

Installation and Setup

The steps are similar to the original so you can follow either.

1. Find the prefabs in the '*Assets/External/DDSystem/Prefab*' folder.
2. There are 2 variants: Bubble and RPG type.
 - a. '*DialogAssetBubble Variant*' is the new bubble speech system
 - b. '*DialogAsset*' is the original RPG system
3. Move one of the above variants into the scene.

To add characters for dialogs in the original system, follow the other guide. Use the '*Character*' prefab for that system although '*BindedCharacter*' is also compatible.

For the Bubble system, new characters must use the '*BindedCharacter*' prefab in order to focus on and position the bubbles accordingly. There are 2 ways to do this:

Method A (Manually add characters)

1. Add a character that you want the dialog to be associated with into the world.
2. Drag and drop an instance of the '*BindedCharacter*' prefab into the hierarchy under *DialogAsset/Characters*.
3. Make sure the image's alpha channel is 0 (as images are not currently utilised)
4. Drag and drop your in game world character's reference into the public field of the binder script.

Method B (Automatic)

1. Create a GameObject in the hierarchy which would act as a container for the characters.
2. Add a character into the scene under the created GameObject.
3. In the '*DialogAssetBubble Variant*' object in the hierarchy, drag and drop the container into the characters container field under '*ExtendedDialogManager*' script.
4. Click on the '*Find Characters*' button.
5. The *DialogAsset/Characters* object should be populated by '*BindedCharacter*' objects and the binder script should reference the world characters.

Usage

Some functionalities like those related to emotions and character sprites are currently unavailable for the bubble speech system. Commands work as intended and the bubbles should accommodate any variations present in the text.

To use this system, just create a reference to the *ExtendedDialogManager* component, similar to the original Dialog Manager.

Create a single dialog or list of dialogs using *DialogData()* and call the *Show()* method to start the dialog.