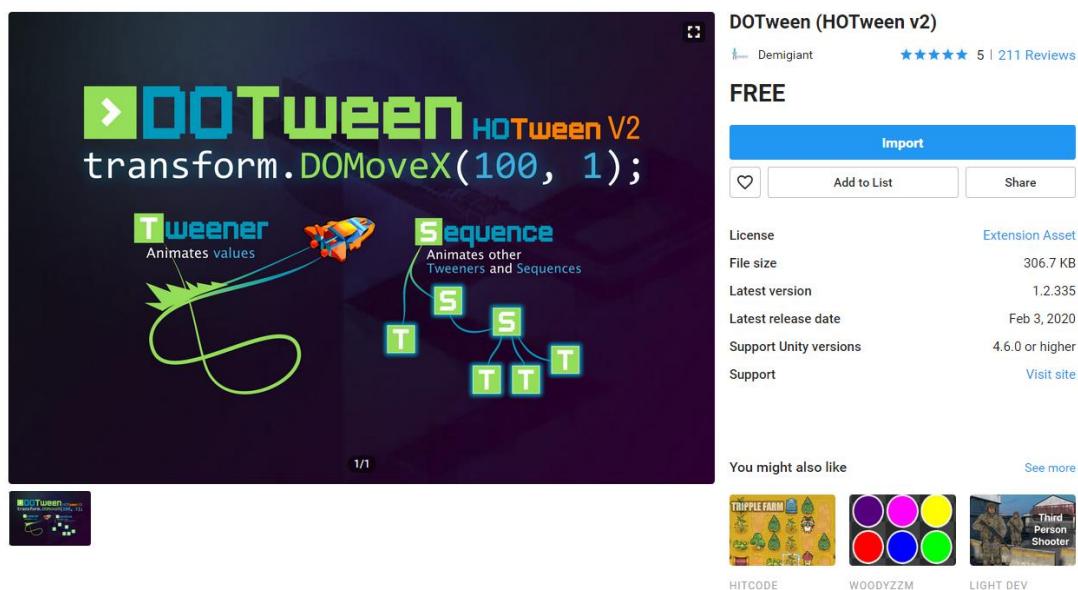


# English

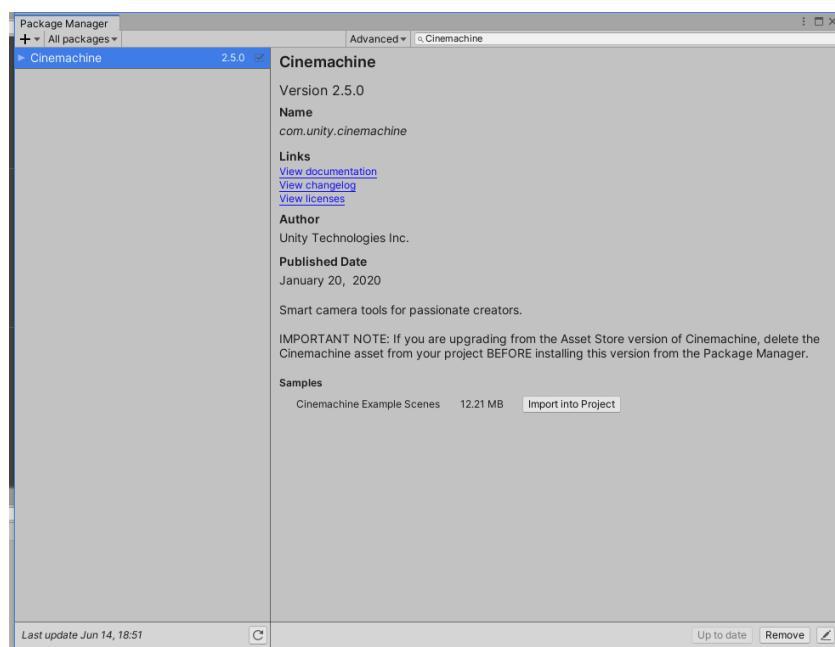
## Setup

To use this asset. You must download the other three assets by yourself.

### 1. DOTween (HOTween V2)

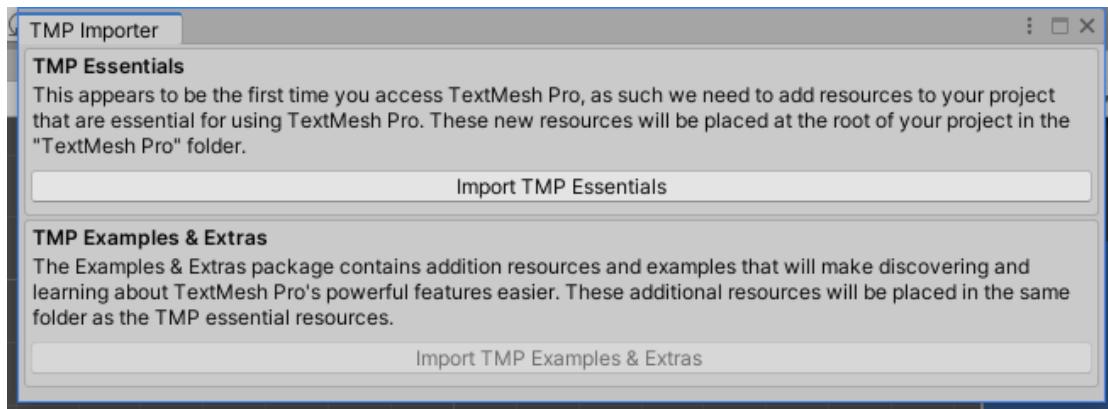


### 2. Cinemachine



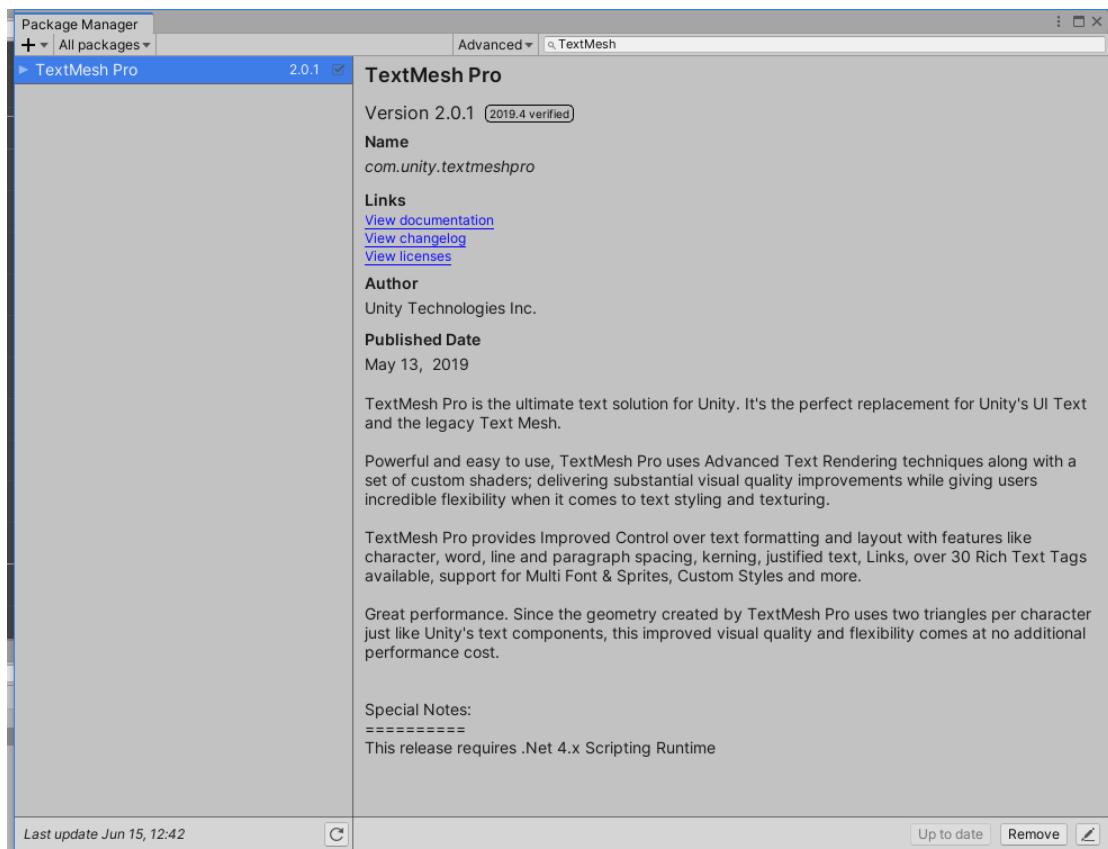
## Install it at Package Manager

3. Open “PlayText/Scenes/DemoScene” in project tab. You will see a window show up and ask you to install TextMesh Pro.



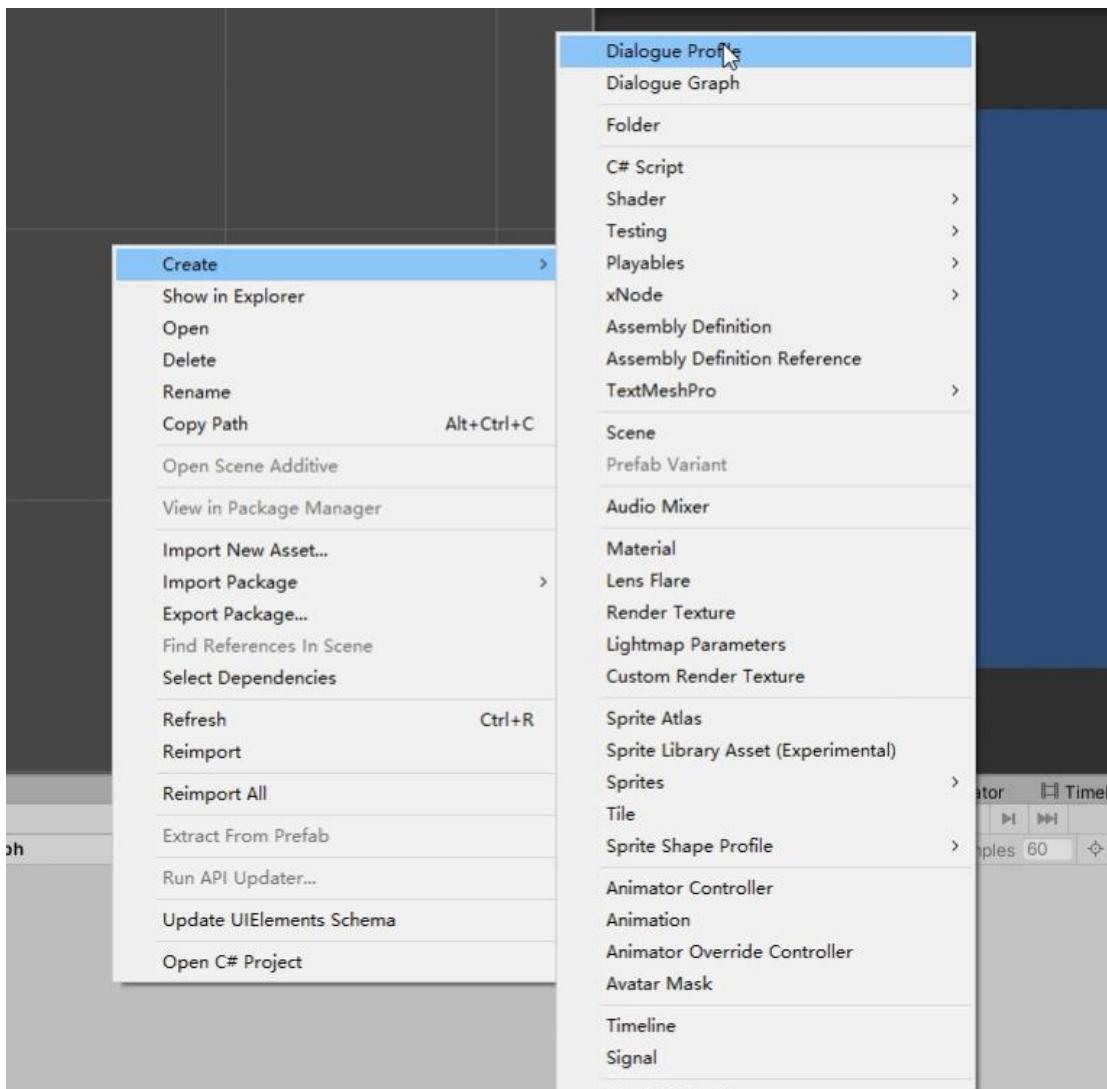
Click “Import TMP Essentials”

If you don’t see the window show up, install TextMesh pro from Package Manager first. Then you will see the window.

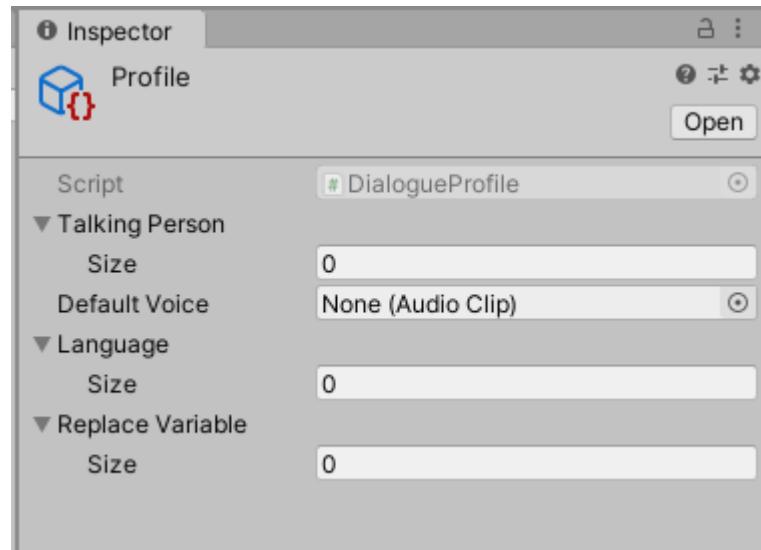


# How to write dialogue

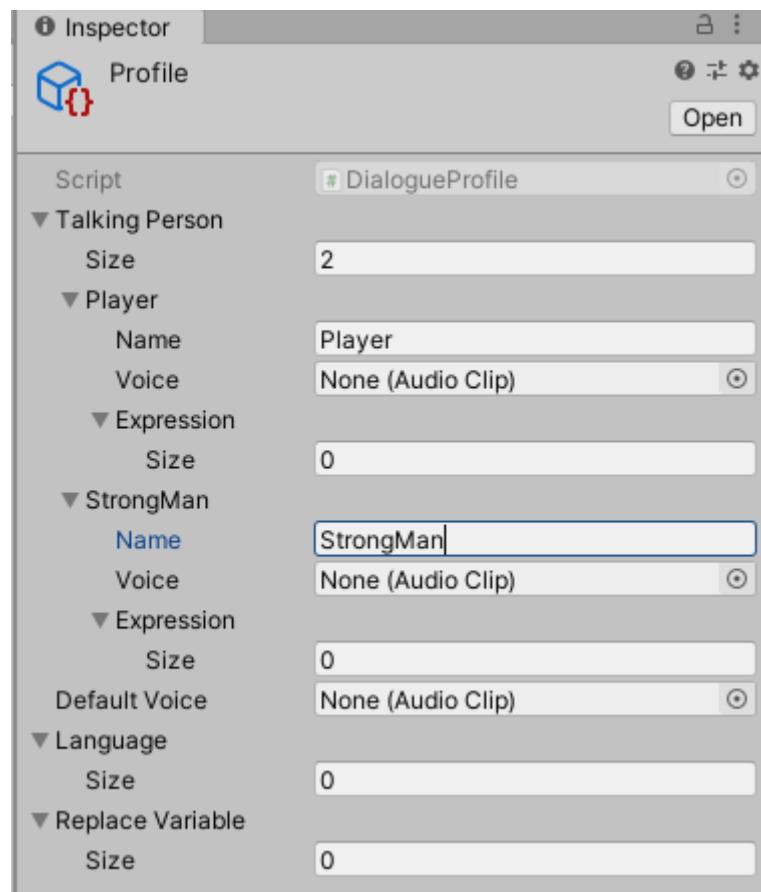
First, you need create a Dialogue profile.



Then you can see the Inspector tab.



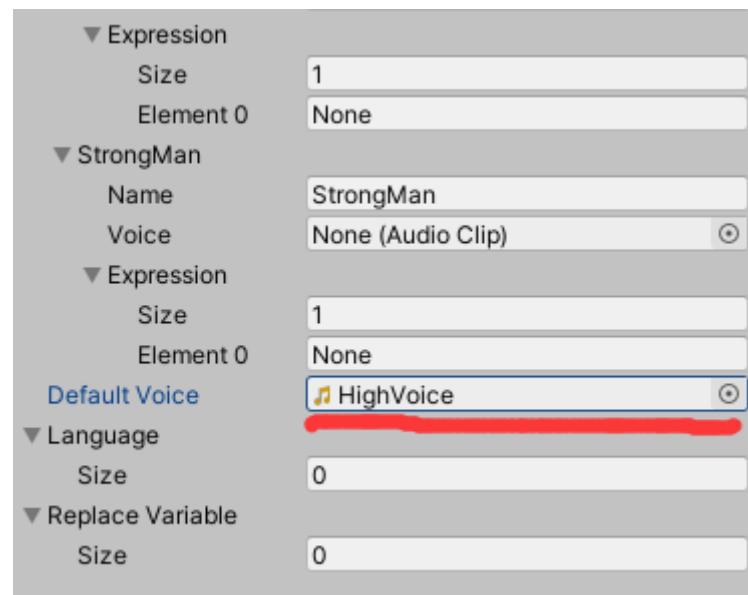
Create two Talking Person and name them.



Create a “None” expression for both of them.



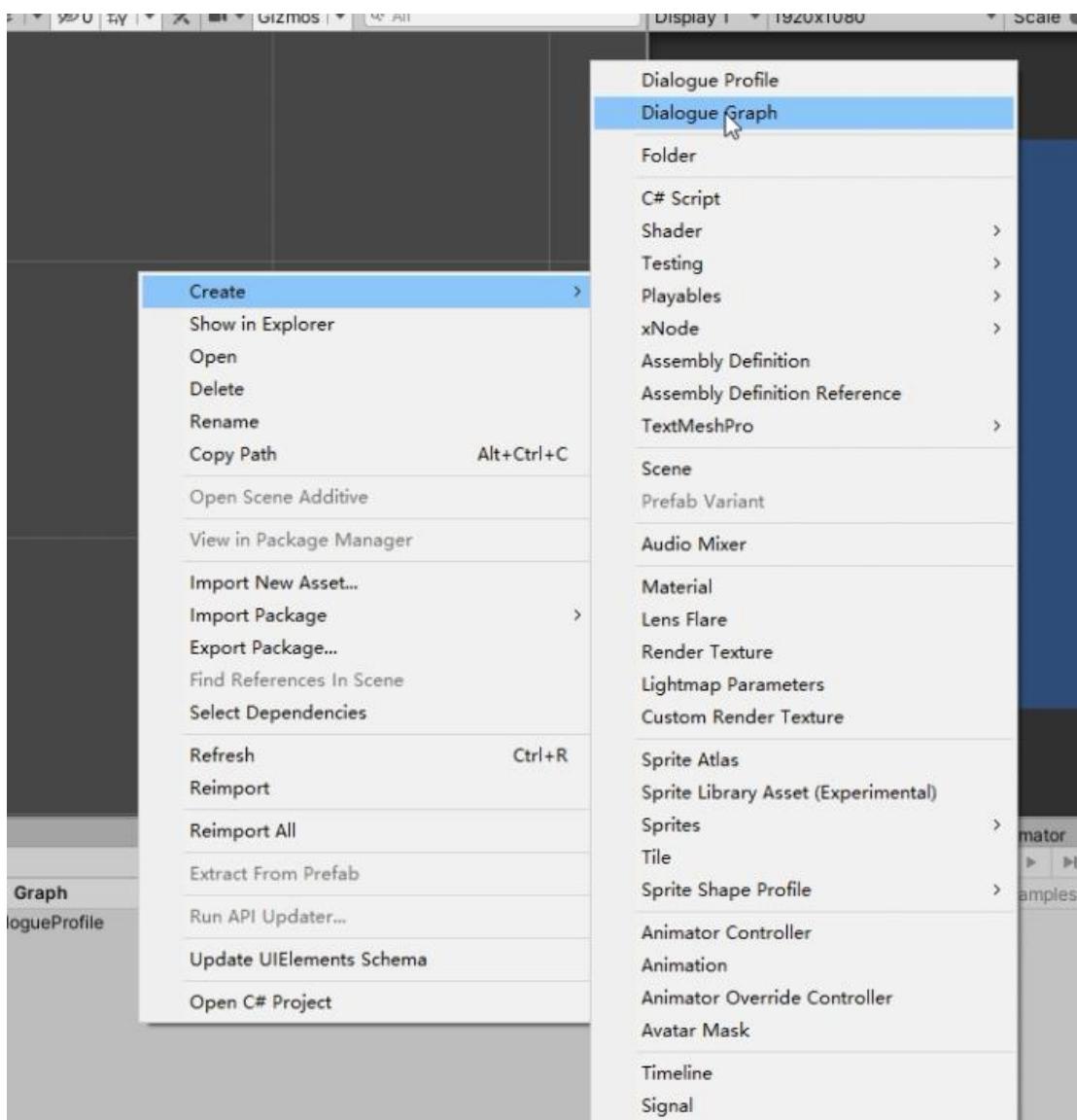
Give a Default Voice which is a sound of typing.



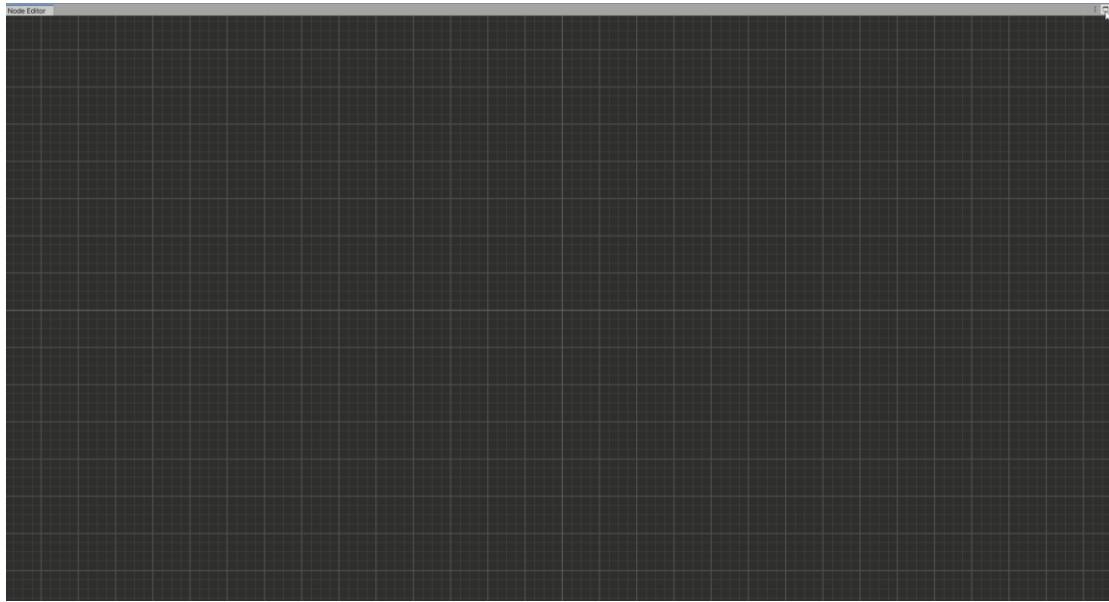
Create two language



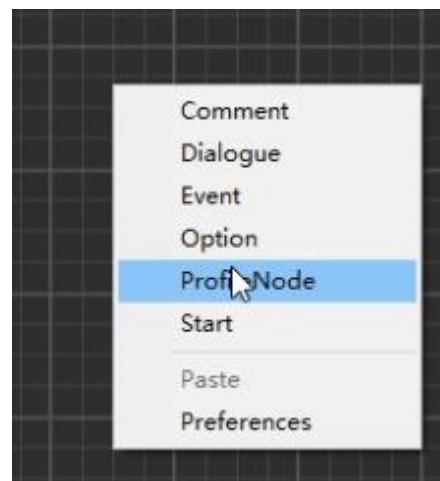
The profile was finished. Let's create a dialogue graph.



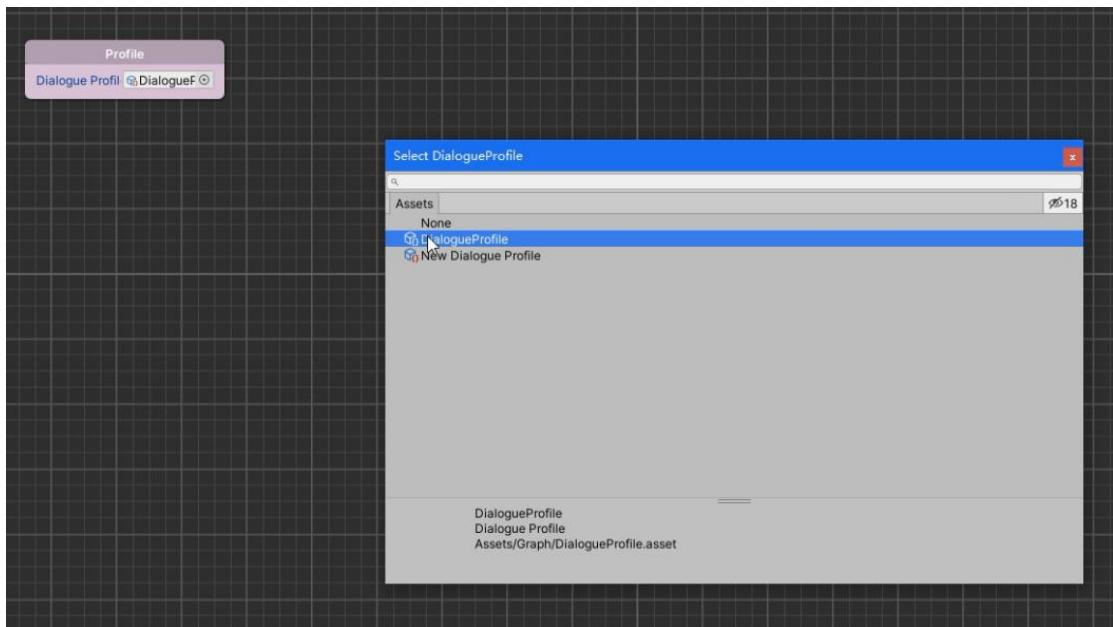
You will see a window come up. This window is Node Editor.



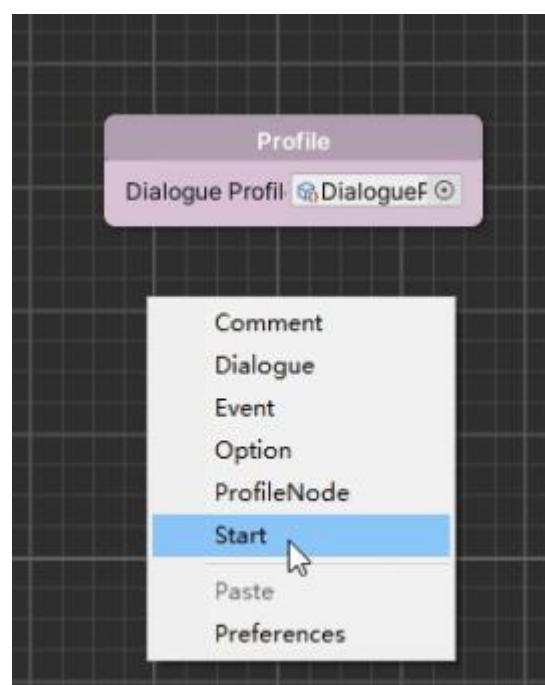
Right click and create a profile node first.

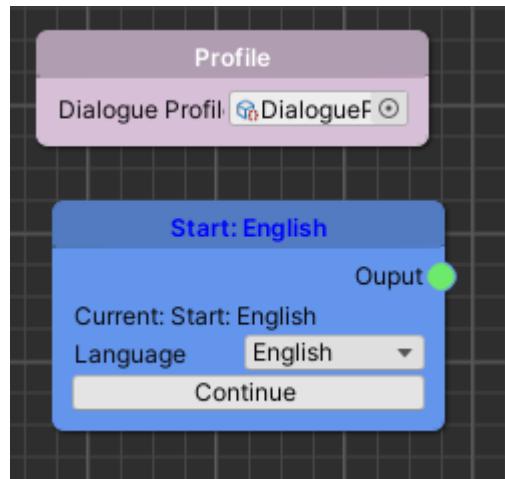


Assign the profile we just created.

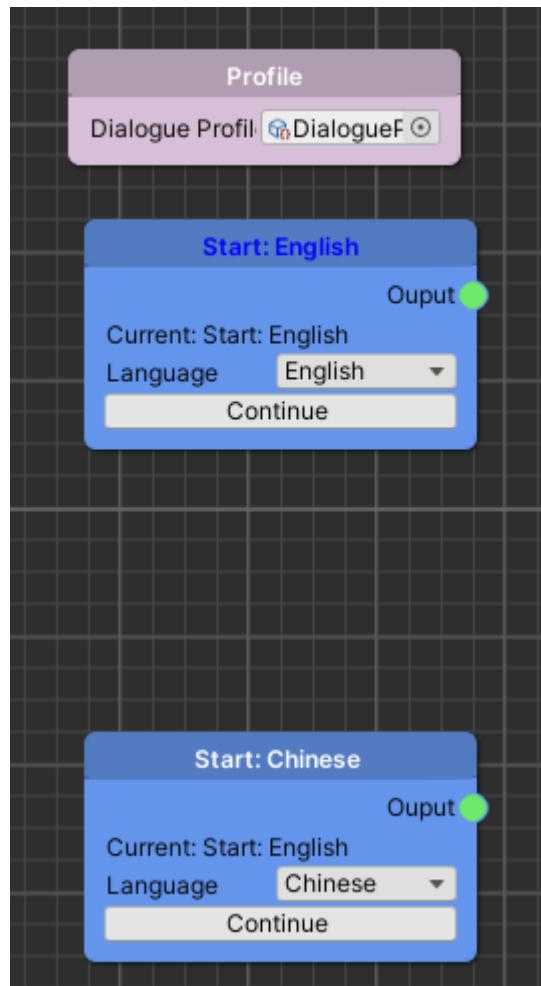


Then, right click and create a start node.

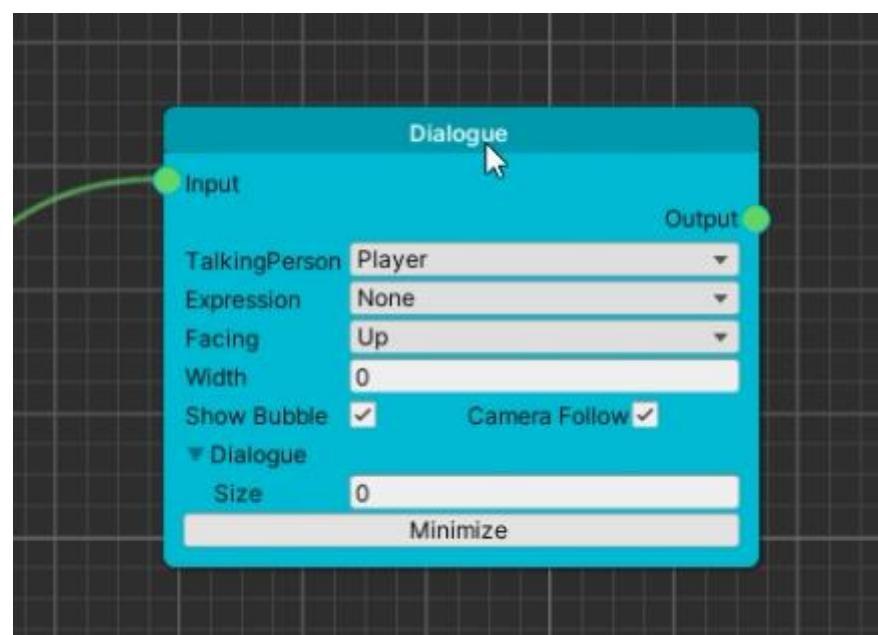
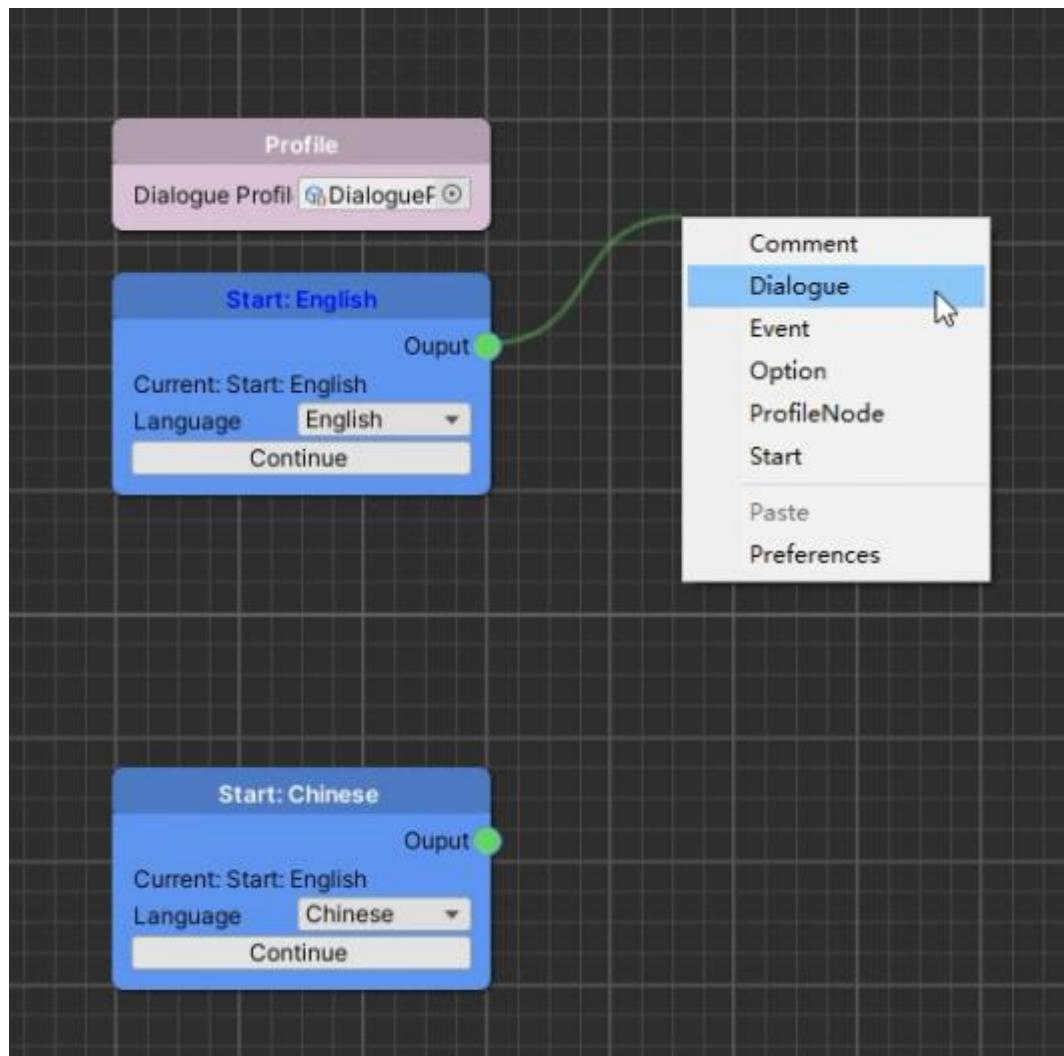




You can create multiple start node but ensure that the languages are difference.



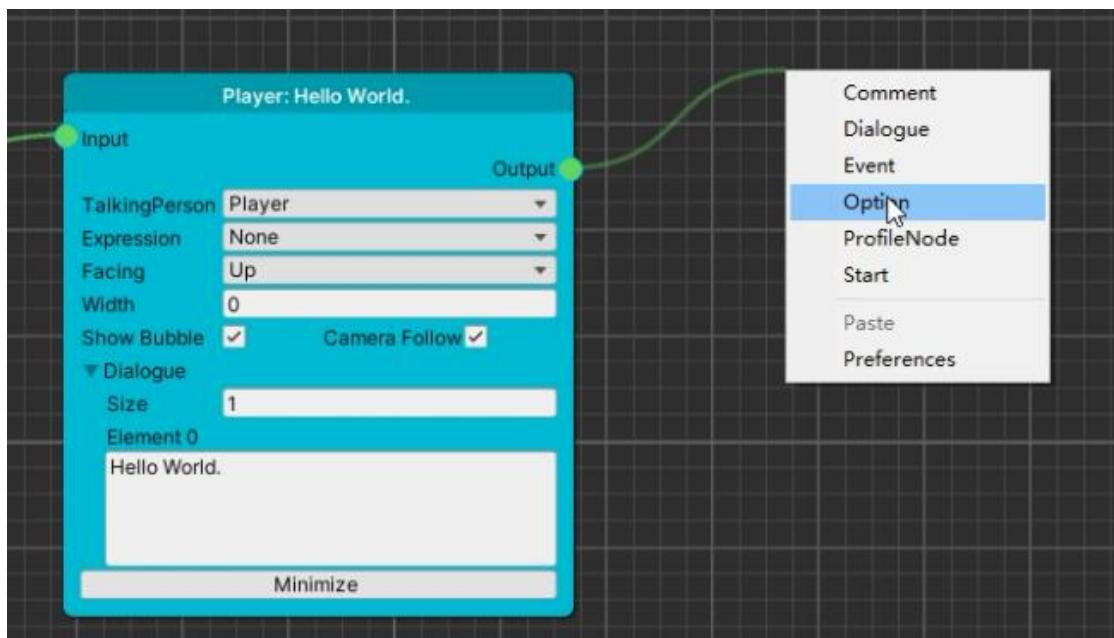
Now, let's create a dialogue node.



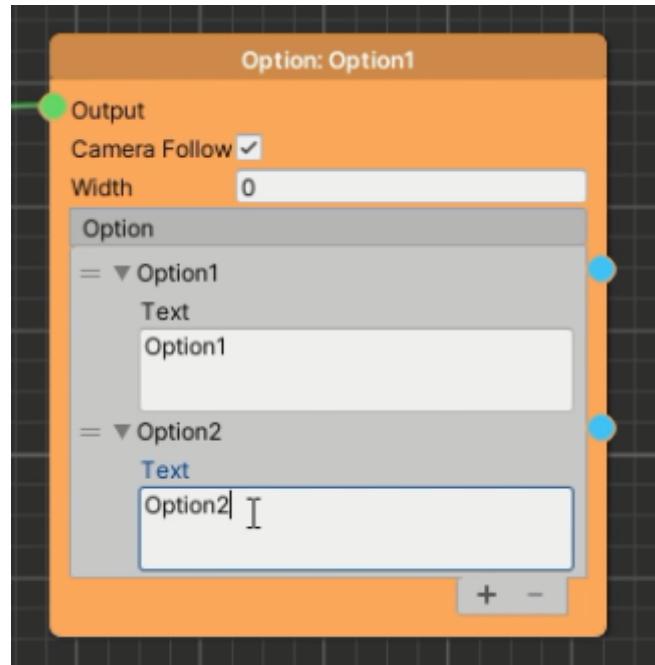
And write a some thing.



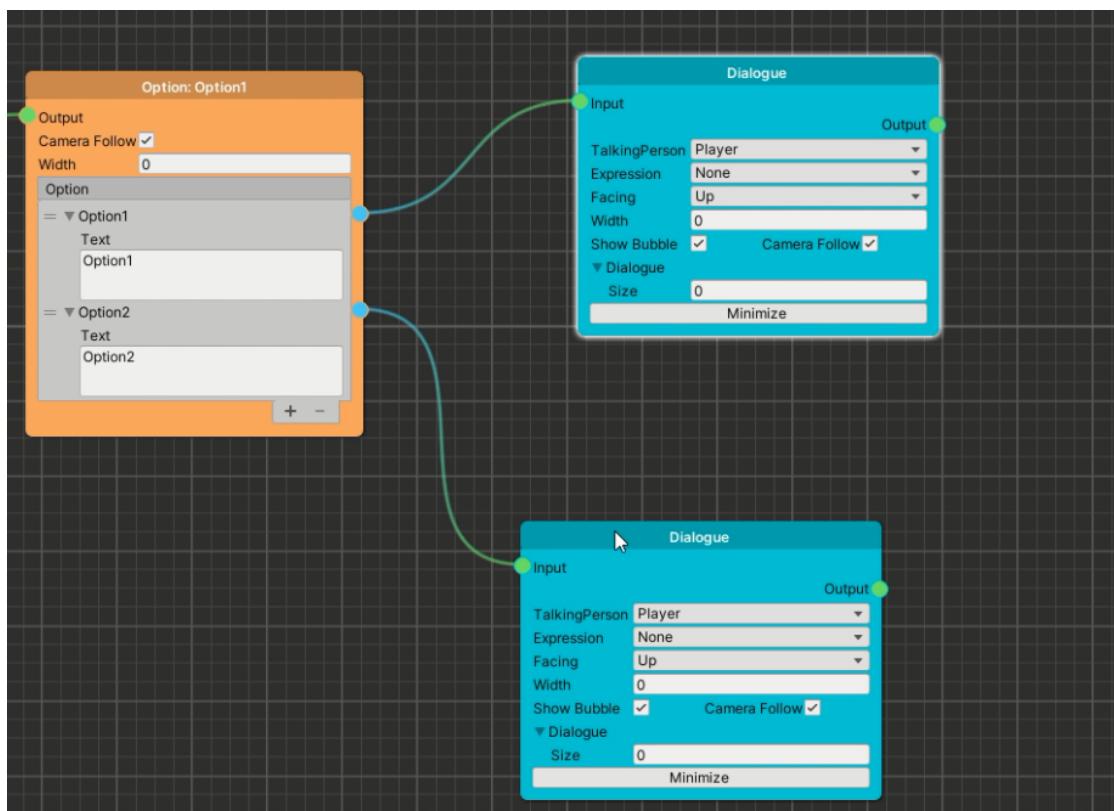
Then create an Option Node



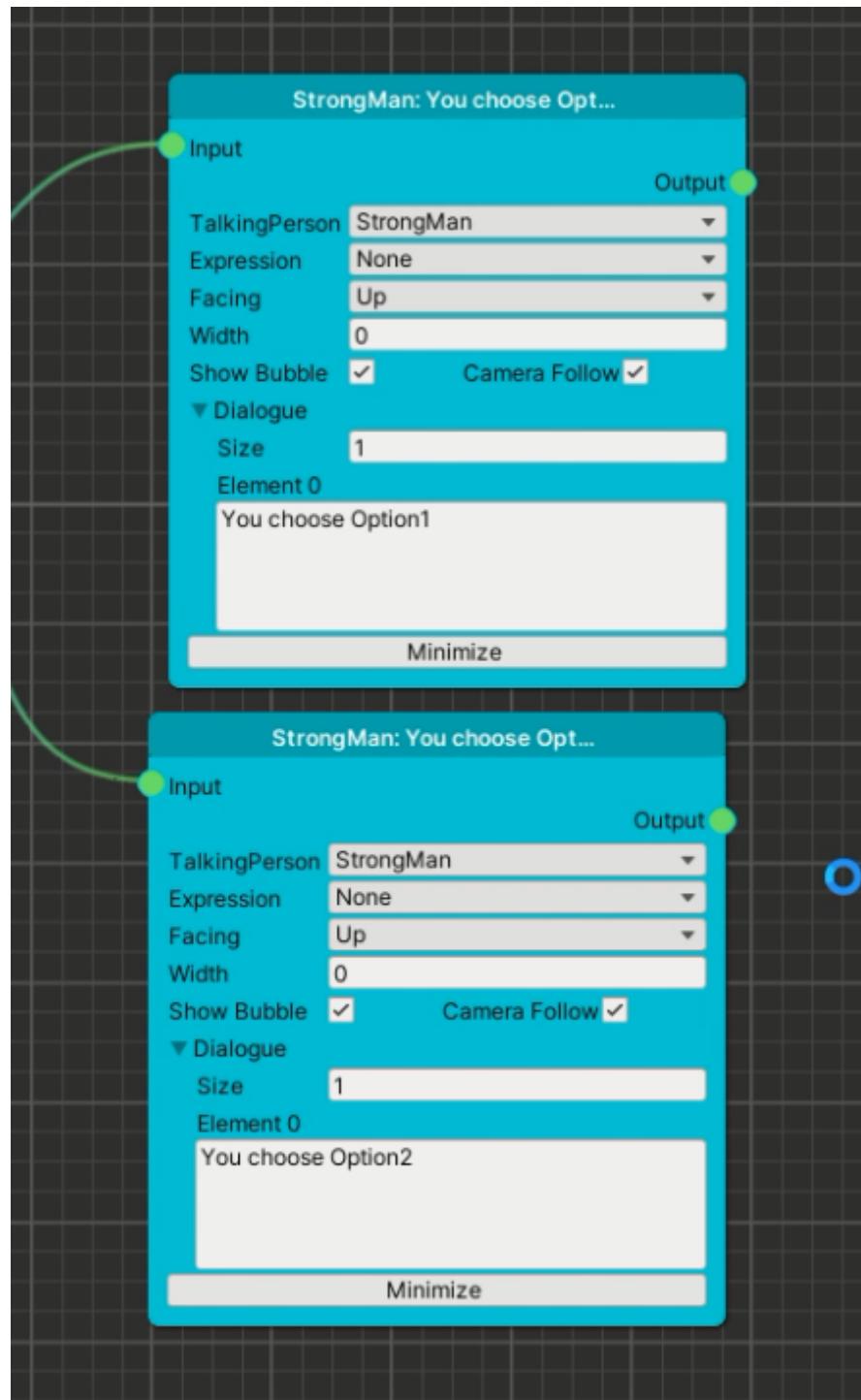
Create two option in option node.



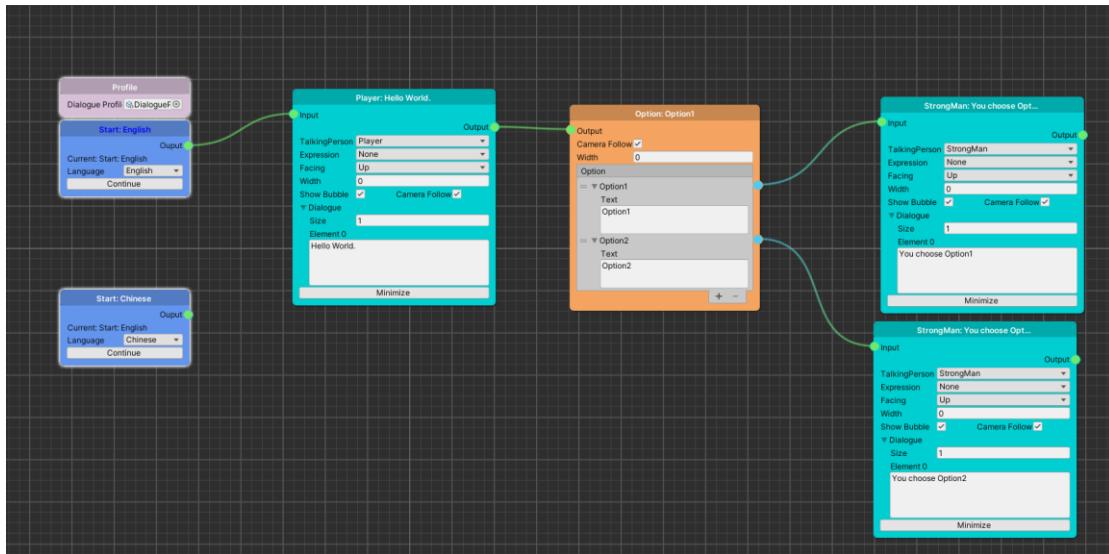
Connect two option to new dialogue node.



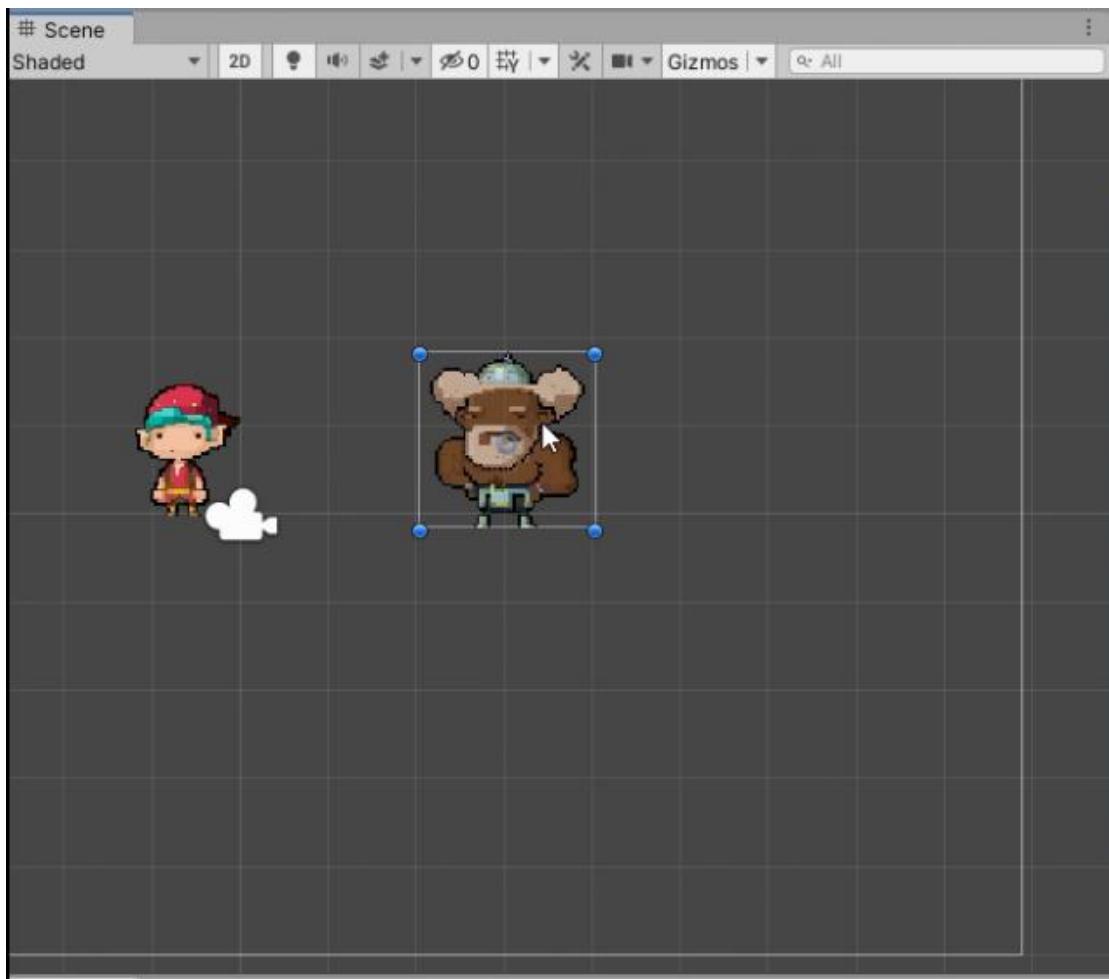
And write something inside these two dialogue nodes.



This is how it looks like.

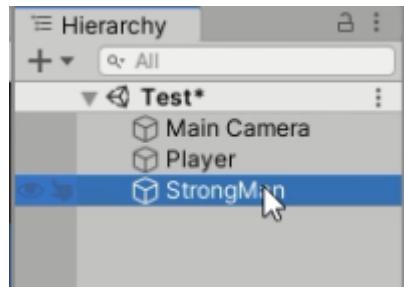


Put two sprites in your scene to represent Player and Strong Man.

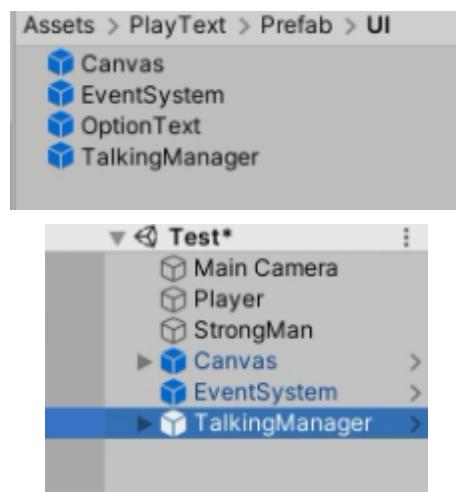


Rename them exactly same as what you name them in

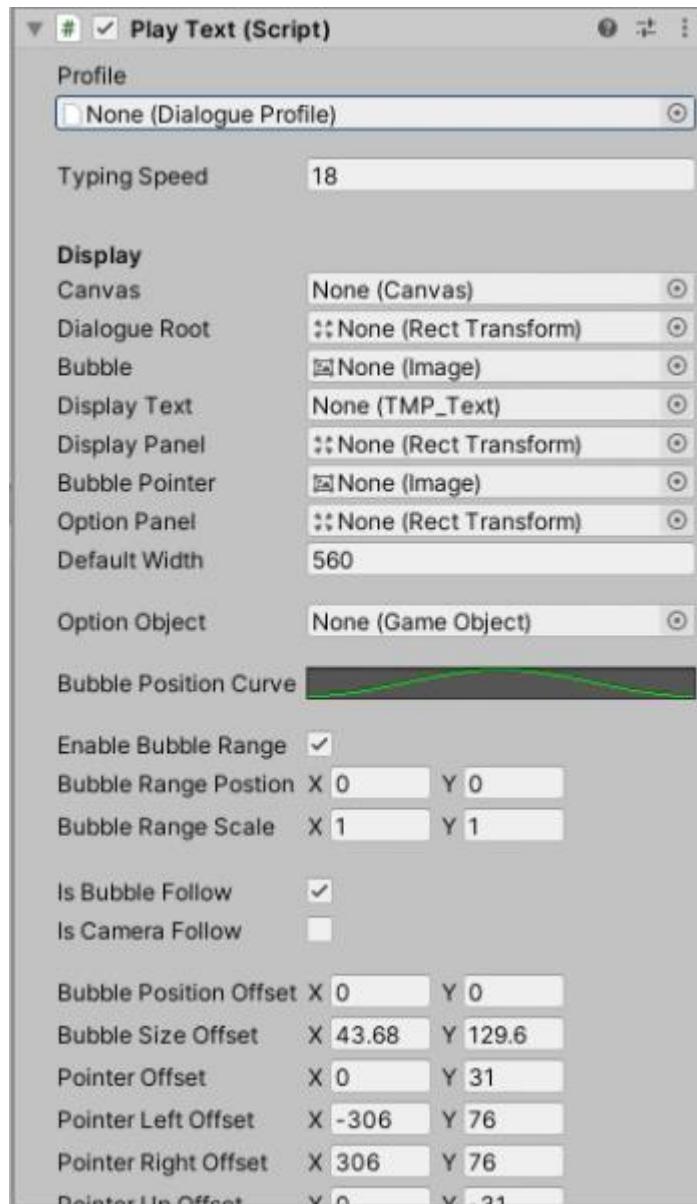
profile.



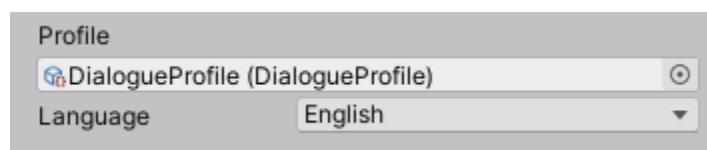
Go to “Assetes/PlayText/Prefab/UI” and drag “Canvas” “EventSystem” “TalkingManager” to your scene.



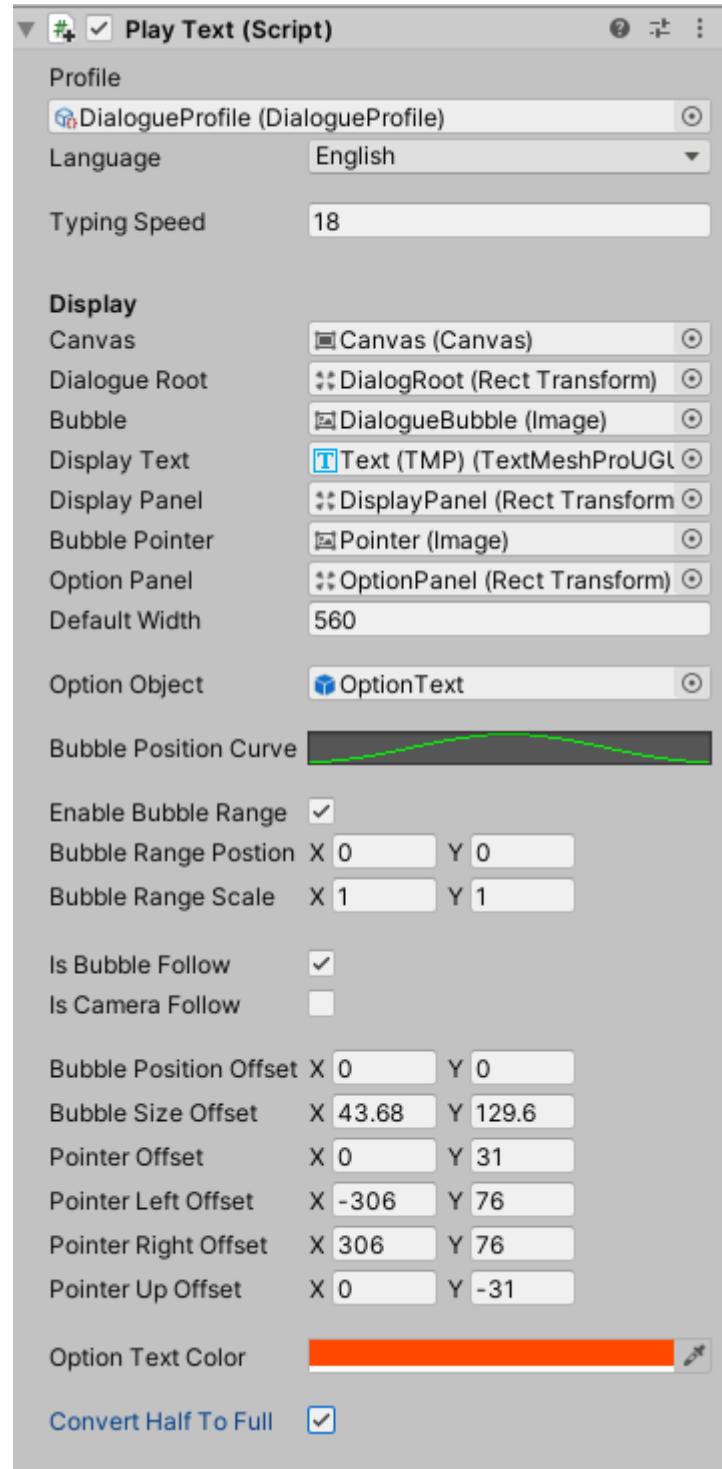
On the script PlayText in TalkingManager.



You need to assign the profile first. Then you will see a language popup.

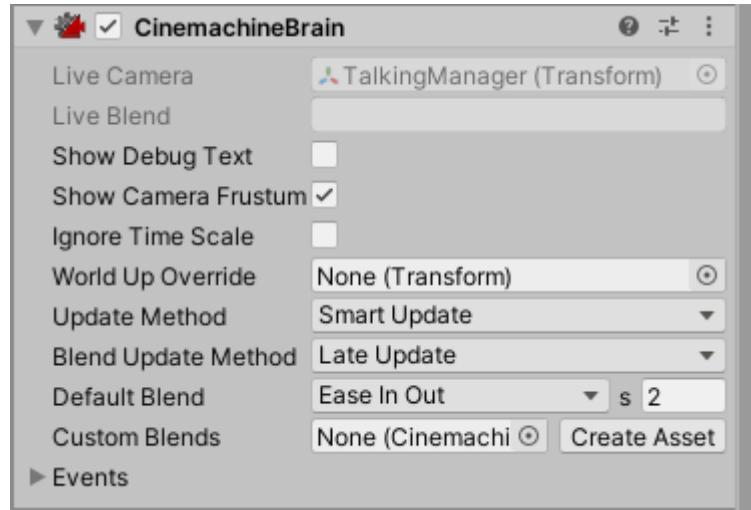


Choose the language you want. Then setup PlayText like below.

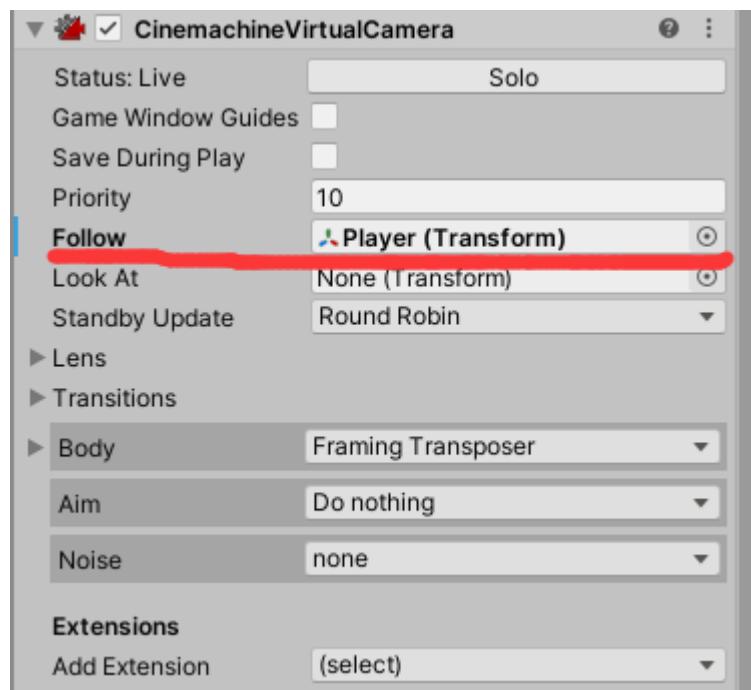


Now, hit Play button and test. Press “E” to start talking and then press “W” or “S” to choose option.  
You can see it works. But the camera didn’t follow the Character.

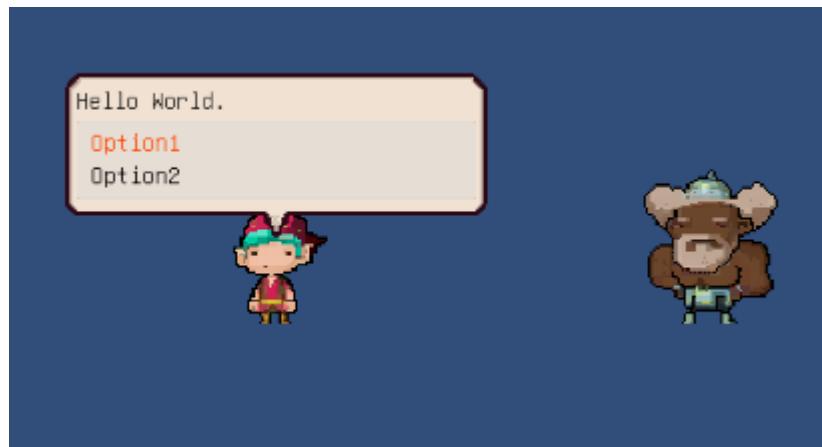
Please add “CinemachineBrain” To your main camera.



Then assign “Player” to the CinemachineVirtualCamera component on the TalkingManager.



Hit Play again then you will see the whole system work well.



## How To write dialogue with effect

<b>Bold</b>

<i>/italic</i>

<u>Underline</u>

<s>-strikeout</s>

<sup>superscript</sup>

<sub>subscript</sub>

<color="Color Name or Hex">Text Color</color>

<mark=" Color Name or Hex ">Highlight</mark>

<size=20>Text Size</size> //Size in px

<size=120%>Text Size</size> //Size in percentage

<sp>, <sp="chars per second"> typing speed</sp>

<w>, <w="second"> wait for a time

<wi> wait player input

<c> clear dialogue text

<p="strength","duration"> Dialogue bubble shake

<v="volume">Set the volume of typing voice</v>

<\$VarName> Replace text

<wa="Curve Scale">Text Wave</wa>

<sh="Angle Scale","Curve Scale">Text Jitter</sh>

<sprite=1> 😊 //Insert sprite in text

Notice:

1. <sp> without any value means the typing speed you set at the PlayText Script.
2. The supported color name in <color> and <mark> is black blue white red cyan grey green yellow. About the Hex, you

can google RGB to hex.

3. <w> without any value means waiting 0.5s.
4. <v>: When you set it to 1, it means the 100% volume of the origin voice. It can be greater than 1.
5. <\$VarName>: For instance, you create a variable in profile's Replace Variable. You named it "PlayerName". Then you should type <\$PlayerName> in your dialogue.
6. When there is <sprite> in dialogue, the <wa> and <sh> would not take effect because TextMesh Pro doesn't support animate a text with sprite.
7. About how to use <sprite>. Please check TextMesh pro's guideline.