

Visionaire Basics for beginners

Video 16-1 – Dialogue Basics

Introduction

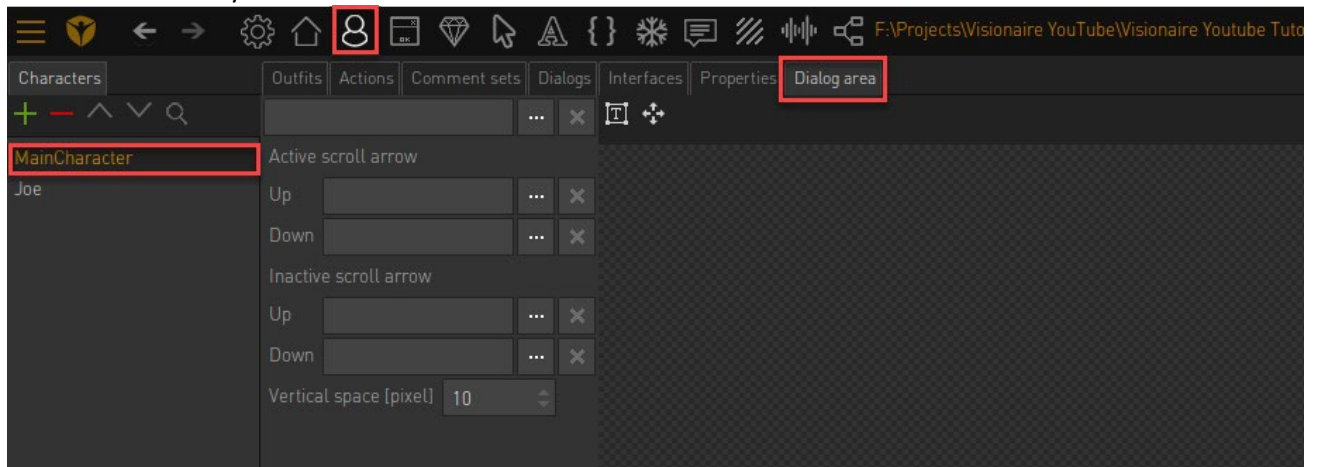
In this section we will talk about dialogue and how to set that up.

Dialogue Basics

In our scene we have our playable character and an NPC character. Dialogues are split into two parts;

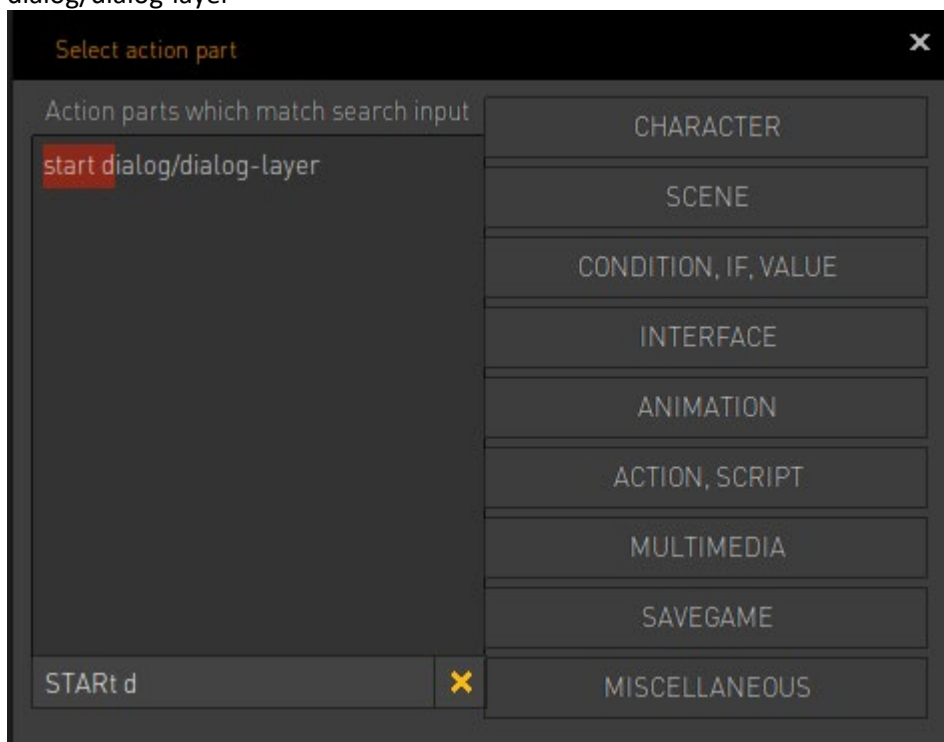
1. Setting up the dialogue area

Here we need to setup the dialogue area with several actions needed. This can be found in the Character area and linked to your MAIN PLAYABLE CHARACTER.



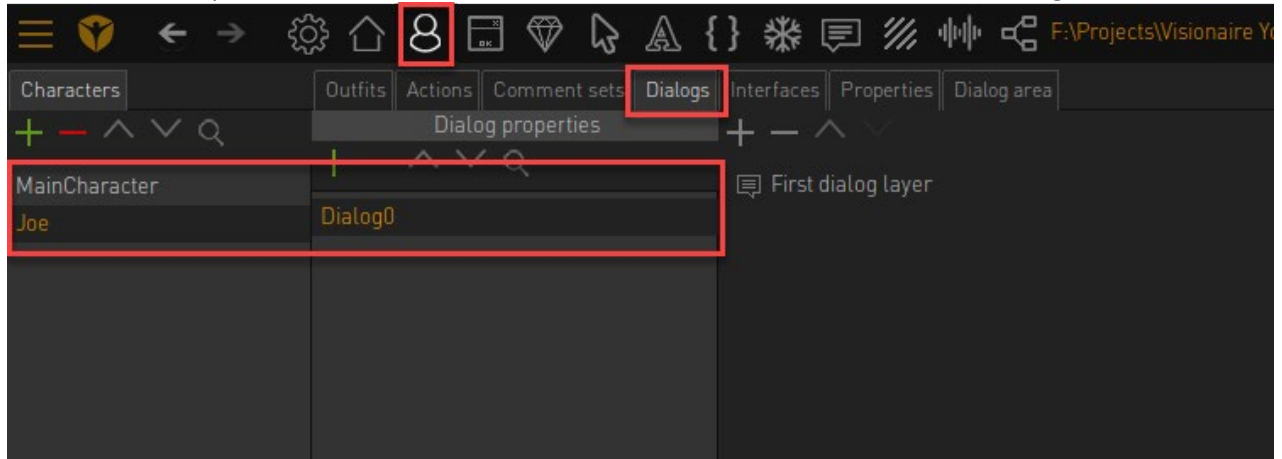
2. Initiating dialogue.

Here we initiate the dialogue that we setup in point 2. This is usually done via the action part called 'start dialog/dialog-layer'



3. Dialogue trees and responses

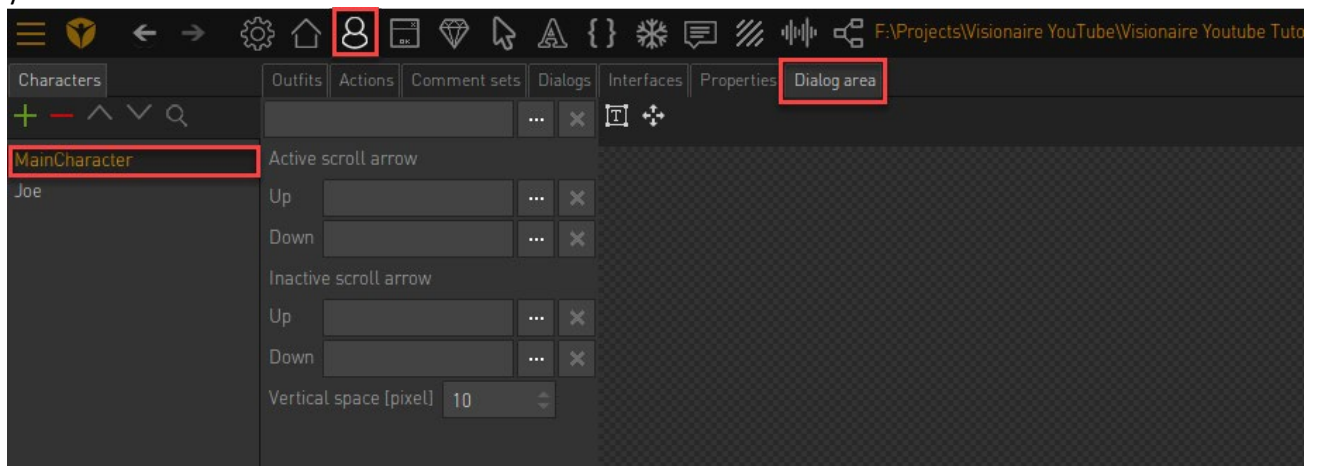
Here we set the questions that our character can ask. This is done in the character dialogue tab.



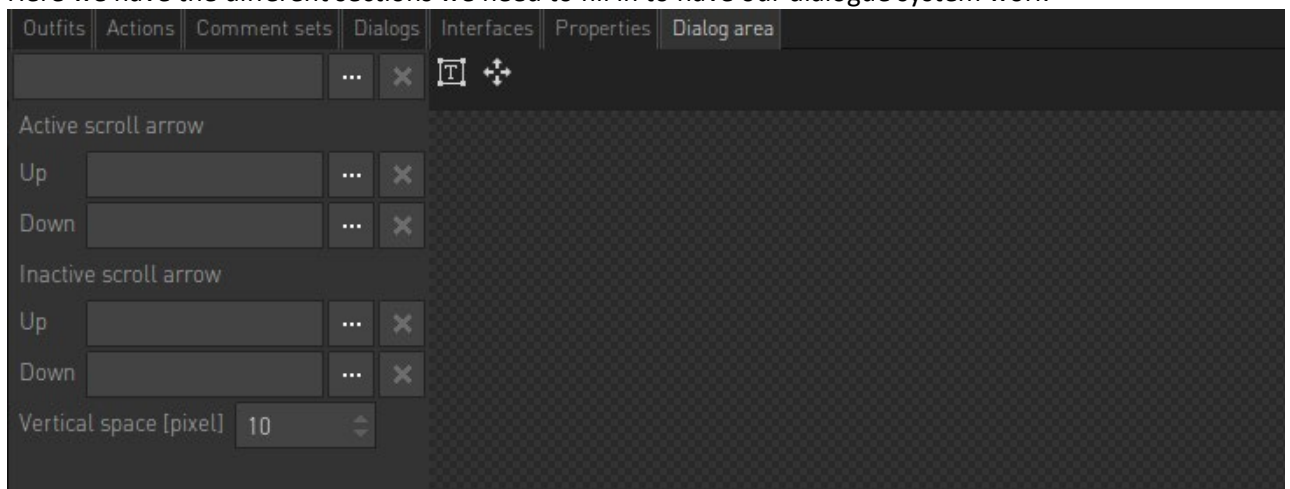
Setting up the dialogue area.

In this section we will be setting up the area where our dialogue text will appear.

1. Access the dialogue setup area. It's important that you select the MAIN PLAYABLE CHARACTER i.e. the one you control.



2. Here we have the different sections we need to fill in to have our dialogue system work

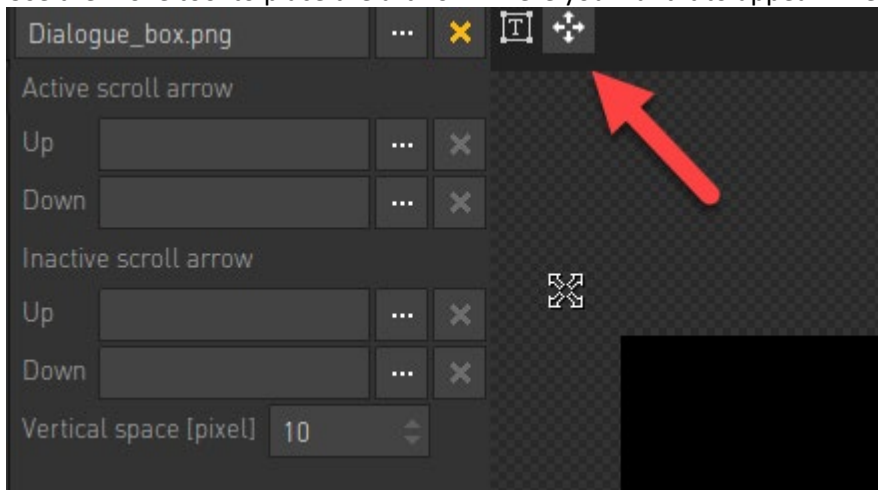


First enter your background image that should appear as the dialogue option background. The example files can be found in path Graphics\Dialogue since the path should **not** be outside the project directory.

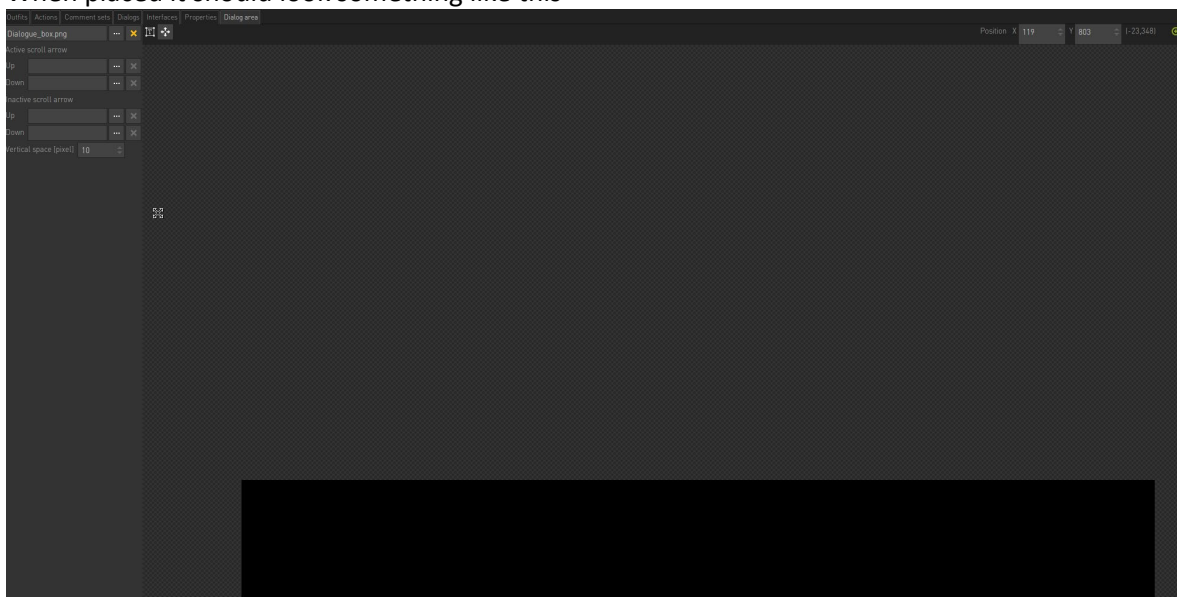
- a. Once added the graphic will appear onscreen.



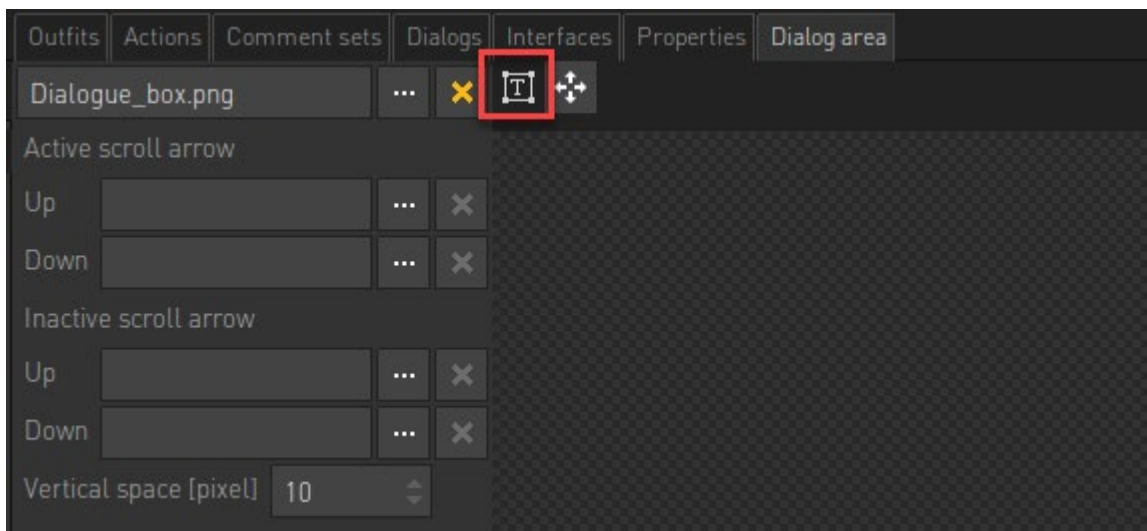
- b. Use the move tool to place the artwork where you want it to appear when it is shown.



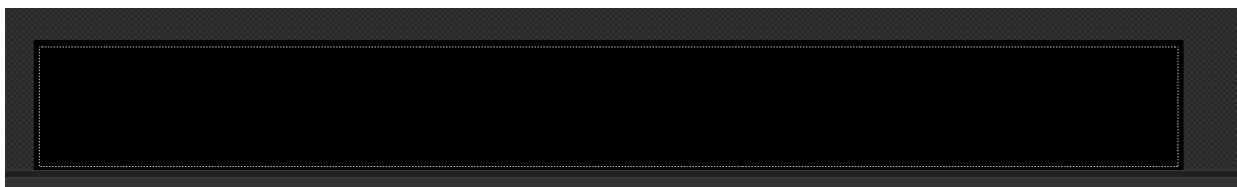
- c. When placed it should look something like this



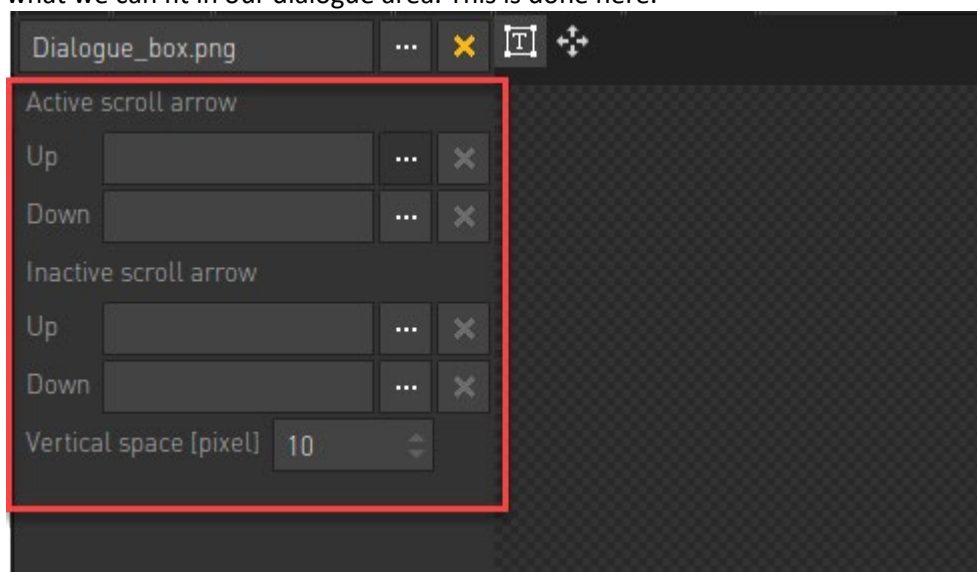
- d. Next you need to set where the text will be displayed. This is done by the SET DIALOGUE AREA button.



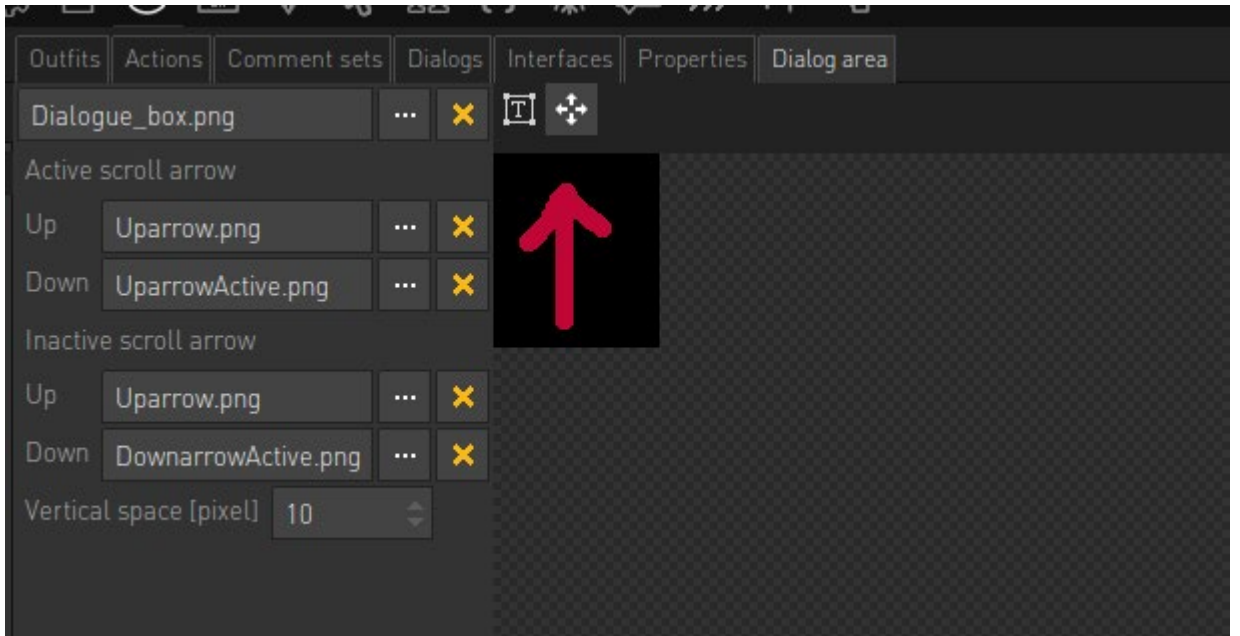
- e. Click it and drag out the area on your graphic where the text will be displayed. If the cursor stays stuck on the move functionality just switch tabs to reset.



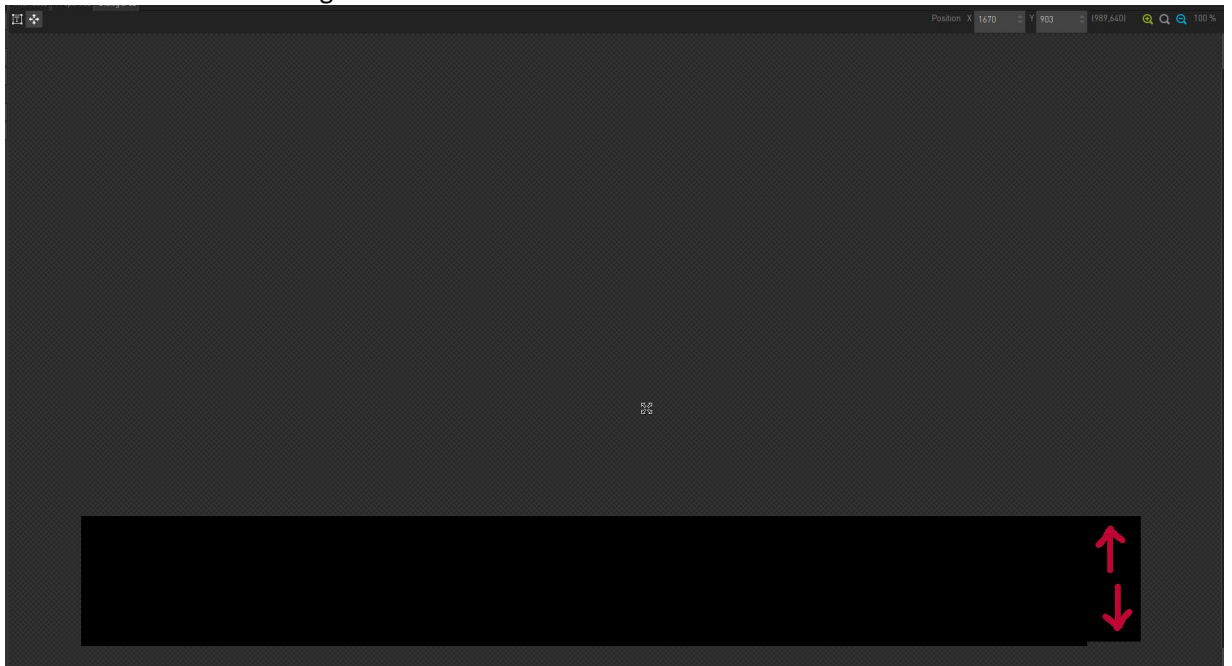
- f. Next up add in the active / inactive up down arrows that will appear if more questions appear than what we can fit in our dialogue area. This is done here.



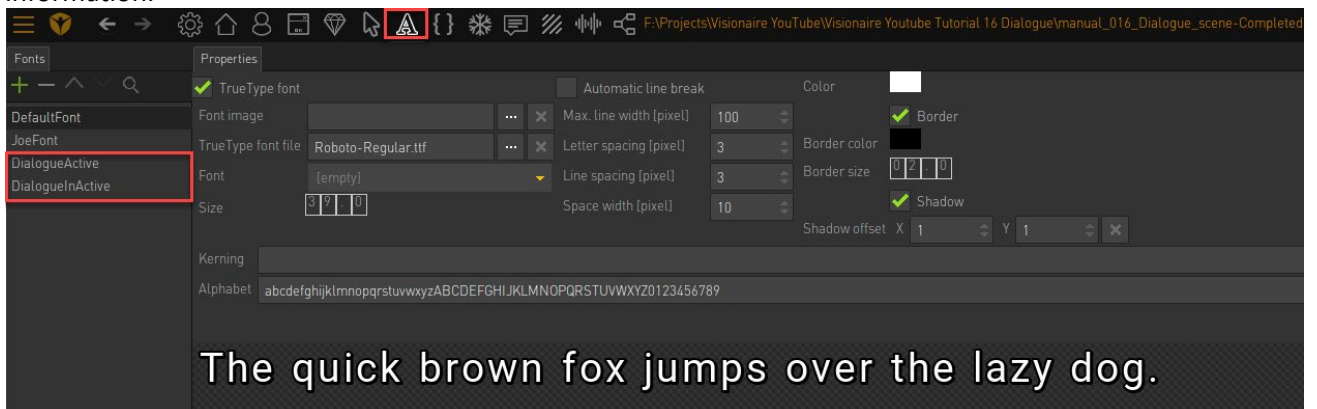
- g. These new graphics will appear onscreen. Use the placement tool once again to place them correctly.



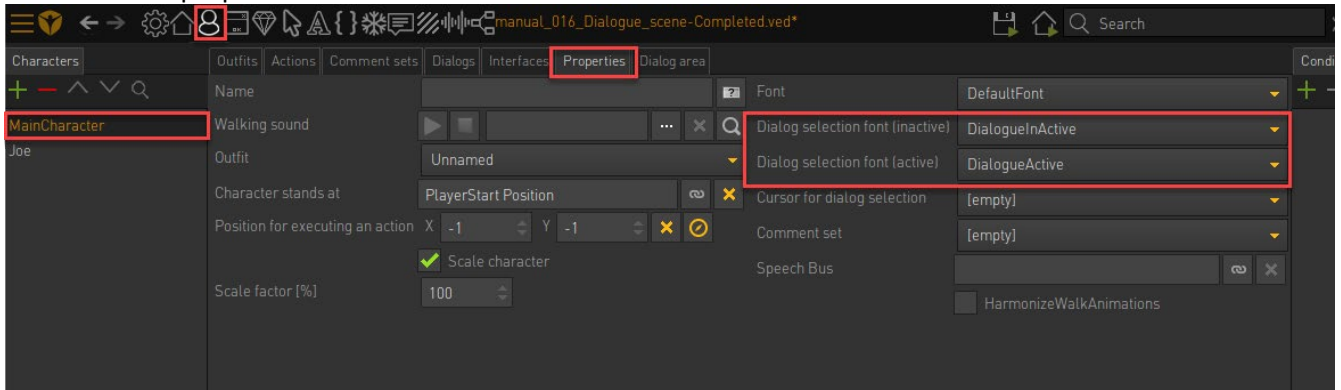
h. You should have something like the below.



3. Next we need to create the font that will be used on our text area. Refer to the font video for more information.



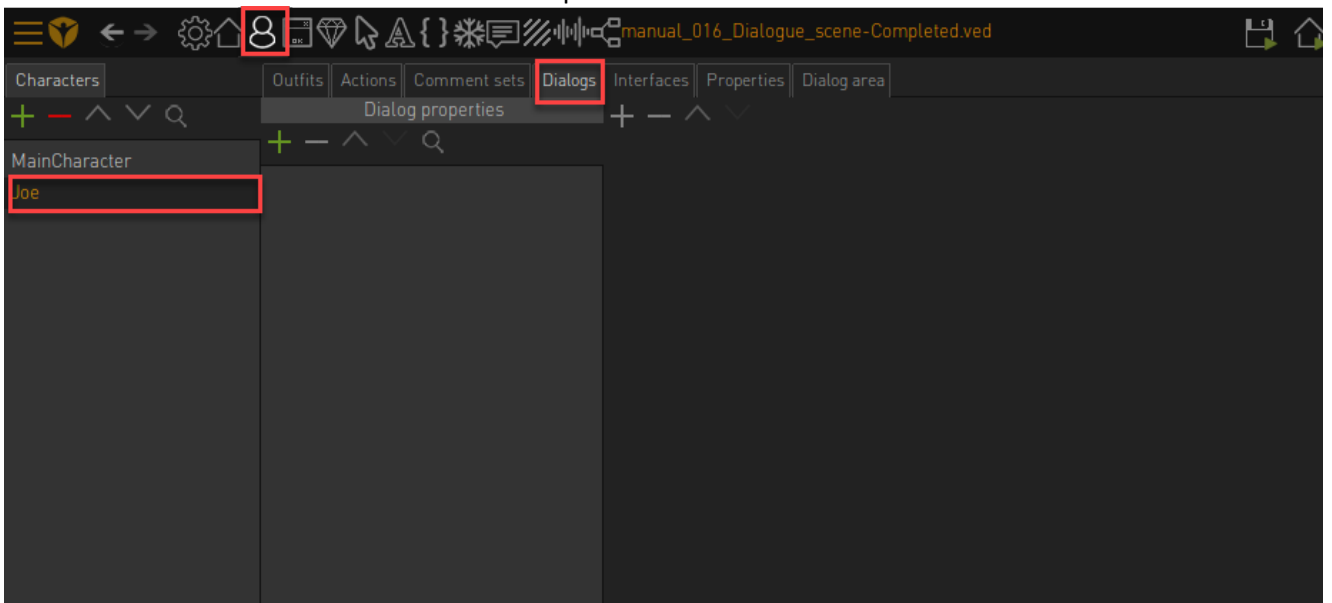
- Now we need to set that these fonts are used for our character. This is set on your MAIN PLAYABLE CHARACTER's properties window.



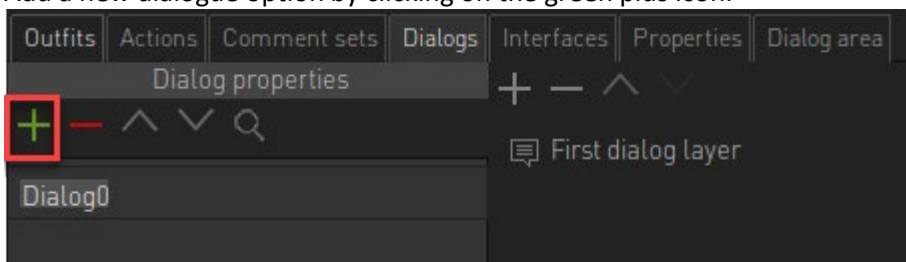
Dialog options basics

In this section we will be create our first dialogue options. This is done on our NPC characters.

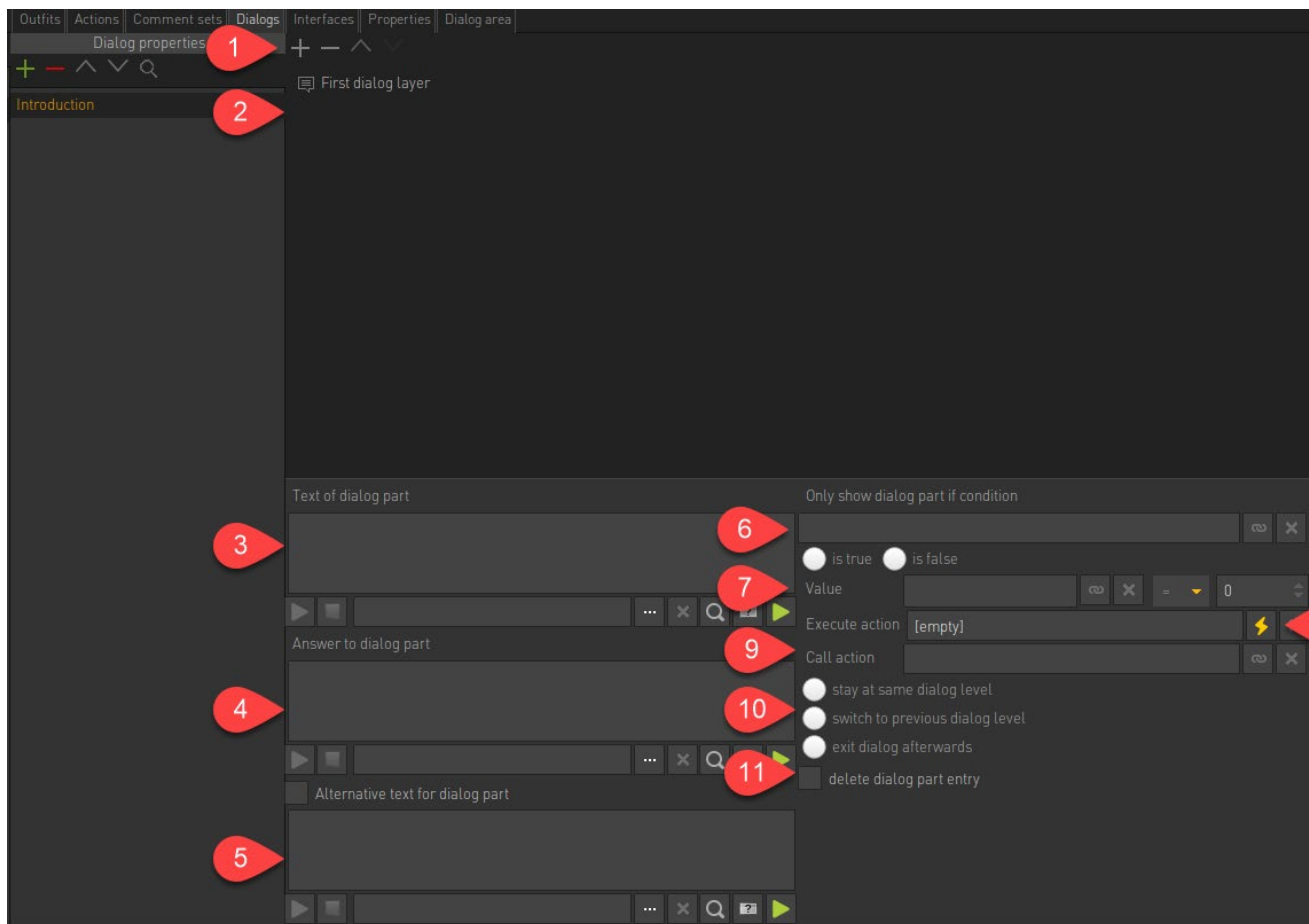
- Go to the character area and click on our JOE npc. Then click on the DIALOGUE tab.



- Add a new dialogue option by clicking on the green plus icon.



- This will create a new dialogue option which you can rename if needed.
- The dialogue window is split into several parts.



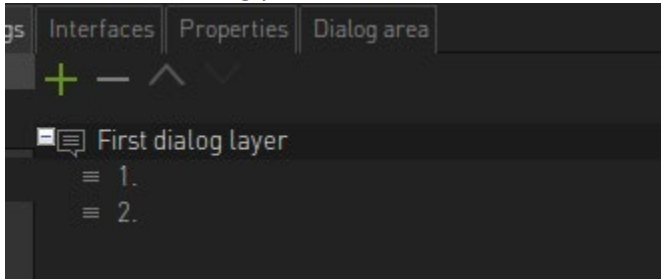
1	Add / Remove Dialog layer	Here we add or remove dialog layers i.e. the actual text options our player can choose from that appears onscreen.
2	Dialog layer layout	Here we set the order in which the dialog options will appear as well as any nested conversations that's needed.
3	Player character text	Here we enter the text which will be shown in the dialog area as a dialog option to select. This text will be displayed (said) by our character when this option is selected.
4	NPC response	Here we set the response our NPC character will say after the dialog option text was spoken by our playable character (text in point 3).
5	Alternative player text	Here we can have an alternative text be displayed that will appear on the dialog area but the actual spoken text will be the text entered in point 3. You must tick the checkbox "Alternative text for dialog part" to make this option available.
6	Condition	Here we can check a condition to determine if the dialog option will be shown.
7	Value	Here we can check a value to determine if the dialog option will be shown.
8	Execute Action	Here we can add additional action parts to be executed. This could be additional DISPLAY TEXT entries as an example.
9	Call Action	Here we can call actions sequences
10	Dialog options	Here we define what happens after this dialog option is selected. <ul style="list-style-type: none"> • Stay at same dialog level: this will stay at the same dialog level and show the same dialog options again • Switch to previous dialog level: this will switch to the previous dialog level and show the dialog options of the parent dialog entry • Exit dialog afterwards: this will exit the dialog

11	Delete dialog part entry	If ticked it will remove the dialog entry once clicked.
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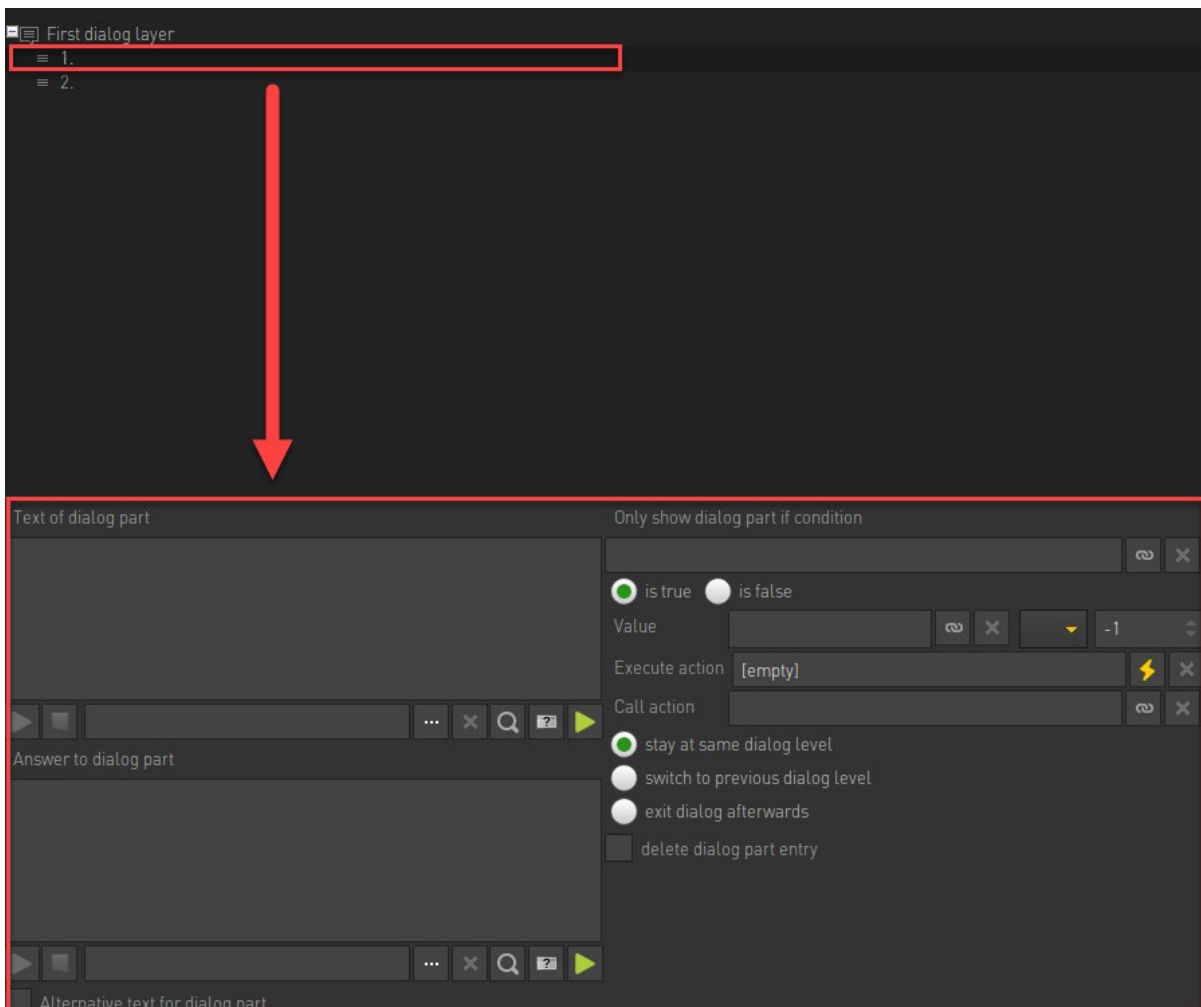
Adding dialog lines

Now let's add our first entries that will consist of two questions.

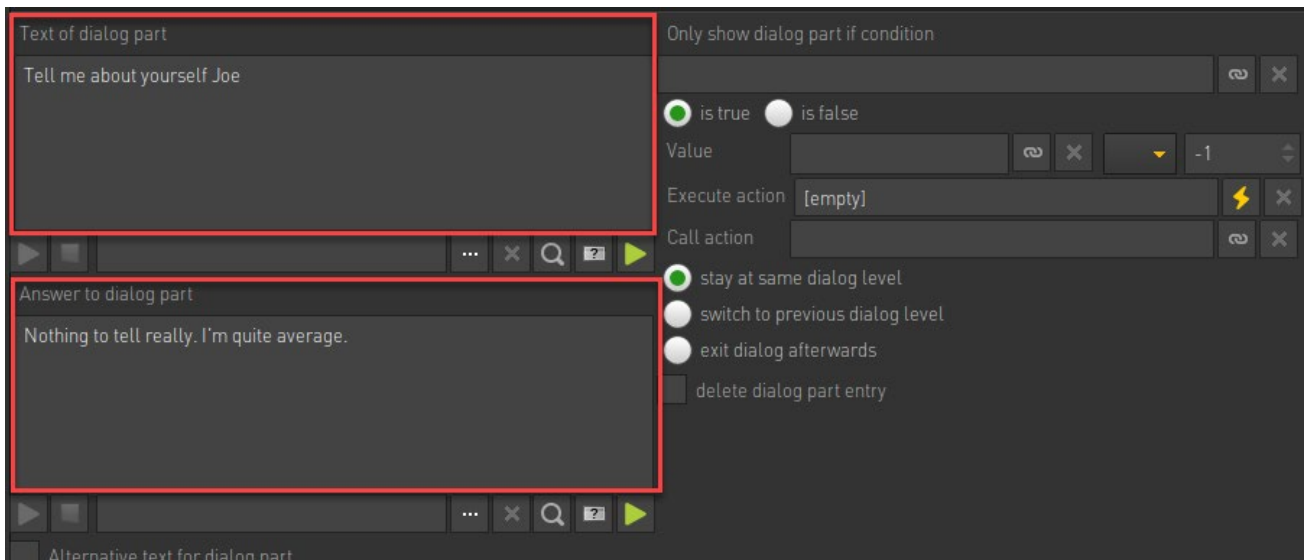
1. Select the First dialog Layer and click on the green plus icon twice. We will have two new lines added, each numbered accordingly.



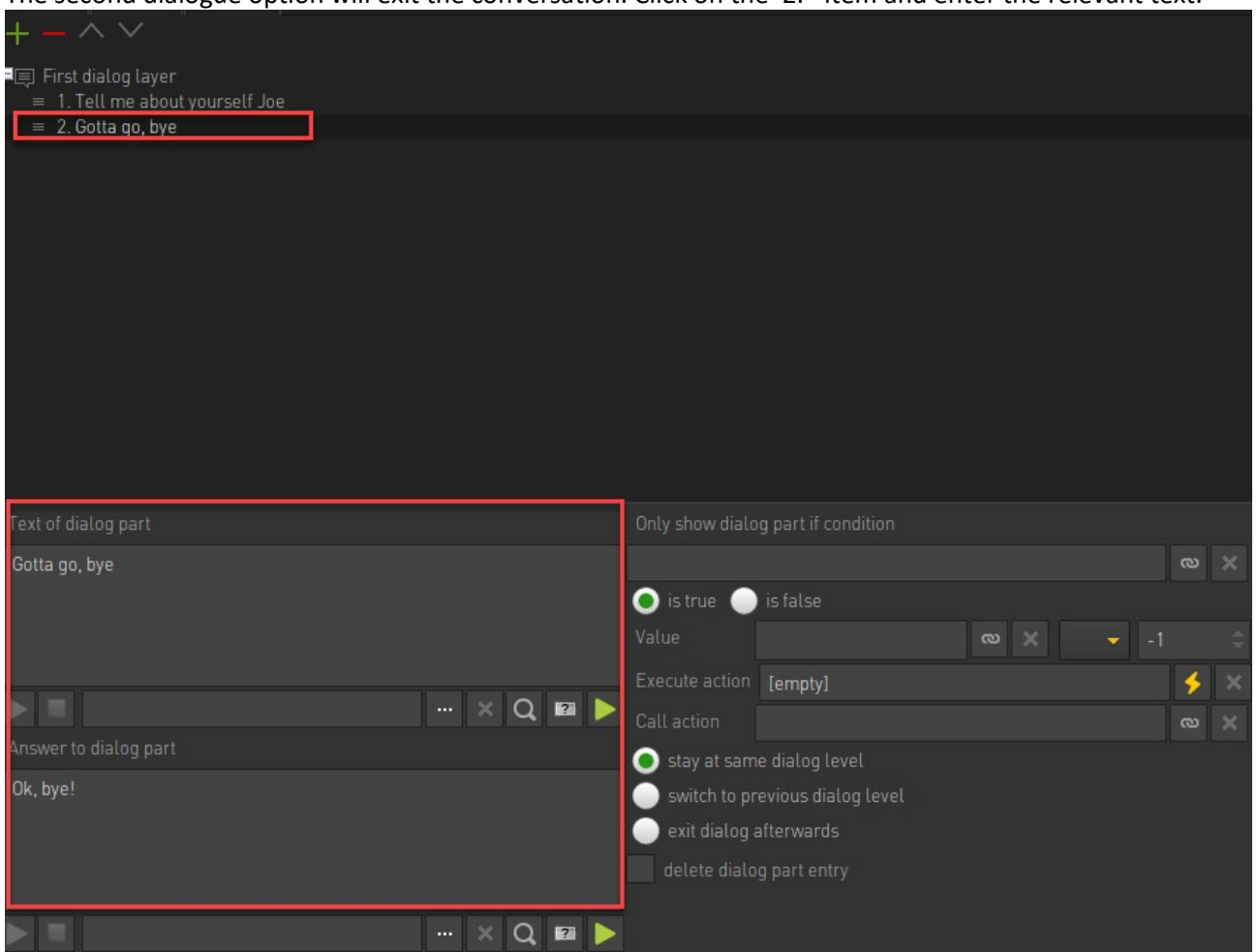
2. Click on the '1.' Option and move down to the properties area.



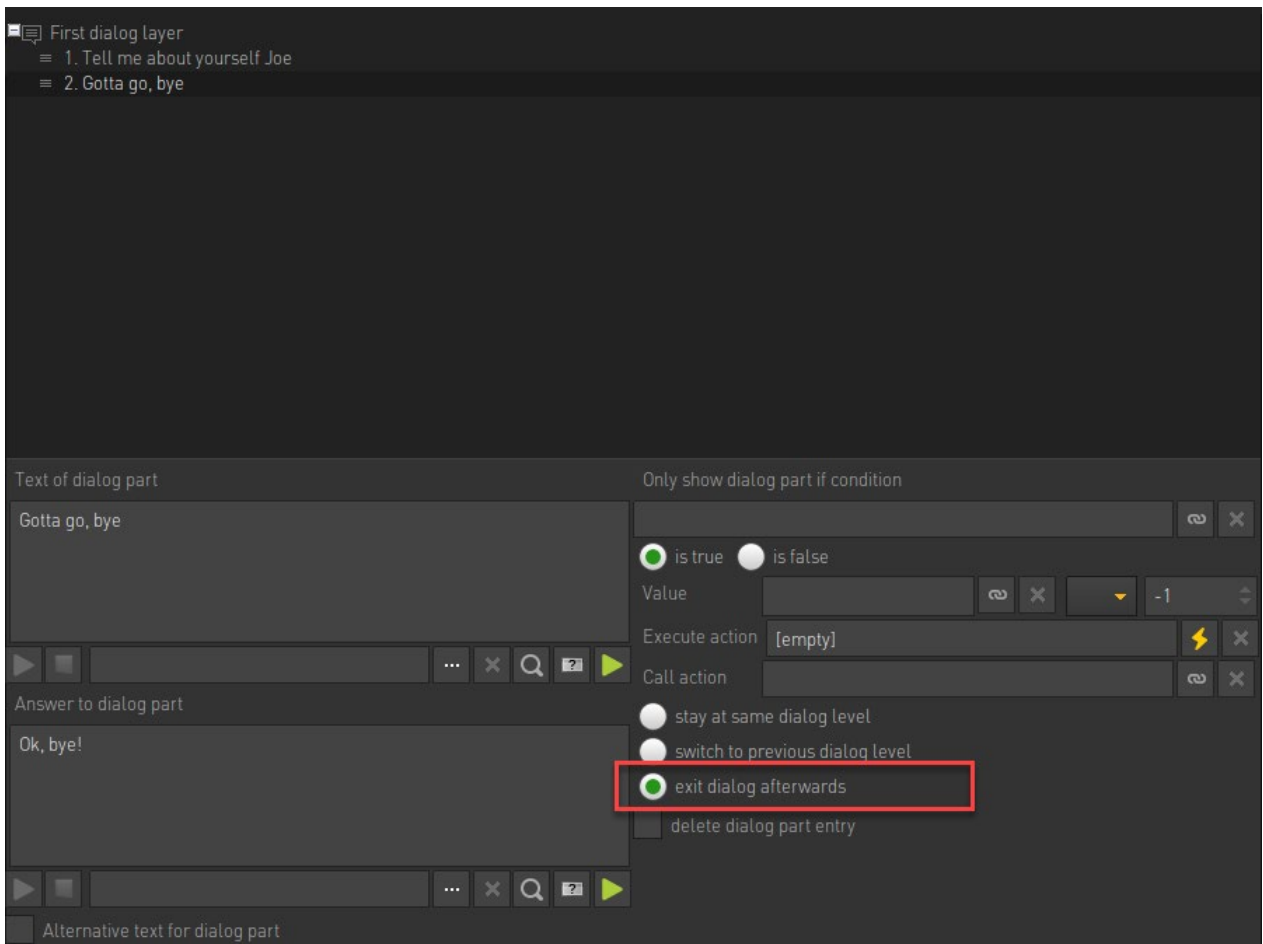
3. Enter the text that our player will choose in the first block and enter the NPC's response.



4. The second dialogue option will exit the conversation. Click on the '2.' Item and enter the relevant text.



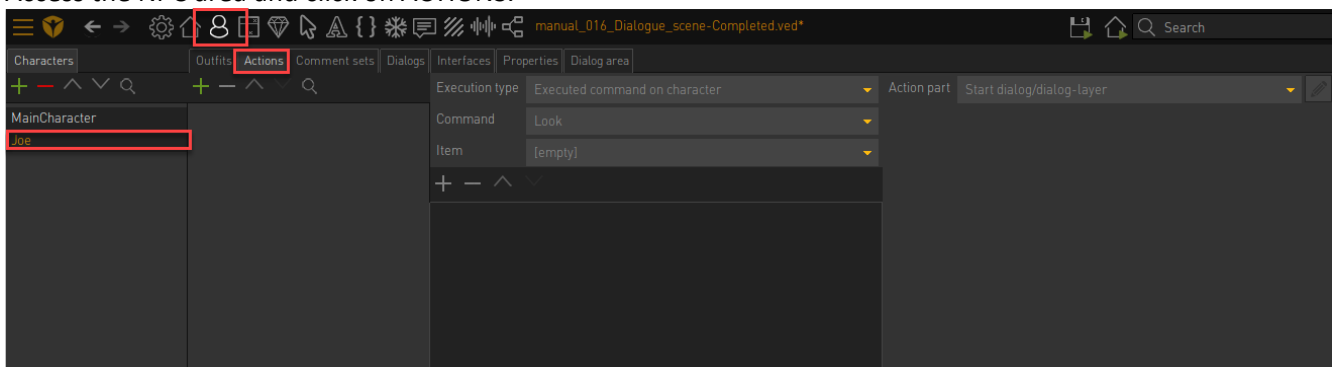
5. Now we need to make sure that the last item actually exits the conversation. Be sure to set the radio button to EXIT DIALOG AFTERWARDS.



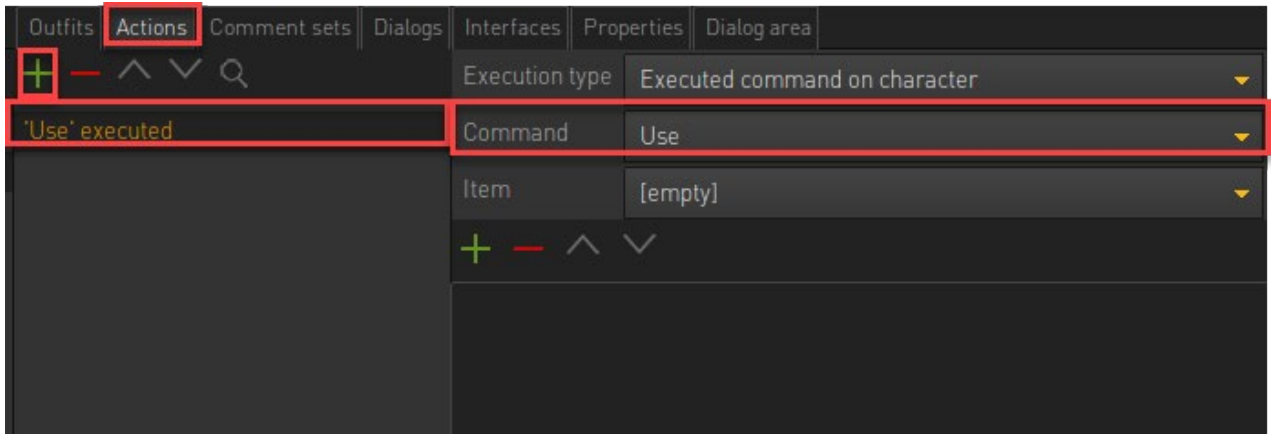
Linking our dialog with our NPC

Now we need to link this dialog option with our NPC. This is done on the person area.

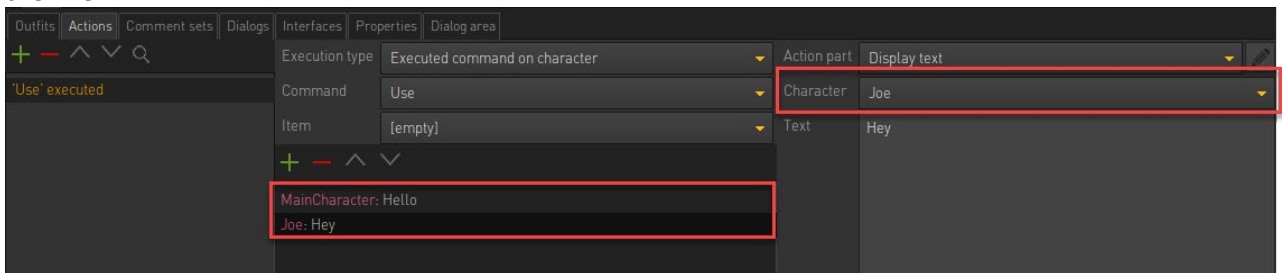
1. Access the NPC area and click on ACTIONS.



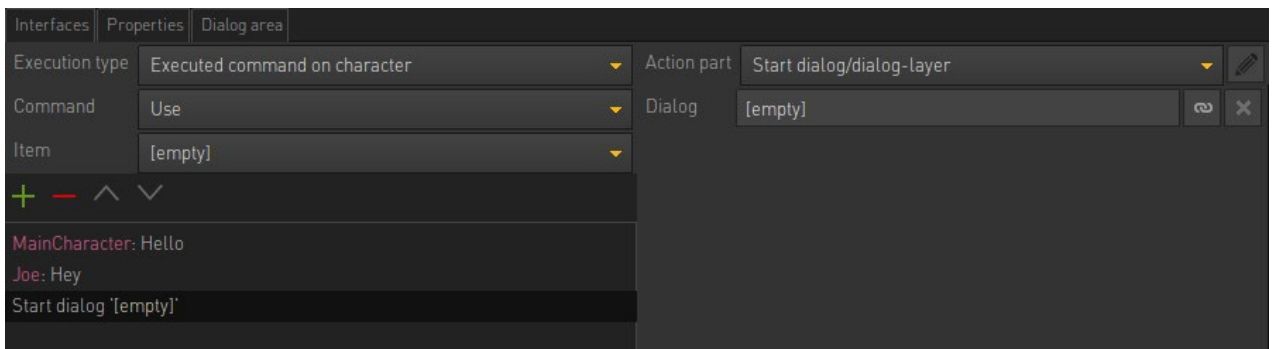
2. Here we add a command that will trigger the dialog via an action part. When our character USE's our NPC we will have the dialog trigger.
3. Add a new USE command.



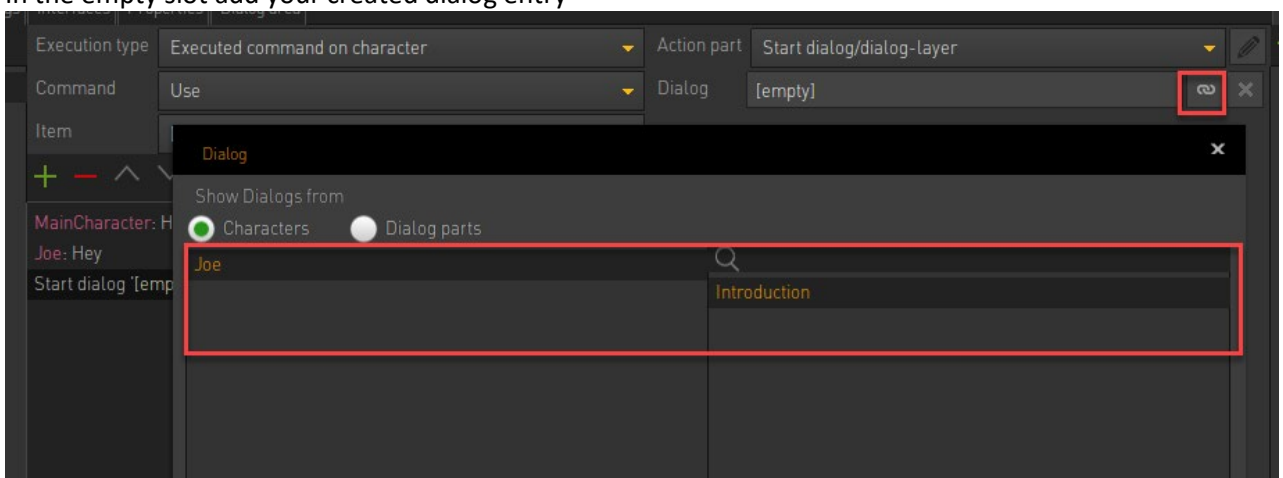
- Our characters will say a few lines before we trigger our dialogue. Add a new DISPLAY TEXT action part with introductory text. Remember to change the CHARACTER option to ensure our the correct character is saying the line.



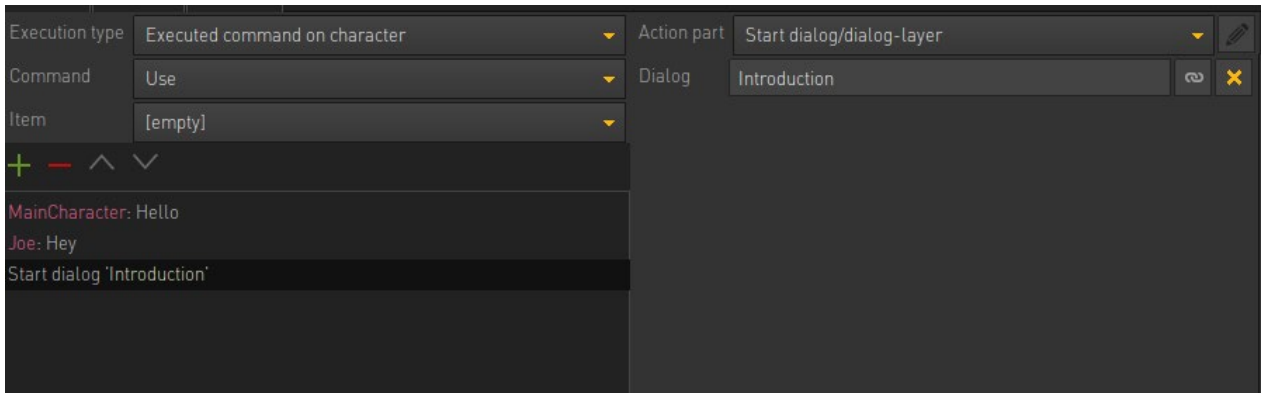
- Add a new START DIALOG/DIALOG LAYER action part.



- In the empty slot add your created dialog entry



- Your entries should look as follows;



8. Now play your game and execute the USE command on your NPC. The dialog options should appear.

