Comment utiliser Yarn sur GDevelop (visual novel)



Texte		
At the beginning of the scene Add condition	Load dialogue data from JSON file DialogueTree1 Start (or reset) the timer "typerwriter" Start dialogue from branch "Start" Add action	
The dialogue line is "text" Add condition	Aud action W Change the BBCode text of DialogueTXT: set to DialogueTree::ClippedLineText() Add action	
	 ● Scroll clipped text ● Start (or reset) the timer "typerwriter" Add action 	
Touch or "Left" mouse button is released Origped text has completed scrolling Add condition	[™] Go to the next dialogue line Add action	
 Touch or "Right" mouse button is released Clipped text has completed scrolling Add condition 	'	
Choix		
Add condition	Set Hide layer "Options UI" Add action	
	Show layer "Options UI" Add action	
9 The mouse wheel is scrolling up Add condition		
9 The mouse wheel is scrolling down Add condition	[™] ● Select next option Add action	
9 Touch or "Left" mouse button is released Add condition		
Selected option has changed Add condition	nr Change the BBCode text of □OptionsTXT : set to DialogueTree::VerticalOptionsList("[b][color=yellow]>[/color][/b]") Add action	
Commandes		
Command <<"Pose2">> is called Add condition	● Change the animation of ∲ Perso1 : set to "Pose2"	
Command <<"Scene2">> is called Add condition		
		Add



Importez les différents éléments :



Commencement du code

Au début de la scène on charge un arbre de dialogue - nommez le comme vous le souhaitez :

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At the beginning of the scene Add condition	Load dialogue data from JSON file DialogueTree1 Add action	
Add a new event		
	•	
Action		×
Q Search objects or actions	. Load a dialogue data object - Yarn ISON format, stored in a ISON file. Use this co	ommand to load all the Dialogue data at the beginning of the
Objects Other actions	game.	
 Advanced window management 	Choose the json file to use DialogueTree1	Replace 🖉 Edit with Yarn
> Device vibration	DialogueTree1	
√ Game mechanic		
> 💼 Inventories		
🗸 🧑 Dialogue Tree		
🐠 Clear dialogue state		
🗑 Complete clipped text scrolling		
onfirm selected option		
Go to the next dialogue line		
🍿 Load dialogue tree from a JSON file		
🍿 Load dialogue tree from a scene variable		

Cliquez sur «edit with yarn», puis cela fonctionne comme Twine

À chaque fois que vous sautez une ligne, ce sera une ligne de dialogue différente.

GDevelop Dialogue Tree Editor (Yarn) - Dialogue Tree1	the second s				Guevelop Dialogue (ree Editor (ram) - Dialogue (ree)			U ^
Overwrite V DialogueTree1			Save	Cancel O	verwrite Y DialogueTree1			Save Cancel
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YARN			- 1 -	0) 42	¶ (43) (10) (10) (10) (10) (10) (10) (10) (10			↓ ≜
VERSION 0.4.116 NEWFILE								

Une fois le texte importé, faites en sorte que le texte s'affiche lettre par lettre. Commencez par créer un timer et lancez le, ici nommé «typewriter».

Action		×
Q start timer X	Reset the specified scene timer, if the timer doesn't exist it's created and started.	
> Actions		
তি Start (or reset) an object timer তি General እ Objects ১ Timers	Timer's name "typerwriter"	∑ "АВС"
Start (or reset) a scene timer General > Timers and time	≜	
Start color Visual effect > Particle system > Common		
Start size		
*0		
G B	▷ Preview	ひ う ら む 見 郎 ⑲
At the beginning of the scene	🍥 Load dialogue data from JSON file DialogueTree1	
Add condition	Start (or reset) the timer "typerwriter"	
Add a new event		bbd.
		/ Nation
G B	▶ Preview > ⊕ Share	${\mathbb G} {\mathbb G} {\mathbb S} {\mathbb G} \oplus {\mathbb O} $
	io Load dialogue data from JSON file DialogueTree1	
Add condition	🗟 Start (or reset) the timer "typerwriter"	
	@ Start dialogue from branch "Start"	
	Add action	
 Add a new event 		Add

Pour afficher un simple texte (et non un choix), on met à jour le texte de DialogueTXT (la boîte où s'affiche le dialogue) avec celui du DialogueTree que l'on a créé auparavant.

Condition		× Action		
C, dialogue line ty	Check if the current dialogue line line is one of the three existing types. Use this to set what logic is executed for each type.		Q Search DialogueTXT actions	INT Set BBCode text
Conditions	The three types are as follows:	Objects Other actions	Alignment	
Dialogue line type Game mechanic > Dialogue Tree	- options: when displaying [lbranching/options]] for dialogue choices.	 Scene objects 	INT BBCode text	Hodification's sign = (set to)
tinear velocity	-command: when < <commands>> are triggered by the dialogue data.</commands>	Fond	Color	leat
Movement > 2D Physics Engine > Velocity	bpe X The second	persol	A Font family	DialogueTree::ClippedLineText() 2 "ABC"
Movement > 3D physics engine > Velocity		- DialogueBox	A' Font size	
General > Shape painter > Setup	OID Invert condition	NameBox	Word wrapping	
tinear velocity X		OptionsBax	↔ Wrapping width	
 Movement 2 2D Physics Engine 2 Velocity Linear velocity Y 		B NameTXT	💑 Create an object	
Movement > 2D Physics Engine > Velocity		B DialogueTXT	ANGLE	
 Unear velocity X Movement > 3D physics engine > Velocity 		0 OptionsTXT	← Rotate	'/
Linear velocity Y		 Global objects 	Rotate toward angle	
Linear velocity 2			Rotate toward position	
At the beginning of the scene	Previet • Load dialogue data from	₩ 👻 🕀 Share JSON file DialogueTree1	/	ଞ ଚ୍ଚ ଲ େ ⊕ ⊕ t ୍ ୍ ୦ ୦ ୦ ୦
Add condition	Start (or reset) the timer	"broonwriter"		
Add condition	Start (or reset) the union	- uci un		
	Start dialogue from brand	in "Start"	/	
	Add action			
The dialogue line is "text"	tat Change the BBCode text	of 📴 DialogueTXT: set to DialogueTree::Clip	opedLineText()	
Add condition	Add action		/	
Add condition	Add action			
Add a new event				

En sub event :

Dans la condition, indiquez le délai entre l'apparition de chaque lettre, ici 0,1 seconde, ce qui donne un rythme plutôt lent.

Ensuite, dans l'action, demandez d'afficher le texte et de réinitialiser le timer entre chaque lettre.

Condition		×
Q time valu ; • Conditions • Value of an object timer • General A Object to Timore	Compare the elapsed time of a scene timer. This condition doesn't start the timer and will always be false if the timer was not started previously (whatever the comparison being made).	
Solution of a scene timer Solution of a scene timer General D Timers and time Solution Solut	To start a timer, don't forget to use the action "Start (or reset) a scene timer" in another event. Timer's name "typerwriter" Σ	ABC"
Maximum lifetime Visual effect > Particle system > Common Minimum lifetime Visual effect > Particle system > Common	Sign of the test ≥ (greater or equal to) Time in seconds	•
Variable value General > Variables Current time User interface > Video	0.1 ● Invert condition	123
C D	▶ Preview > ⊕ Share 局る品 및 ⊕ む ら	r⇒ Q.
At the beginning of the scene Add condition	Load dialogue data from JSON file DialogueTree1 Start (or reset) the timer "typerwriter" Start dialogue from branch "Start" Add action	
The dialogue line is "text" Add condition G The timer "typerwriter" ≥ 0.1 seconds	ar Change the BBCode text of DialogueTXT: set to DialogueTree::ClippedLineText() Add action Scroll clipped text	
Add condition	Start (or reset) the timer "typerwriter" Add action	

Pour afficher la ligne de dialogue suivante, utilisez ici le clic gauche de la souris. (Il est possible d'utiliser d'autres méthodes (cliquer sur un bouton, une touche du clavier...)). Assurez-vous également que le texte ai fini d'apparaître avant d'afficher la ligne de dialogue suivante.

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		Load dialogue data from JSON file DialogueTree1 Start (or reset) the timer "typerwriter" Start dialogue from branch "Start" Add action				
•	The dialogue line is "text" Add condition	ar Change the BBCode text of DialogueTXT: set to DialogueTree::ClippedLineText() Add action				
	O The timer "typenwriter" ≥ 0.1 seconds Add condition					
-	 9 Touch or "Left" mouse button is released Clipped text has completed scrolling Add condition 	● Go to the next dialogue line Add action				
	Add a new event					Add

Pour que le texte s'affiche d'un coup, sans attendre qu'il s'affiche au fur et à mesure, utilisez le clic droit de la souris et cette fois, assurez vous que le texte n'a pas fini d'apparaître.

G		▶ Preview ×	ଲେଲେଇ⊕⊕ t t r r> Q
	At the beginning of the scene Add condition	Load dialogue data from JSON file DialogueTree1 Start (or reset) the timer "typerwriter" Start dialogue from branch "Start" Add action	
•	The dialogue line is "text" Add condition	trr Change the BBCode text of DialogueTXT: set to DialogueTree::ClippedLineText() Add action	
	So The timer "typerwriter" ≥ 0.1 seconds Add condition	 Scroll clipped text Start (or reset) the timer "typerwriter" Add action 	
-	 Gouch or "Left" mouse button is released Clipped text has completed scrolling Add condition 		
	 € Touch or "Right" mouse button is released ♦ Clipped text has completed scrolling Add condition 	Complete clipped text scrolling Add action	
	Add a new event		Add

Pour coder les choix :

Creez un nouveau «Layer», ici appellé «Options UI». Sur ce layer, intégrez votre boite d'option et votre BBText «OptionsTXT».



Dans votre DialogueTree, ajoutez des choix, pour ceci utilisez deux crochets : [[ici mettez le choix que verra le lecteur | ici mettez le nom pour vous]]

GDevelop Dialogue Tree Editor (Yarn) - DialogueTree1	- 🗆 🗙	G GDevelop Dialogue Tree Editor (Yarn) - Dialogue Tree 1	- 🗆 ×
File Edit View Window Help		File Edit View Window Help	
Overwrite V DialogueTree1	Save Cancel	Overwrite DialogueTree1	Save Cancel
File	Search (Title) Body Tags (Apply)	File Search T	Title Body Tags Apply
Start	Arid Link		
Tags(use spaces)			
(← (B) (I) (U) (≪ (𝔄) (☎) (⊕) (☺) 1 Texte 1		Start	
2 Texte 2		Texte 2	
4 [[Choix 2 2]]		[[Choix 2]2]]	
		Texte du choix 1 Texte du choix 2	
	C		+ bc
	18		
	+2	YARN	
		NEWFILE	

Maintenant, vous allez faire en sorte que le layer «Options UI» ne se montre seulement quand le lecteur aura besoin de faire un choix.

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Y -	Te	xte		
	_		Load dialogue data from JSON file DialogueTree1 Start (or reset) the timer "typerwriter" Start dialogue from branch "Start" Add action	
	* .	The dialogue line is "text" Add condition	ter Change the BBCode text of DialogueTXT: set to DialogueTree::ClippedLineText() Add action	
		The timer "typerwriter" ≥ 0.1 seconds Add condition	© Scroll clipped text © Start (or reset) the timer "typerwriter" Add action	
		9 Touch or "Left" mouse button is released • Clipped text has completed scrolling Add condition	© Go to the next dialogue line Add action	
		 g Touch or "Right" mouse button is released ● Clipped text has completed scrolling Add condition 	Complete clipped text scrolling Add action	
¥ -	Cł			
		• The dialogue line is "options" Add condition • The dialogue line is "options" Add condition	Hide layer "Options UI" Add action Show layer "Options UI" Add action	
	Add	a new event		Add

En Sub Event :

Pour selectionner le choix suivant, utilisez ici la molette de la souris. (Il est possible d'utiliser d'autres méthodes (cliquer sur un bouton, une touche du clavier...)).



Toujours en Sub Event :

Pour selectionner le choix, utilisez ici le clic gauche de la souris. (Il est possible d'utiliser d'autres méthodes (cliquer sur un bouton, une touche du clavier...)).

G	3 🖬	▷ Preview ~	${\color{black} \overline{}} {\color{black} \overline$
> -	Texte		
		Load dialogue data from JSON file DialogueTree1 Start (or reset) the timer "typerwriter" Start dialogue from branch "Start" Add action	
	The dialogue line is "text" Add condition	rrr Change the BBCode text of DialogueTXT: set to DialogueTree::ClippedLineText() Add action	
	Of The timer "typenwriter" ≥ 0.1 seconds Add condition	 Scroll clipped text Start (or reset) the timer "typerwriter" Add action 	
	 Touch or "Left" mouse button is released Clipped text has completed scrolling Add condition 	© Go to the next dialogue line Add action	
	 Grouch or "Right" mouse button is released 	© Complete clipped text scrolling Add action	
*	Choix		
	∲ • The dialogue line is *options* Add condition	Hide layer "Options UI" Add action	
	The dialogue line is "options" Add condition	Show layer "Options UI" Add action	
Image: Strate The mouse wheel is scrolling up Image: Scrolling up Add condition Add Image: Strate The mouse wheel is scrolling down Image: Scrolling down Add condition Add		• Select previous option Add action	
		 Select next option Add action 	
	Touch or "Left" mouse button is released Add condition	Confirm selected option Add action	

Toujours en Sub Event : Pour afficher sur quel choix le lecteur est vous utiliserez ici un «>» en jaune et en gras.



Pour utiliser les commandes :

Pour changer l'animation de votre personnage :

Veillez à ce que votre Sprite de personnage comporte deux animations différentes, ici appelées «Pose1» et «Pose2».

Edit Perso1			×
Properties	Behaviors	Variables	
Object name Perso1			
Animations	Inimations		Watch tutorial X
= Animation #0 Pose1			<u></u> ث :
		🖉 Edit with Piskel	▶ Preview Ō <u>0,08</u> Loop
			+ Add a sprite v
— Animation #1 Pose2			<u></u> ث :
2		🖉 Edit with Piskel	▶ Preview (0,08 □ Loop
			+ Add a sprite v

Pour ajouter une commande dans votre DialogueTree, il vous suffit d'écrire son nom entre guillemets, nommez la comme vous le souhaitez (sans espace dedans).

GDevelop Dialogue Tree Editor (Yarn) - DialogueTree1					\times		
Overwrite	✓ DialogueTree1					Save	Cancel
File		Search	Title	Body	Tags	Appl	y)
S	tart ags(use spaces)				Add Link		
	<pre> H B I U H 《 Ø H P @ 6 Texte 1 </pre> Texte 2 [[Choix 1 1]] 5 [[Choix 2 2]]		•()				

Appelez la commande en condition, puis changer l'animation de votre personnage.

*	Choix		
	O The dialogue line is "options" Add condition	Section Ul* Add action	
-	Orthe dialogue line is "options" Add condition	Show layer "Options UI" Add action	
	9 The mouse wheel is scrolling up Add condition	• Select previous option Add action	
	9 The mouse wheel is scrolling down Add condition	• Select next option Add action	
	9 Touch or "Left" mouse button is released Add condition	Confirm selected option Add action	
	• Selected option has changed Add condition	ar Change the BBCode text of DialogueTree::Verti Add action	icalOptionsList("[b][color=yellow]>[/color][/b]")
*	Commandes		
	Command <<"Pose2">> is called Add condition	Change the animation of Perso1 : set to "Pose2" Add action	
— A	Add a new event		Add
A	Action	O Source Porred actions	×
	Objects Other actions	ANIMATIONS AND IMAGES	Change the animation played by the object using the name of the animation.
-	Scene objects	Pause the animation	Intermediate
	Fond	Resume the animation	Animations Intermediate:
	Perso1	Animation (by number)	
	DialogueBox	Animation (by name)	Behavior
	NameBox	m Animation speed scale	
		P Current frame	= (set to)
	IialogueTXT	BEHAVIORS	Animation name
	OptionsTXT	Selactivate a behavior	
		EFFECTS	

Pour changer le nom du personnage qui sera indiqué, restez sur la même condition ou ajoutez une condition différente et ajouter un changement de nom.

Action		X
Q Search objects or actions	Q Search NameTXT actions	tyt Set BBCode text
Objects Other actions	Alignment	
 Scene objects 	txt BBCode text	= (set to)
E Fond	Color	Text
of Perso1	A Font family	"Personnage1"
DialogueBox	A° Font size	
NameBox	➡ Word wrapping	
OptionsBox	+-+ Wrapping width	
B NameTXT	嚞 Create an object	
B DialogueTXT	ANGLE	
B OptionsTXT		J
∽ Global objects	Rotate toward angle	
	Botato toward position	
* Commandes		
Command << "Pose2">> is called Add condition	Change the animation of Perso1 : set to "Pose2" for Change the BBCode text of NameTXT : set to "Personnage1" Add action	
 Add a new event 		Add.

Pour changer de scene en fonction du choix :

Pour chaque choix, vous dirigerez le lecteur vers un scene différente :

Appellez une commande dans votre choix

Ajoutez du texte qui ne se sera pas visible pour le lecteur pour que la commande fonctionne correctement (ici «blanc»).



Puis appelez la commande dans les conditions et changez de scene dans les actions.

~	Commandes				
	Command << "Pose2">> is called Add condition	Change the animation of Perso1: set to "Pose2" (Change the BBCode text of NumerIVI: set to "Personage1"			
		Add action			
	Command << "Scene2">> is called	→ Change to scene "Scene2"			
		Add action			