

# Simple Dialogue Documentation

A guide to integrating Simple Dialogue asset to your project

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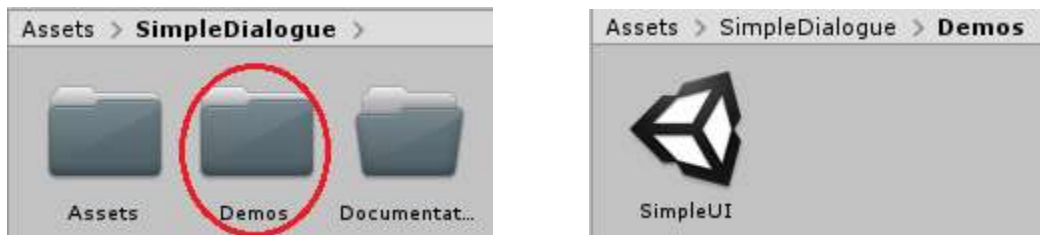
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## I. Learning the system

### 1. Opening the demo

Thank you for purchasing the Simple Dialogue from unity asset store. A demo scene is included in the package which can be located inside the Demo folder.



The demo scene is a working demonstration of the Simple Dialogue system. Open the SimpleUI scene to load the Scene to your project.

### 2. Editing Louise

#### A. Navigating the object

Once you have the SimpleUI scene loaded, you will to see two buttons.

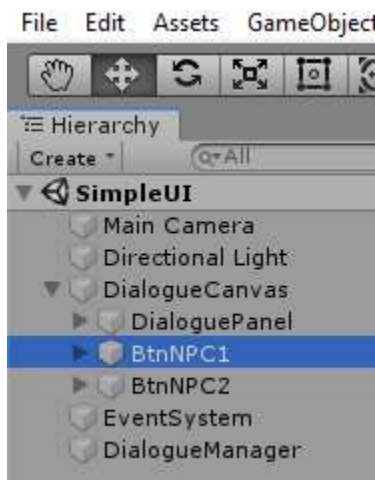


Talk with Louise button will bring up Louise's Dialogue, and talk to Sim will bring his. Dialogues are equipped with four parts.

1. Image
2. Name
3. Sentences
4. Continue button

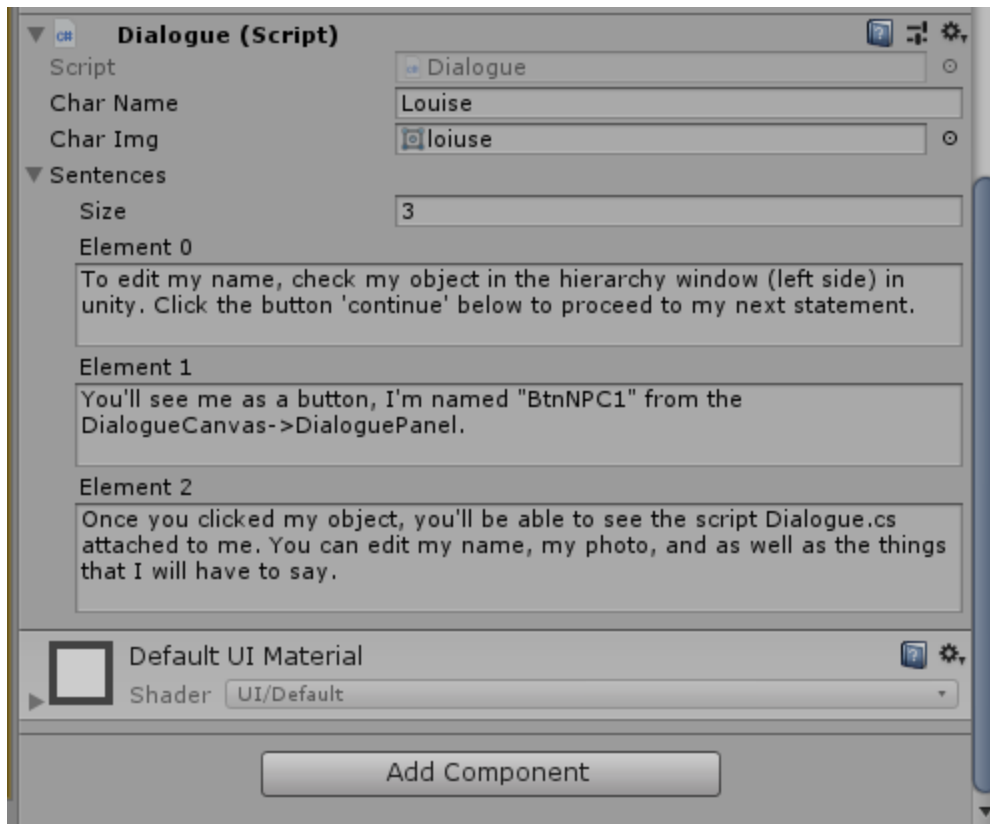


The images, name, and sentence can be edited through the inspector. To start, first, navigate to the Hierarchy window on the left side and expand the DialogueCanvas. Next, you'll be able to see three child component of it. DialoguePanel, BtnNPC1, and BtnNPC2. Click on BtnNPC1.

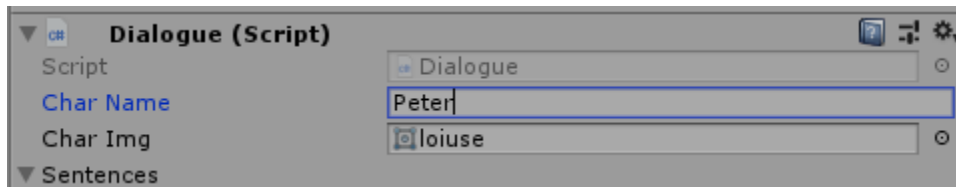


#### B. Changing Louise's name to Peter

By default, her name is Louse, we can easily change her name by going to the Inspector while the object BtnNPC1 is selected on the hierarchy window. Scroll all the way down from the inspector and you'll be able to see the Dialogue script attached to the object.

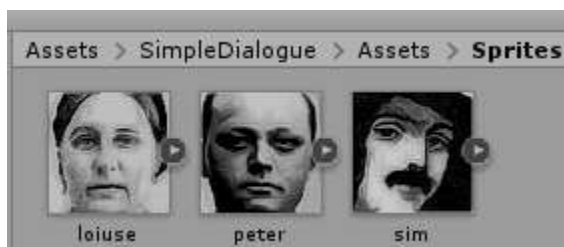


The dialogue script provides public fields which you can change directly from the inspector. The dialogue script allows you to define the character's name when a dialogue has been triggered. Now change the original value of the Char Name field from Louise to Peter.

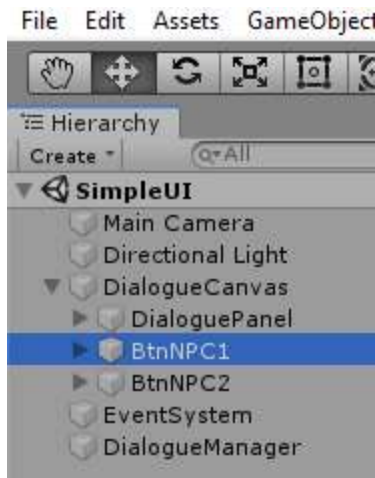


### C. Changing the dialogue sprite

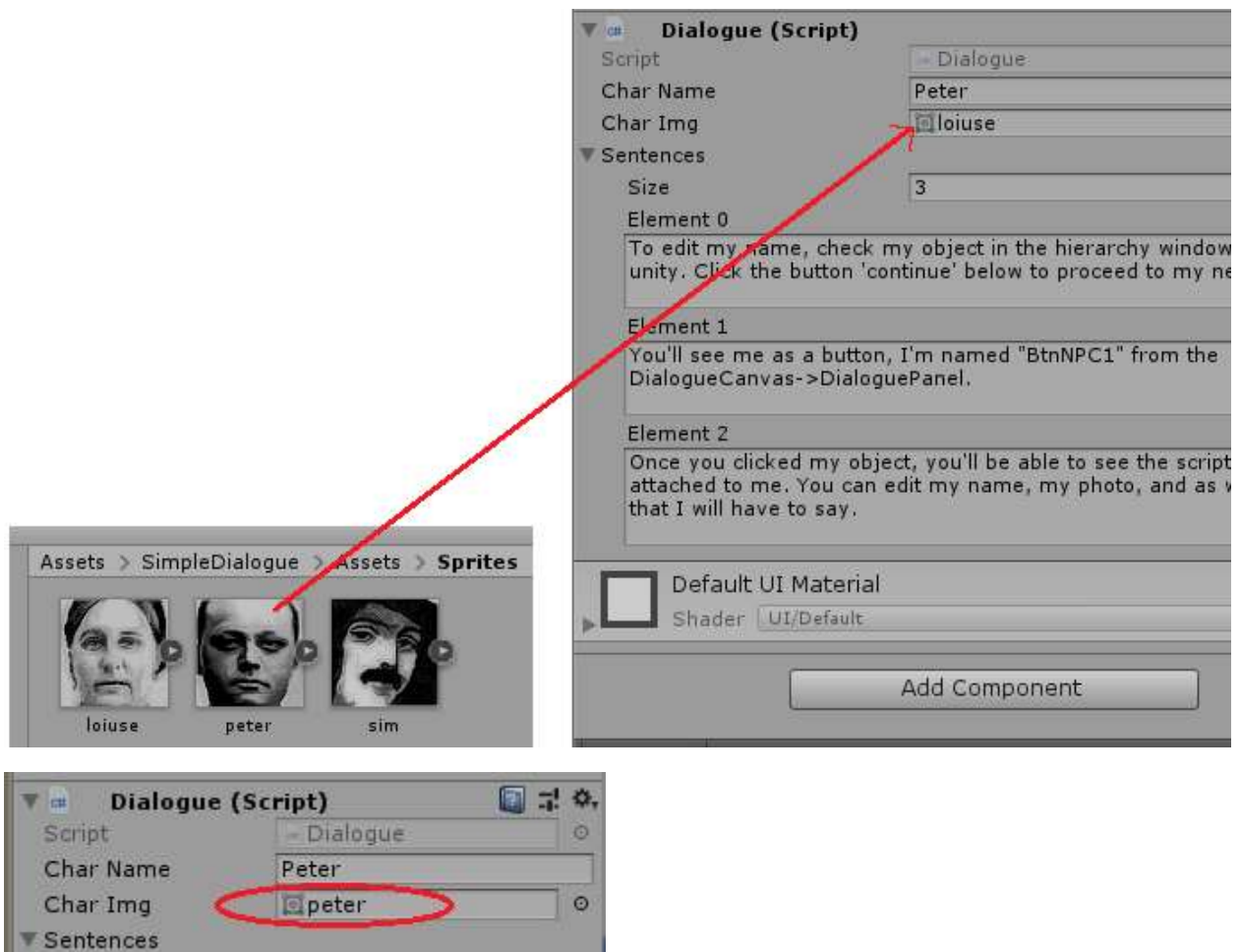
Below the name field, is the image or the sprite you would like to display when showing the dialogue. To change the original sprite. Go to the assets folder, open the sprites folder, and you'll be able to see three sprites you can choose from.



Back to the hierarchy window, click BtnNPC1 object once again to show its properties on the inspector.



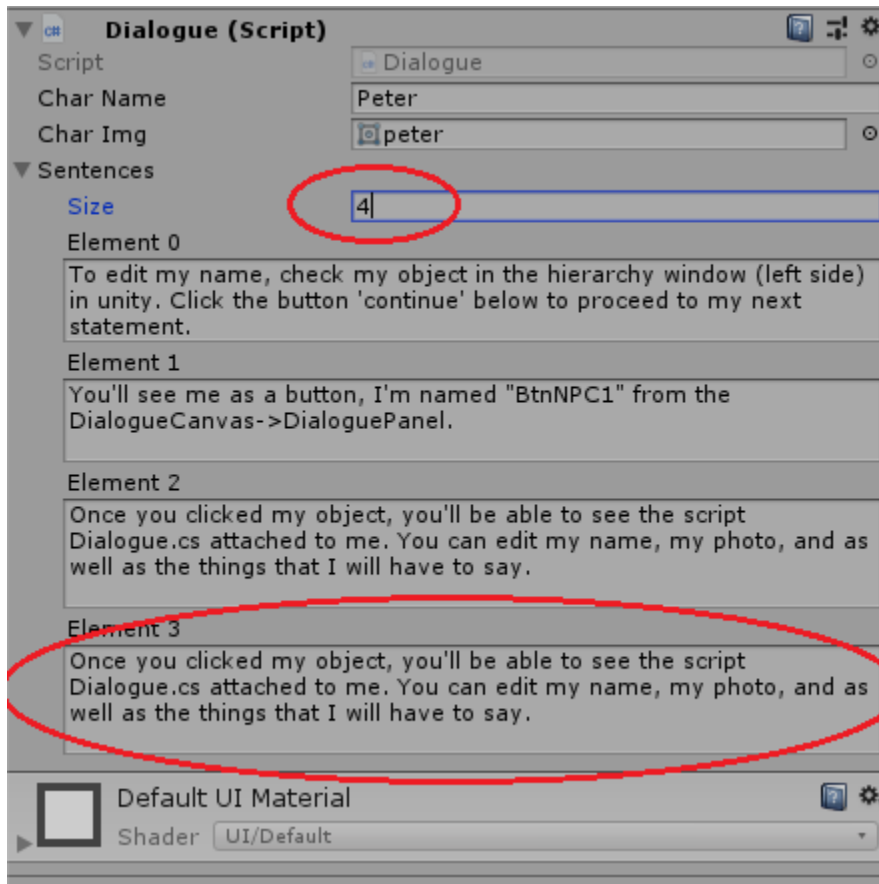
Next drag and drop the sprite named 'peter' to the Char Img field.



#### D. Adding and editing sentences

By default, the dialogue would display three dialogues or pages. Let's refer them as sentences, though they're not technically sentences as you could put multiple sentences in a field. You can set the number of fields the dialogue would have. The number of fields dictates the number of pages the dialogue would

show. The continue button will allow the player to go through each of these. Let's add a new field by changing 3 to 4.



Once you increase the size, it will add new fields. Decreasing the size will remove existing fields. This will also permanently remove the text within it, so be careful when reducing the size. Now, let's edit the text under the Element 3 field. To something like: *"Easy peezy lemon squeezy."*



Now, run the scene and you should be able to see the changes you made.



## II. Setting up your own

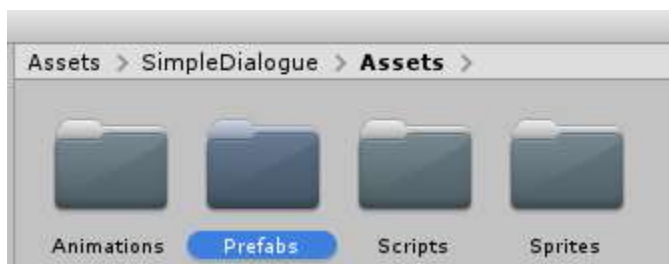
### 1. Creating a new scene

Create a new scene or start a new project. The decision is up to you, but make sure you create a new scene. Name scene anything you want. I named mine FromScratch.

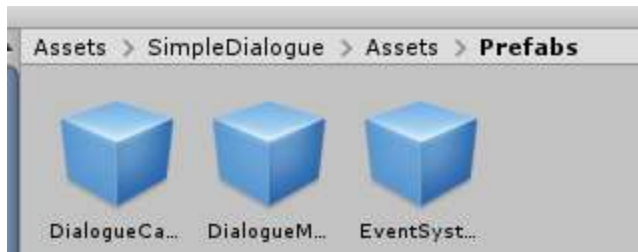


### 2. Objects Setup

There are 3 mandatory objects needed in order to use Simple Dialogue. You can find these objects from the Assets->Prefabs folder.

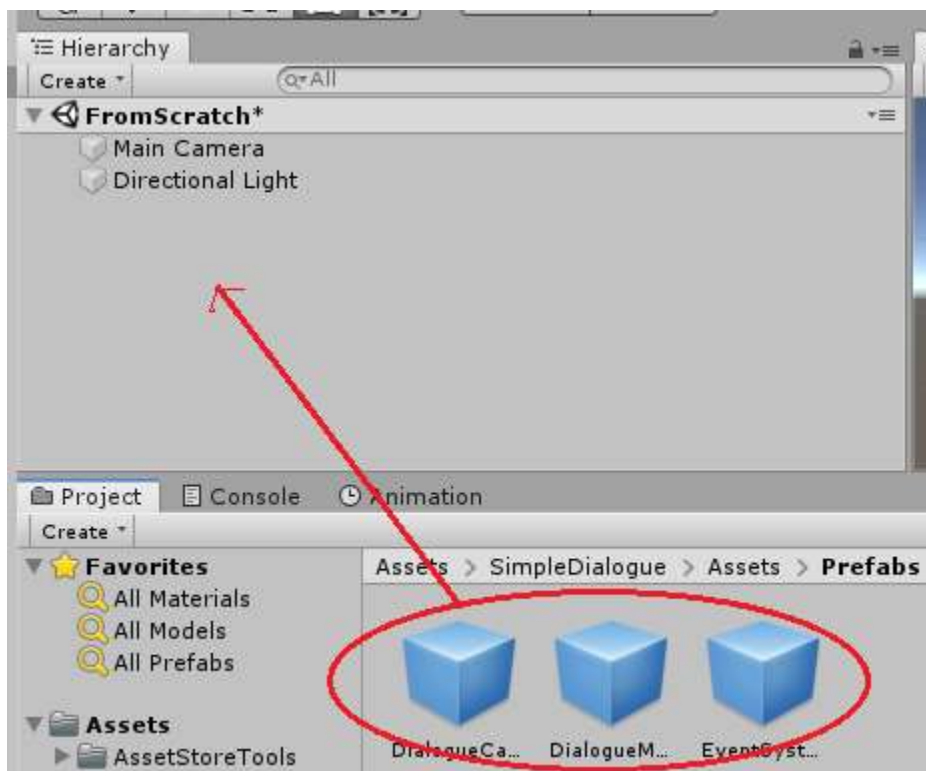


The prefabs folder contains those objects. The DialogueCanvas, DialogueManager, and EventSystem



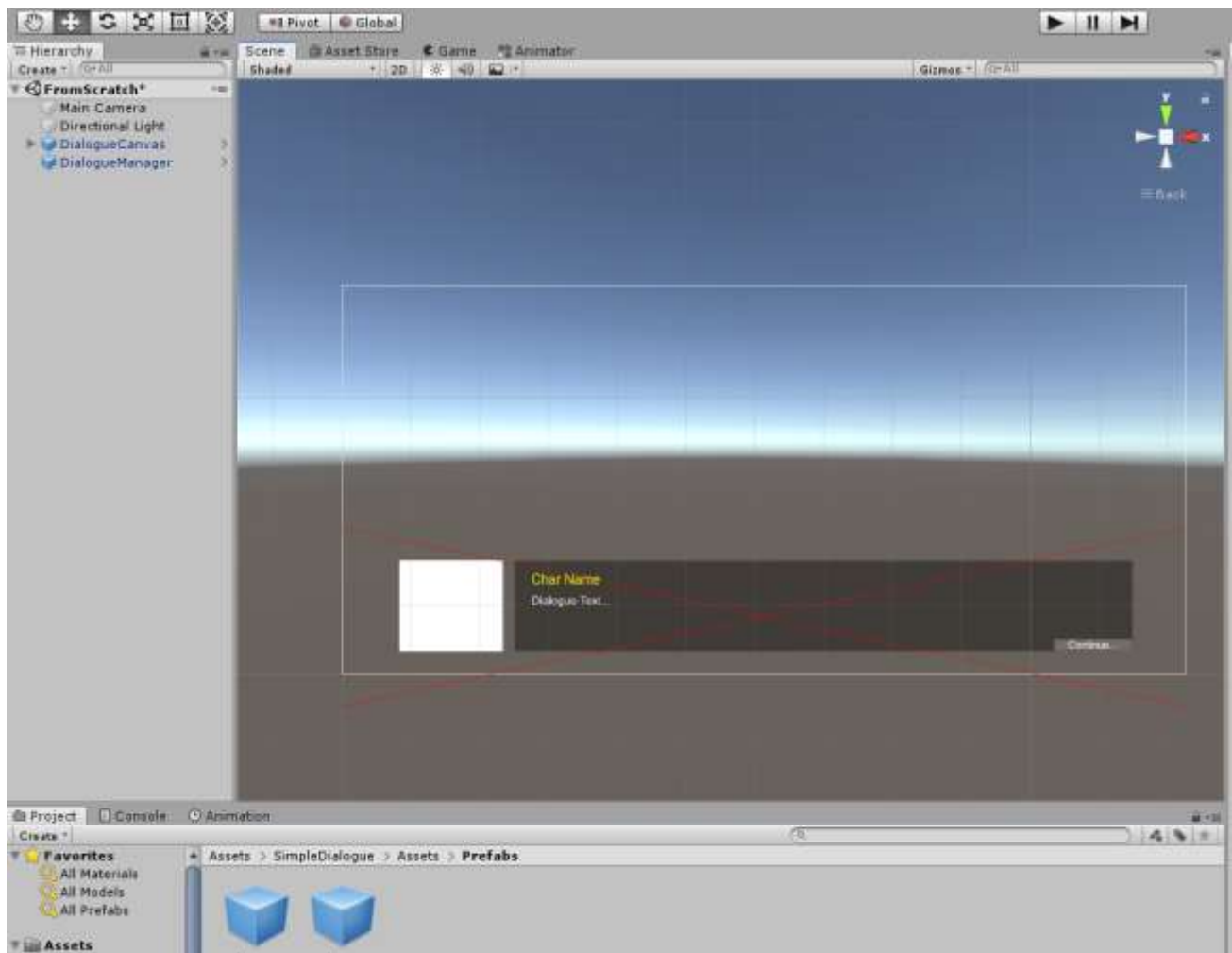
Simple drag and drop them over your hierarchy window.

Note: If you have an EventSystem object available on your hierarchy already, you do not have to replace it with the prefab provided.





Once you dragged in these objects, you will see the dialogue window appear on your scene view.

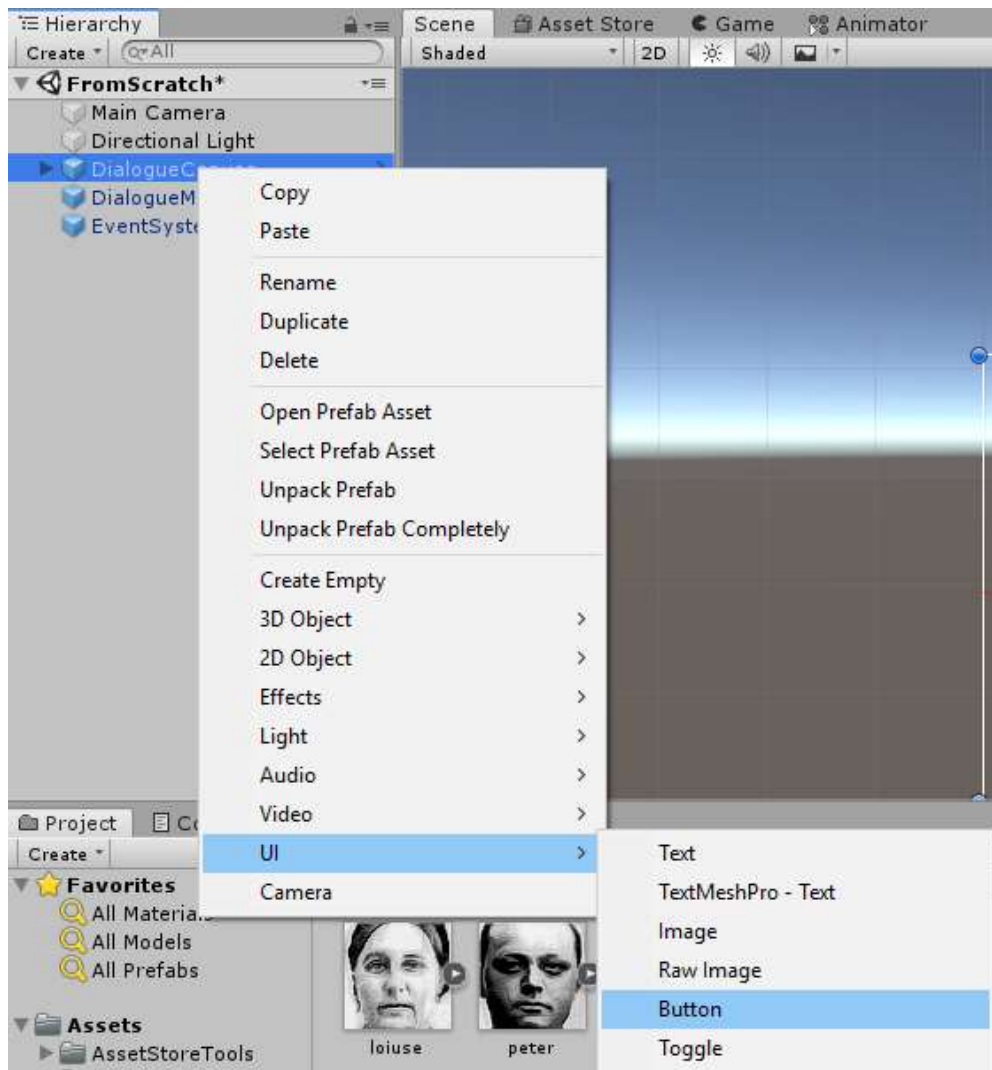


### 3. Creating a trigger to start a dialogue

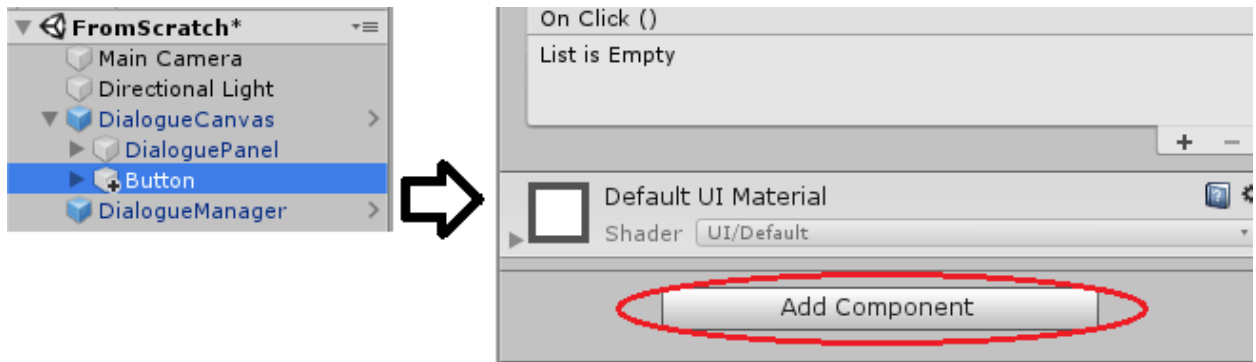
Creating a trigger to start a dialogue is very easy. All you have to do is to call the function 'StartDialogue()' available in the TriggerDialogue script. There are many ways to do this, but for the sake of simplicity and coding skills aside, we're going to use a UI Button to materialize this.

Step by step instruction in making a simple trigger.

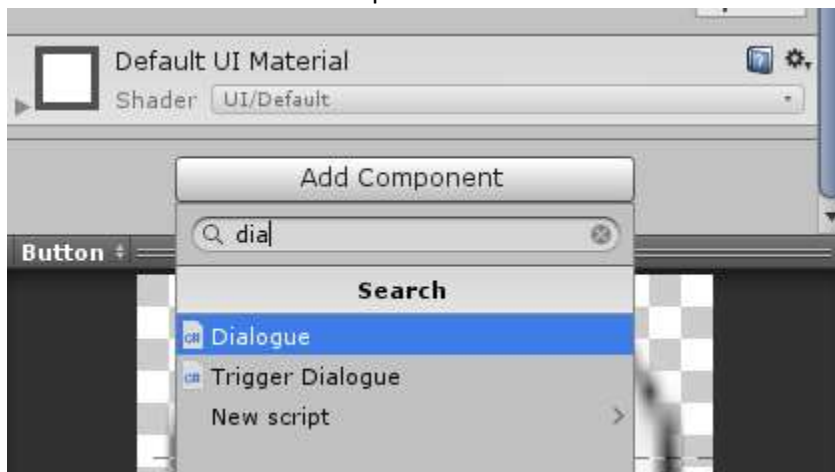
1. First, go to the hierarchy window and right click the DialogueCanvas object. Navigate to UI and select button.



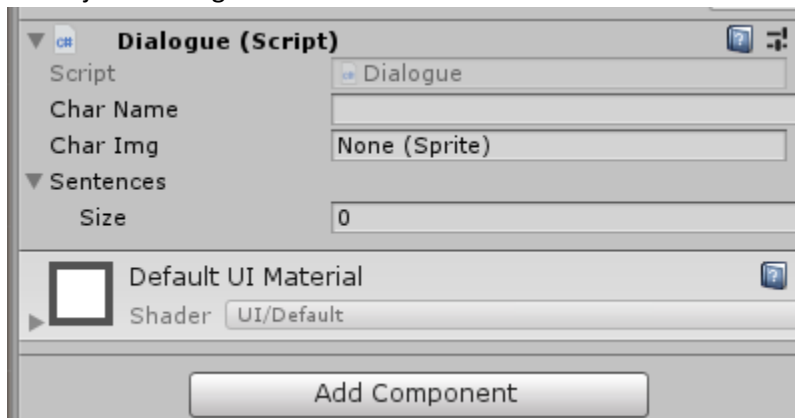
2. You may change the object name of the button and as well as its text, I'll leave mine as it is.
3. Next, we can decide to create a new object and attach the DialogueScript to it, or have this button to have it. Choosing which object in your game to have the dialogue is up to you. For this example, let's add the Dialogue script to the button. Click the button object from the hierarchy, and on the inspector. Click add component button.



4. On the search field, type in 'Dia' and you'll be able to see the DialogueScript suggested. Select it to have it as an additional component.

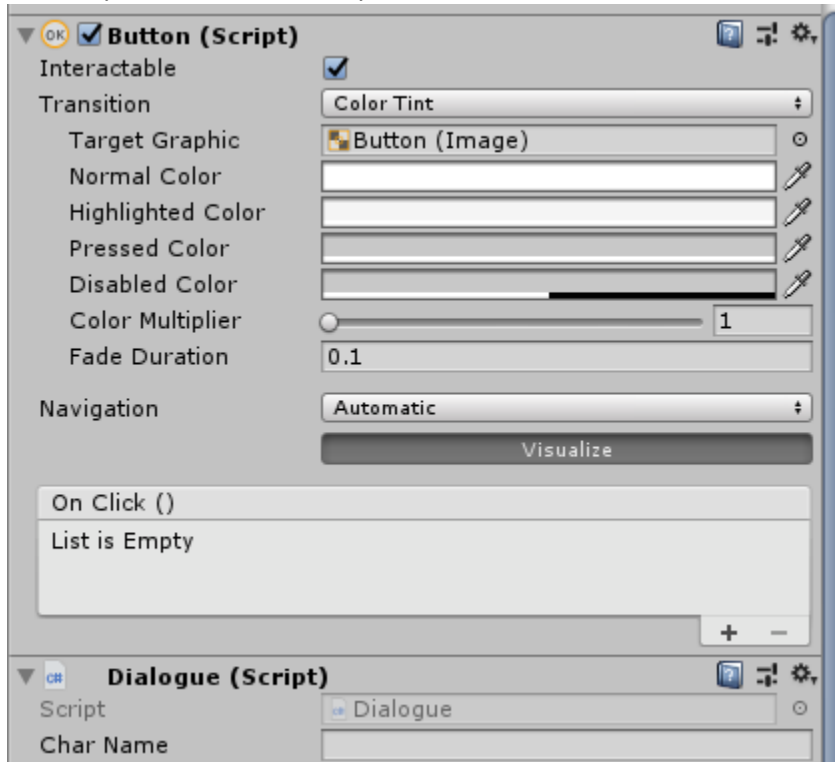


5. Once the script was attached, you'll be able to see the fields needed to display when invoking the object's dialogue.

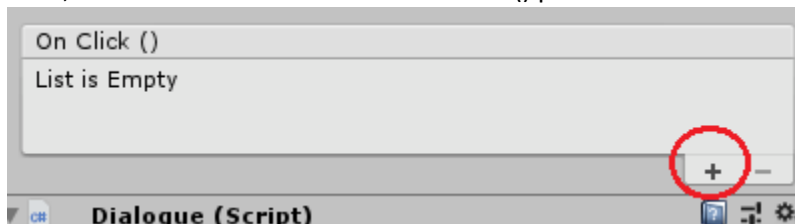


You can go ahead and fill the fields for this object.

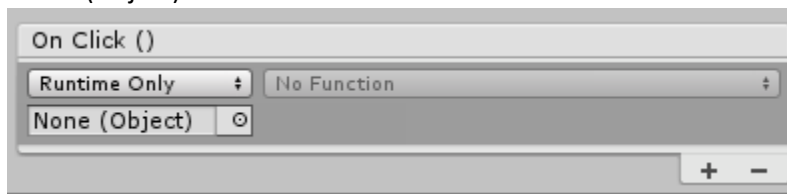
6. Once you're happy with the information you fed in the fields. We're going to make the actual trigger once this button was clicked. Above the Dialogue script you will find the Button (Script). This is by default added to any UI button that will be created.



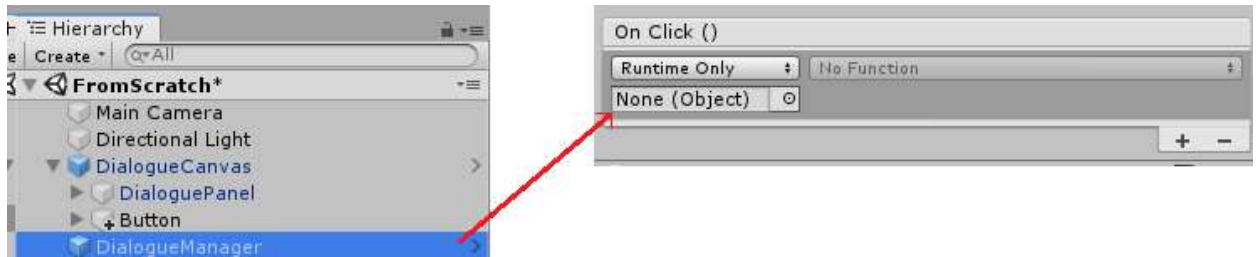
7. Next, click the + button below the On Click() panel.



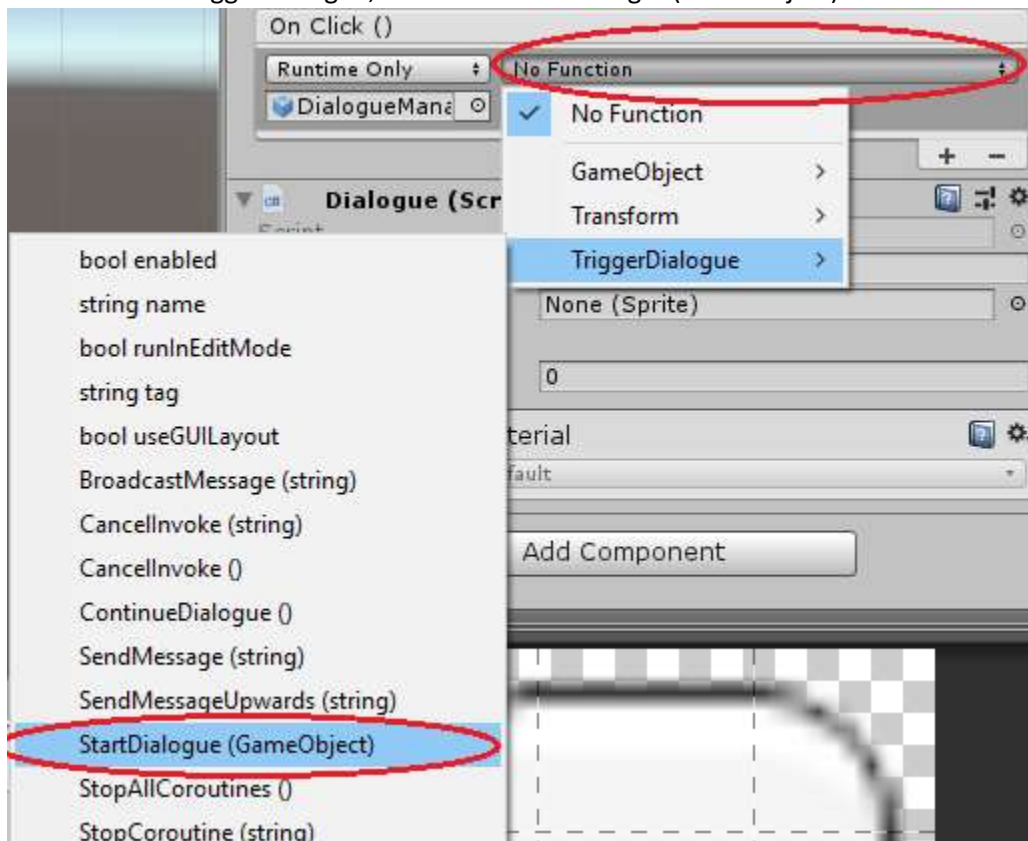
8. Once clicked, you'll be able to see a dropdown with a value 'Runtime Only' and a field that says 'None (Object)'



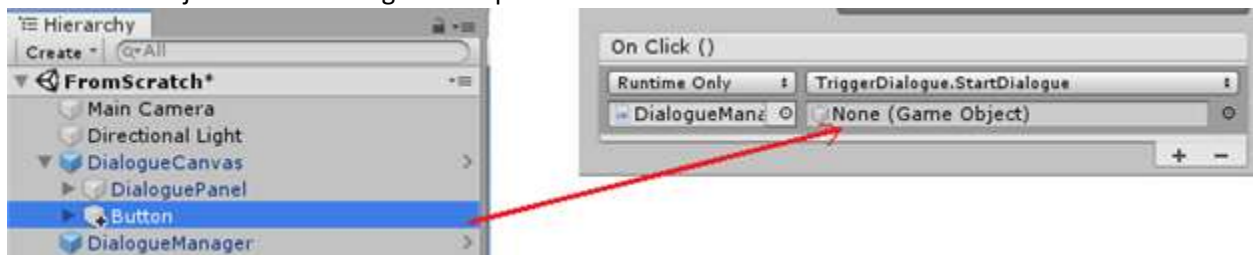
9. Leave the dropdown value as it is, but for the object, we need to give the DialogueManager object from the hierarchy to it. To do this, you can simply drag and drop the DialogueManager object from the hierarchy to the field.



10. Once the DialogueManager is available on the field, you will have to call the StartDialogue() method out of the TriggerDialogue script attached to it. To do this, click the second dropdown, mouseover to TriggerDialogue, and select StartDialogue(GameObject).



11. Next, put the object that has the dialogue script attached to the field. In our example, we have the Button we just created. Drag and drop it onto that field.

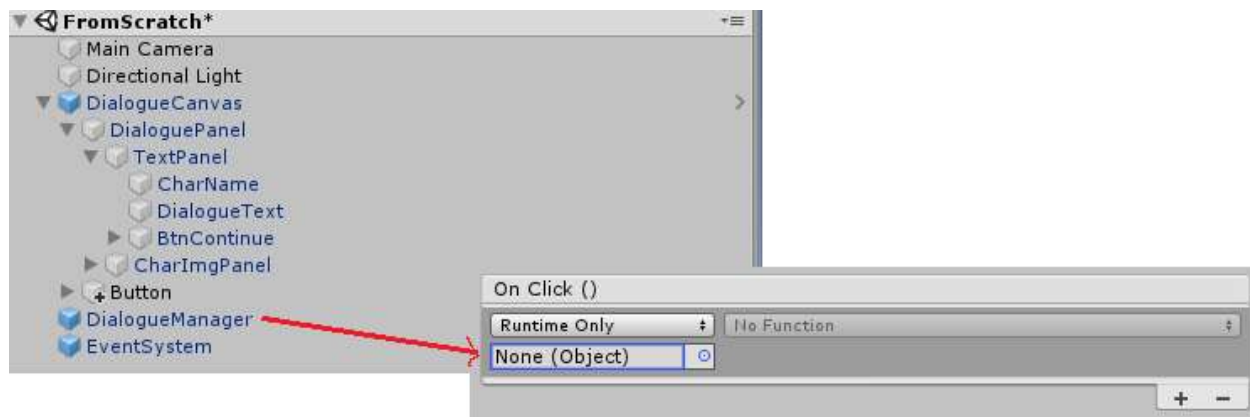


12. Last but not the least, we have to configure the continue button from the dialogue to make it go through all the object's sentences. To do this, please do the following:

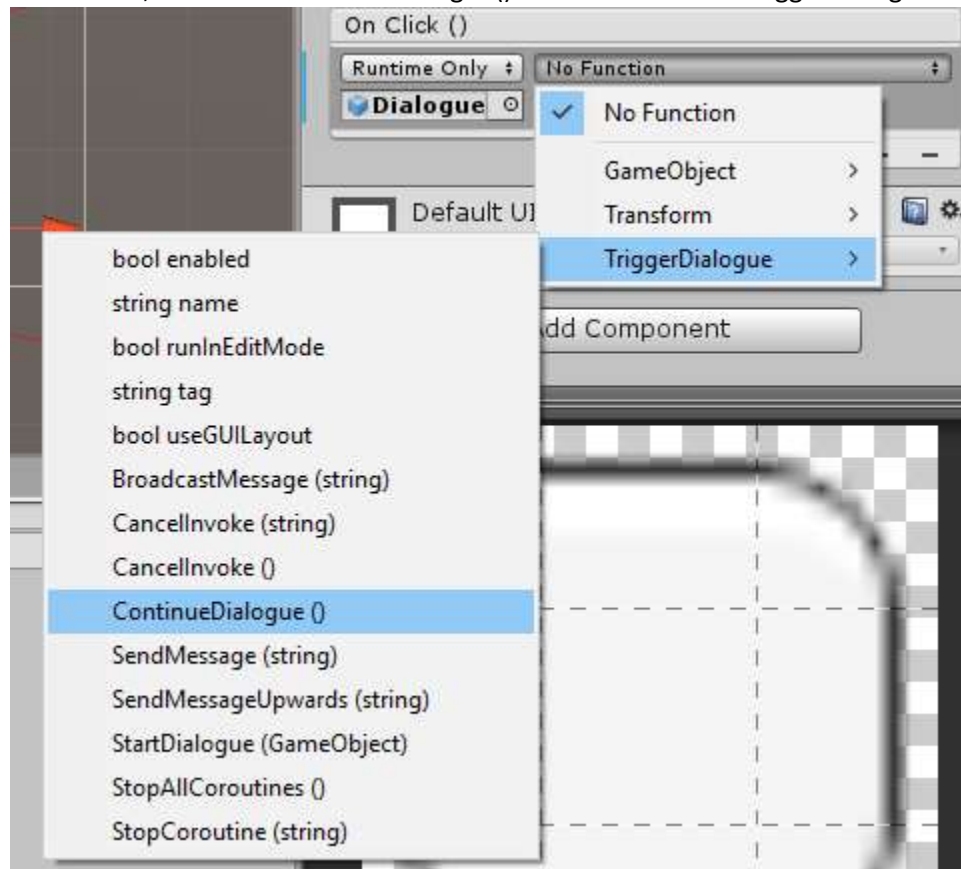
- a. From the hierarchy view, expand DialogueCanvas->DialoguePanel->TextPanel and click BtnContinue object



- b. On the inspector drag and drop DialogueManger to field under On Click() Panel



- c. From there, select the ContinueDialogue() method out of the TriggerDialogue script.



13. That's it! Congratulations on making your own dialogue and trigger objects! Play the game and see it for yourself!



### III. Customer Support

If you're having any problem with the asset. You can contact me by going to <https://goo.gl/forms/xVL5QuwqGM9S9ziB2>. You can also send me an email @ [flixbat101@gmail.com](mailto:flixbat101@gmail.com) for a more detailed information about the issue.