

PlayDialog

Used to play a dialog.

- [PlayDialog](#)



Inputs

Port	Type	Description
Play	Any	Plays the dialog
Stop	Any	Stops the dialog
Dialog	String	Name of the dialog to play
StartLine	Integer	Line to start the dialog from
AI Interrupt	Integer	AI interrupt behavior; values are Never, Alert, and Combat
AwareDistance	Float	Distance that player is considered as listening at
AwareAngle	Float	View angle that player is considered as listening at
AwareTimeout	Float	Time out until non-aware player aborts dialog
Flags	Integer	Dialog playback flags
Buffer	String	Stores the dialog. Only one dialog can be played at any time in each buffer
BufferDisplay	Float	How many more seconds the dialog will wait until the previous dialog in its dialog has finished
Actor 1-8	Any	Actor entity IDs

Outputs

Port	Type	Description
Started	Any	Triggered when the dialog has started
Done	Any	Triggered when the dialog has finished or aborted
Finished	Any	Triggered when the dialog has finished

Aborted	Any	Triggered when the dialog has aborted
PlayerAbort	Integer	Triggered when the dialog has aborted because the player is out of range or out of view
AIAbort	Any	Triggered when the dialog has aborted because the AI got alerted
ActorDied	Any	Triggered when the dialog has aborted because the Actor died
LastLine	Integer	Last line played when the dialog was aborted
CurLine	Integer	Current line; triggered whenever a line starts