EvMeshPro

Custom Unity Dialogue System

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Introduction.
This is an easy to use dialogue system that extends upon the functionality of TextMeshPro. EvMeshPro allows you to use custom text boxes, style tags, animations and character information to add some life to your games dialogue.

Quick Start.
Once you have imported the package to your project you are ready to go! **TextMeshPro is included in this package, so you can choose to import it or not through the import prompt box.**

Open the scene named "ExampleScene" [EvMeshPro > Scenes] to see a quick example of how your scene should be set up. If you don't want to do this, just drag the Canvas_DialogueSystem prefab [EvMeshPro > Prefabs > RequiredInScene] into your scene along with an EventSystem and you are good to go.

You can call for new a new dialogue box using the following code:

```
//DialogueController is a singleton so can be called from anywhere in
your scene
DialogueController.instance.NewDialogueInstance(string dialogue);
```

Customising Your Dialogue Controller.
The Canvas_DialogueController prefab offers some options to customise your experience.
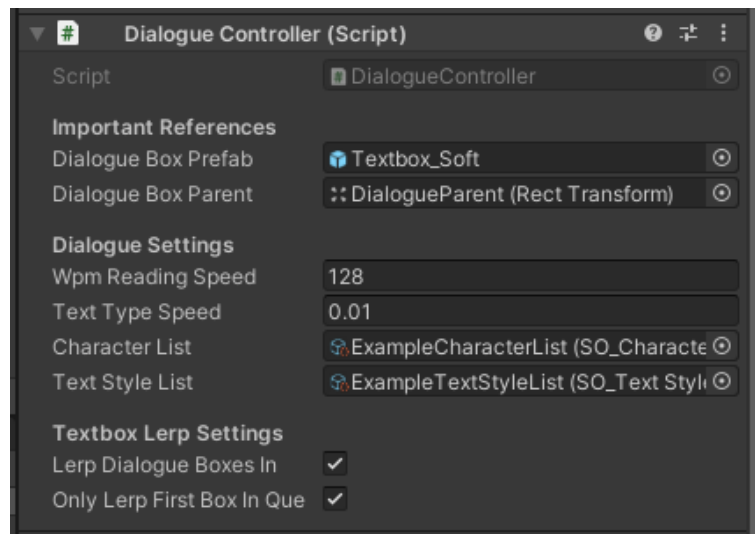

- <u>DialogueBoxPrefab</u> allows you to drag in different styles of textboxes to this controller. (See **Textboxes**)
- <u>WPMReadingSpeed</u> dictates how long a textbox will stay on screen, based on how many words it contains (low = slow).
- <u>TextTypeSpeed</u> allows text to appear letter by letter. If you want all text to appear at once, set this to 0.
- See **Custom Character Profiles** and **Custom Text Styles** for <u>CharacterList</u> and <u>TextStyleList</u>.
- <u>LerpDialogueBoxesIn</u> lets dialogue slide into view, instead of snapping in place.
- <u>OnlyLerpFirstBoxInQue</u> will only apply this effect to the first box in a que of dialogue prompts.

Textboxes.
EvMeshPro comes with several styles of custom text box to help you get to grips with how they are formatted. They can be found in EvMeshPro > Prefabs > Textboxes.

Textboxes use a custom script called Textbox.cs to reference each element and allow for seamless style changes.
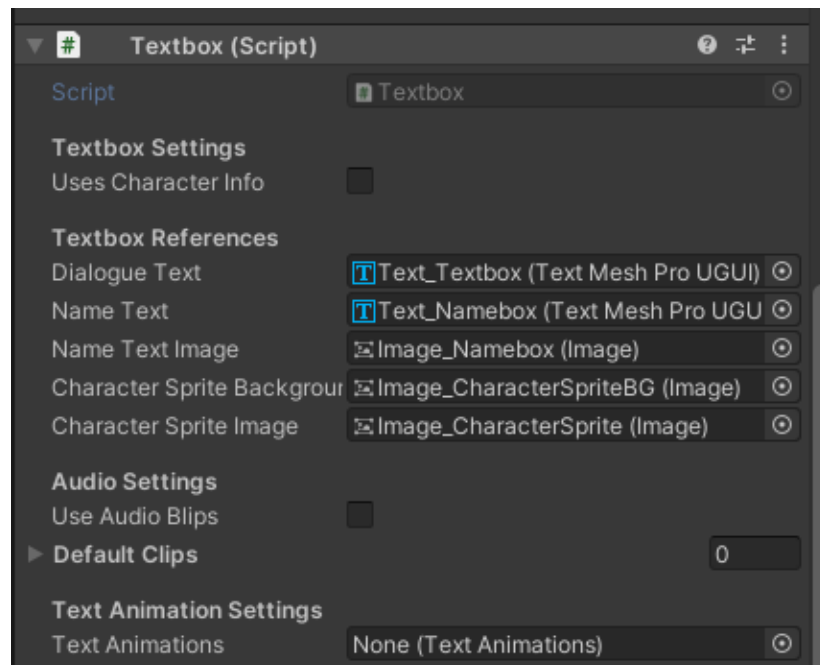

- <u>UsesCharacterInfo</u> allows the textbox to know if it allows custom character info to change how it looks.
- <u>DialogueText</u> references the TMP_Text component the dialogue will fit into.

**The following 4 references are not needed if no character info is being used.**
- <u>NameText</u> references the TMP_Text component the character name will fit into.
- <u>NameTextImage</u> references the Image component used for the nameplate on the textbox.
- <u>CharacterSpriteBackground</u> references the Image component used for the background of the character portrait.
- <u>CharacterSpriteImage</u> references the Image component that the characters portrait will go into.

- <u>UseAudioBlips</u> determines if when each letter is typed, there should be a small sfx or not.
- <u>DefaultClips</u> allows the textbox to have a default sfx for this sound, however, if custom character info is being used, then this is decided in their profile.

- <u>TextAnimations</u> should be a component placed on the same object as this script. Just drag this in place and your animations will be ready to work.

Custom Character Profiles.
You can further customise your textboxes using character pictures, accent colours and audio blips.
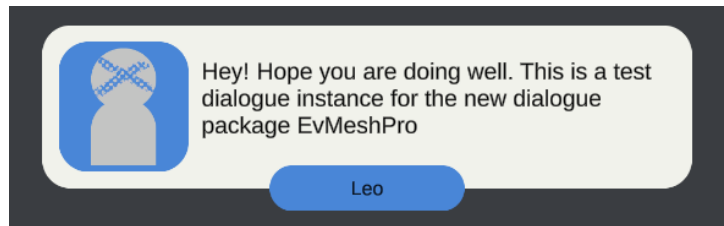
Character profiles are all controlled from a serialised list that can be easily swapped in and out of your DialogueController. You can find the example character list at EvMeshPro > Scripts > CharacterProfiles.
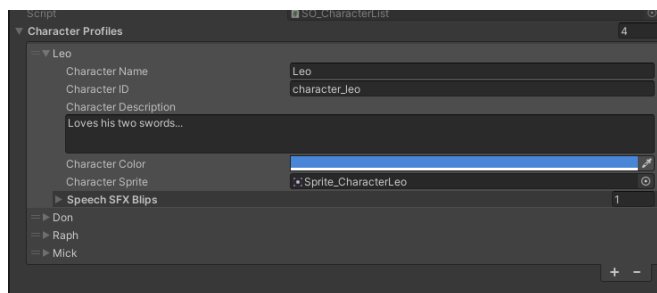

Here you can add multiple characters and edit them as you wish. Their characterID can then be used when calling for a new dialogue instance, to tell your textbox what character's style to use.

```
//DialogueController is a singleton so can be called from anywhere in
your scene
DialogueController.instance.NewDialogueInstance(string dialogue, string
characterID);
```

Custom Text Styles.
Custom text styles give you an easy way to highlight and animate certain words inside of your dialogue. Similar to **Custom Character Profiles**, your styles can be controlled within a serialised list allowing for quick and easy changes. The example styles can be found at EvMeshPro > Scripts >CustomTextStyles.

This system revolves around adding "tags" to your dialogue, which indicate what style to use. *E.G "Hello, my name is [NAMES]Evan Williams[/NAMES] and I created this package".* You can create a new TextStyleList in the create menu under Create > EvMeshPro > New Text Style List. Once this is created, you simply add a new list entry, set a unique tag, and edit the text settings. You can click the top of the TextStyleList in the inspector to preview what your custom dialogue will look like in the scene/game view (Animations will only show in play mode).
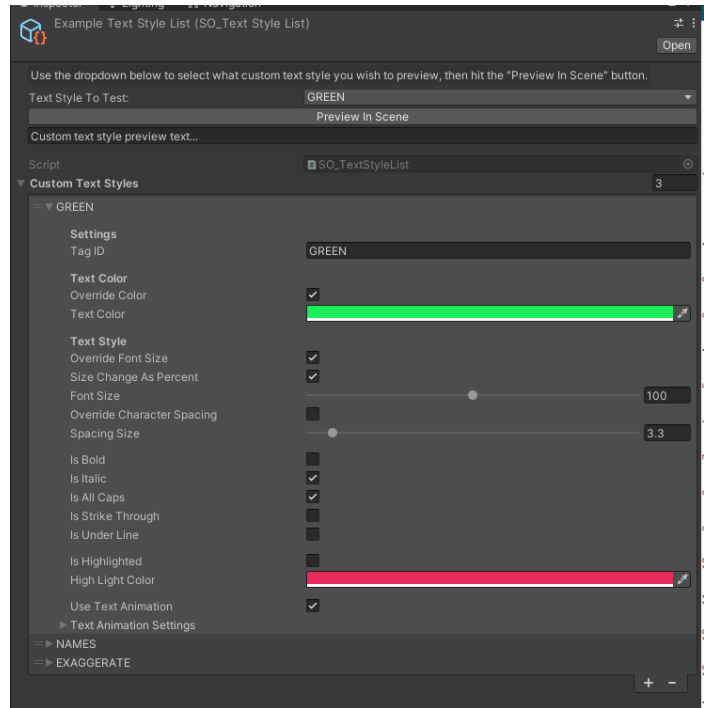
You can drag your TextStyleList into the DialogueController in your scene and start adding tags to dialogue. **Tags have to be in the list you are using and must be opened with [TAGNAME] and closed with [/TAGNAME].**

Extra / Licensing.
This package is free to use for both personal and commercial projects. I would love to feature your projects on this page if you use this package, so let me know!

Please report any bugs or if there are any extra features you would like to see.

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