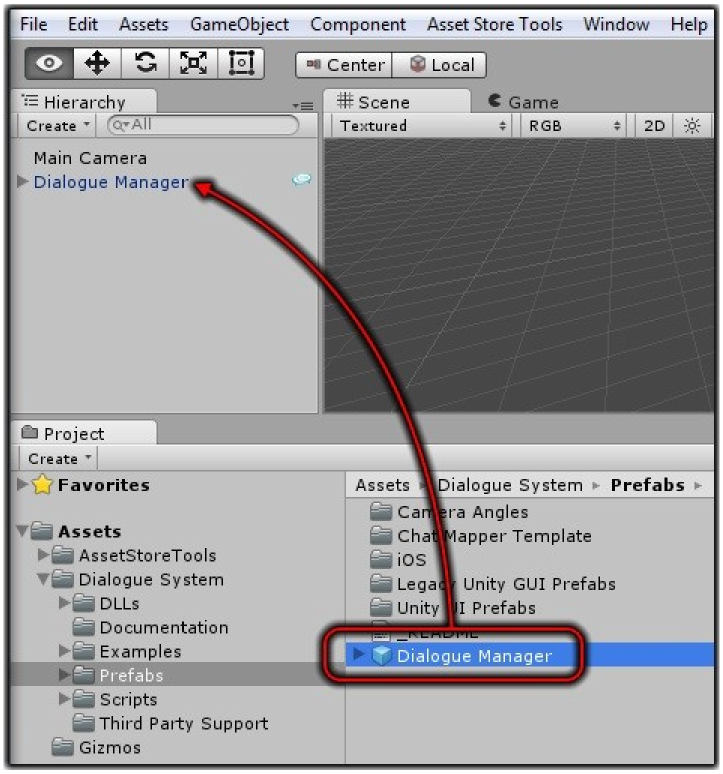
Dialogue System

for unity

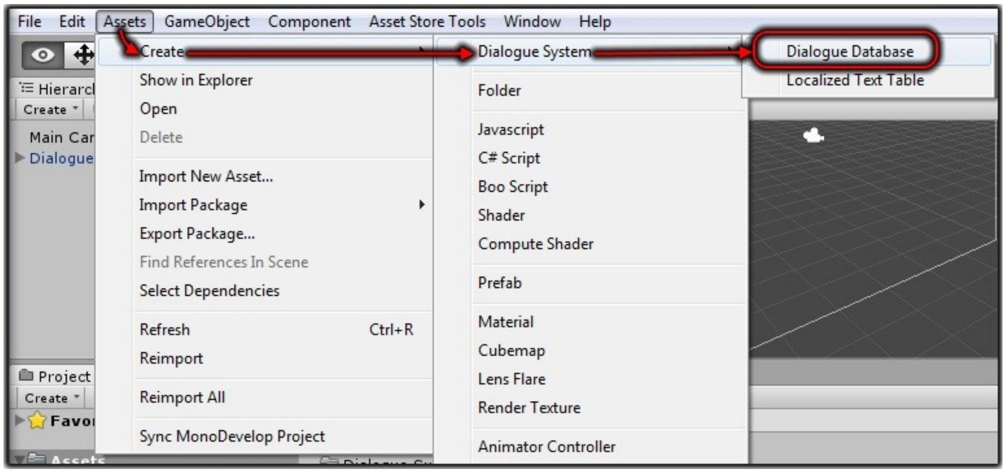
Five-Minute Ultra-Quick Start

Follow these instructions to get the Dialogue System up and running in the minimum amount of time.

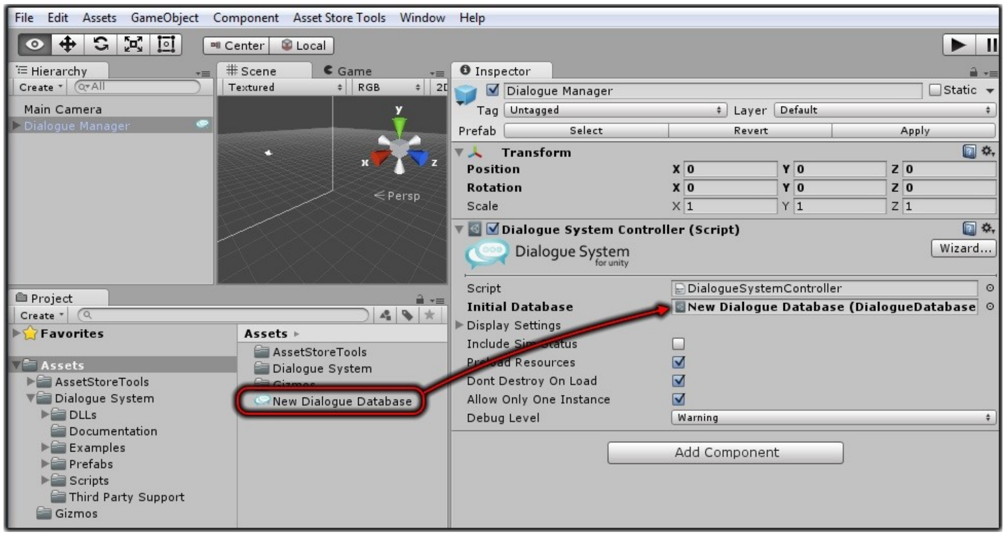
Step 1: Drag the prefab `Assets/Dialogue System/Prefabs/Dialogue Manager` into your scene. This prefab contains the Dialogue System's manager and a generic UI.



Step 2: Select the menu item **Assets > Create > Dialogue System > Dialogue Database** to create a new dialogue database.

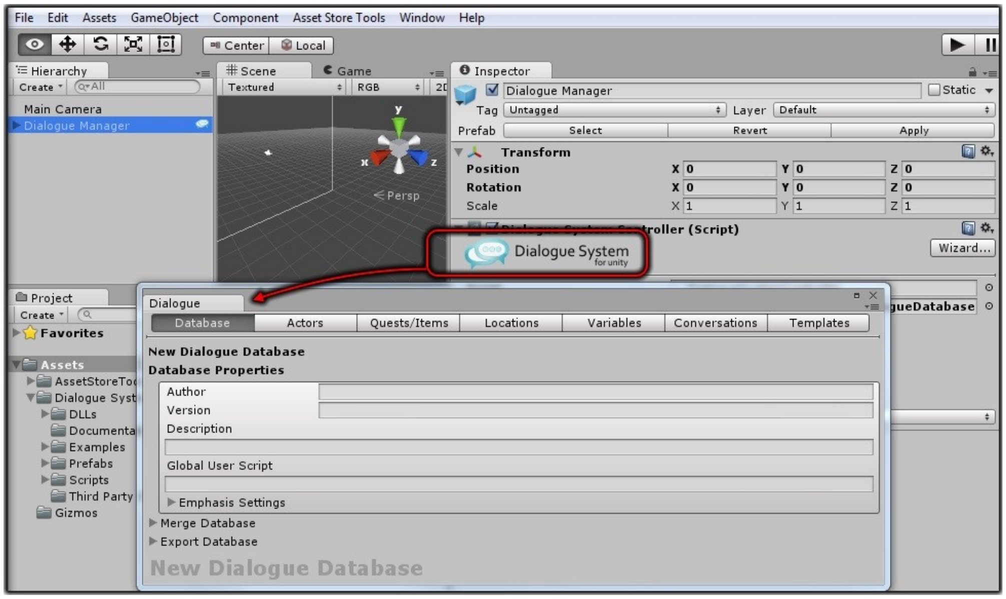


Step 3: Inspect the Dialogue Manager in your scene. Assign the new dialogue database to its **Initial Database** field.

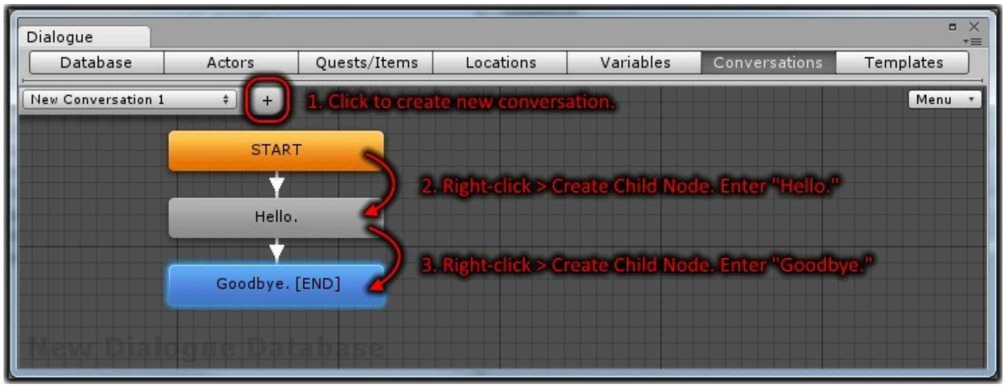


Dialogue Manager ☐ Static
Tag Untagged Layer Default
Prefab Select Revert Apply
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Script DialogueSystemController
Initial Database New Dialogue Database (DialogueDatabase
Display Settings
Include Sim Status ☐
Preload Resources ☑
Dont Destroy On Load ☑
Allow Only One Instance ☑
Debug Level Warning

Step 4: Click the Dialogue System logo image at the top of the Dialogue Manager's inspector to open the Dialogue Editor.



- Click the **Conversations** tab.
- Click the **"+"** button to add a new conversation.
- Right-click on the orange START node and select **Create Child Node**. In the Inspector view, set **Dialogue Text** to "Hello.". *Note: Make sure you set the Dialogue Text field, not another field such as the Title field.*
- Right-click on the gray node ("Hello.") and select **Create Child Node** again. Set **Dialogue Text** to "Goodbye.". Gray nodes are spoken by NPCs; blue nodes are spoken by the player.



1. Click to create new conversation.

2. Right-click > Create Child Node. Enter "Hello."

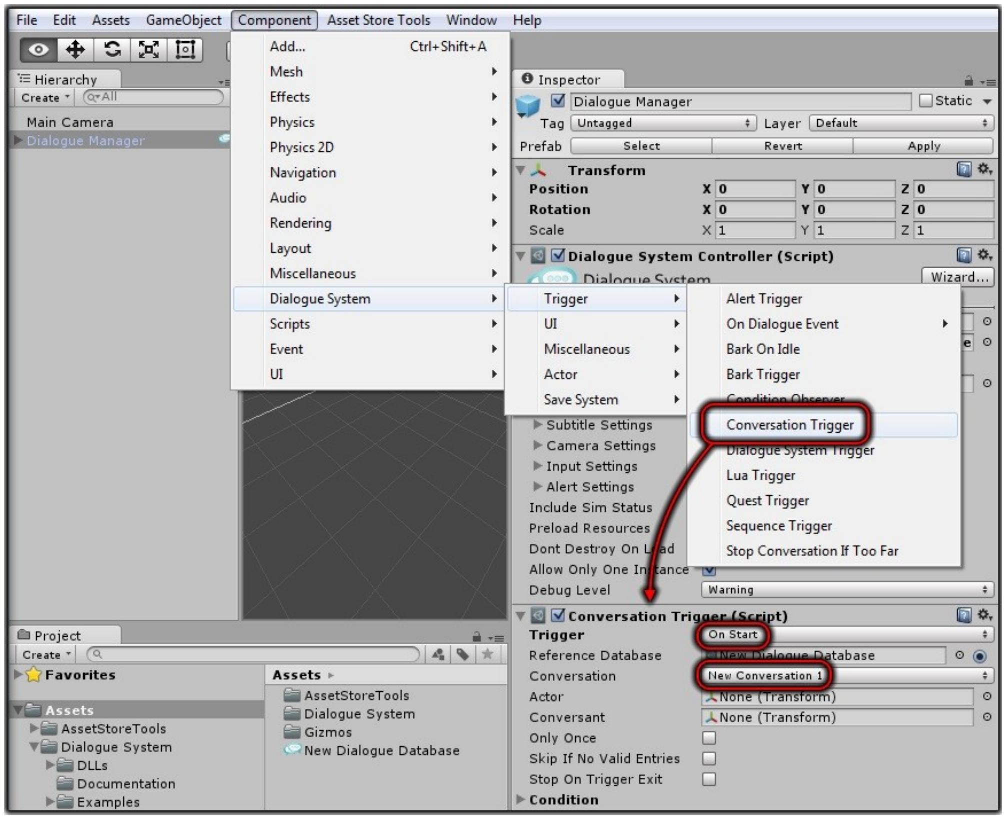
3. Right-click > Create Child Node. Enter "Goodbye."

- Close the editor window.

Step 5: Create dummy objects for the player and NPC. Select menu item **GameObject > Create Empty**. Rename the GameObject to “Player”. Create another GameObject and rename it “NPC”. (In your own project, you'll use your actual characters instead.)

Step 6: Select a GameObject in the scene, such as the Dialogue Manager. Then select menu item **Components > Dialogue System > Trigger > Conversation Trigger**. This will add a Conversation Trigger component. Inspect it.

- Set the **Trigger** dropdown to *OnStart*.
- Set the **Conversation** dropdown to *New Conversation 1*.



Dialogue Manager
Tag Untagged Layer Default

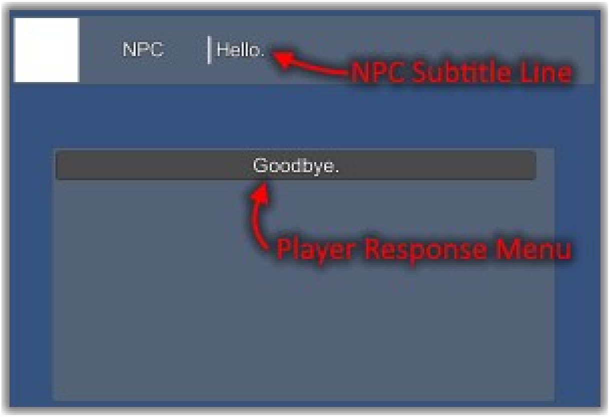
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Dialogue System Controller (Script)
Include Sim Status
Preload Resources
Dont Destroy On Load
Allow Only One Instance ☑
Debug Level Warning

Conversation Trigger (Script)
Trigger On Start
Reference Database New Dialogue Database
Conversation New Conversation 1
Actor None (Transform)
Conversant None (Transform)
Only Once □
Skip If No Valid Entries □
Stop On Trigger Exit □
Condition

- Assign the Player GameObject to the **Actor** field.
- Assign the NPC GameObject to the **Conversant** field.

Step 7: Play! When the scene starts, the Dialogue System will show the NPC line ("Hello.") followed shortly after by the player response menu, which contains one choice ("Goodbye."). It uses the Dialogue Manager prefab's generic UI, which you can later customize or replace with one of the many other UI prefabs included with the Dialogue System.



Where To Go Next

The instructions above introduced you to the Dialogue System's basic workflow:

1. Set up a Dialogue Manager and dialogue UI. (The Dialogue Manager prefab has a generic UI.)
2. Write your content in a dialogue database.
3. Set up a trigger to start a conversation.

The Dialogue System is a comprehensive solution for AAA-quality conversations and quests. As such, it'll take you a little time to learn all of its features.

Here are some good starting points to learn more about specific topics:

Topic	Resources
Tutorial	The Quick Start Tutorial will give you a more in-depth introduction to writing conversations and tying them into gameplay.
Content	Read the Dialogue Database introduction or Dialogue Editor instructions for more info on writing conversations. This topic also covers Lua to remember game state and conditionally control the flow of conversations, Sequences to play voiceover, move the camera, and more, and Dialogue Database Converters to import data from third party applications.

Dialogue Manager	Read How to Set Up the Dialogue Manager to customize how the Dialogue System behaves.
User Interface	Read How to Set Up the Dialogue UI to customize the gameplay UIs.
Triggering Conversations	Read How to Set Up the Player (PC) and How to Set Up NPCs to add triggers to your game that start conversations.
Scripting	Read Scripting to learn how to work with the Dialogue System in your own scripts.

We're here to help!

If you have a question or feature request, Contact Us or read How To Get Help.