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DialogueQuest User Manual

DialogueQuest for non-coders

DialogueQuest features a standalone program called [DialogueQuestTester](#) that allows running dialogues without a Godot environment.

Writing Dialogue - DQD

Basics

DQD stands for DialogueQuest Dialogue and is the dialogue format of DialogueQuest.

The DQD format uses the .dqd file extension.

DQD is a simple text-based format, that goes something like this:

```
statement | param1 | param2 | ...
```

Every line starts with a statement which 'moves forward' in the line like a pipeline.

The most basic and most used statement is the [say](#) statment, which looks like this:

```
1 say | joe | Hello DialogueQuest
   say | You don't even need a character
```

Comments

DQD Support comments.

A line that starts with // is considered a comment, and will not be parsed/executed.

Comments are useful for explaining things like branches, flags, or even leaving a comment for your team on their good work :)

Comments can also be used to temporarily disable parts of the dialogue without deleting them.

An example of comments:

```
// The line bellow is commented and will not run. This
   is a comment too by the way!
2 // say | This is a comment, you will not see this
   dialogue
```

```
say | This is not a comment, you will see it
```

Flag Solving

See [flag](#)

If you have set a flag, you can get it's value with the special syntax `${flag}`

For example:

```
flag | inc | 5 | monkeys
2 say | There are ${monkeys} little monkeys jumping on the
    bed.
```

BBCode and Text Effects

In order to have text effects and formatting such as **bold text**, *italic text*, and much more.

BBCode is a well-known format, and you can find out more about it [on the Godot documentation](#), but here's a basic example:

```
say | italian_man | [i]I am speaking in italic! No not
    italian...
2 say | brave_man | I am brave and [b]bold[/b] in the face
    of danger.
say | small_man | [font_size=8]Please don't make fun of
    my font size, I'm quite insecure about it.
```

See Also

[characters](#)

[say](#)

[choice](#)

[branch](#)

[DialogueQuest BBcodes](#)

Characters

Characters are simply a collection of data, and have the following properties:

An ID - This is how they will be referred to in [DQD](#). The ID is not shown in-game.

A Name - The name that will be displayed in the in-game dialogue.

A Color - The color Associated with the character, used mainly for displaying their name.

A Portrait - An image that will be displayed when the character is speaking.

The Say Statement

The say statement is the most common statement in DialogueQuest.

It's usage is:

```
1 say | [character_id] | [speech]
   say | [character_id] | [speech] | [speech2]
3 say | [character_id] | [speech] | [speech2] |
   say | [speech]
5 say | [speech] | [speech2]
   say || [speech] | [speech2] |
```

The basic use case would be:

```
say | my_character | Hey, I am saying something
```

And:

```
1 say | There is dialogue without character. Perhaps it is
   a ghost...
```

The character_id field can also be provided empty for the same result:

```
1 say | | I am still a ghost...
```

If you want to pause in the middle, you can use multiple speech pipes as so:

```
1 say | DialogueQuest is absolutely | legen|dary!
```

If you end the say statement with an empty pipe, the dialogue will advance without user input:

```
1 say | dude1 | Hey man so I heard about this game called
   DeshanimQuest and |
   say | dude2 | Yeah whatever dude
3 say | dude1 | Hey don't cut me off like that!
```

If using it without a character, you **must** provide an empty character:

```
1 say | This is not going to work... |
```

```
1 say | | This does work though! |
```

See Also

Writing Dialogue

[BBCode and Text Effects](#)

The flag statement

A flag, is simply a value that can exist, or not exist.

The act of creating a flag is called raising it, afterwards we can check if it exists, and what it is set to.

It's usage is:

```
flag | raise | [flag]
2 flag | set | [value] | [flag]
flag | inc | [flag]
4 flag | inc | [amount] | [flag]
flag | dec | [flag]
6 flag | dec | [amount] | [flag]
flag | delete | [flag]
```

A basic example would be:

```
1 flag | raise | is_using_dialogue_quest
3 // This will happen
branch | flag | is_using_dialogue_quest
5     say | We are using DialogueQuest.
branch | end
7
// This will not happen
9 branch | no_flag | is_using_dialogue_quest
    say | We are NOT using DialogueQuest.
11 branch | end
```

You can also use flag | inc and flag | dec to use integer (whole number) flags:

```

    flag | inc | money
2
    // Will say `I have 1 money`
4 say | I have ${money} money

6 flag | inc | 6 | money

8 // Will say `I have 7 money now`
  say | I have ${money} money now
10
    flag | dec | money
12
    // Will say `I have 6 money now`
14 say | I have ${money} money now

```

You can use `flag | set` to set a flag as an arbitrary value like so:

```

    flag | set | Mage | player_class
2
    // Will say `Oh sick! I am a Mage`
4 say | Oh sick! I am a ${player_class}

6 flag | set | 20 | number_of_enemies

8 // Will say We have 20 enemies here, that's a lot!
  say | We have ${number_of_enemies} enemies here, that's
    a lot!

```

Do note the quotations around the word `Mage`, indicating it is a [String value](#)

And finally, you can delete a flag as well:

```

1 flag | raise | road_is_safe

3 // Will say `<i>The player proceeds forward</i>`
  branch | flag | road_is_safe
5     say | [i]The player proceeds forward
  branch | end
7 branch | no_flag | road_is_safe
    say | [i]The player stays back
9 branch | end

11 flag | delete | road_is_safe

13 // Will say `<i>The player stays back</i>`
    branch | flag | road_is_safe

```

```

15     say | [i]The player proceeds forward
    branch | end
17 branch | no_flag | road_is_safe
        say | [i]The player stays back
19 branch | end

```

The choice statement

The choice statement will bring up a menu with items that the user has to choose from.

It is inherently dependant on the [branch](#) statement

It's usage is:

```

1 choice | [choice1] | [choice2]...

```

For example:

```

1 say | Which one do you like better? Apples or Oranges?
  choice | Apples | Oranges | You can't compare
3
  branch | choice | Apples
5      say | Doctors hate you
  branch | end
7 branch | choice | Oranges
    say | Juicy!
9 branch | end
  branch | choice | You can't compare
11      say | You're just so smart, aren't you?
  branch | end

```

The Branch Statement

The branch statement allows dialogue to happen in different ways depending on a variety of factors.

When a branch statement is encountered, the dialogue can go in one way or another, like a fork in the road or *branches* of a tree.

It is recommended to first understand [flag](#), [choice](#), and [flag solving](#) as they are essential for understanding branching.

It's usage is:

```

    branch | choice | [choice1] | [choice2]...
2 branch | evaluate | [expression]

```

```

branch | end
4
branch | flags | [flag1] | [flag2]...
6 branch | flag | [flag]
  branch | flag | [flag1] | [flag2]...
8 branch | no_flag | [flag]
  branch | no_flag | [flag1] | [flag2]...
10 branch | flag > | [flag] | [value]
    branch | flag < | [flag] | [value]
12 branch | flag = | [flag] | [value]
    branch | flag >= | [flag] | [value]
14 branch | flag <= | [flag] | [value]

```

A simple example of a branch would be:

```

say | Let's see about this branching thing
2
flag | raise | loves_dialogue_quest
4
branch | flag | loves_dialogue_quest
  // We will see this
  say | I love DialogueQuest!
8 branch | end

10 branch | no_flag | loves_dialogue_quest
    // We will not see this
12 say | I HATE DialogueQuest!
branch | end

```

A branch checks a **condition**, and if it finds that condition to be **true**, it runs the contents until it reaches the next branch | end statement.

Choice

When using choices, we must use the branch | choice statement, like so

```

choice | a | b
2
branch | choice | a
  say | We picked A
4 branch | end
6 branch | choice | b
  say | We picked B
8 branch | end

```

We do not have to provide a branch for every choice.

Evaluate

evaluate is the most complex branch statement, and will use [GDScript](#) to solve the branch.

It can be used like the following:

```
branch | evaluate | true
2     say | This will always happen.
branch | end

4
branch | evaluate | false
6     say | This will never happen.
branch | end

8
branch | evaluate | 5 == 10
10    say | This won't happen because 5 is not 10 :)
branch | end

12
branch | evaluate | 10 > 5
14    say | This will happen.
branch | end

16
branch | evaluate | 5 != 10
18    say | This will happen.
branch | end

20
branch | evaluate | 5 >= 5
22    say | This will happen.
branch | end

24
branch | evaluate | this == that
26    say | This won't happen.
branch | end

28
branch | evaluate | that == that
30    say | This will happen.
branch | end
```

evaluate can also be used with [flag solving](#)

```
1 branch | evaluate | ${main_character} == joe
   say | joe | Yo, uh-huh
3 branch | end

5 branch | evaluate | ${number_of_corners} == 3
   say | This is my hat
7 branch | end
```

```

9 // You can also use the 'or', 'and', '&&', '||'
  statements to check multiple conditions.
  branch | evaluate | ${number_of_corners} > 3 or
    ${number_of_corners} < 3
11    say | This is not my hat
  branch | end

```

Flags

The `branch | flag` statement is quite versatile, and can be used in a few ways:

This is the simplest flag check:

```

branch | flag | some_basic_flag
2   say | This really is basic
branch | end

```

We can also check multiple flags at the same time:

```

1 branch | flag | red_flag | green_flag
  say | I'll choose either anyway
3 branch | end

5 flag | raise | green_flag
branch | flag | red_flag | green_flag
7   // We will see this
  say | Great!
9 branch | end

11 flag | delete | green_flag
  flag | raise | red_flag
13 // Only red_flag is raised at this point
  branch | flag | red_flag | green_flag
15   // We will see this
  say | Still great...?
17 branch | end

19 branch | flag | orange_flag
  // We will not see this
21   say | What does an orange flag mean?
  branch | end

```

In the above example, the branch will be entered if *any* of the flags are raised.

There is also the alternative `branch | flags` (note the `s` for plural), which will only be entered if *all* flags are raised

```
flag | raise | table
2 flag | raise | tea

4 branch | flags | table | tea
    // We will see this
6     say | Tea is great.
    branch | end

8
    branch | flags | table | plate
10    // We will not see this
    say | Cookies are great.
12 branch | end
```

Finally there is the `branch | no_flag` statement, which will only be entered if *none* of the flags are raised

```
flag | raise | pickles
2 flag | raise | lettuce

4 branch | no_flag | knife
    // We will see this
6     say | How will I cut my pickles?
    branch | end

8
    branch | no_flag | pickles | tomatoes | lettuce
10    // We will not see this because
    say | I love my burgers dry as the desert.
12 branch | end
```

Flag operators

The `branch | flag` also has versions for using comparison operators, such as `>` (greater than), `<` (lesser than), `=` (equals), `>=` (greater than or equals), and `<=` (lesser than or equals).

```
flag | set | 10 | stairs

2
    branch | flag >= | stairs | 11
4     // We will not see this
    say | I'm gonna take the elevator.
6 branch | end

8 branch | flag < | stairs | 2
    // We will not see this
```

```

10     say | Even a baby can climb these
branch | end
12
branch | flag = | stairs | 10
14     // We will see this
    say | The perfect amount of stairs
16 branch | end

```

See Also

[flag](#)

[choice](#)

[flag solving](#)

[GDScript Control Flow](#)

[What are Expressions?](#)

[GDScript Expression class](#)

The signal statement

The signal statement does not quite do anything for the user.

It's functionality is sending a “message” of sorts for the Godot developer to implement into concrete functionality.

It's usage is:

```
signal | [param1] | [param2]...
```

For example:

```
1 signal | play_song | Nightcall - Kavinsky
```

The developer can for example check for the signal value “play_song”, and play the song accordingly.

Also see:

Developer manual entry for signals

The call statement

This is advanced functionality, and requires coding knowledge to use

The call statement allows you to run GDScript code directly from a DQD.

It's usage is:

```
1 call | [GDScript code]
```

Using call, you can run any GDScript code.

By default, this will run code as an Expression object.

DialogueQuest has a setting that runs the code in a GDScript instance, which is more powerful, however it is experimental.

The exit statement

The exit statement will end the dialogue early.

It's usage is:

```
exit |
```

DialogueQuest specific BBCode

If you haven't already, check out the [BBCode and Text Effects](#) section.

DialogueQuest implements a few custom BBcodes:

The speed brcode

The speed brcode sets the dialogue speed (letters per second) within the bounds of the BBCode.

For example:

```
say | This is a regular say statment
2 say | [speed=1]This is a suuuper slooow say statment
say | [speed=500]This is a really fast say statment
4 say | [speed=10]Now I'm slow[/speed][speed=100] And now
    I'm fast
```

The pause statement

The pause statement makes the dialogue pause for a specified time (in seconds) before automatically continuing.

For example:

```
say | I have hi[pause=0.5]-hiccups and a bit of a  
s[pause=0.1]-s[pause=0.1]-s[pause=0.1]-tutter
```

See Also

[DQD](#)

[BBCode and Text Effects](#)