

Dialogue System for Unity Textline Project Template



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The Textline Project Template is a mobile-style game that plays out like a series of text messages, similar to Three Minute Games' *Lifeline* series.

This template assumes you already have basic knowledge of Unity, the Unity UI system, and the Dialogue System.

Instructions

1. Import the Dialogue System.
2. Import the Menu Framework package, available on the [Dialogue System Extras](#) web page.
3. Import the Textline package, also available on the Dialogue System Extras web page.
4. Add the scenes in Assets / Dialogue System Extras / Textline / Scenes to your project's build settings in numerical order (0, 1, 2, 3).
5. The project's dialogue database is assigned to the Dialogue Manager. It contains one conversation, titled "Main Conversation". Customize this conversation to hold your content.
 - To end your conversation, set the last dialogue entry node's Sequence to:
`WaitForMessage(Forever)`
 - If you want to force the game to return to the main menu instead, set the Sequence to:
`SendMessage(ReturnToTitleMenu, , Menu System)`
6. Customize the appearance of the Dialogue Manager's dialogue UI. The dialogue UI uses a customized version of the Dialogue System's Standard Dialogue UI.
 - If you want to change the heading to the conversation title (especially useful if you're using multiple conversations), assign Heading Panel > Text to the Heading Text field.
7. Customize the appearance of the scene UIs.
 - To add support for different languages (localization) to the menus, edit the Text Table found in the Data subfolder. Then add those language names to the Menu Framework's LanguageDropdown in the OptionsPanel.

Pre-Delay Settings

By default, the Dialogue Manager's Default Sequence and Default Player Sequence play a "message received" audio tone and delay for a number of seconds after showing the subtitle.

If you instead want to delay *before* showing the subtitle:

1. Inspect the dialogue UI's NPC Pre Delay Settings and/or PC Pre Delay Settings. Tick *Based On Text Length* to pre-delay based on the Dialogue Text length and the Dialogue Manager's Subtitle Settings > Subtitle Chars Per Second. Set *Additional Seconds* to delay a set duration, which may be on top of the text length delay.
2. Set the Default Sequence to:
`Audio (ReceiveText) @Message (Received)`
3. Set the Default Player Sequence to (assuming you want to play the same audio clip):
`Audio (ReceiveText) @Message (Sent)`
4. If you want to show an icon during the pre-delay period, such as an animated "..." symbol to suggest that the other person is typing, assign it to the Textline Dialogue UI's NPC/PC Pre Delay Settings. The Dialogue Manager prefab is already configured to show a basic "..." icon when the NPC is "typing."

Multiple Conversations

To support multiple conversations, such as a lobby system or a menu of people to text with:

1. Write a conversation for each person.
2. In the start scene, inspect Dialogue Manager > Canvas > Dialogue UI. Tick **Use Conversation Variable**. (You may need to open the prefab if Dialogue UI points to the UI prefab.)
3. Add a Lobby Menu Buttons component to the scene.
 - Set the gameplay scene to load when playing conversations.
 - Optionally assign Continue and Restart Buttons.
 - Add a UI button for each person that has a conversation. Configure OnClick() to call the Lobby Menu Buttons component's StartOrResumeConversation method, and specify the conversation title.
4. In the gameplay scene, add a Play Specified Conversation component to a GameObject.