JLC Dialogue Converter

This is a simple converter for the Dialogue System to import/export conversations to and from a text document. It supports dialogue branching, and retains node-specific sequence commands and conditions. Also included is a script for Google Docs to auto format exported text.

Example Conversation

#1 ExampleConversation

```
Ben: Hi Joe! {Camera(Wide, Scene, 1);}
Joe: Hi Ben.

Ben: What's your favourite colour? {Camera(Close, Joe, 1);}

[RED]
Joe: I like red.
Ben: Bold choice!
Ben: Red suggest vitality!
[RED]

[GREY]
Joe: I've always been partial to grey.
Ben: Grey?! Is that even a colour?
Joe: What can I say, I'm a grey kind of guy...
[GREY]
```

Ben: Well I can't stand around chatting all day.

 $/\!/$ This is a comment that gets stored in the Description field of the preceding entry $/\!/$

Ben: See you later!

```
[PARIS]

Joe: Actually. I wanted to ask you about your trip to Paris. IVariable["VisitedParis"] == truel

Ben: Oh it was great. Thanks for asking.

Joe: Great. See you later then.

[PARIS]

[GOODBYE]

Joe: Ok, bye. IVariable["VisitedParis"] == falsel

[GOODBYE]
```

Syntax

#1 ConversationTitle => Marks the start of a new conversation. If you are overwriting an existing conversation in the database, the id must match.

ActorName: => Each new line creates a new node in the conversation. The actor name should match an actor in the database and must be followed by a colon. You can use abbreviated names by adding them to the ActorAbbreviations scriptable object in the DialogueConverter window.

(Sequence) => Sequences go directly after the line of dialogue or on a new line, and are wrapped in curly braces.

IConditionI => Conditions go after sequences and are wrapped in pipes. Conditions should follow sequences, if both are required.

[BRANCH] => Conversation branches are marked by brackets. The name of the branch is copied to the "Menu Text" field in the database. Each branch must have an end tag. You can nest branches. Response menu sequences can be included by adding a {Sequence} tag after the first [Branch] tag. Indentation is optional.

// COMMENTS // => Comments are stored in the Description field of the following dialogue entry. If placed before the conversation title, the comment will be stored in the Description field of the Conversation.
Comments must begin and end with a double forward slash, but can span multiple lines.