



Behavior Designer Support

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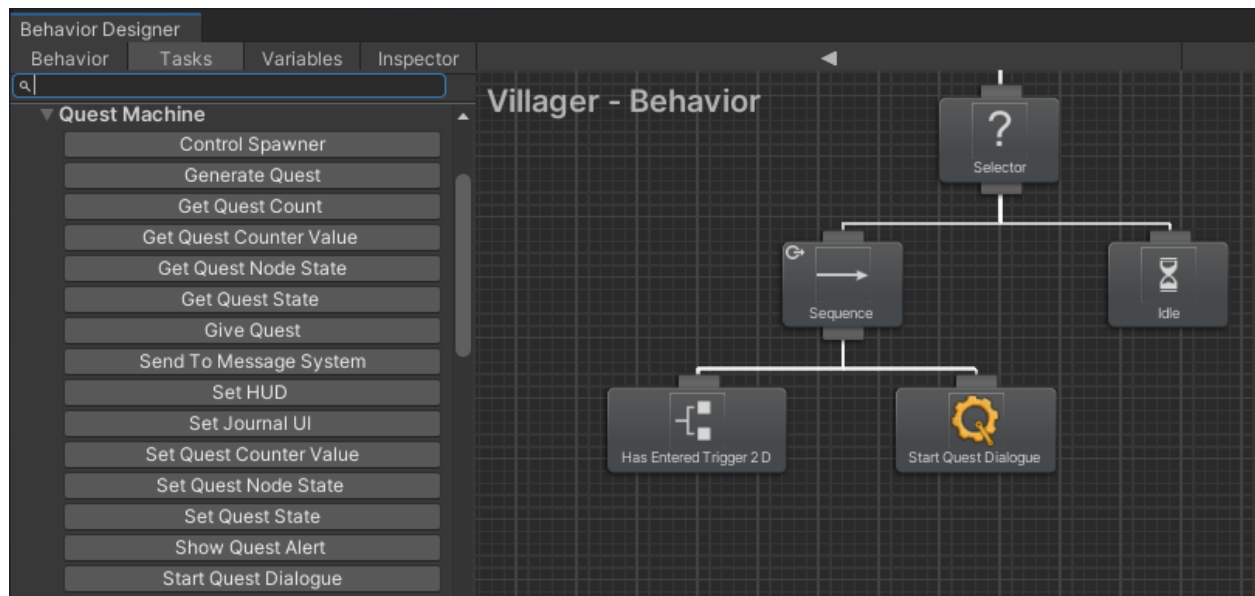
Chapter 1: Enabling Behavior Designer Support

To enable Behavior Designer support for Quest Machine, download and import the Quest Machine integration from Opsive's website.

This integration is supported by Pixel Crushers.

For support questions, please post on the [Pixel Crushers forum](#) or use the [support form](#).

Chapter 2: Demo Scene



The demo scene is in **Pixel Crushers ► Quest Machine ► Third Party Support ► Behavior Designer Support ► Demo**. It simply demonstrates how to use the Start Quest Dialogue task. To see it in action, play the scene and move next to the Villager. The Villager's Behavior Tree respond to On Trigger Enter 2D by starting quest dialogue.

Chapter 3: Behavior Designer Tasks

After importing the integration, the following tasks will be available in the Actions > Quest Machine section.

Quest UI Actions

Action	Description
Start Dialogue	Starts the dialogue UI between a quest giver and the player.
Set Journal UI	Shows, hides, or toggles the journal UI.
Set HUD	Shows, hides, or toggles the HUD.
Show Alert	Shows a text message in the alert UI.

Quest Control Actions

Action	Description
Get Quest Count	Gets the number of quests on a giver or quester (e.g., player).
Give Quest	Gives a quest from a quester giver to a quester.
Get Quest State	Gets the state of a quest.
Set Quest State	Sets the state of a quest.
Get Quest Node State	Gets the state of a quest node.
Set Quest Node State	Sets the state of a quest node.
Get Quest Counter	Gets the value of a quest counter.
Set Quest Counter	Sets (or adds to) the value of a quest counter.

Spawner Actions

Action	Description
Control Spawner	Starts or stops a spawner.

Generator Actions

Action	Description
Generate Quest	Tells a quest generator to generate a new quest.

Message System Actions

Action	Description
Send To Message System	Sends a message through Quest Machine's Message System.