

# 2D Dialog Bubble Manual V1.0



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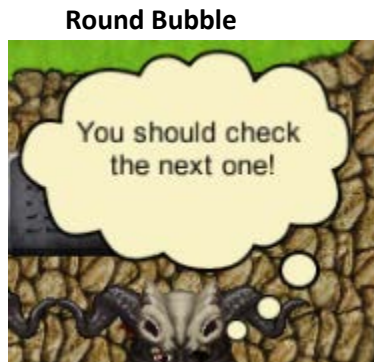
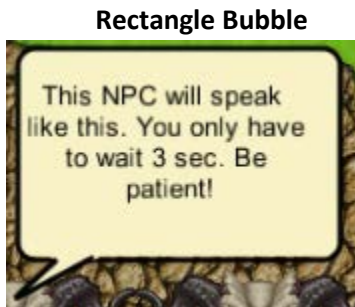
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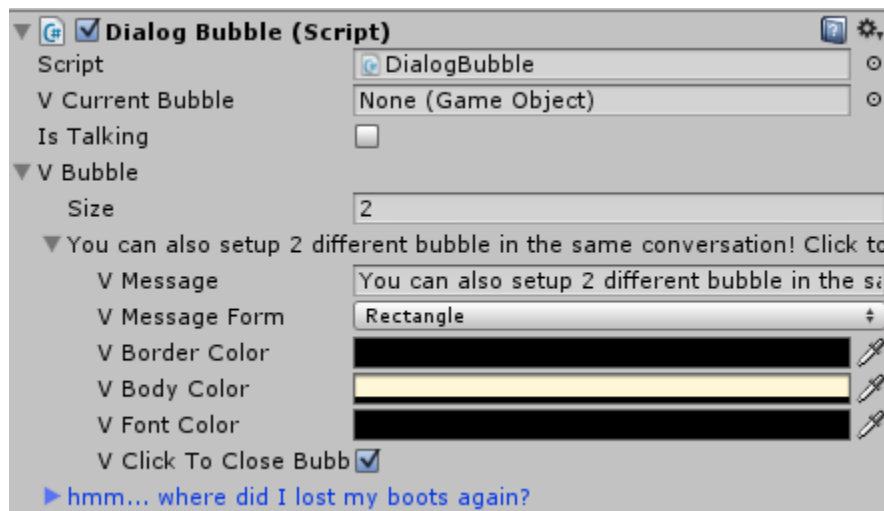


# 2D Bubble Dialog

**Bubble Type :** Currently, there is 2 bubble type. Rectangle & Round



Go to 2d\_TDP->Fabric and you'll see NPC.prefab. Drag him into your scene and you will have this. In the Inspector, it should look like this.



You should only check out into the VBubble.

If you want a conversation of 10 bubble, write 10 in Size box!

**VMessage :** Type the message you want to be in the bubble.

**VMessage Form :** Rectangle or Round Bubble

**vBorder Color :** Choose the color for the border

**vBody Color :** Choose the color for the bubble itself

**vFont Color :** Choose the color for the text inside the bubble

**vClickToCloseBubble :** **Unchecked** - Will appear for 3 sec, then disappear without click.  
**Checked** - Wait for user to click and go to the next one or close.

