

Google Groups

Re: Custom NPC Help and More

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Feb 4, 2014 1:30 PM

Posted in group: **Minecraft Teachers**

Categories: **Technical Support :**

Joel, There are a lot of steps, but it's not too bad once you've done it once. I'll try to walk you through with some pictures.

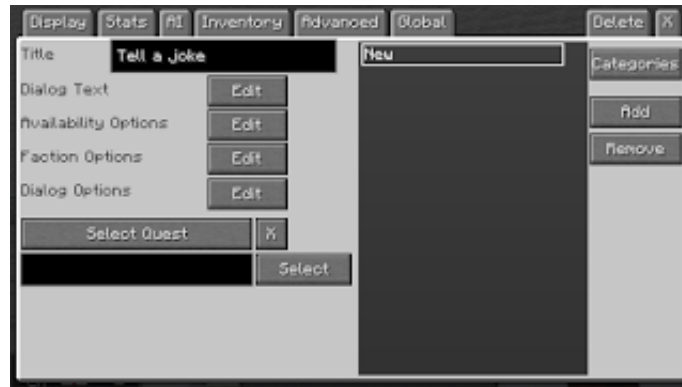
Edit your NPC. Go to the Global tab and choose Dialog. You will see an existing entry called Villager.



You can remove "Villager" if you like. Press Add which will create a new category called "New." You can rename it to anything you want.



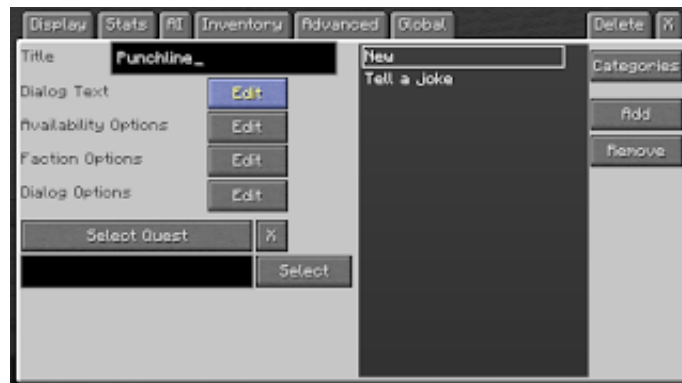
Click Dialogs. The list is blank because you haven't added anything to the category yet. Press and give your first actual dialog a Title. This is not the actual words they will say yet.



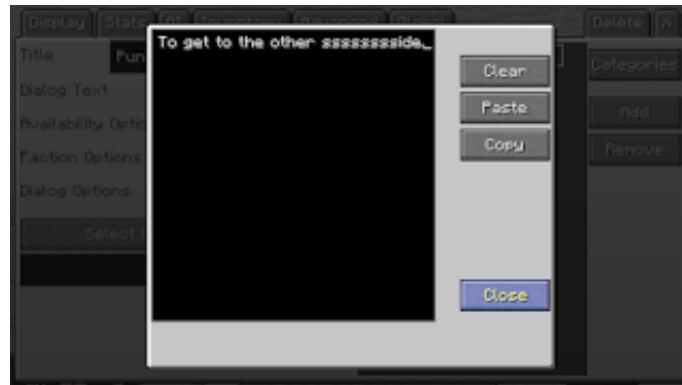
Click Dialog Text [Edit] and enter what you want the NPC to say first. Press close when finished.



The next part is counter-intuitive. Add another dialog with another Title that only you will see.



Edit the Dialog Text. This is what the NPC will say in response to a choice made by the player.



After pressing close, click back onto your first dialog in the list. You can now edit the Dialog Options for the player. For example, you could set #1 to these settings:



In my maps, I like to have one option to let them end the conversation if they aren't interested. You could set the options to #6 to something like this:



You're not done yet, unfortunately. The last thing you need to do is actually assign all this dialog to the NPC. You can have multiple NPCs carry on the exact same conversation with a player this way. Go back to the Advanced tab and choose Dialogs.



The last step is to choose one of the Select Option spaces and find the dialog you created.



Your players should now be able to have a simple conversation with the NPC.