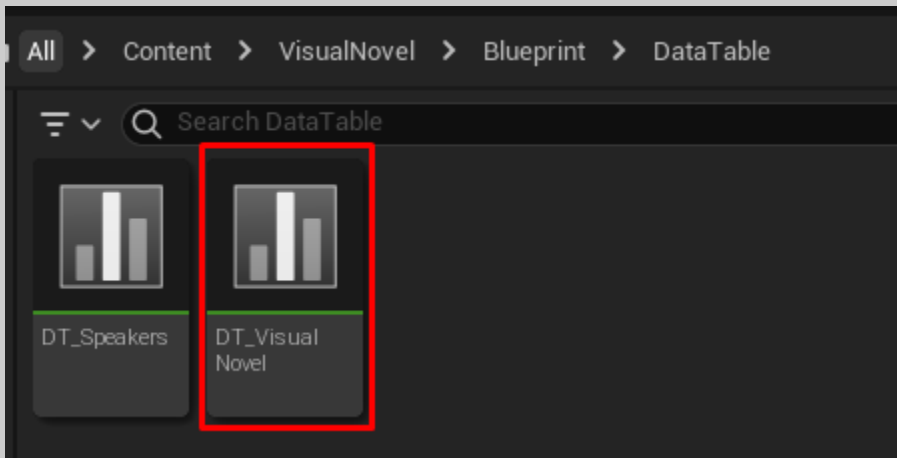


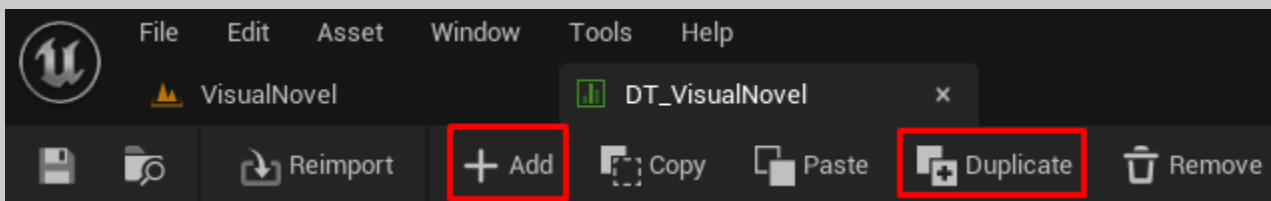
Visual Novel Template

How to use?

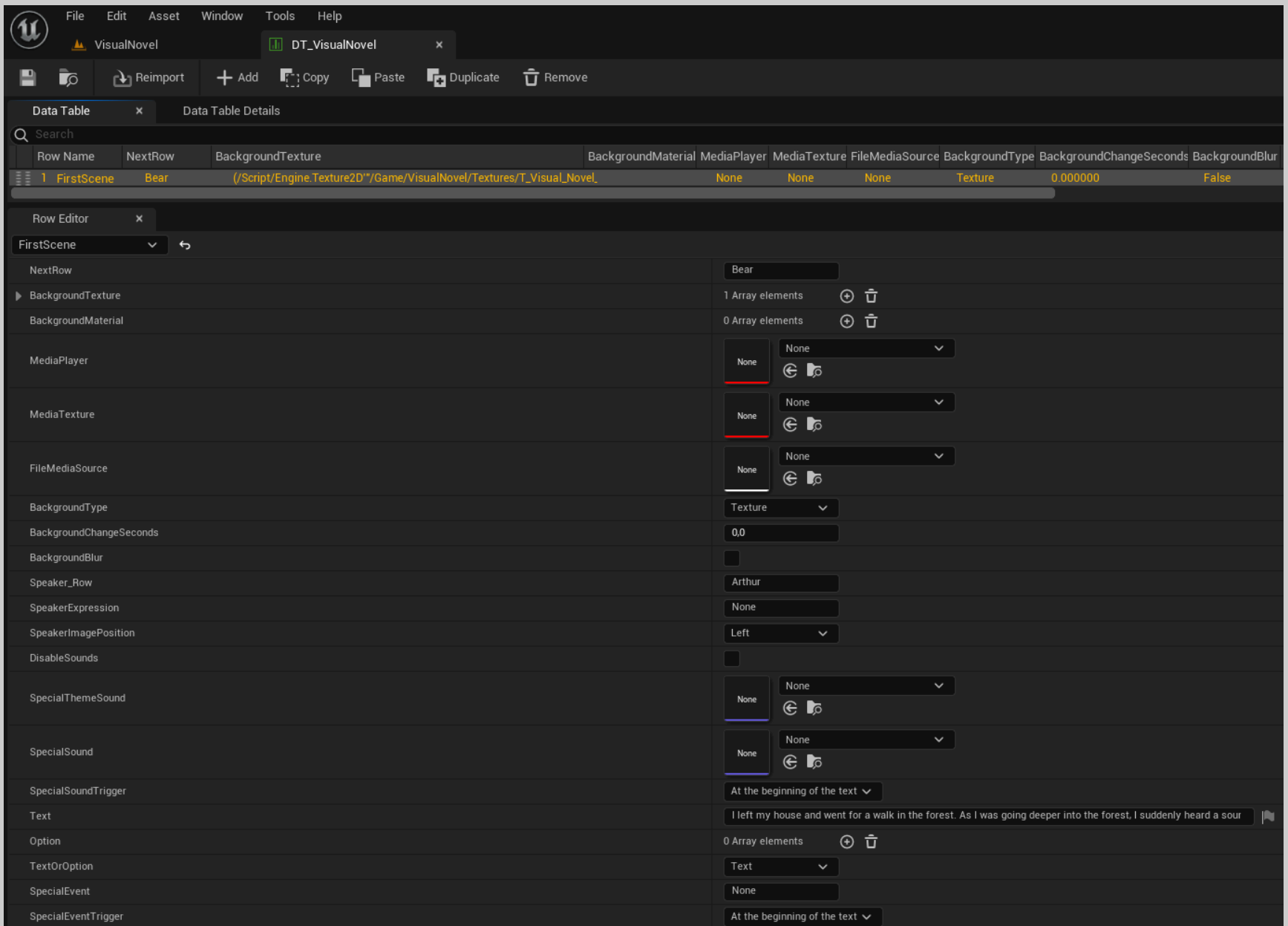
DT_VisualNovel



Open "DT_VisualNovel" by following the file path.



You can create a new row by pressing Add, You can duplicate it by selecting your row and pressing Duplicate.



You need to set the stages of your game in the DataTable, for example, you can set that scene with a lot of customizations such as which picture will appear at this stage, what the text will be, who will be the speaker or will there be a speaker, options, special events, special sounds, etc. Now let's explain the variables one by one.

Remember, these are not the only customizable settings, there is also a customizable category in the widget.

NextRow: It allows you to determine which scene will come after your current scene by RowName.

BackgroundTexture: It is used to determine the Textures in the background.

BackgroundMaterial: It is used to determine the Material in the background.

MediaPlayer: Select your MediaPlayer to play video.

MediaTexture: Select your MediaTexture to play video.

FileMediaSource: Select your File Media Source to play video.

BackgroundType: Allows you to specify whether the Background of your Scene will be texture, material or video.

BackgroundChangeSeconds: It allows you to specify the transition time between Textures and Materials in order.

BackgroundBlur: Adds blur to the background.

Speaker_Row: Enter "None" if there will be no speaker, or "RowName" of the speaker in "DT_Speakers" if there will be a speaker.

SpeakerExpression: If it will be a speaker expression, enter the "SpeakerExpression" variable of your speaker in "DT_Speakers".

[SpeakerExpression: Enter the Speaker Expression here.](#)

SpeakerImagePosition: It allows you to determine the speaker's position on the screen.

DisableSounds: It helps you turn off the sounds.

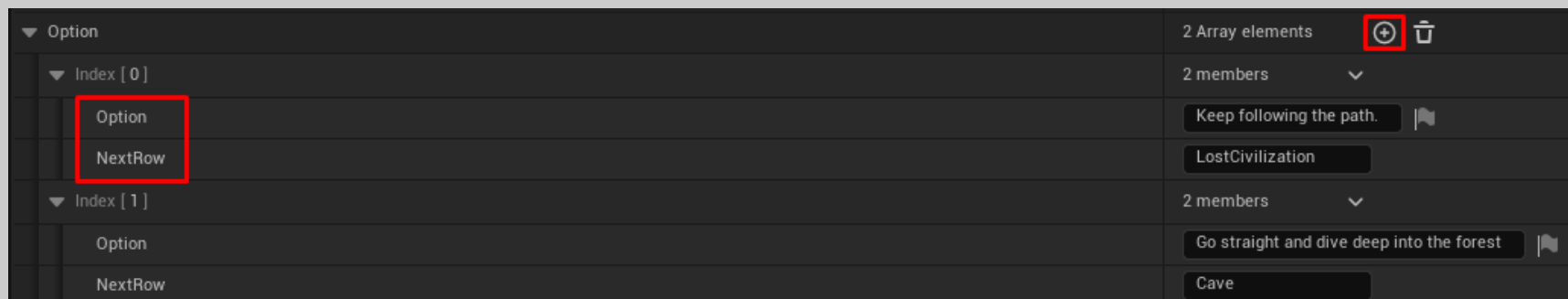
SpecialThemeSound: If there is a special theme music for the scene, you can specify it here.

SpecialSound: If there is a special sound for the scene, you can specify it here.

SpecialSoundTrigger: Lets you specify when the scene-specific sound will start.

Text: Write the dialog text here.

Option: If there are options on the stage, you can set them here.



Press the + icon for each new option and add an element to the array.

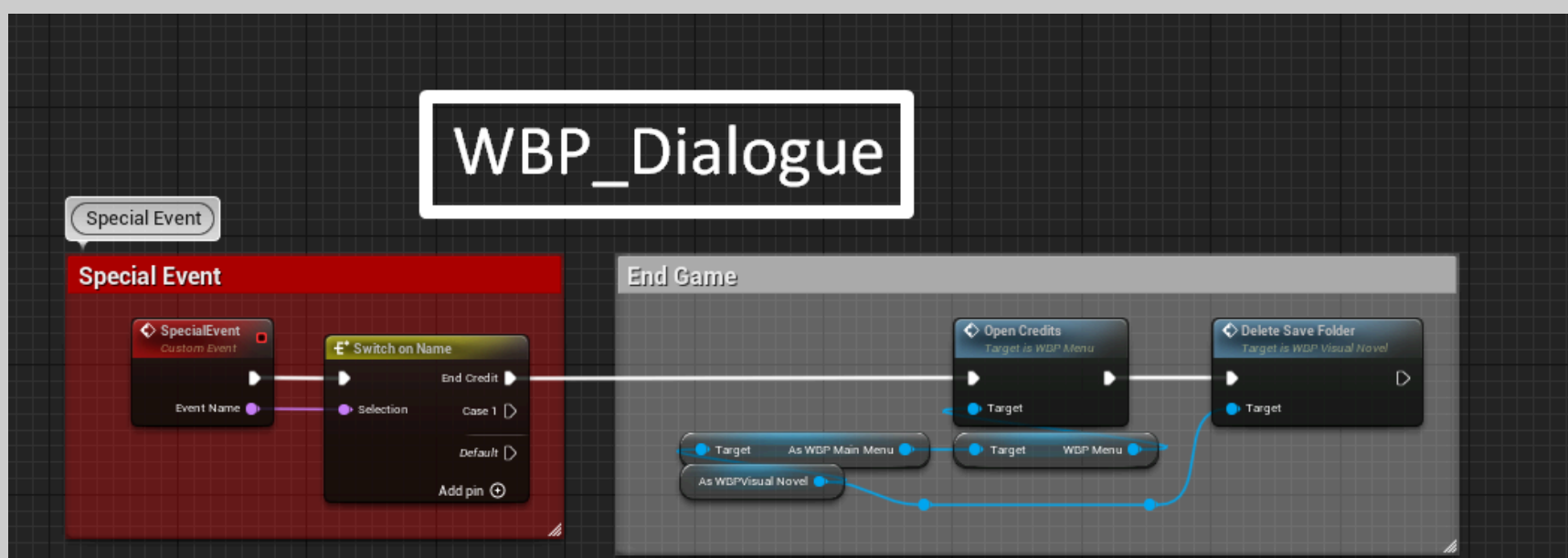
Option: Enter the text that will appear in the option here.

NextRow: When you click on the option you can specify what the next scene will be with RowName.

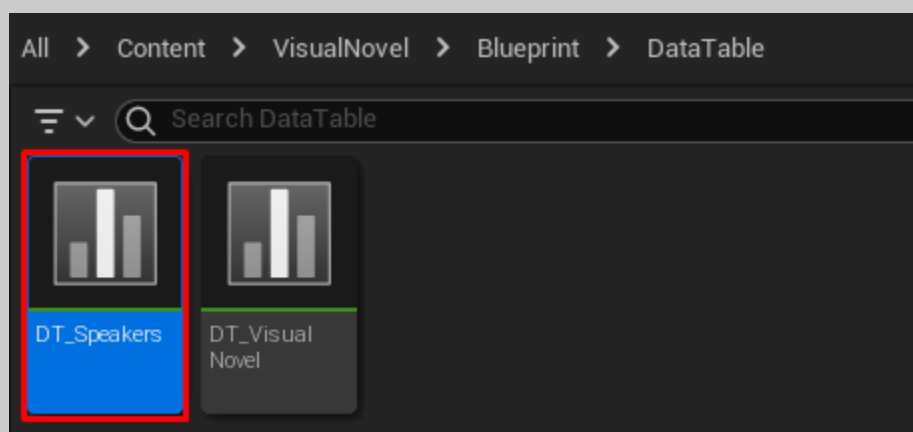
TextOrOption: Allows you to specify whether text or options will appear on the scene.

SpecialEvent: If there is a special event, you must enter the name of the event.

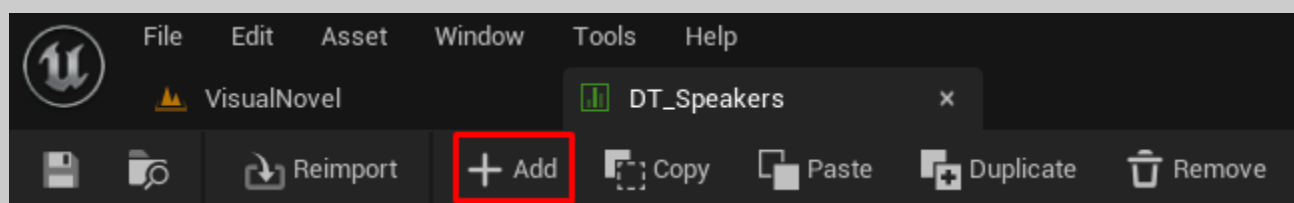
SpecialEventTrigger: Allows you to specify when the event will be triggered.



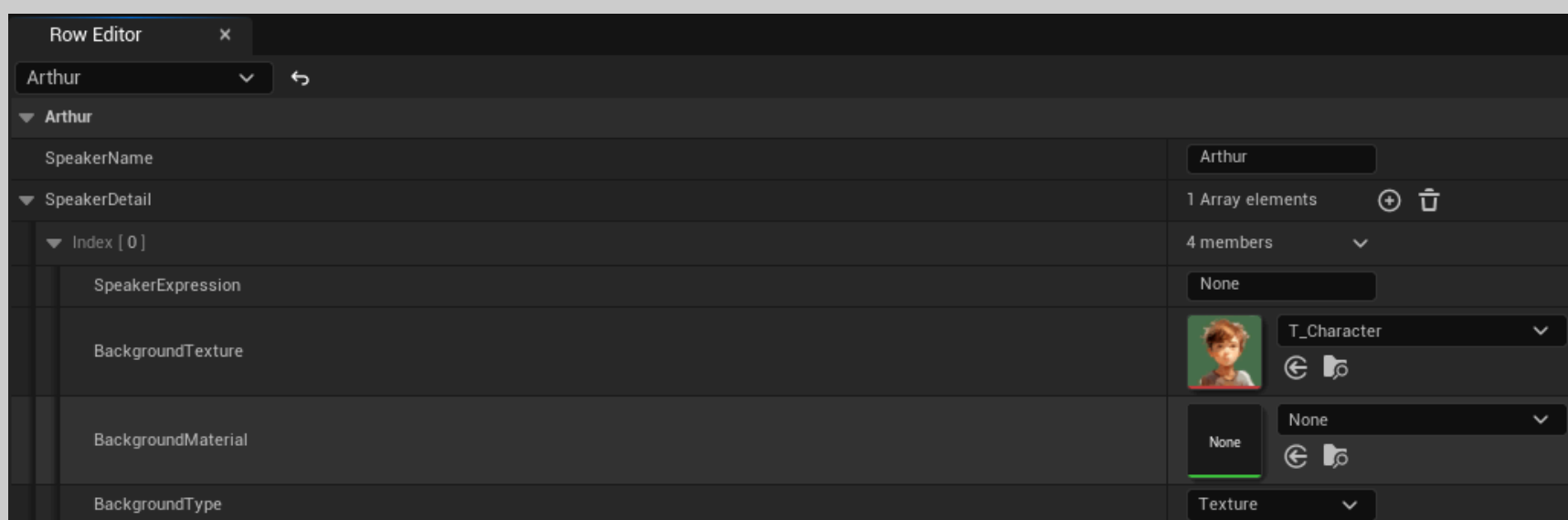
DT_Speakers



Open "DT_Speakers" by following the file path.



You can create a new row by pressing Add



SpeakerName: The name of the speaker that will appear in the widget.

SpeakerDetail: Click the "+" icon in the Array to enter the speaker details.

SpeakerExpression: Enter the Speaker Expression here.

BackgroundTexture: Allows you to specify the speaker background texture.

BackgroundMaterial: Allows you to specify the speaker background Material.

BackgroundType: Allows you to specify whether the speaker image will be texture or material.

Speaker Expression

[DT_Speakers](#) Add a new row to DT_Speaker

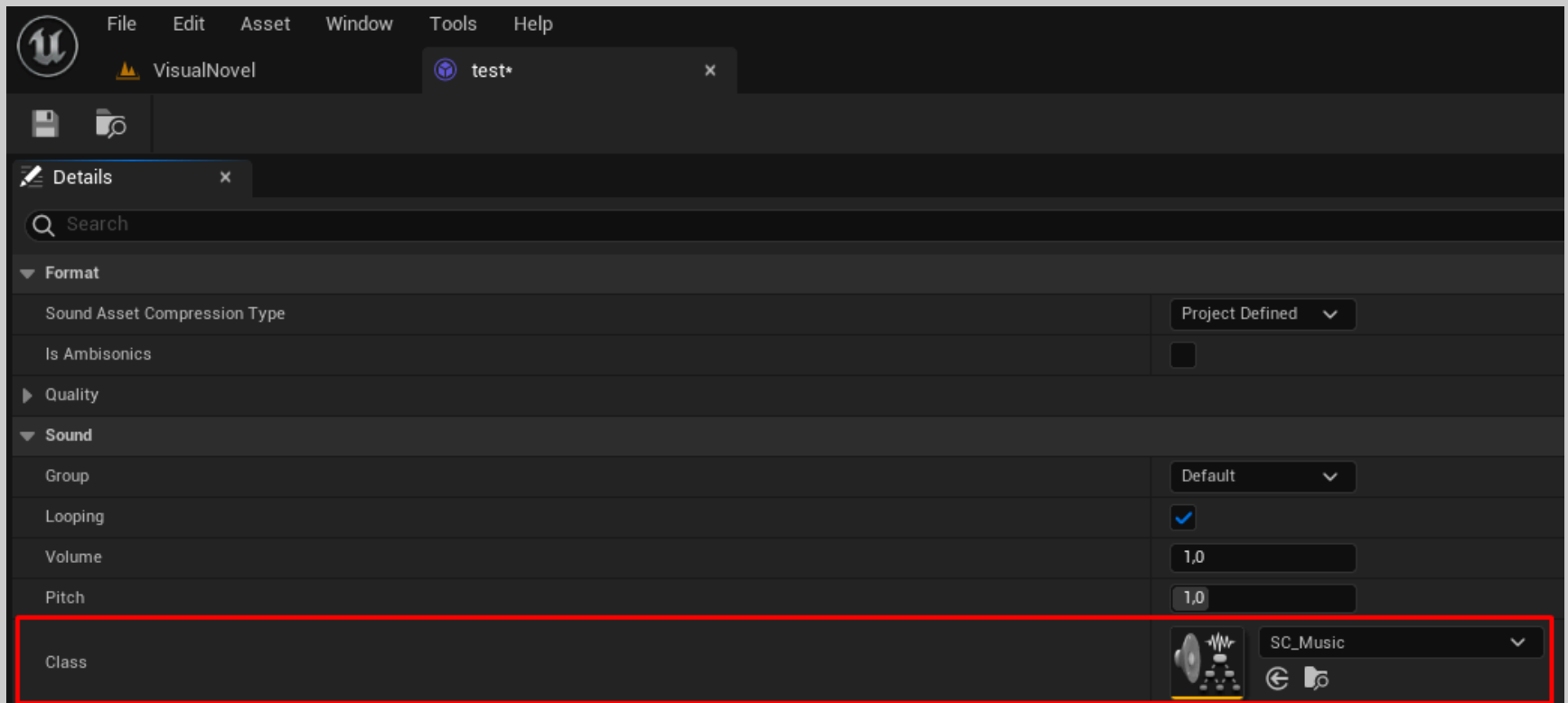
Enter the speaker's name and add as many elements to the array as the expression the speaker has.

Open [DT_VisualNovel](#) and click on the row that belongs to your scene.

[Speaker Row: Enter "None" if there will be no speaker...](#) Click on the link and enter the "RowName" of the speaker in "DT_Speakers" into this variable.

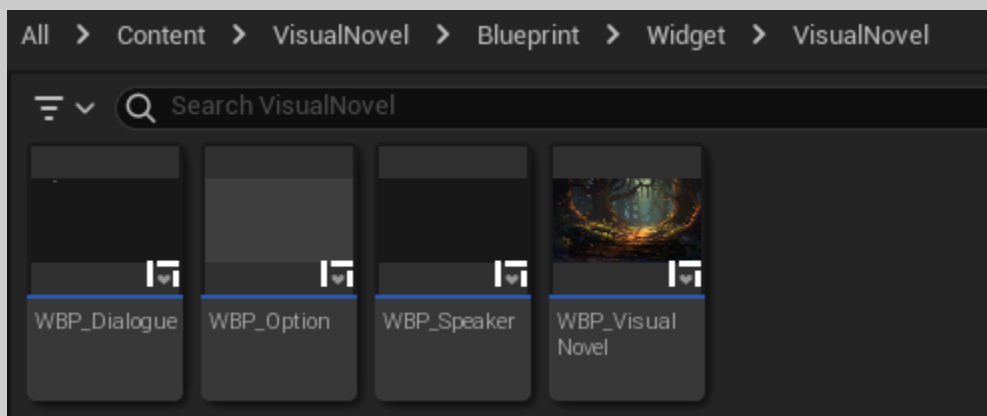
[SpeakerExpression: If it will be a speaker expression, enter the...](#) Click on the link and enter the same "SpeakerExpression" value as in "DT_Speakers" into this variable.

How is the newly imported audio file affected by the audio setting in the graphics settings?



Open the imported audio file, change your Class setting to "SC_Music".

Important information (Customizable variables, background texture and theme music)



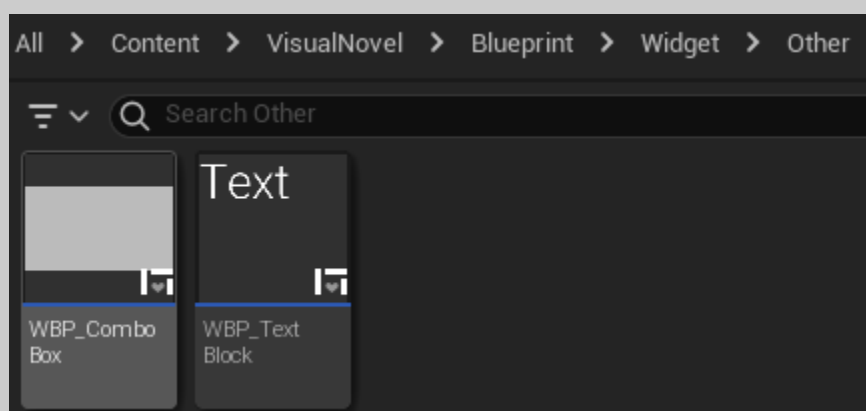
WBP Visual Novel is its main widget for visual novel and has a category of customizable variables.

(you can change the Menu theme music here.)

WBP Dialogue is the widget where dialog text and option widgets are created and added. There is a Special Event function in it (with a red comment at the bottom right.)

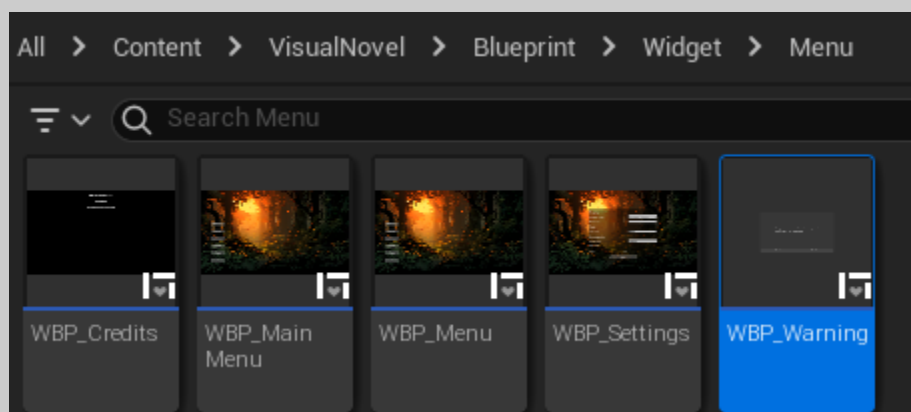
WBP Speaker is a widget that displays the name of a simple speaker.

WBP Option is a widget made for the options you add for the scene.



WBP ComboBox is made for graphics settings. (This was used for all combobox.)

WBP TextBlock is made for graphics settings. (This was used for all text.)



WBP Credits is the credit screen, you can update the text as you wish or even update this widget as you wish.

WBP Main Menu is a main widget that holds the menu, settings, credits and visual novel widget. (You can also change the Menu Background image.)

WBP Menu has various buttons and switching between them,

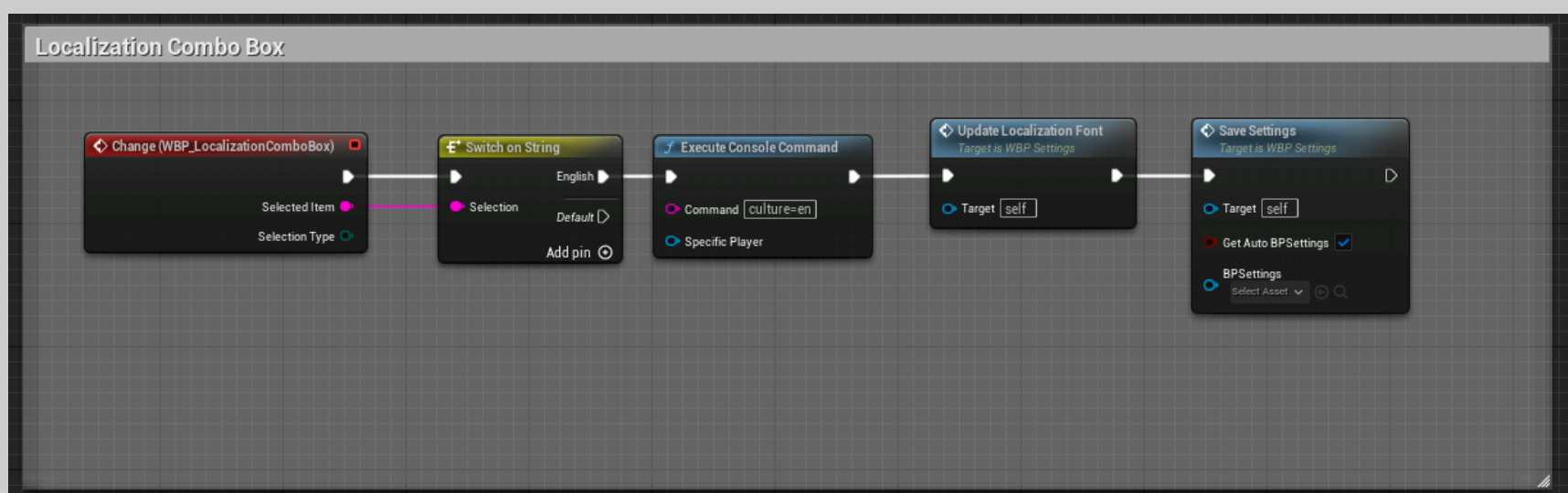
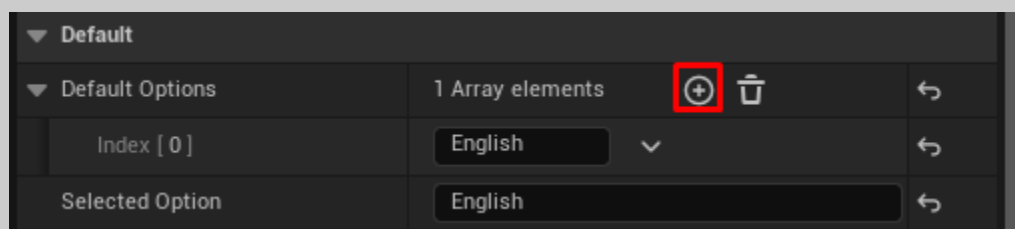
you can change the Menu theme music and background texture here. (Customizable variable category)

WBP Settings is a widget with settings in it.

you can change the Settings background texture here.

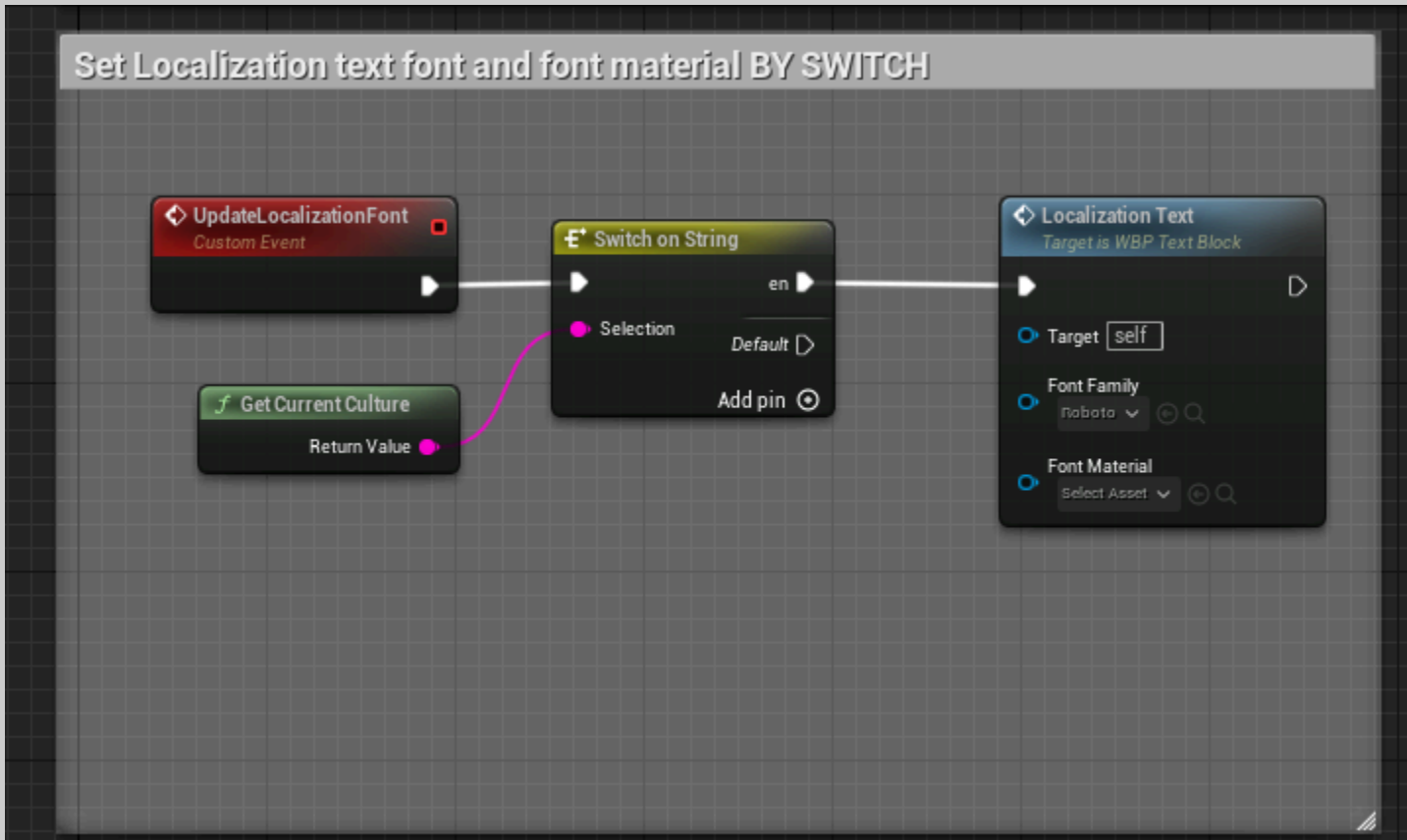
Localization

For example, to add a new language to localization, click the combobox and click the + icon in the picture, then text it.



Click on Switch on string, press the "+" icon next to Pin Names in the details window and enter the same text you wrote in the combobox here. Then change the language.

Open WBP_Text ([WBP TextBlock is made for graphics settings. \(This was used...\)](#)) to change font by language,



In the same way, click on Switch, add pin, enter the culture of the language you just added to the pine and refresh the font with its function with "Localization Text".

WBP Warning is a warning widget, if you try to make a New Game while there is a visual novel save file, it will appear.