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DialogueQuest User Manual

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](#)

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 | choice | Oranges
7     say | Juicy!
  branch | choice | You can't compare
9     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 | flag | [flag]
2 branch | no_flag [flag]
branch | choice | [choice1] | [choice2]...
4 branch | evaluate | [expression]
branch | end
```

A simple example of a branch would be:

```
1 say | Let's see about this branching thing
3 flag | raise | loves_dialogue_quest
5 branch | flag | loves_dialogue_quest
    // We will see this
7     say | I love DialogueQuest!
branch | end
9
branch | no_flag | loves_dialogue_quest
11    // We will not see this
    say | I HATE DialogueQuest!
13 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.

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

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

Take note that with `branch | choice` we only put `branch | end` **after all choice branches**.

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

`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

```

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.