

Custom Subtitled Dialogue and Sound

If your heist or mod needs custom dialogue that includes subtitles follow the following steps.

1. Add your Sounds, for this example I will add sounds to a level for a custom map.

```
<<<<sounds directory="assets">
<<<<sounds directory="sounds">
<<<<<sound id="cus_rex_test_1" path="cus_rex_test_1.ogg" subtitle_id="cus_rex_test_1"/>
<<<<<sound id="cus_rex_test_2" path="cus_rex_test_2.ogg" subtitle_id="cus_rex_test_2"/>
<<<</sounds>
<<<</sounds>
```

2. Set up the Dialogue Script Data, this will add the dialogue to the dialogue element in editor.

In the Main.xml file add this to your levels script data:

```
<<<<script_data_mods directory="scriptdata">
<<<<<mod replacement="new_dialogue.dialogue" replacement_type="custom_xml" target_ext="dialog"
target_path="gamedata/dialogs/rex">
<<<<<<options merge_mode="add" mode="add"/>
<<<<</mod>
<<<<<mod replacement="index.dialog_index" replacement_type="custom_xml" target_ext="dialog_index"
target_path="gamedata/dialogs/index">
<<<<<<options merge_mode="add" mode="add"/>
<<<<</mod>
<<<</script_data_mods>
```

In your Scriptdata folder in the Project add 2 txt files: ('new_dialogue' can be renamed to anything you wish)

index.dialogue_index:

```
<table>
<include name="new_dialogue"/>
```

```
</table>
```

new_dialogue.dialogue:

```
<table>
```

```
  <dialog id="cus_rex_test_1" priority="1" sound="cus_rex_test_1"/>
```

```
  <dialog id="cus_rex_test_2" priority="1" sound="cus_rex_test_2"/>
```

```
</table>
```

3. From there your Dialogue should be added to the game!

Additional Notes! If you want your sound to play in 3D space (from a speaker or character) make sure its a mono-sound. If you instead want your sound to play as if in the players ears (like Bain dialogue) make sure its in stereo-sound. Make sure you localise your subtitles or players will see 'ERROR:text' ingame.

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