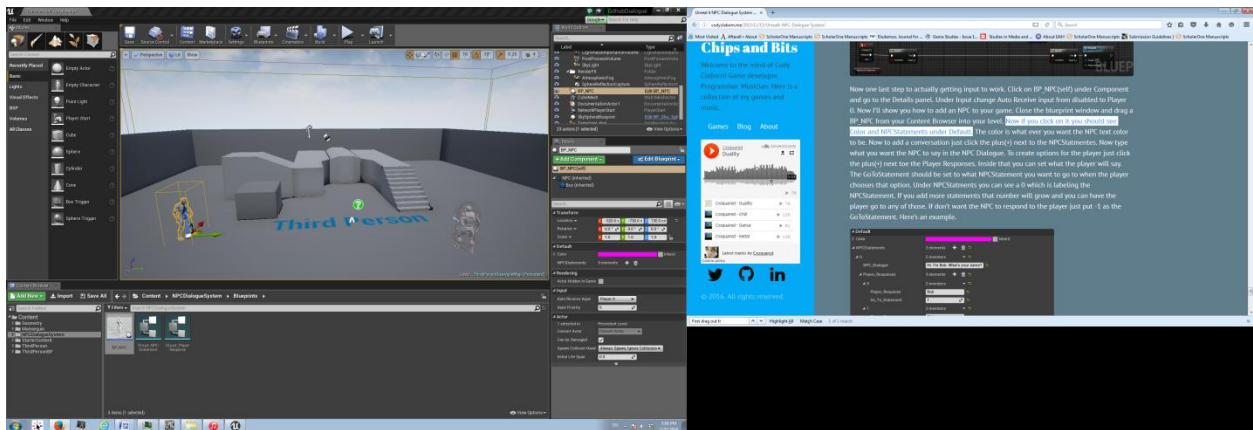
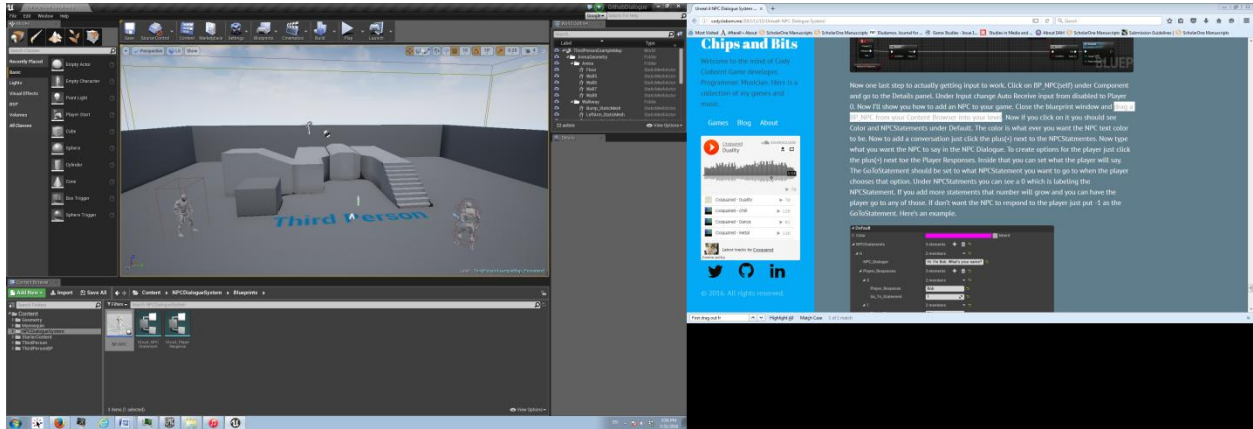


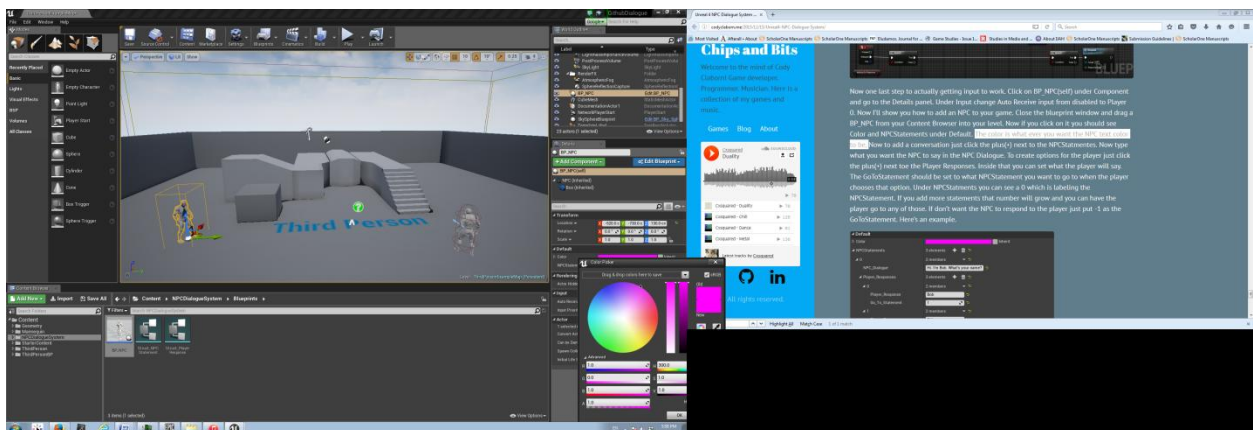
<http://codyclaborn.me/2015/12/15/Unreal4-NPC-Dialogue-System/>

Step 7: how to add an NPC to your game

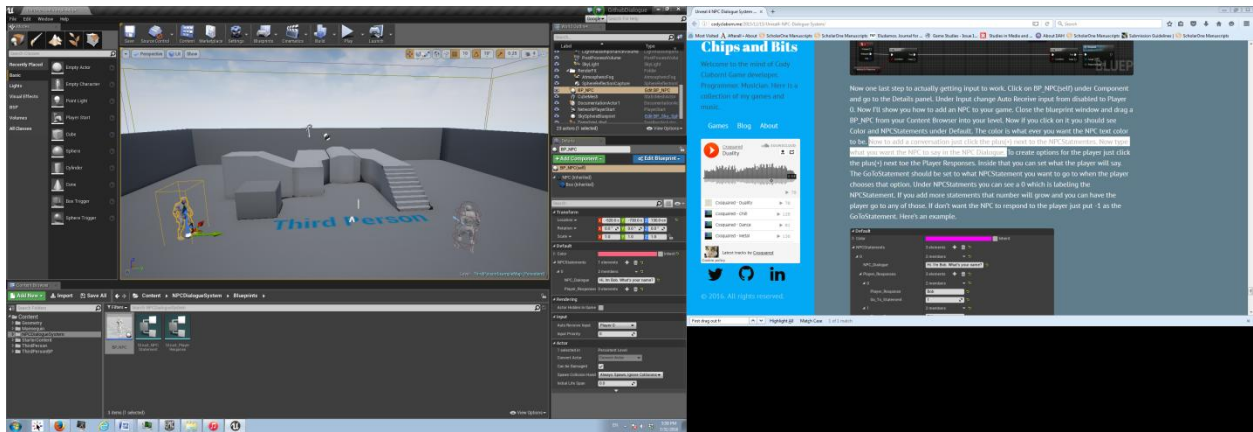
Drag a BP_NPC onto the level.



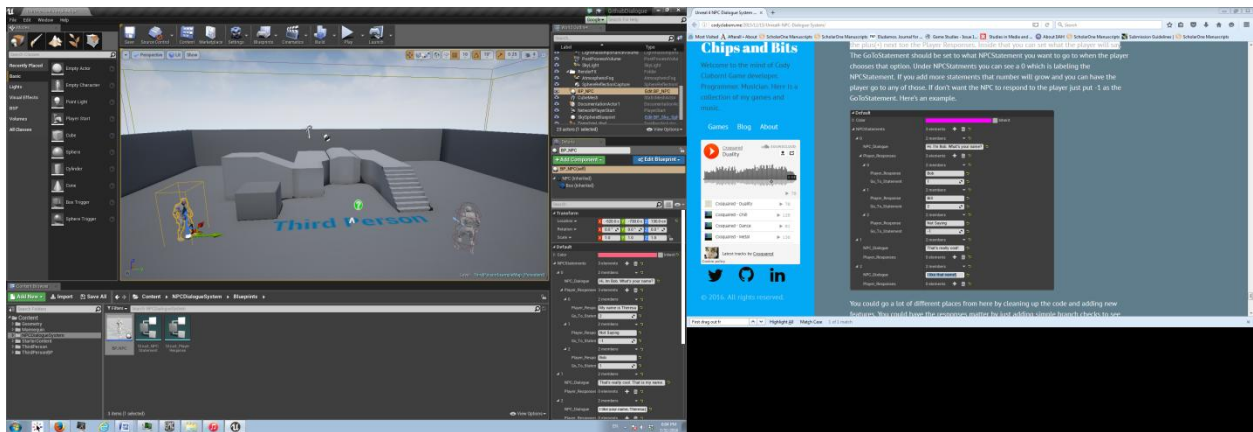
Click on it and you will see Color (color of the text of the NPC) and NPCStatements (there aren't any yet) in the details panel.



You can change the color of the text to whatever you want it to be.



To add something for the NPC to say, click on the plus sign and type in whatever dialogue you want him to say.



Add in all of the player responses and match up the Go to with the correct NPC response. If don't want the NPC to respond to the player just put -1 as the GoToStatement.

Default

Color Inherit

NPCStatements 3 elements + -

0 2 members v

NPC_Dialogue Hi, I'm Bob. What's your name? -

Player_Responses 3 elements + -

0 2 members v

Player_Response Bob -

Go_To_Statement 1 -

1 2 members v

Player_Response Bill -

Go_To_Statement 2 -

2 2 members v

Player_Response Not Saying -

Go_To_Statement -1 -

1 2 members v

NPC_Dialogue That's really cool! -

Player_Responses 0 elements + -

2 2 members v

NPC_Dialogue I like that name! -

Player_Responses 0 elements + -

here is an example.