

Choices In Conversations

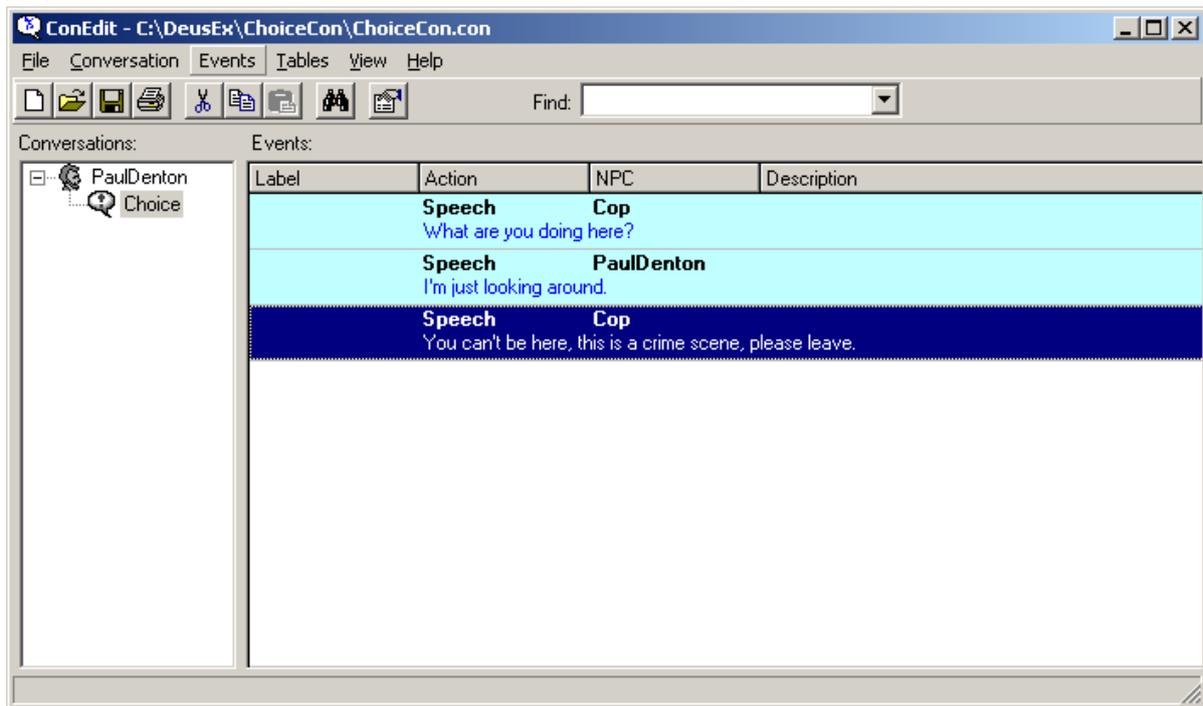
By [Trestkon](#)

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Adding choices to your conversations adds a whole new level of replayability fun to your levels, it really isn't that difficult, so please, read on!

Prerequisites: You should know a bit about packages, as well as ConEdit Basics,

I'm not going to go over all the basics as they have already been covered in previous tutorials, so create a new conversation owned by PaulDenton and call it something like "Choice" For the first little bit everything stays the same so add some lines of speech in the usual way like below.



Now for the choice, right click somewhere in the right window, select **Add => Choice**. A window like the one below will pop up, this is the window will you will configure your choice.

Event

Event Label:

Event Type: Choice

Choice

Choice	Value
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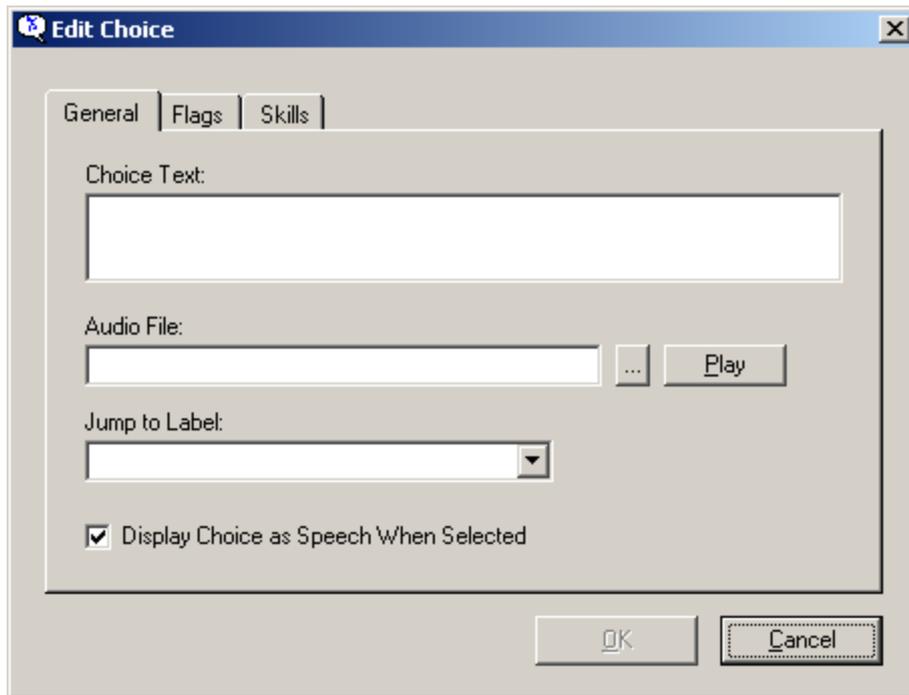
Add Choice Edit Delete Move Up Move Down

Clear Screen before displaying choices

Add Event Previous Update

Insert Event Next Close

This window really isn't too complicated, there are basically only two options available when you first go into it, **Add Choice** which adds a choice, and **Clear screen before displaying choices** which will clear the last line of speech from the window before the player is presented with the choices. So, click on **Add Choice** and you will get this window.

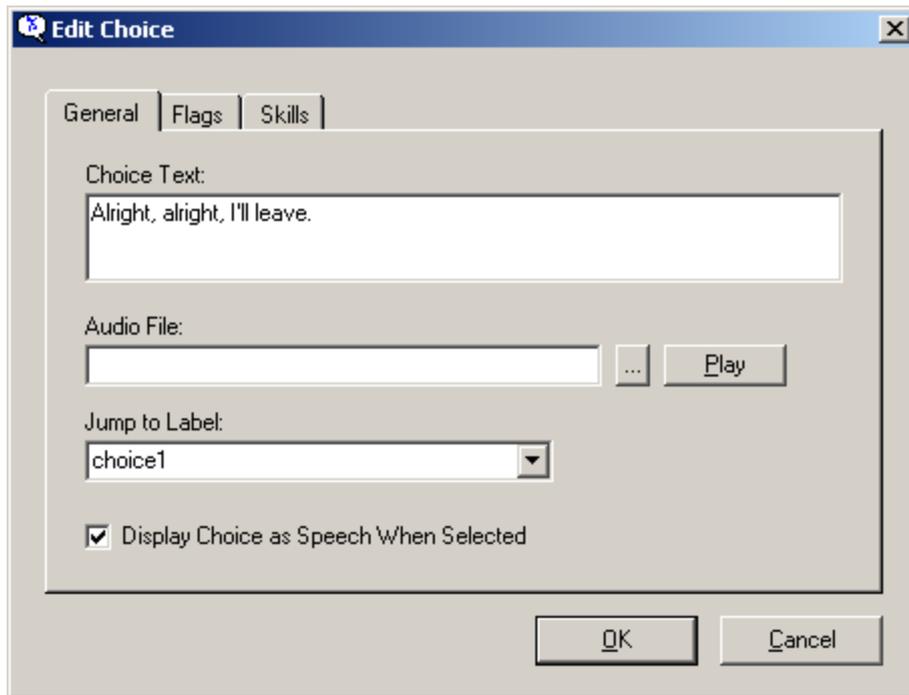


There are 3 tabs in this window, for now, we just need to worry about the "General" tab but the other two tabs are used to cause the choice to appear only when certain conditions are met (flags will be covered in another tutorial)

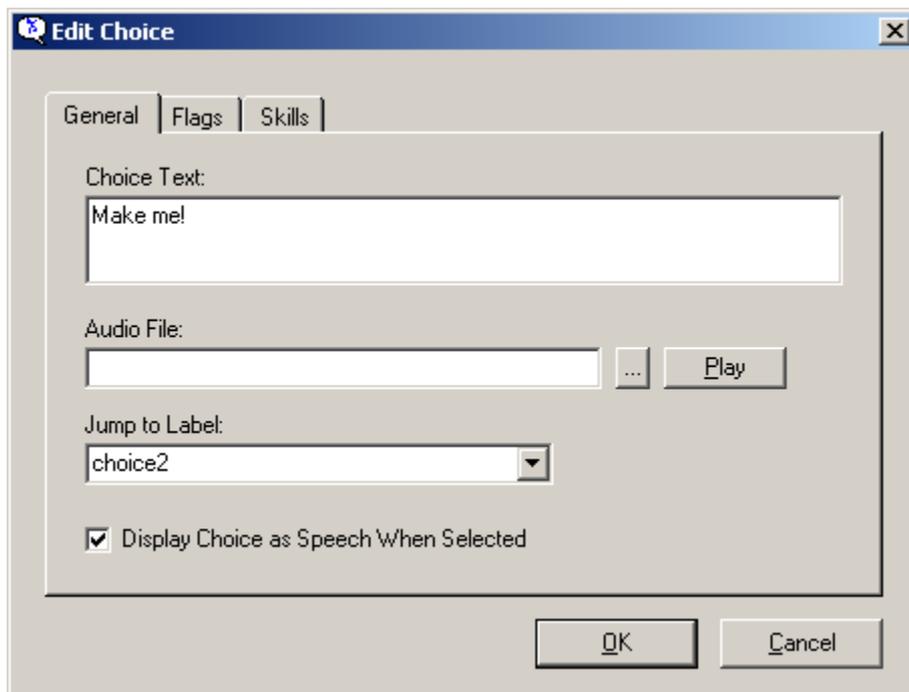
The first thing we need to do is type something into the **Choice Text** dialogue box, this is the speech that will show up that you can choose during the conversation. So In the Choice Text box type: **Alright, alright, I'll leave.**

The **Audio File** text box can be ignored, even if you are putting audio into the conversation you can still ignore this box.

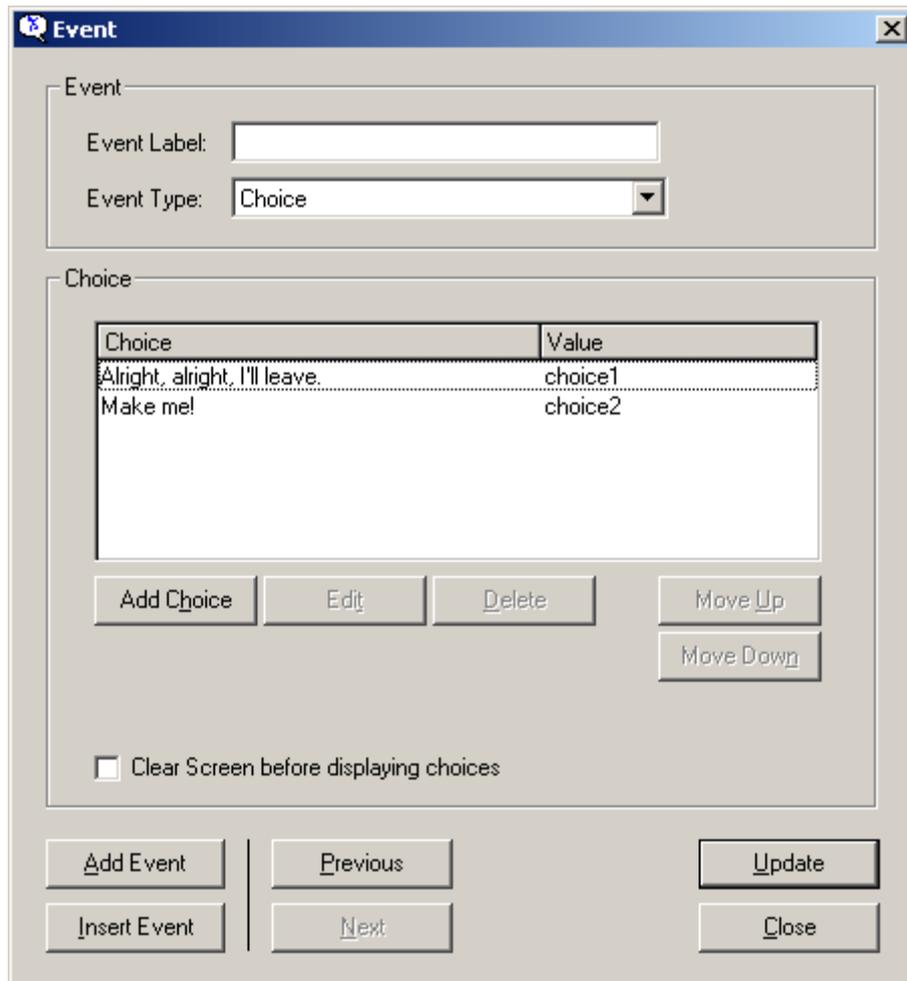
The last text box, **Jump To Label** is very important, this box tells the conversation where to go if the player chooses this choice, I know it sounds a bit confusing, but you'll understand in a bit. So type "choice1" into this box. It should now look like this:



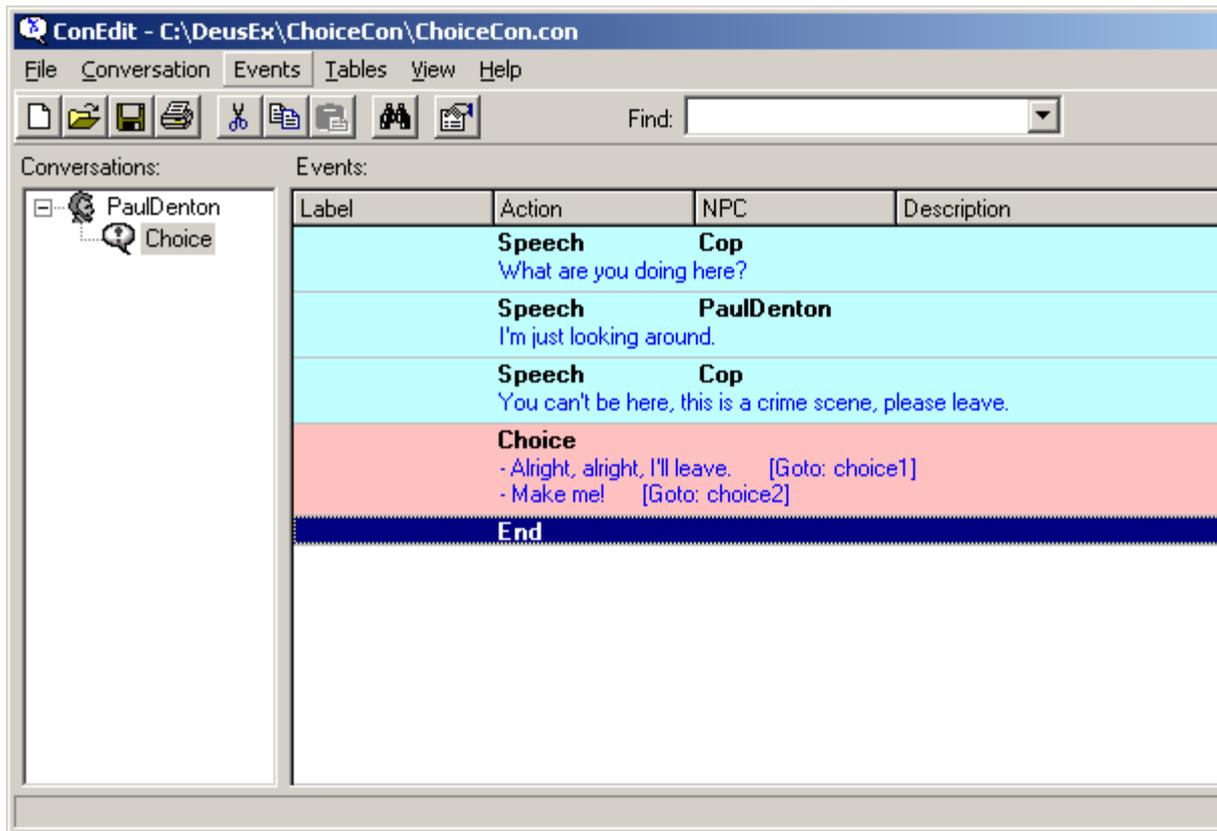
At the bottom of the window there is a check box that says **Display Speech As Text When Selected** this box is pretty much self explanatory but I feel I should explain it anyway, basically if it is checked (and it is by default) when the player selects the text as his choice it will display the choice on the screen as if it were just a normal part of the conversation (also hard to explain but you can try checking and unchecking it to see for yourself) Click OK and you will see that your choice has been added to the Choice window, but, if we actually want the player to have a choice we have to put more than one, so click "Add Choice" again and add a new choice like the one below:



Once you've clicked OK your choices window should look just like this:



Now click update and you will see your choices added to the right frame. Right now, the choices event will be colored red, red it not a good color in ConEdit, but don't worry, we'll fix that. The reason that they are red is because of the "Jump To Lables" that we set. These lables don't yet exist, so the conversation has nowhere to go if the player picks a choice. As far as this section of the conversation goes, it is over, so you can also add an End event just like below.



Now we must create the speech that will come up when a player chooses a specific choice. Right click and open the add speech event window. At the very top of the window you should see a text box labeled "Event Label" If the player's choice has the same "Jump To Label" as this then the conversation will go here.

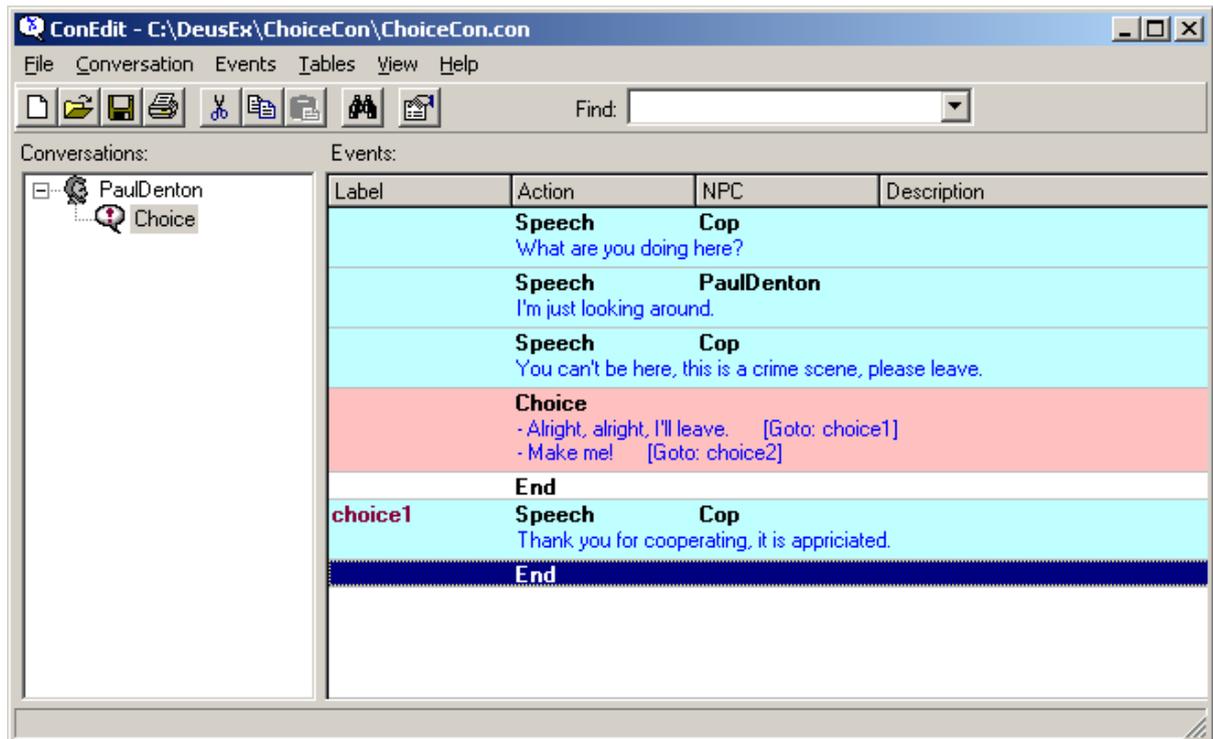
Type "Choice1" into this box, that will cause the conversation to jump here if the player chooses "Alright, alright, I'll leave." Which if you remember, has its Jump To Label set as "Choice1" That is all you have to do to make the conversation jump here so in the speech box we have to put something that is appropriate. Make sure all your boxes are filled in like below and make sure that the Cop is speaking to JCDenton.

The image shows a software dialog box titled "Event". It is divided into two main sections: "Event" and "Speech".

- Event Section:**
 - Event Label: A text box containing "choice1".
 - Event Type: A dropdown menu currently set to "Speech".
- Speech Section:**
 - Actor to Speak: A dropdown menu set to "Cop" with a browse button "...".
 - Speaking To: A dropdown menu set to "PaulDenton" with a browse button "...".
 - Speech: A large text area containing the text "Thank you for cooperating, it is appreciated."
 - Audio File: A text box with a browse button "...", a "Play" button, and a "Font" dropdown menu below it.
 - Font: A dropdown menu.
 - Continued: A checkbox that is currently unchecked.

At the bottom of the dialog, there are several buttons: "Add Event", "Insert Event", "Previous", "Next", "Update", and "Close".

Now press Update to add the Speech event to your conversation. Also, add an End event right after the Speech so that the conversation will end and not just continue right into the the next part.



Now all that remains is to add the speech for the second choice. Open up the Add Speech event window and this time type "choice2" into the Event Label box. Fill in the speech like below, again making sure that the Cop is talking to JCDenton.

Event

Event Label: choice2

Event Type: Speech

Speech

Actor to Speak: Cop

Speaking To: PaulDenton

Speech:

If you're not out of here in ten seconds, I'm going to have to use force!

Audio File:

Play

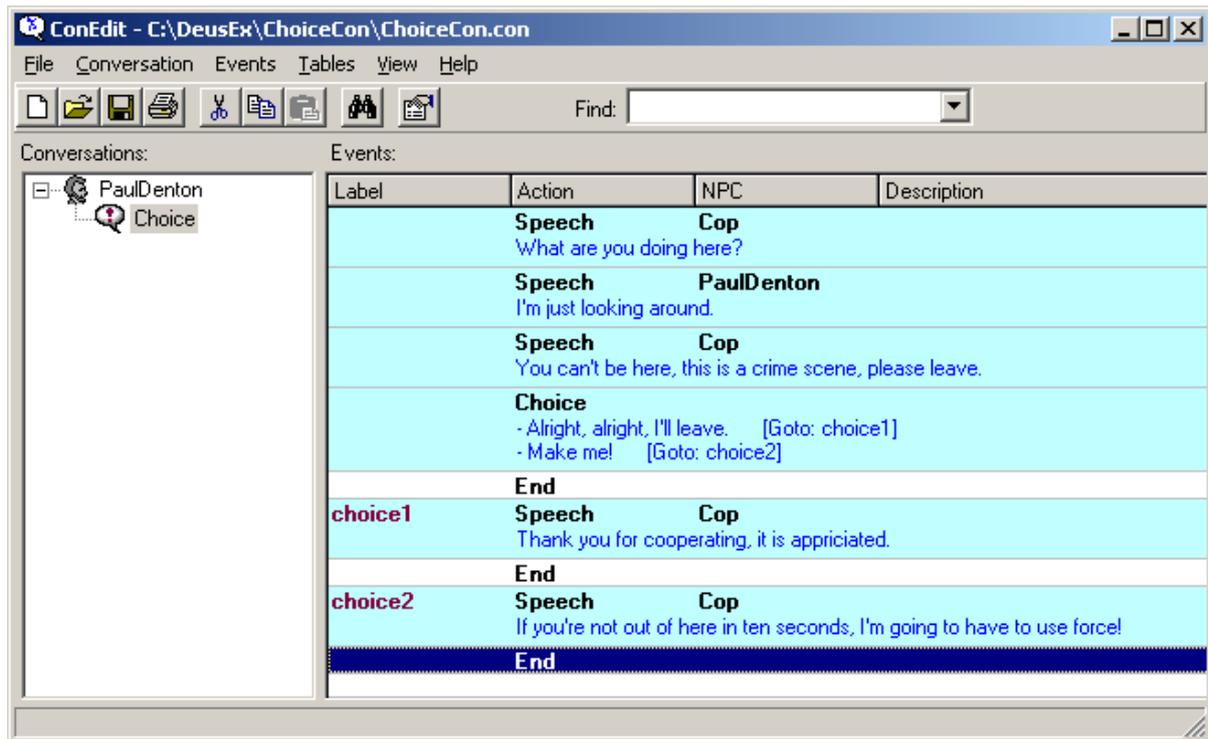
Font: Normal

Continued

Add Event Previous Update

Insert Event Next Close

Press Update to add the Speech to the conversation. You will now notice that the speech event is colored a nice normal blue color. That is because both of the Jump To labels now exist, which is a good thing. Make sure to add an End event. That's it for the conversation, make sure that it looks like the one below.



Now, fire up the conversation and start choosing! Note: If you don't know how to put the conversation into your level, read the Basic Conedit tutorial.