

Dialogue System for Unity Menu Template Prefab

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This package contains a menu template that integrates with the Dialogue System for Unity. It's based on Unity's Game Jam Menu Template, which you must also import:

<https://www.assetstore.unity3d.com/en/#!/content/40465>

This package requires Unity 5.3 or higher.

Features

The template adds these features:

- Main Menu:
 - Start: Now only shown if there is no saved game.
 - Continue: Loads the last saved game. Only shown if a game has been saved.
 - Restart: Starts from the beginning of the game. Only shown if a game has been saved.
 - Load Game: Opens the load game panel where the player can load a saved game or delete saved games.
- Pause Menu:
 - Quests: Shows the quest log window.
 - Save Game: Opens the save game panel.
 - Load Game: Opens the load game panel.
 - Quit to Menu: Returns to the main menu scene.
- Options Menu:
 - Subtitles toggle.
- General:
 - Detect joystick & auto-focus in menus so joystick can navigate properly.

Example Scene

To see the menu template in action:

1. Open the Build Settings window.
2. Add Examples/Start as scene 0, Examples/Loading as scene 1, and Examples/Gameplay as scene 2.
3. Play the Start scene.

How to Use

To use this template in your project:

1. Import Unity's Game Jam Menu Template package.
2. Import the Dialogue System.
3. Import this package.
4. Add a Dialogue Manager to your main menu scene. Assign your dialogue database and dialogue UI to it. This will be your main Dialogue Manager. It will persist when you change levels.
5. Add a Level Manager component to your Dialogue Manager.
6. Add the prefab Dialogue System Menus/Prefabs/UI into your main menu scene. This prefab is an expanded version of the Game Jam Menu Template.
7. Customize the placeholder images and text.
 - (a) If the PausePanel has an Animator with trigger parameters named "Show" and "Hide", it will set those triggers when showing or hiding the panel. By default, the Animator has an Animator Controller that expands the window on Show and shrinks it on Hide.
8. The UI's MorePause component has events for pausing and unpausing. The initial setup of these events hide the Unity UI Selector Display while paused. You can add your own handlers, too.
9. The UI starts with three saved game slots. If you want to adjust the number of slots:
 - (a) Enable the Load Game Panel.
 - (b) Duplicate or delete slot buttons.
 - (c) Inspect each slot button and assign a unique slot number (e.g., 0, 1, 2, etc.) to the Click event.
 - (d) Repeat the process for the Save Game Panel.
10. When loading games, the Load In Progress panel is shown. If you don't want to show this, unassign it from the Load Game Panel. If you want to show a loading screen instead, inspect the SaveHelper component and tick Use Loading Scene. Then specify the build indices of the loading scene and the first gameplay scene. If you want to do something else, assign an event handler to Load Game Panel's On Load Game event. The event handler should call `LoadGamePanel.LoadCurrentSlotNow()` to actually load the saved game.
11. The SaveHelper component saves games to PlayerPrefs. If you want to save games to disk (desktop builds only), enable the SaveToDisk script on the UI GameObject. If you want to save another way, assign your own delegate methods to `SaveHelper.SaveSlotHandler` and `SaveHelper.LoadSlotHandler`.

12. During gameplay, you can set a Dialogue System text variable named "CurrentStage". The contents of this variable will be shown in the details section of the load game panel. To show saved game details differently in the load game panel, you can assign an event handler to LoadGamePanel's On Set Details event.
13. If you're using a gamepad or keyboard only, you may want to auto-focus the first selection in each menu panel.
 - (a) On the UI's ShowMorePanels component, tick Auto Focus.
 - (b) If you add a new panel to the menus, add an AutoFocusOnEnable component to it.
 - (c) The PausePanel has a script EnforceCursor that forces the mouse cursor to be visible when the panel is open and the player is using a mouse. If you don't want to this happen, disable the script.
14. To automatically switch between auto-focus (i.e., joystick) and non auto-focus (i.e., mouse) modes, enable the UI GameObject's Check Input Device component. Then customize the Joystick Buttons To Check, Joystick Axes To Check, and Key Codes To Check lists, and make sure the corresponding buttons and axes are defined in Unity's Input Manager (Edit > Project Settings > Input). When the player presses one of the listed joystick buttons or axes, the UI will enable auto-focus. When the player clicks the mouse or presses one of the listed key codes, it will disable auto-focus.

Loading Scenes

If you've enabled loading scenes in the SaveHelper component, you can load a new scene using the new LoadingSceneTo() sequencer command:

```
LoadingSceneTo(levelName, [loadingSceneIndex])
```

Parameters:

- *levelName*: The name of the level to load asynchronously from the loading scene.
- *loadingSceneIndex*: The scene index of the loading scene to use. If omitted, uses the loading scene index specified in SaveHelper.

To load a new scene from a script, call SaveHelper.LoadLevel(*levelName*) or SaveHelper.LoadLevel(*levelName*, *loadingSceneIndex*).

The menu template also inherits a basic fade from Unity's Game Jam Menu Template. By default, it fades to white. To change this, change the color and/or appearance of FadeImage and LoadingImage. (LoadingImage is shown at the halfway point to hide the scene while LevelManager loads the next scene asynchronously.)