

## Upcoming Updates Dialogue Builder

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| Approximate Date | Task                                                                                  | Status              | Comments |
|------------------|---------------------------------------------------------------------------------------|---------------------|----------|
| 03.02.22         | Tutorial                                                                              | Done [Update v.1.1] | -        |
| 03.02.22         | Animation to play functionality - Update function which plays on every node proceeded | Done [Update v.1.1] | -        |
| 07.02.22         | Bug - New copied node applies on same OnDialoguePlay Function                         | Done [Update v.1.2] | -        |
| 07.02.22         | Bug - OnDialoguePlay does not play with Start Dialogue Function                       | Done [Update v.1.2] | -        |
| 20.02.22         | Type Writer Text Effect                                                               | Done [Update v.1.3] | -        |
| 20.02.22         | Timed Decisions                                                                       | Done [Update v.1.3] | -        |
| 20.02.22         | Node Marked by ID - Function for set nodes that have been already played              | Done [Update v.1.3] | -        |
| 20.02.22         | Texture as image why say this                                                         | Done [Update v.1.3] | -        |
| 20.02.22         | Add Skip button to move next dialogue in Demo Project                                 | Done [Update v.1.3] | -        |
| 24.02.22         | UE5 - support                                                                         | Done                | -        |
| 07.03.22         | Bug Fix: Duplication of node cause problem sometimes                                  | Done [Update v.1.4] | -        |
|                  |                                                                                       |                     |          |
| 31.03.22         | Multiplayer Support                                                                   | Done [Update v.1.5] |          |

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|-------------|-----------------------------------------------------------------|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| 04.06.22    | Gamepad Support For DemoProject                                 | Done [Updated Demo project] |                                                                                                                                                     |
| 20.06.22    | Copy Nodes from Different Dialogue Objects Bug., Undo Redo Bugs | Done [Update v.1.6]         |                                                                                                                                                     |
| 01.09.22    | Comparability with UE localization                              | Done [Update v.1.7]         |                                                                                                                                                     |
| December 23 | Import Text data as DataTable                                   | Waiting                     |                                                                                                                                                     |
| December 23 | Set Text by Node ID                                             | Work in progress            |                                                                                                                                                     |
| TBA         | Make Dialogue Node Text field bigger                            | Waiting                     |                                                                                                                                                     |
| TBA         | Render Target To Show What Speaker Says                         | Waiting                     |                                                                                                                                                     |
| TBA         | Possibility to change Variables inside Nodes                    | Waiting                     |                                                                                                                                                     |
| TBA         | Text Color High Light                                           | Delayed                     |                                                                                                                                                     |
| TBA         | Electronic Nodes plugin support                                 | Temporary Solution          | Connected with Electronic Nodes Developer. For Now, the Solution is to Disable the Hot Patch from the Plug-in Setting inside Unreal Editor Settings |