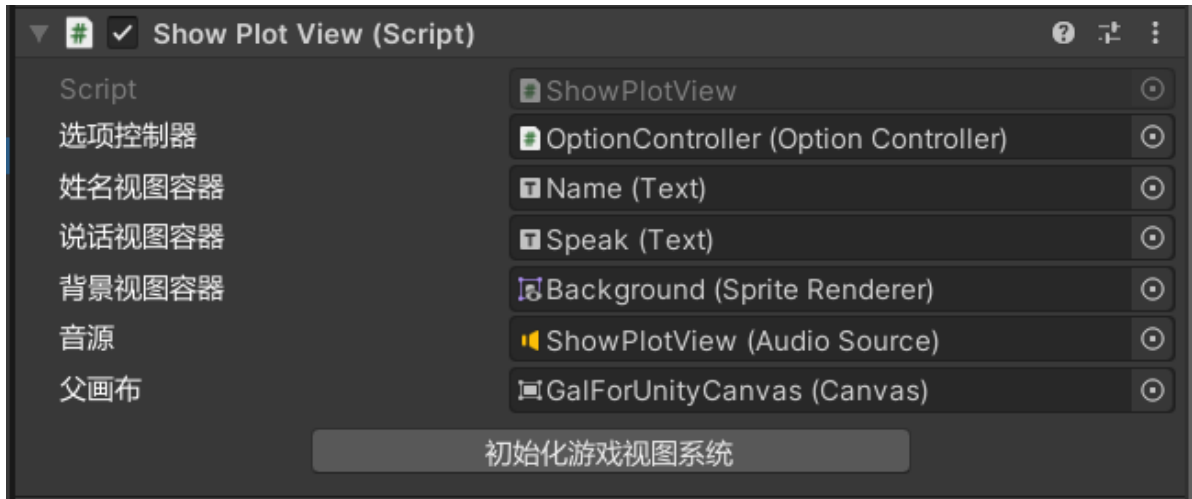


# Custom dialog box options box, etc

The dialog box that appears in the game, the option box is managed by ShowPlotView, and in the future, this class may change to PlotViewController



GameSystem is attached with a default UI, of course, and you can define your own UI as long as the view that will be output at the end is added to the ShowPlotView reference.

ShowPlotView has the following required output properties

1. Option Controller: The option controller is the class responsible for controlling the appearance and disappearance of options
2. Name view container: Output object unityEngine.ul.text
3. Speak view container: output object unityEngine.ul.text
4. Background view container: output object UnityEngine. SpriteRenderer
5. AudioSource: output object UnityEngine.AudioSource
6. Parent Canvas: Output object unityEngine.canvas

As long as you normally attach the above object GalForUnity can be normal output, and your SPECIFIC LAYOUT of the UI can be customized

About Unity Text SpriteRenderer AudioSource class specific situation you can see the Unity manual (<https://docs.unity3d.com/cn/current/Manual/UIToolkits.html>).