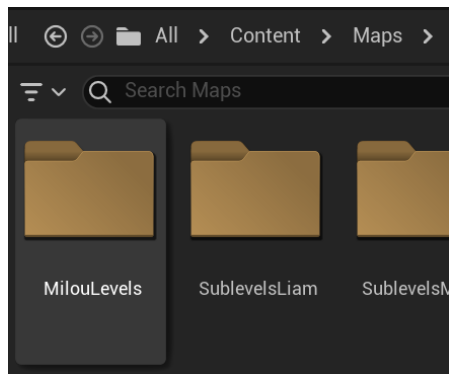


This document acts as a cheat sheet to find specific things that can be changed in Kalejdoskop.

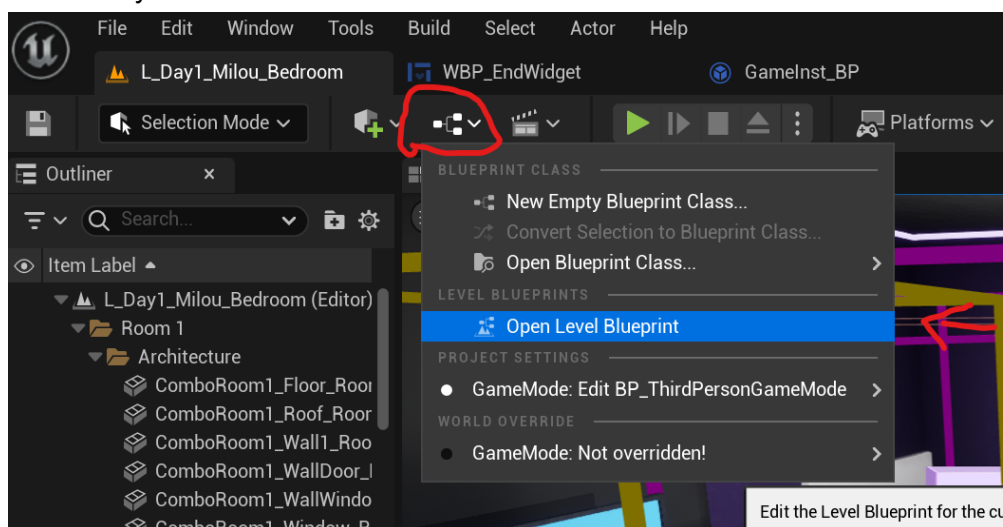
Level structure	1
Time of day	2
Player start	3
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Dialogue Manager	5
BTT_NextDialogueQ	6
BTT_Question	7

Level structure

Since every level has unique information that needs to be handled, each scene is its own level. Milous level is located here:



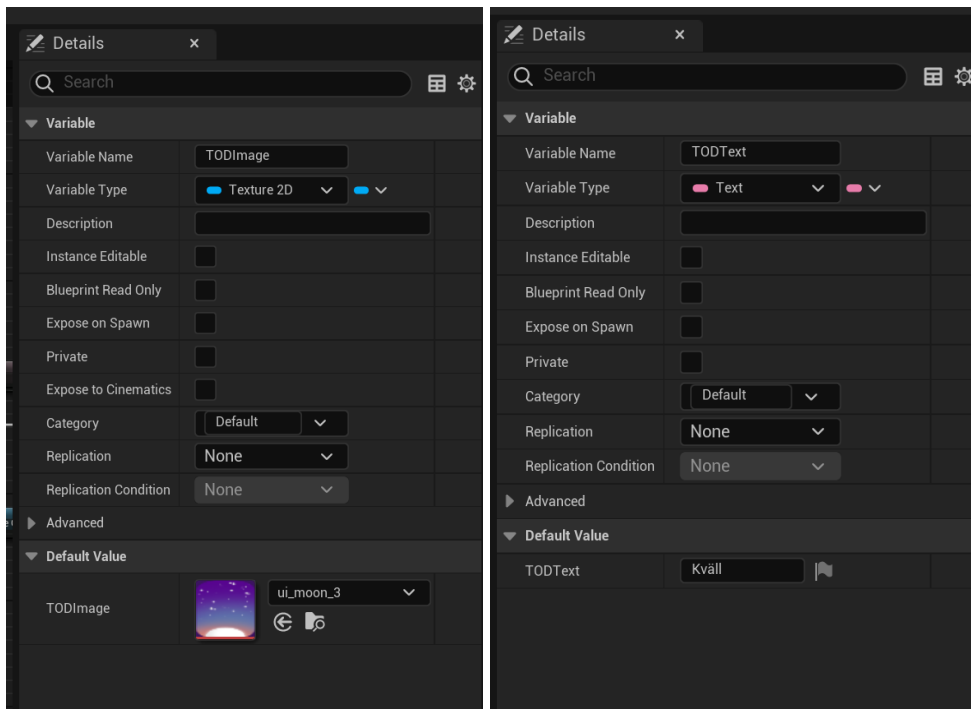
The specific things that can be changed are located in the level blueprint. To make sure that all new levels are correctly set up, you can copy everything from an old level blueprint to the new level you have created.



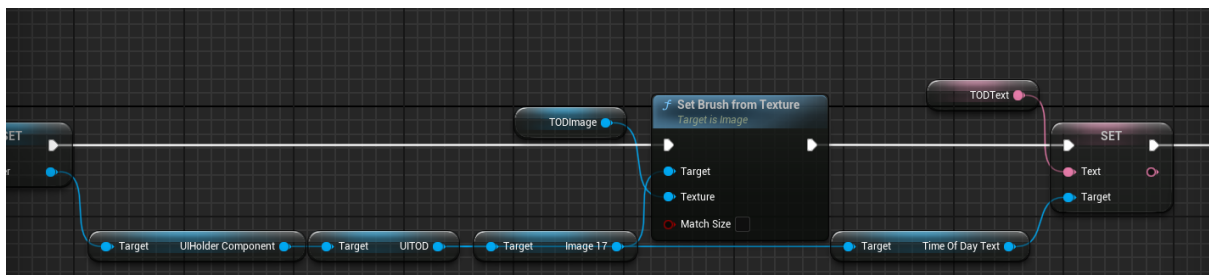
Time of day



In the level blueprint, there are two variables called TODImage and TODText. You can change these according to the time of day in the details view on the rightmost side.

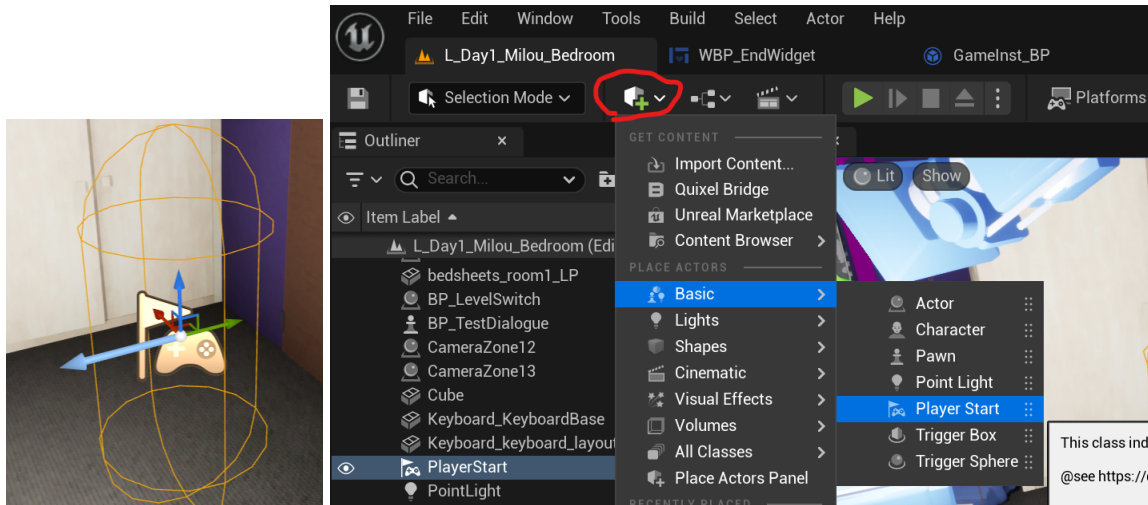


(If you create a new level and do not copy an old Level BP you can find the setup here)

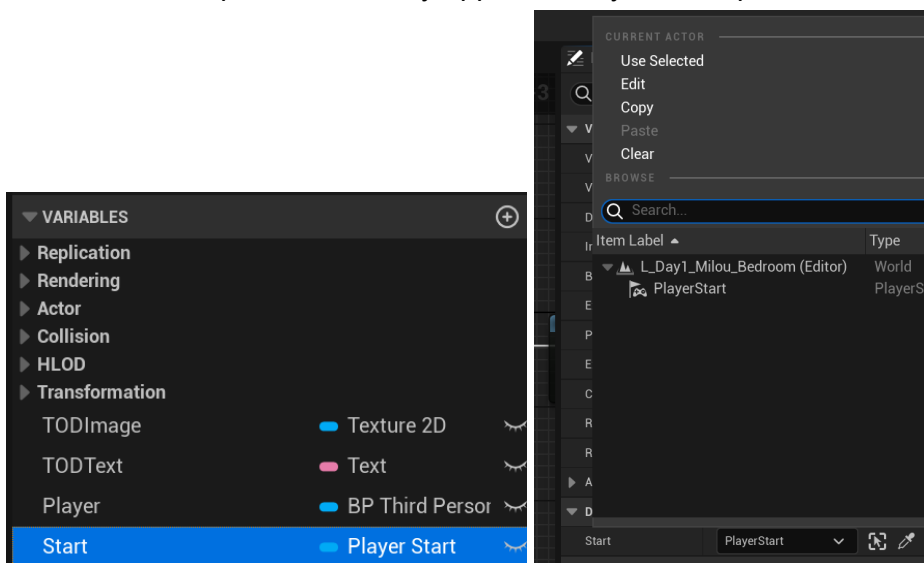


Player start

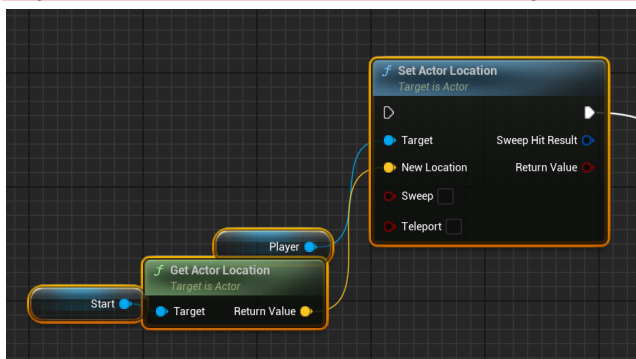
To make the player start at a specific spot in the level you have to drag a “player start” where you want to start.



After that is done, you have to go into the Level Blueprint and assign the start in the Start variables details panel. It will only appear after you have put the start in the level.

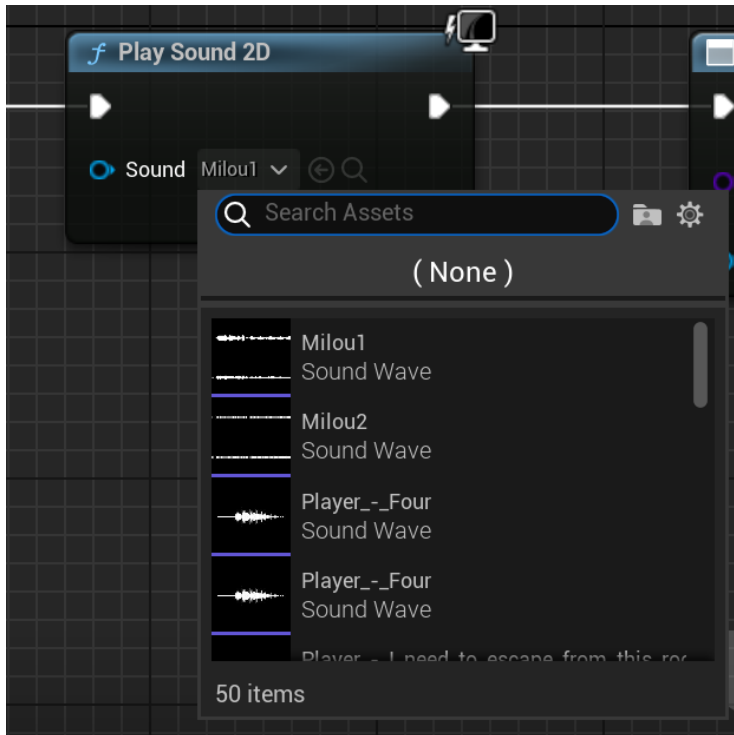


(If you create a new level and do not copy an old Level BP you can find the setup here)



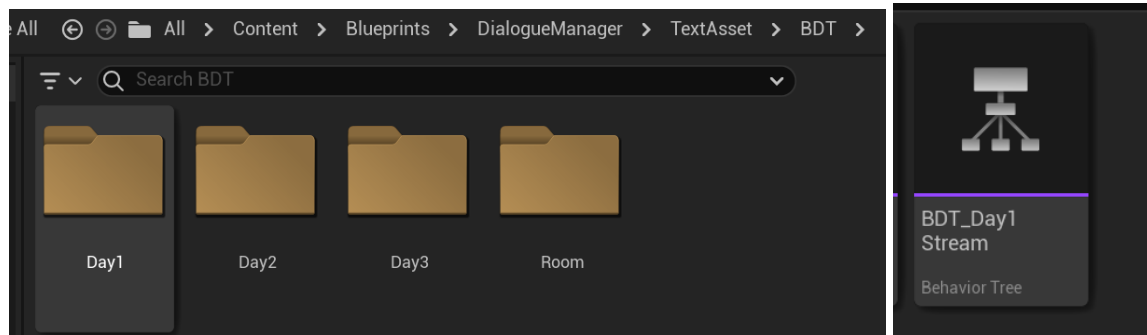
Soundtrack

To change the song that is playing you have to import a song and make sure it is looping. At the level that you want a song to play you can find it in the level Blueprint and change to the song you want.



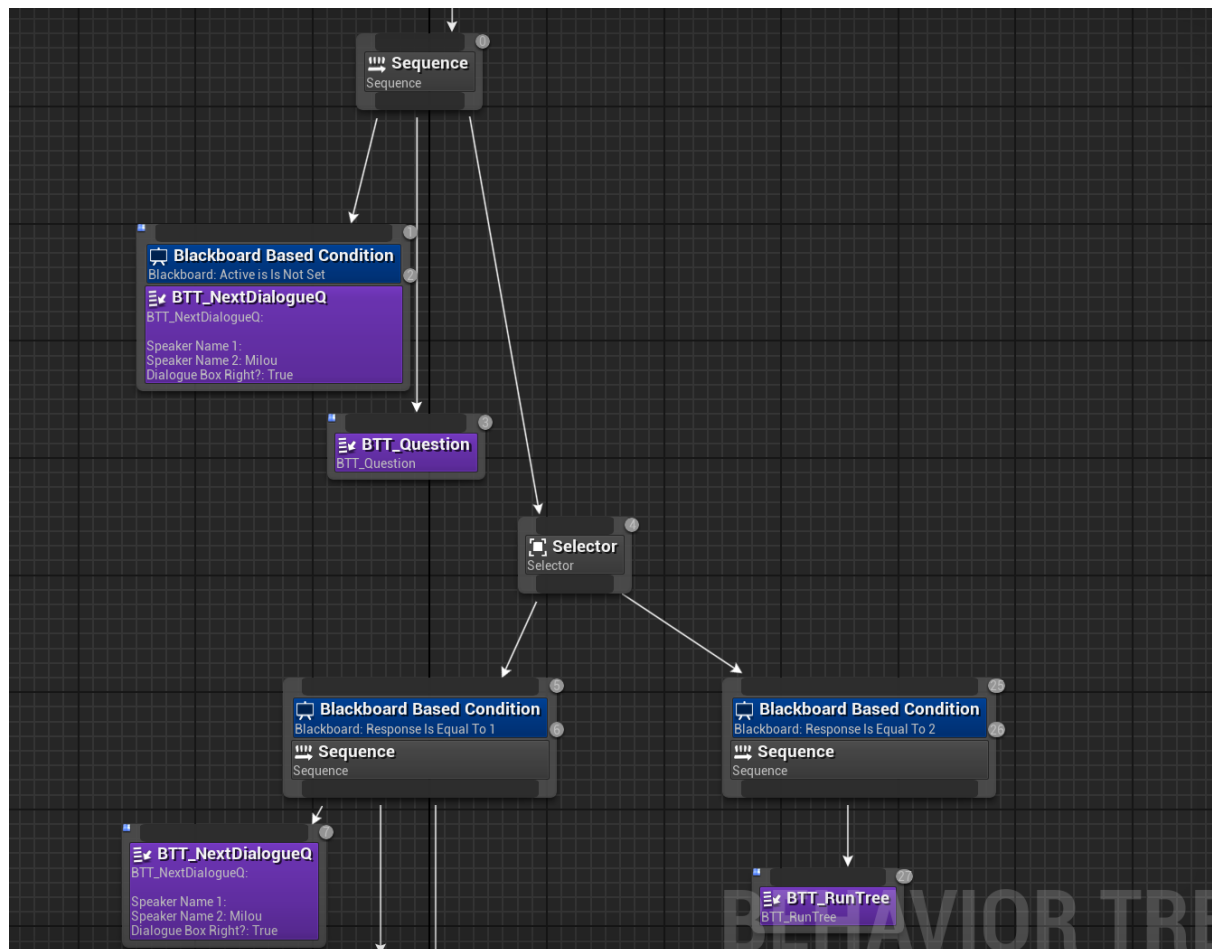
Dialogue Manager

Dialogue is in a behavior tree. They can be located here:

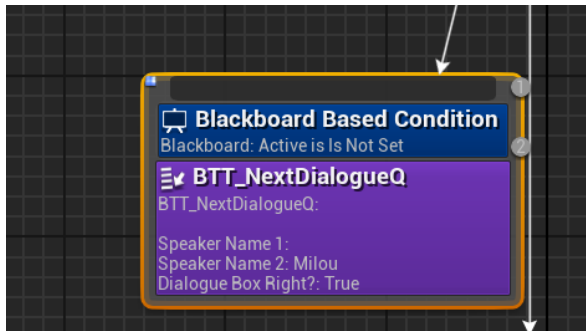


To create a new one it is recommended to just copy an old one and change it. BDT stands for Behavior Dialogue Tree.


Inside the tree, you can create different tasks. Here is an example. All dialogue trees must start with a BTT_NextDialogueQ and have the blue blackboard condition.



BTT_NextDialogueQ



This is a standard dialogue. Highlighting it will reveal information in the details panel.

▼ Default		
Dialogue Box Right?	<input checked="" type="checkbox"/>	↶
Sound Clip	None <input type="text" value="None"/>	↶ 🔍
▼ Text		
▼ Texts	3 Array elements <input type="button" value="+"/> <input type="button" value="🗑"/>	↶
Index [0]	(Jag lägger mig alltid för sent...)	↶
Index [1]	(Men jag känner mig inte ens trött än.)	↶
Index [2]	(Brukar gå lättare att somna efter jag kollat...)	↶
Speaker Name 1	<input type="text" value=""/>	🚩
Speaker Name 2	Milou	↶
▼ Portrait		
Portrait R	 <input type="text" value="miiluo_bust"/>	↶ 🔍
Portrait L	None <input type="text" value="None"/>	↶ 🔍

One BTT_NextDialogueQ is dialogue for one person, meaning that if Milou has 3 dialogues in a row you can add that in the text array shown in the image, however whenever a new speaker appears, you have to add a new BTT_NextDialogueQ. This means if Milou speaks first, then Arvid answers then Milou again, you have to make 3 different BTT_NextDialogueQ.

Portrait R is a portrait on the Right side and L on the Left. Speaker name 1 is shown the name on the Left side and speaker name 2 is on the Right side.

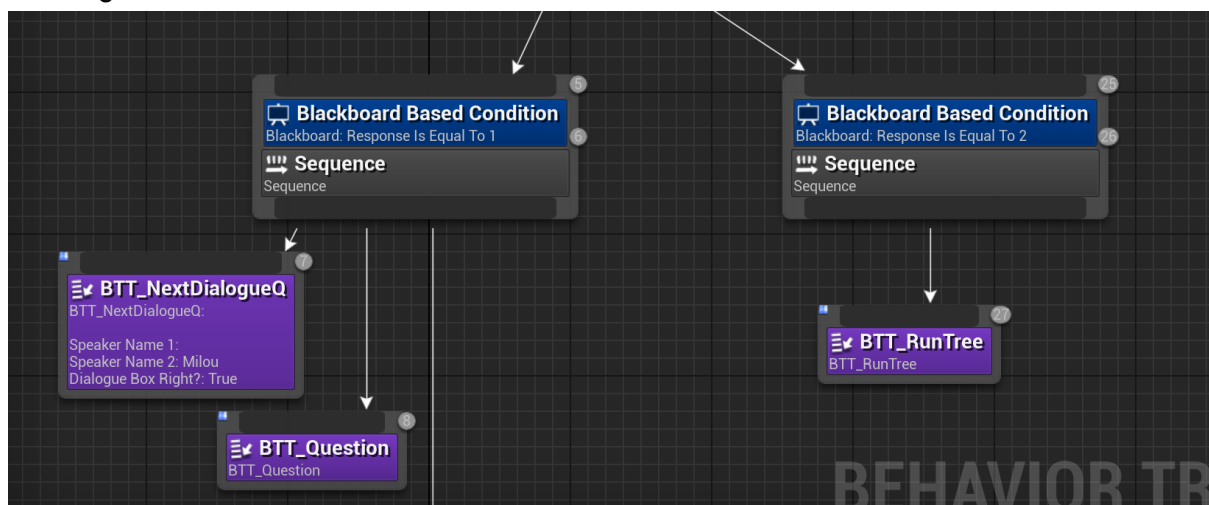
The first option called “Dialogue Box Right?” Decide if the speaker box should point right or left.

BTT_Question

Is for when you want to add dialogue choices at the end of a dialogue.
You can add max 4 choices.

▼ Default			
▼ Answers		2 Array elements	<div><div>+</div><div>🗑</div><div>↩</div></div>
<div><div>⋮</div>Index [0]</div>	Försök somna	<div><div>🚩</div><div>▼</div></div>	↩
<div><div>⋮</div>Index [1]</div>	Kolla på porr	<div><div>🚩</div><div>▼</div></div>	↩
▼ Task			

After you have your choices you have to add the same amount of sequences as the amount of dialogue choices.



The dialogue option you pick needs to correspond with the blackboard value. Meaning If you pick dialogue choice 2 the blackboard value 2 should trigger.