



Unity Asset
Visual Novel Toolkit Free
Version 1.004
User Guide



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Table of Contents 1

1. [Introduction](#)

1. [Overview](#)
2. [Key Features](#)
3. [Work flow](#)
4. [Demonstration](#)
5. [Editor Overview](#)
6. [Vino Editor Window Overview](#)

2. [Creating a Conversation Scene](#)

3. [Scenes and Actors](#)

1. [Import Textures](#)
2. [Create Scene](#)
3. [Create Actor](#)
4. [Register Scene and Actors](#)

4. [Creating a new Scenario](#)

1. [Create a new Scenario Object with “ViNoToolbar”](#)
2. [Display Scene](#)
3. [Enter \(Exit \) Actors](#)
4. [Edit Messages](#)
5. [How to display options ?](#)
6. [How to Jump another Scenario Object ?](#)



Table of Contents 2

- 5. [Scenario Scripting](#)(Paid Version Feature)
 - 1. [Export as a Scenario script file](#)
 - 2. [How to Write Scenario Script](#)
 - 3. [How to Run from Scenario script](#)
- 6. [Scenario Structure Patterns in Hierarchy](#)
 - 1. [Simple Dialog](#)
 - 2. [ScenarioNode](#)
 - 3. [Patterns](#)
- 6. [Transitions](#)
- 7. [Example Visual Novel](#)
 - 1. [Overview](#)
 - 2. [NGUI Version of Visual Novel Demo](#)
 - 3. [The Difference of NGUI and Not NGUI](#)
- 9. [UI Components](#)
 - 1. [1 Layer, 2 Layer or 3 Layer Object](#)
 - 2. [Simple UI System](#)
 - 3. [TextBox](#)
 - 4. [Object Creation Toolbox](#)
 - 5. [How to Animate objects ?](#)



1. Introduction

Thank you for downloading Vino.
Please look at the Tutorial Videos

1 Create a Conversation Scene
<http://www.youtube.com/watch?v=tDys6UUHZc4>

2 How to Create Actors
<http://www.youtube.com/watch?v=PCAUK1uOQJk>



1.1 Overview

- » Visual Novel Toolkit is an **Authoring Tool** of **Text Adventure Game**.

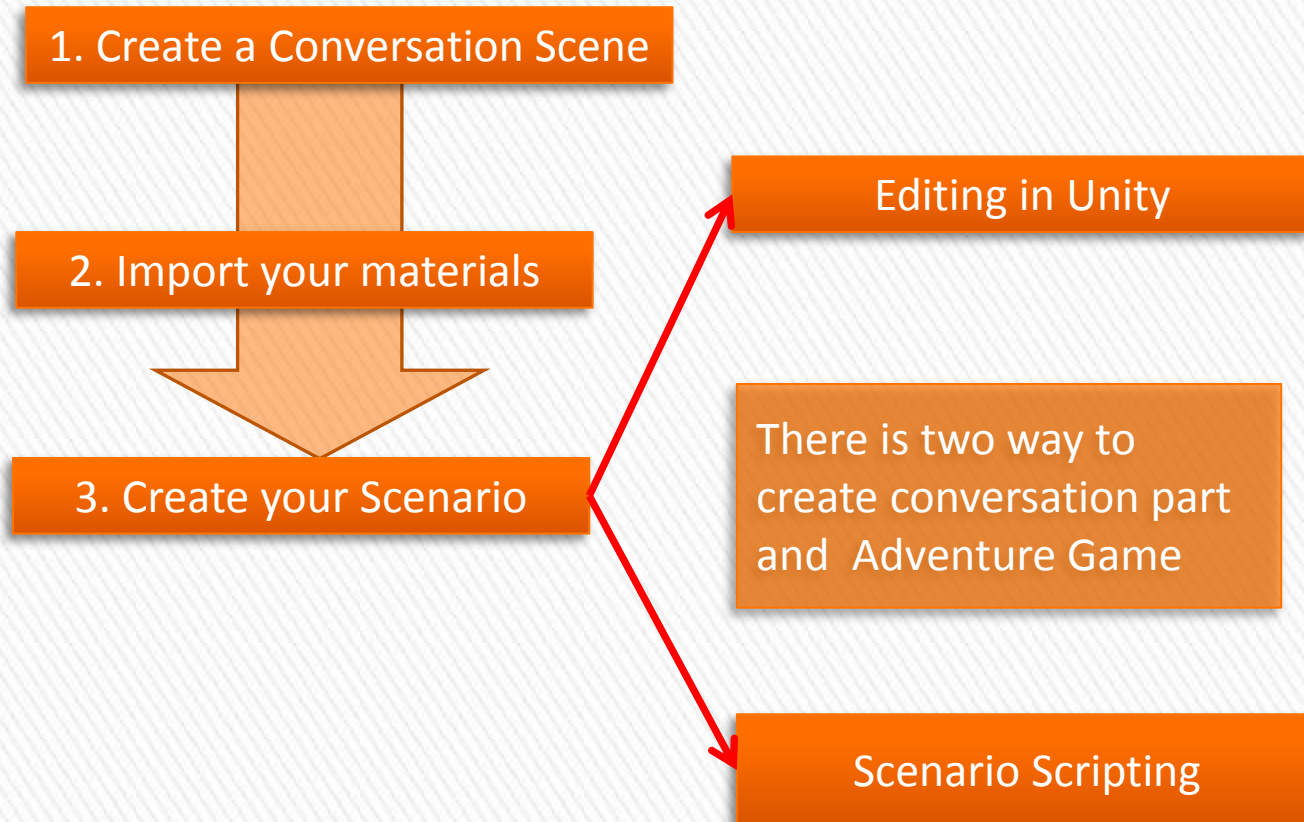


1.2 Key Features of Vino

- » Create a Visual Novel with **NO Programming** !
- » Make a **Scenario Structure** intuitively in **Hierarchy** !
- » Powerful **Dialog Engine** System!
- » You can **export as a scenario script file** edit in Unity
- » **Edit Text** WYSIWYG in GameView !
- » **Transition** effect ! (TileFade and Blind Effects)
- » **Simple UI** System!
- » **NGUI** Integration ! (It is not necessarily required NGUI)
- » Easy to Create your **Actors** and **Scenes**!
- » Quick **Save** and **Load** !
- » **Auto** Mode , **Skip** Mode and **BackLog** !
- » Fade In and Fade out Sound , **Crossfade Sound** !



1.3 Workflow



1.4 Editor Overview

Hierarchy View

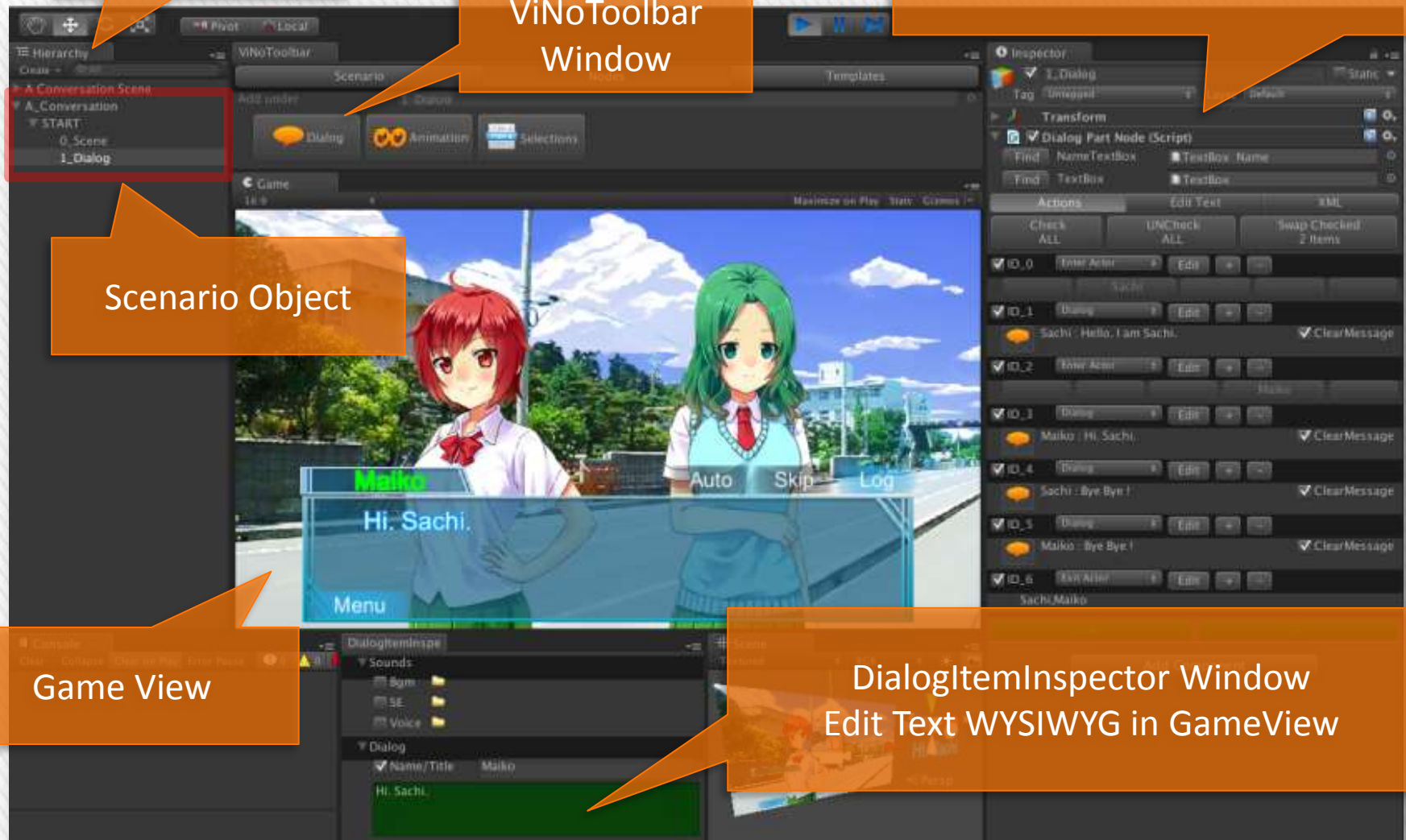
ViNoToolbar
Window

Inspector View
You can edit messages and
make actors act

Scenario Object

Game View

DialogItemInspector Window
Edit Text WYSIWYG in GameView



1.5 Demonstration

» Please look at **Example Demonstration** at first.

» **<Keyboard Input>**

- » A : Auto Mode
- » S : Save
- » L : Load
- » Escape : Menu
- » Space : Hide TextWindow
- » Return : Next Message
- » ArrowKeyUp : BackLog
- » ArrowKeyDown : NextMessage

» **<Mouse Input>**

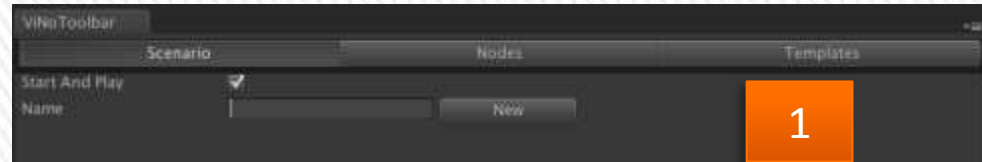
- » Left Click : Next Message
- » wheel scroll down : Next Message
- » wheel scroll up : BackLog



1.6 ViNo Editor Window Overview

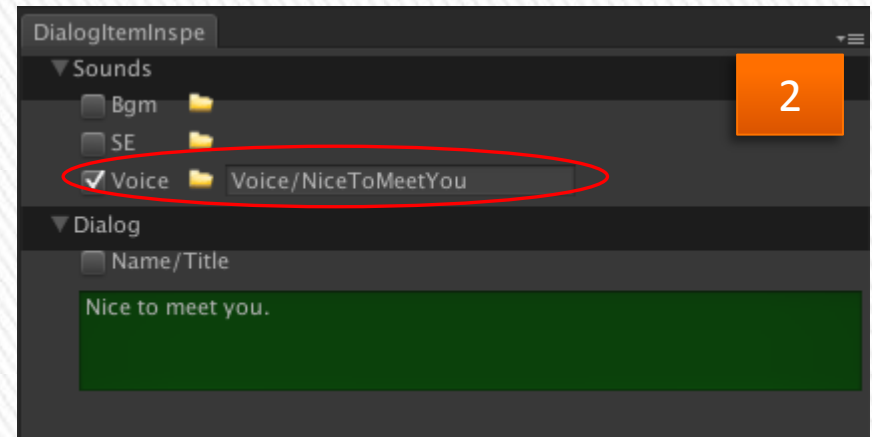
1 ViNo/Toolbar

For creating a new Scenario
And Adding a Node by this window.



2 ViNo/DialogItemInspector

You can Easily Edit Text and Select Sounds
In this window

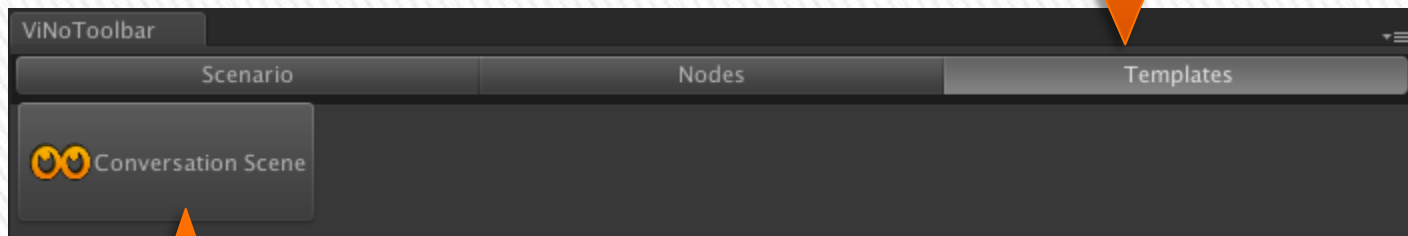


2. Creating a Conversation Scene

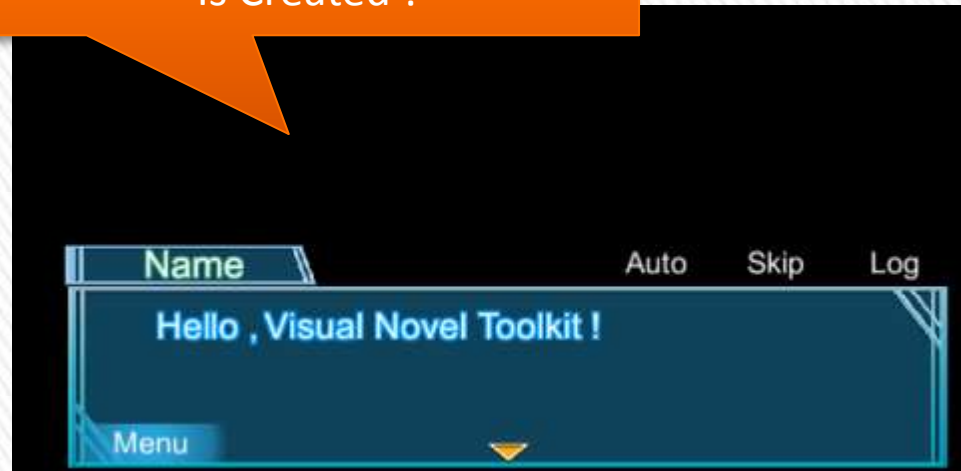


Create from Template

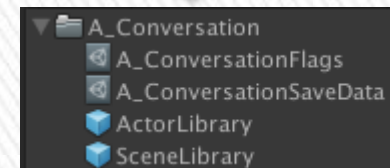
- 1 Create an Empty Scene and Save.
- 2 Delete the “Main Camera”.
- 3 Open the “ViNoToolbar” window in menu Window/ViNo/ViNoToolbar
- 4 And Click the “Templates” tab
- 5 And Click the “Conversation Scene”



A Conversation Scene
Is Created !



Please check that
“A_Conversation” folder is also
created.



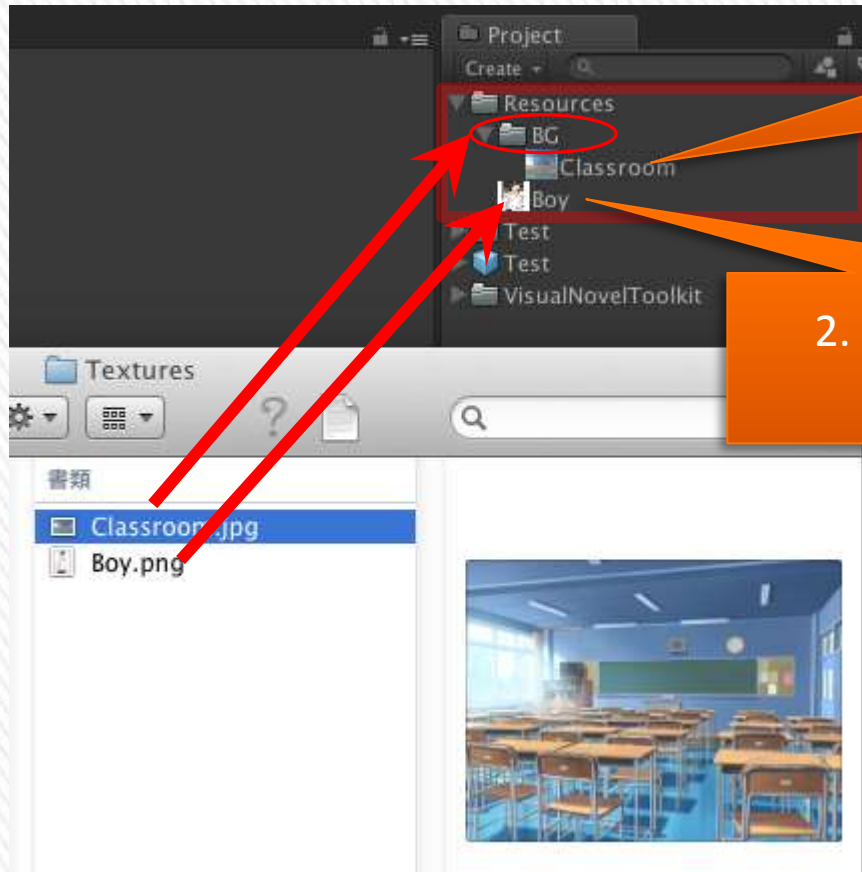
Play and a Dialog Scene will begin.



3. Scenes and Actors



3.1 Import Textures



1. D&D BG Textures under a Resources/BG folder

2. D&D Actor Textures under a Resources folder



3.2 Create Scene

1. Click

2. Input Scene Name

3. D&D your BG Texture From "Resources/BG" folder

4. Create

3.3 Create Actor

The screenshot illustrates the process of creating an actor in a Unity project. It includes the following steps:

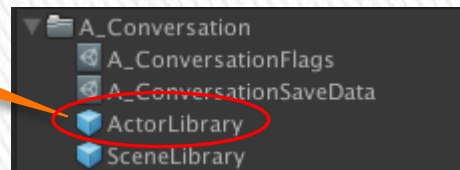
- 1. Click**: A callout points to the 'Create Actor Data' option in the 'GameObject' menu.
- 2. Input Actor Name**: A callout points to the 'Actor Name' field in the 'Actor CreateWizard' window, which contains the text 'Boy'.
- 3. D&D Actor's Texture From Resources folder**: A callout points to the 'Textures' section in the 'Actor CreateWizard' window, specifically to 'Element 0' which is set to 'Bov'.
- 4. Create**: A callout points to the 'Create' button at the bottom of the 'Actor CreateWizard' window.
- 5. Created Actors folder**: A callout points to the 'Actors' folder in the 'Project' window, which now contains a 'Boy' asset.

The 'Project' window on the right shows the hierarchy: 'Resources' > 'BG' > 'Boy' (circled in red). The 'Actors' folder is also highlighted with a red box.

3.4 Register Scene and Actors

Please Confirm that "A_Conversation" folder is created in your project.
If not created , please see 2.Create a conversation scene

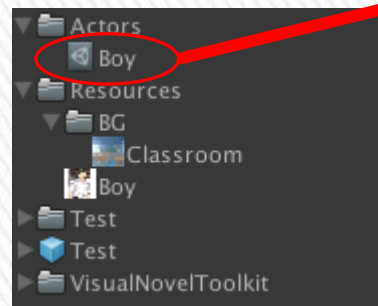
1. Click



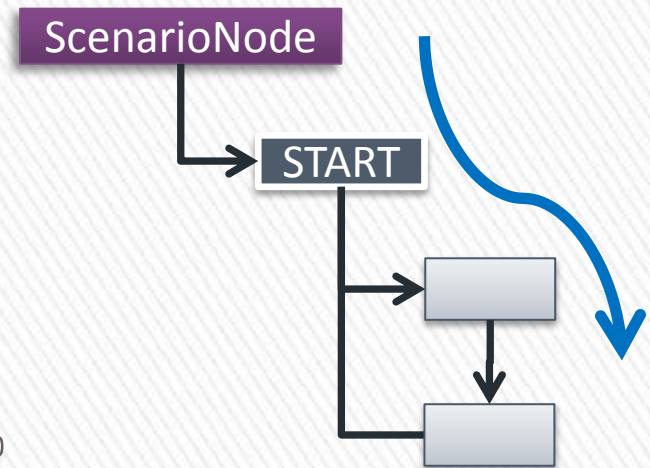
2. Increment the entry Size



3. Attach the Actor



4. Creating a New Scenario >

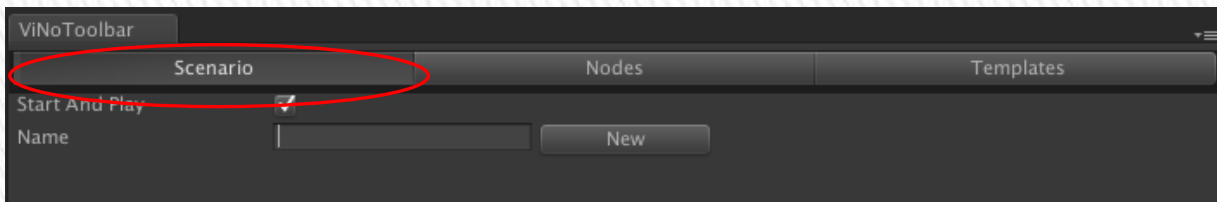


4.1 Creating your Scenario

with “ViNoToolbar”

[Back to Top](#)

- 1 To display the “ViNoToolbar” window , please click the menu Window/ViNo/Toolbar



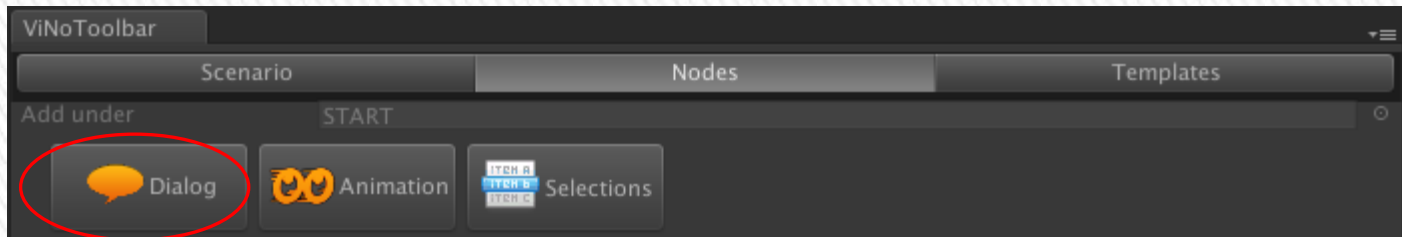
- 2 Click the Scenario tab , and please input the Name field (input “Test” , for example) , and click “New” button.



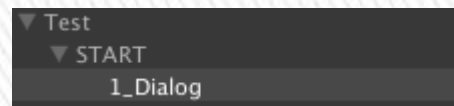
Then “Test” Scenario object will be created in your Hierarchy view.



- 3 Then Move to the “Nodes” tab , and click the “Dialog” button.



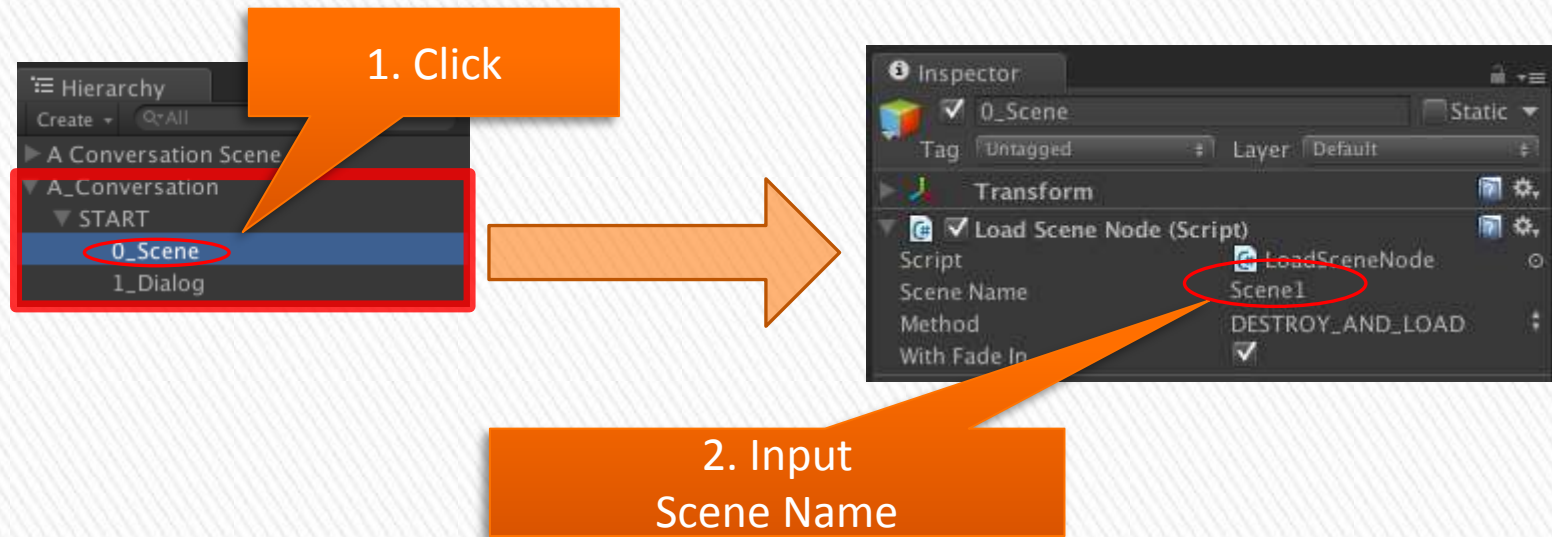
- 4 “1_Dialog” GameObject is created below the “START” object.



- 5 And select the “1_Dialog” object.



4.2 Display Scene



4.3 Enter (Exit) an Actor

1. Click

2. Click

3. Click and Select
“EnterActor” or
“ExitActor” action

4. Click

5. Input Actor
Name

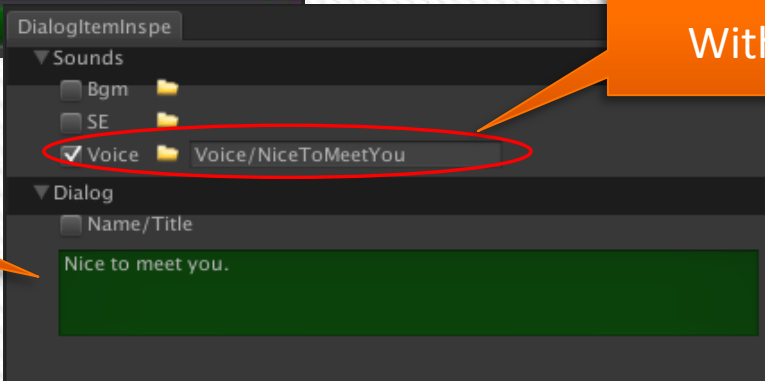
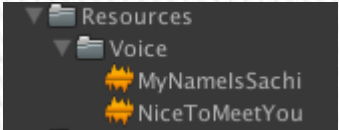
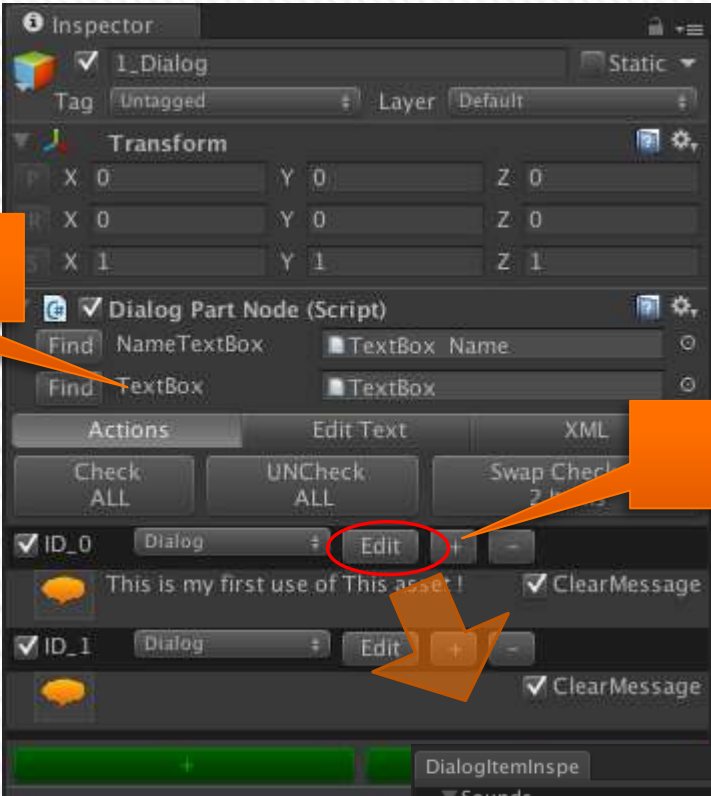
4.4 Edit Messages

1. Click

2. Click

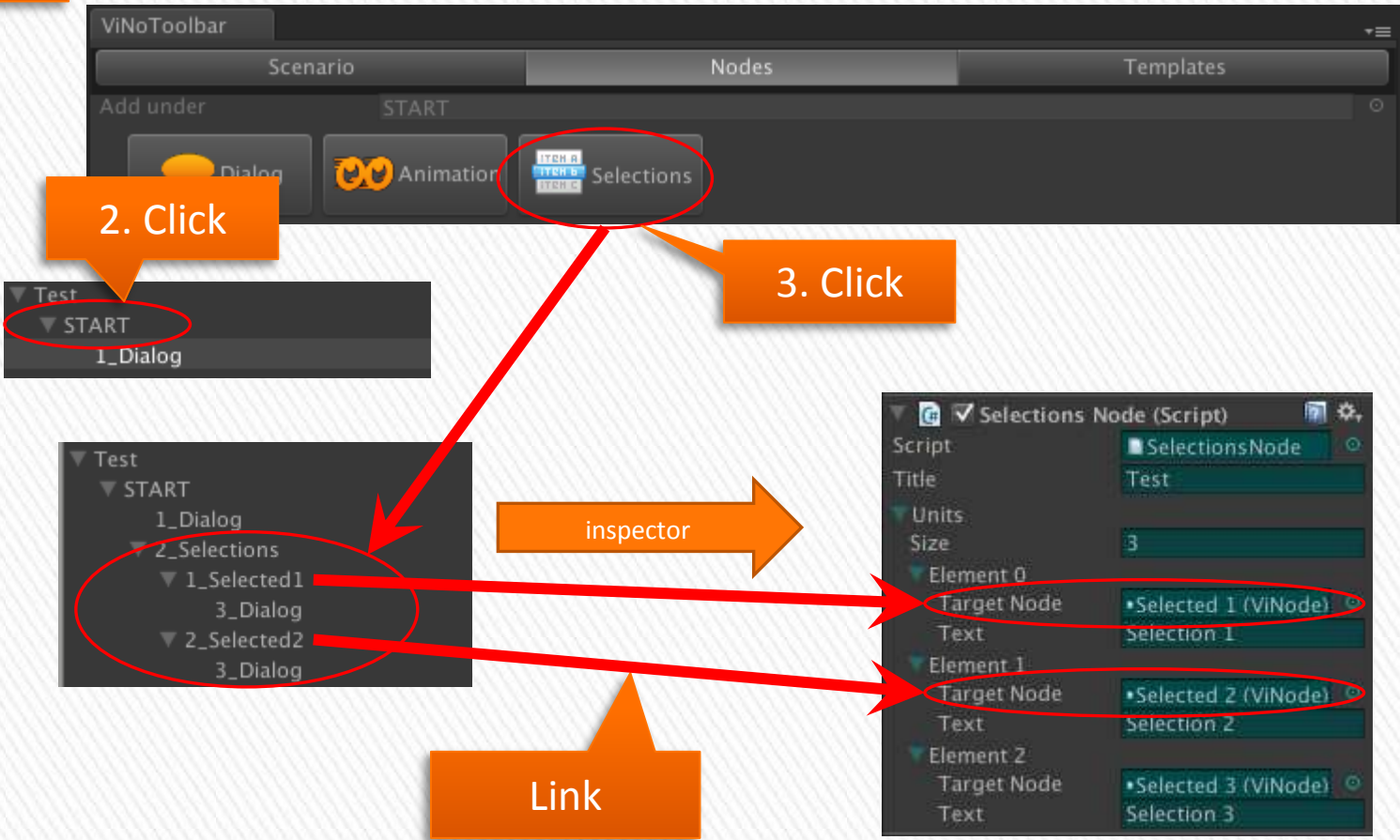
3. Edit

With Voice



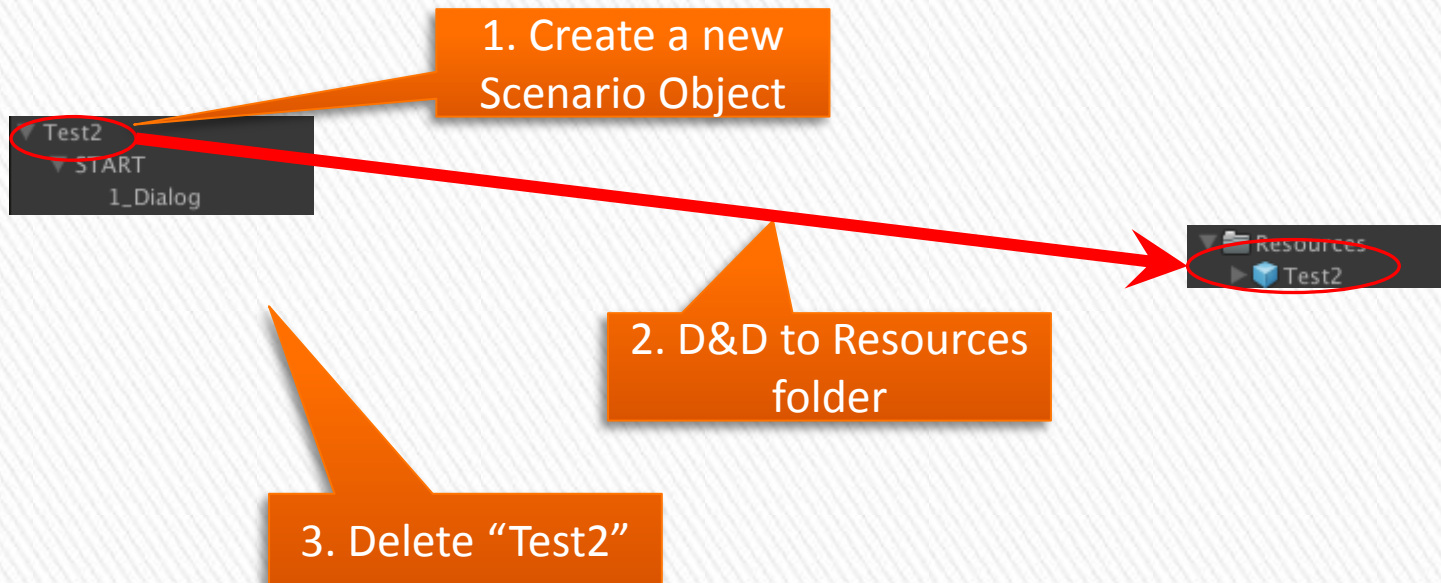
4.5 How to display options ?

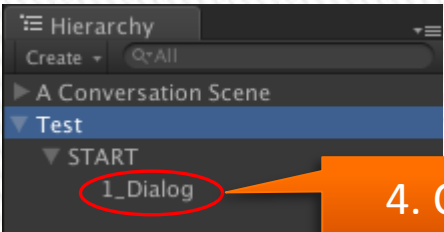
1 Open Window/ViNo/Toolbar in menu



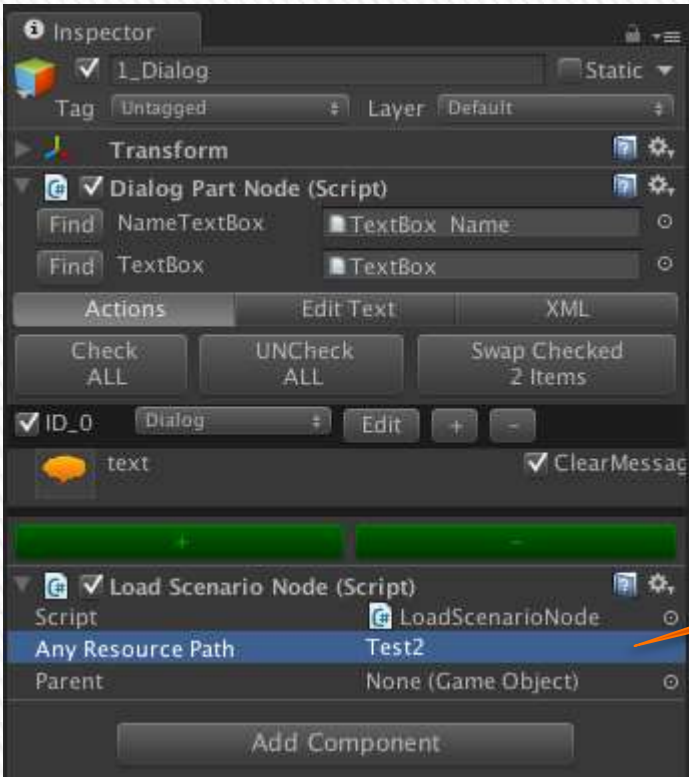
4.6 How to Jump another Scenario Object ?

[Back to Top](#)

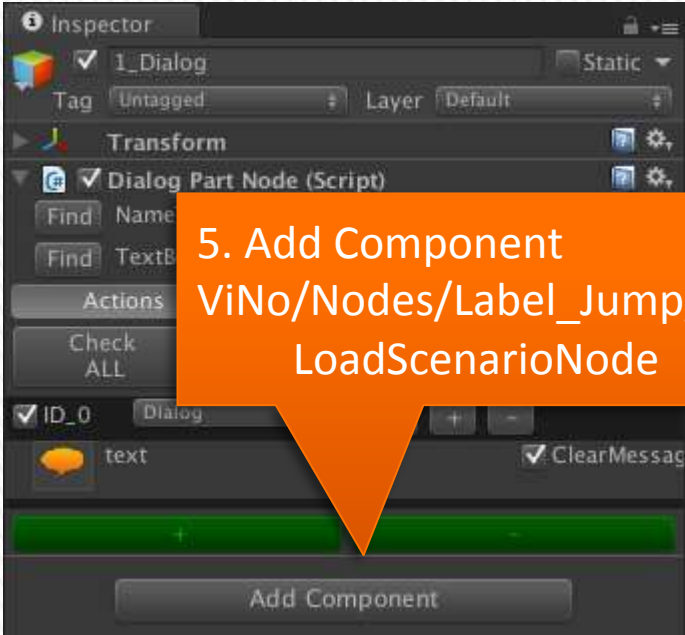




4. Click



6. Input "Test2"



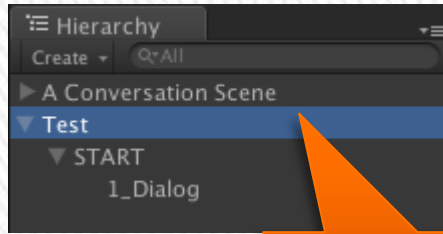
5. Add Component ViNo/Nodes/Label_Jump/ LoadScenarioNode

7. And Play

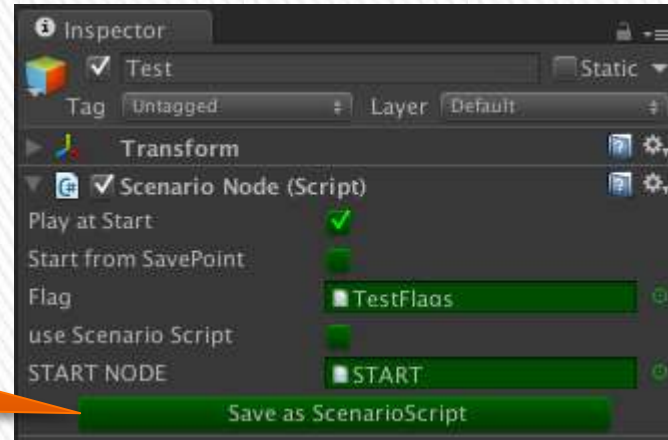


5. Scenario Scripting (Paid Version Feature) ›

5.1 Export as Scenario Script File

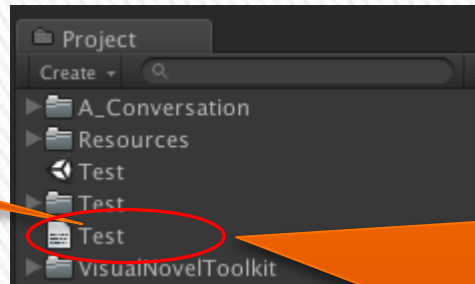


1. Select



2. Click

3. Created



```
*Test
*Test/START
*Test/START/1_Dialog
[cm]
[current layer=TextBox]

[enteractor name=Sachi position=center]

This is my first using of this Asset.[p]

[settext text=Sachi textbox=TextBox_Name]
Hello World.[p]
```



5.2 How to write Scenario Script

Back to Top

- » You can use **Kirikiri Tags** in scenario script.
- » We will add more Tags with future update.
- » Please look at the “**TagReference.html**”.
- » There is two ways of writing a tag. The difference is beginning from ‘@’ or ‘[’.

[link target=*label1] Select1 [endlink]



@ link target=*label1

Select1

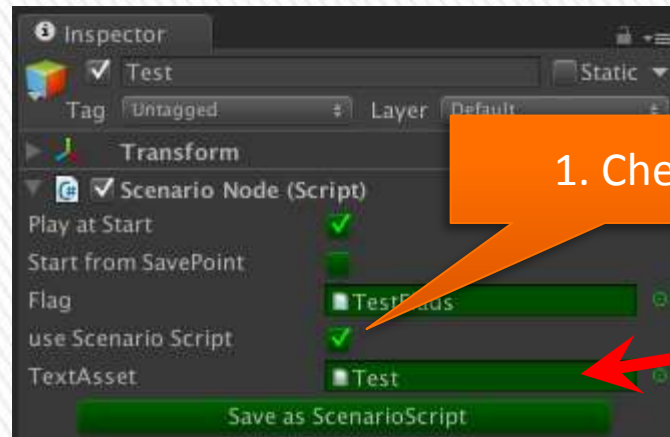
@endlink

If beginning from ‘@’ ,
the Tag is per a line.

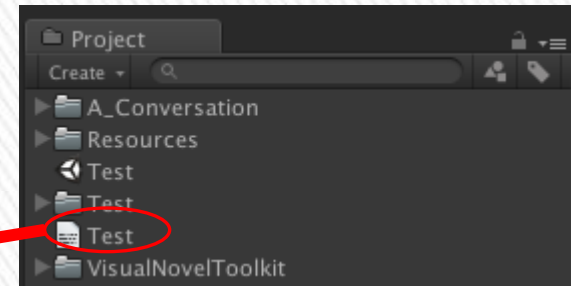


5.3 How to Run from Scenario Script

[Back to Top](#)

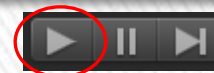


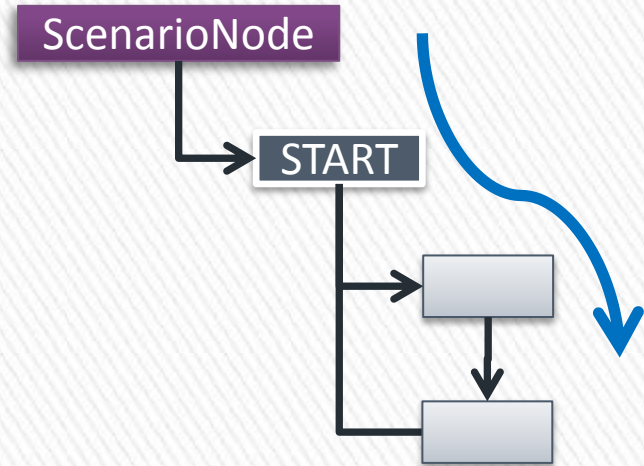
1. Check



2. D&D

3. Play



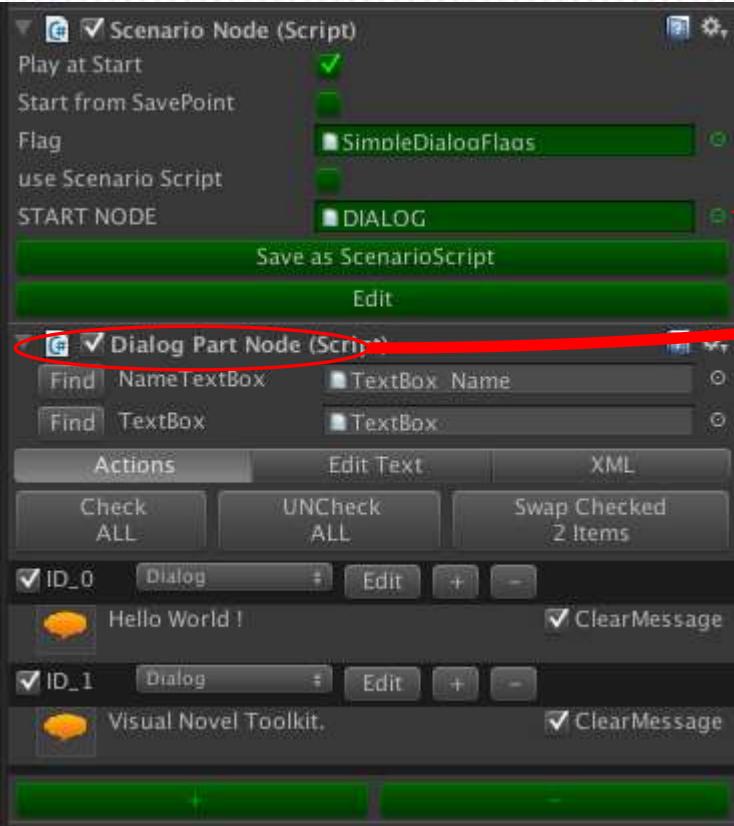


6.

Scenario Structure Patterns



6.1 Simple Dialog

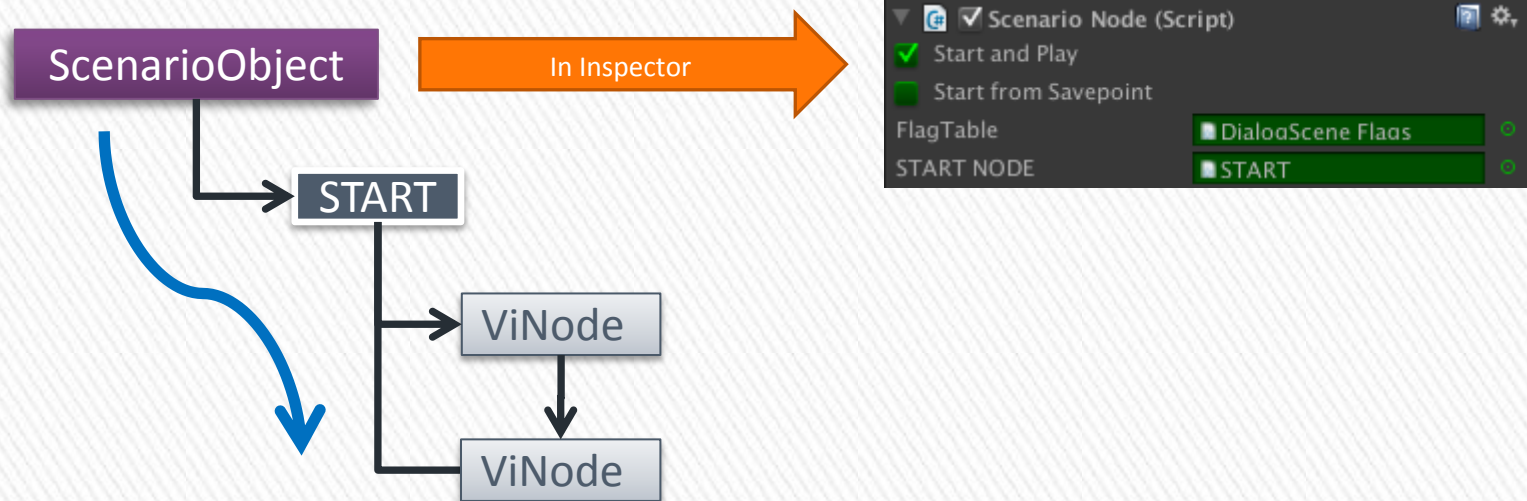


D&D



6.2 ScenarioNode

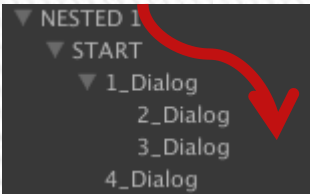
- » This is a Root Scenario Object of a Scenario.
- » The Children of this object will be executed



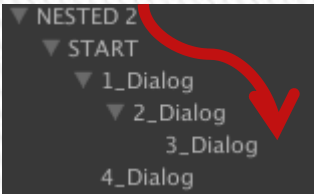
6.3 Patterns



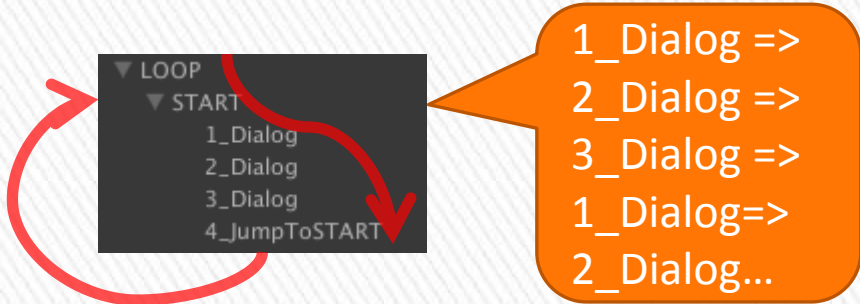
1_Dialog =>
2_Dialog



1_Dialog =>
2_Dialog =>
3_Dialog



1_Dialog =>
2_Dialog =>
3_Dialog



1_Dialog =>
2_Dialog =>
3_Dialog =>
1_Dialog=>
2_Dialog...



1_Dialog =>
2_Dialog =>
3_Dialog =>
4_JumpTo5=>
5_Dialog

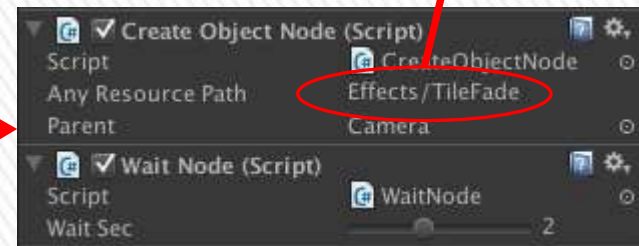
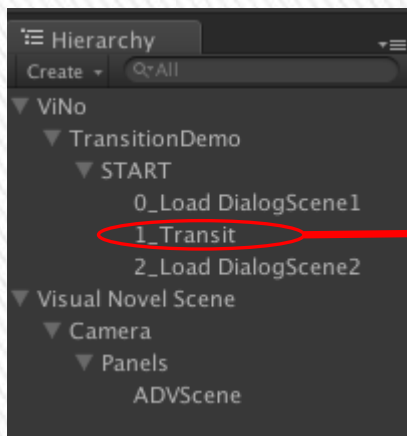
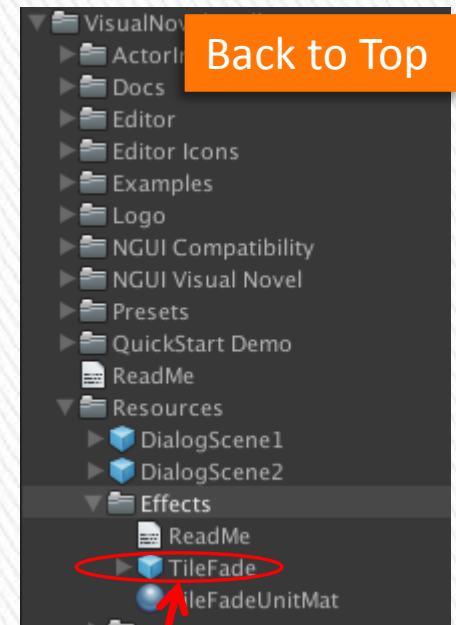


7. Transitions



Transition Objects

- » There is a “TileFade” Object in
VisualNovelToolkit/Resources/
Effects/TileFade.prefab
- » CreateObjectNode component creates a prefab
dynamically.
- » “TileFade” effect object is played automatically when created
under the “Camera” object.



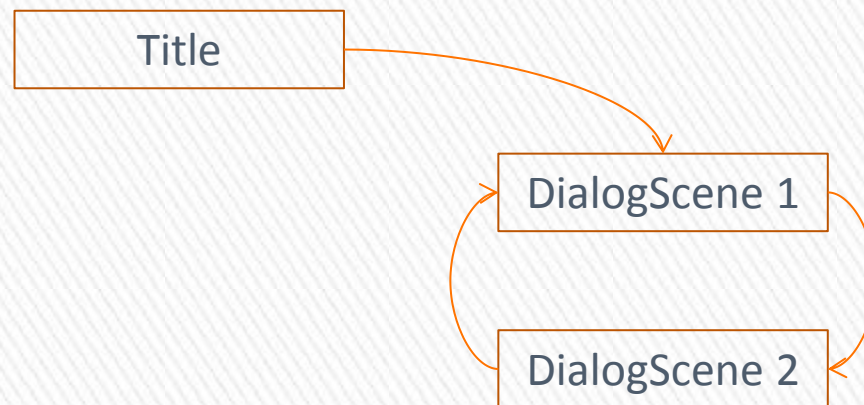


8. Example Visual Novel



8.1 Overview

- » This Demo Starts from “Title” Scenario.
- » The last Node of the “DialogScene1” calls the “DialogScene2” Scenario by **LoadScenarioNode** Component.
- » And The last Node of the “DialogScene2” calls “DialogScene1”.



8.2 NGUI Version of Visual Novel Demo

[Back to Top](#)

» If you have NGUI , the demo scene is like this !



8.3 The Difference of NGUI and Not NGUI

[Back to Top](#)

- » The UI Component is replaced to NGUI
 - > TextWindow
 - > Menu
 - > BackLog Panel
 - > Config Panel
 - > Selection Buttons
- » BG and the Characters are NGUI's sprite objects, so You can use UIAtlas in objects.
- » The ScenarioNode prefab Resources are Shared with Not NGUI Version !

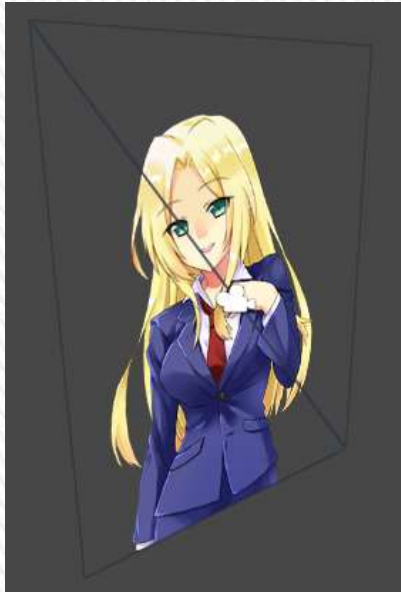


9. UI Components

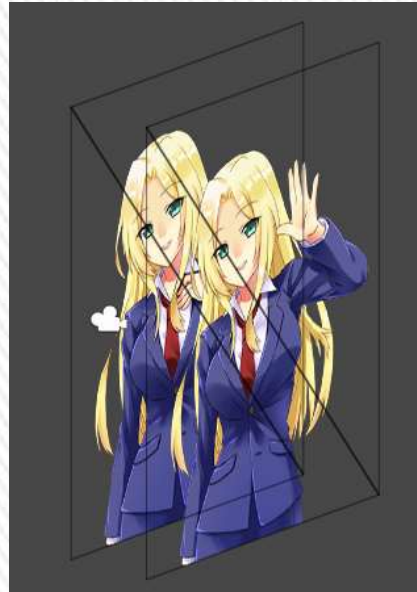


9.1 1 Layer , 2 Layer or 3 Layer Object

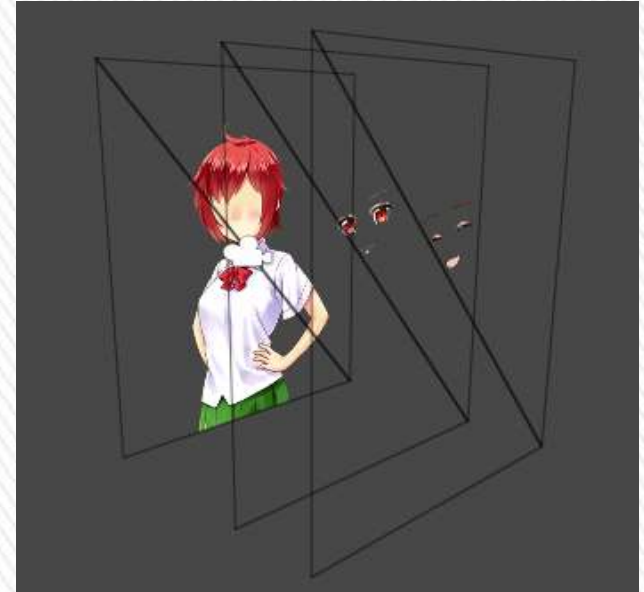
[Back to Top](#)



1 Layer Type
(Ex. Simple Texture
Character or BG)



2 Layer Type
(Ex. Changing the pose)

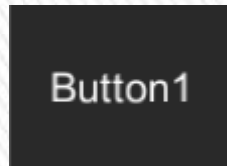


3 Layer Type
(Ex. Base + Face1 + Face2
For CrossFading the
Character Face)

These type objects are dynamically created by “EnterActor” action in DialogPartNode Component.

9.2 Simple UI System

- » It is **REQUIRED** that the **Camera** is attached a **TouchScreen** component and the UI is under the Camera Object.
- » SimpleButton object needs to be attached a Collider component.



SimpleButton



TextButton

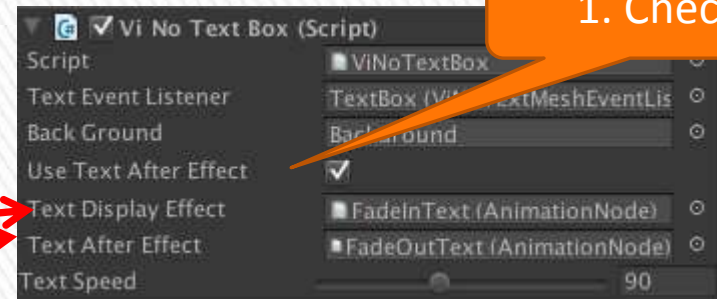
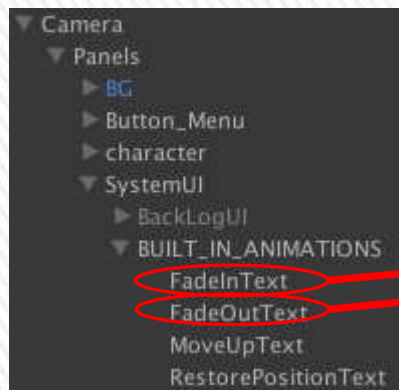
9.3 TextBox

» Text Display Effect :

> for example , please attach a FadeInText AnimationNode.

» Text After Effect :

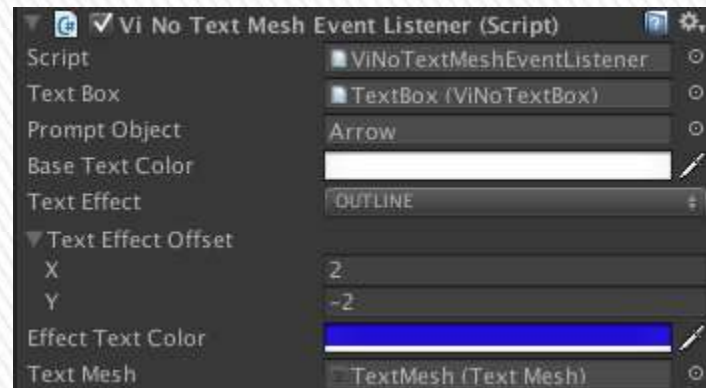
> for example , please attach a FadeOutText AnimationNode.



2. D&D

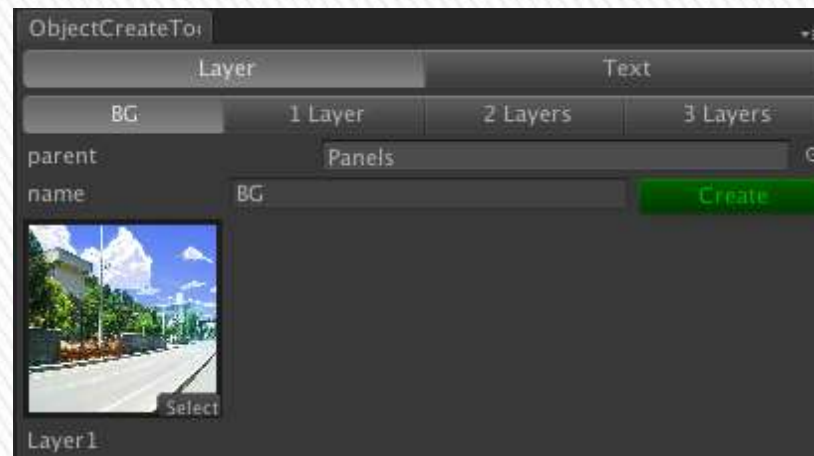


- » **TextMeshEventListener** is needed to a ViNoTextBox Component.
- » You can apply an effect to the TextMesh.
- » select from **OUTLINE** or **SHADOW** effect.
- » And you can also change the Effect Color.

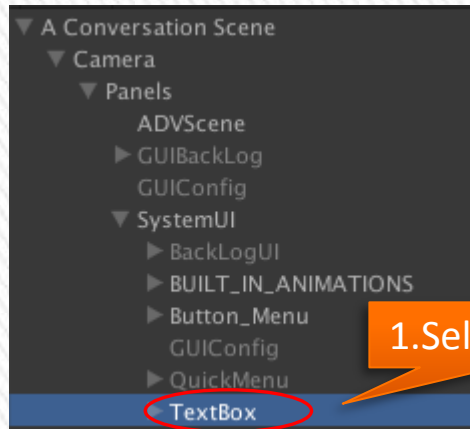


9.4 Object Creation Tool

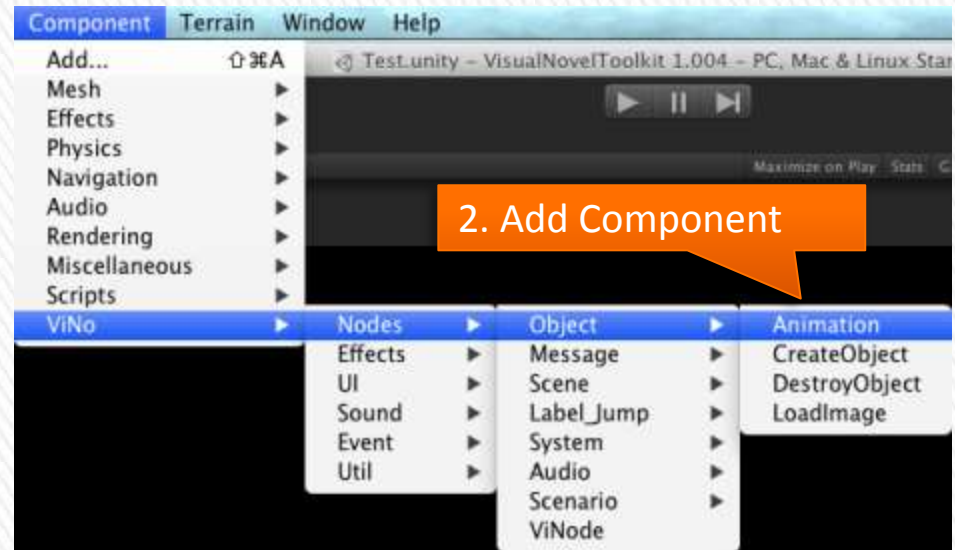
1. Open the “ObjectCreateTool” Window by clicking the Window/ViNo/ObjectCreateTool
2. And Selected a tab you want to create
3. Input the “name” field , Attach several textures and Create.



9.6 How to Animate Objects ?



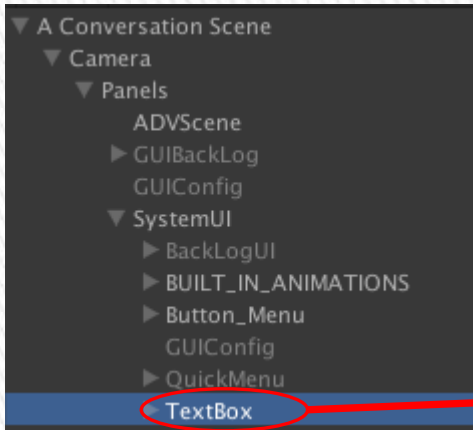
1. Select Target



2. Add Component



Slide In the TextBox



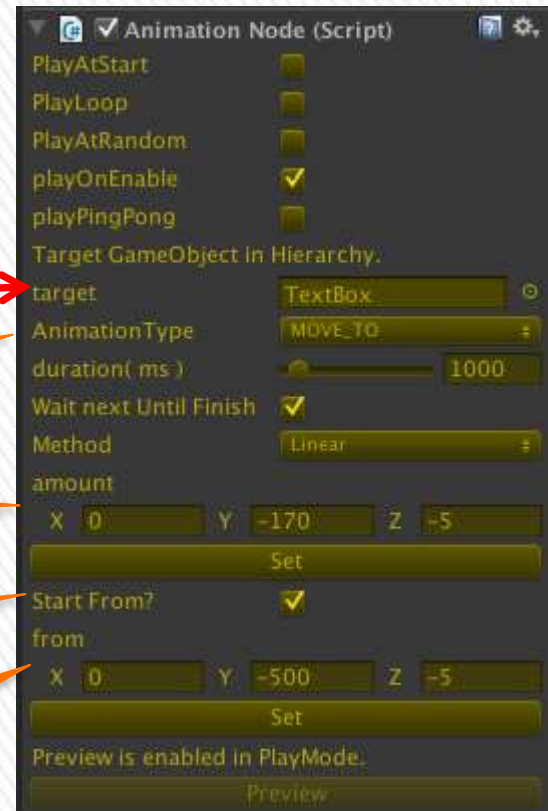
3. D&D Target

4. Select AnimationType

5. Set position to go

6. Check Start from ?

7. Set beginning position



Thank you.

And More...

Incoming Update >