn Project**, which collects all the

scripts together for compilation, and a **Yarn Script** which is the place the actual dialogue lives. You will generally have multiple Yarn Scripts, but often only a single Yarn Project.

1. **Create a Yarn Project** by right clicking in the Asset window and going to `Create -> Yarn Spinner -> Yarn Project`. Name it `SampleDialogueProject`.
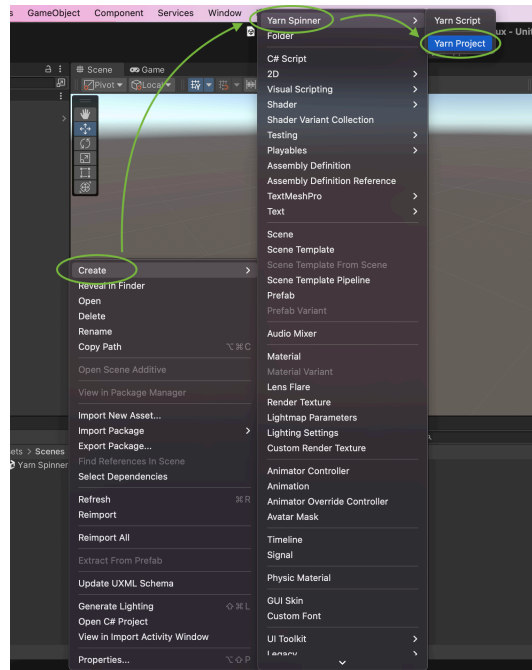
6. **Create a Yarn Script** by right clicking in the Asset window and going to `Create -> Yarn Spinner -> Yarn Script`. Name it `HelloYarn`.

7. **Open the `HelloYarn` script** by double clicking it.

   This will open in your default editor, which will do for now. For more information on editors for Yarn, please see the Yarn Spinner docs.

8. **Replace the text with the following:**

```
title: Start
---
Wow!
My first ever Yarn script in Unity!

-> Gosh!
-> Incredible!
-> I'm amazed!

Anyway, time to get writing!
===
```

This script will be automatically detected by the Yarn Project.

1. **Connect the project to the Dialogue System** by dragging the
   SampleDialogueProject.yarnproject into the `Yarn Project` field in the Inspector
   of the Dialogue Runner.
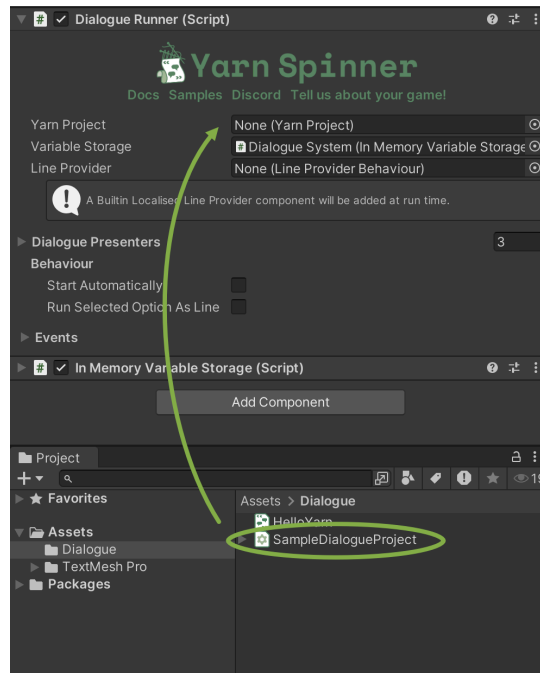

10. **Start the scene**

    The story will start playing automatically, you can advance the story with the
    Continue button and select options using the mouse.

Where To Go From Here

With the basics of Yarn Spinner working, the next step is to get a better handle on the features of the Yarn dialogue language and how best to write it.

A strength of Yarn Spinner is in it's flexibility, and the samples show off just some of the different ways you can use Yarn Spinner to achieve your goals.

To install the samples, click on Samples in the Inspector for the Dialogue Runner.
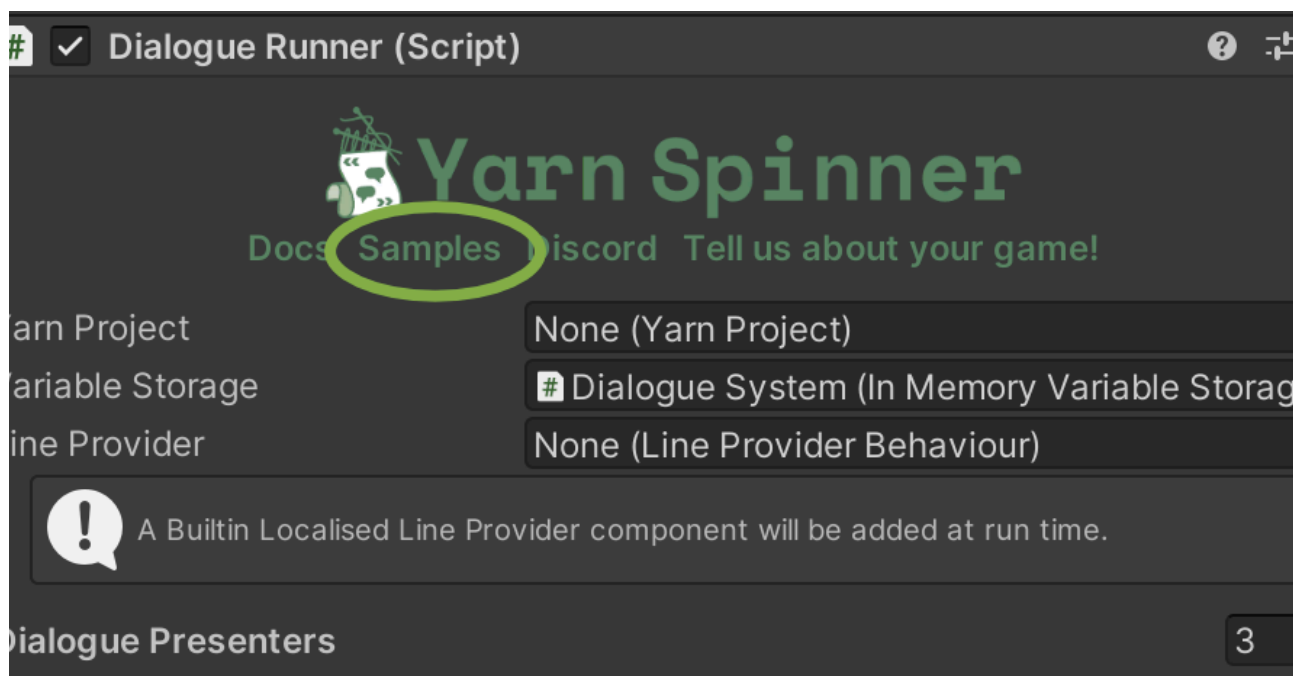
Getting Help

The main documentation site, including full API docs and guides, is available at: https://docs.yarnspinner.dev.

If you have specific questions, or want to hang out with other Yarn Spinner users, you can join our Discord at https://discord.gg/yarnspinner.

Changelog

The full historical changelog can be seen on the Documentation.

Crediting Yarn Spinner

For more information on crediting Yarn Spinner, see the Documentation.