Miltech Mission Hub

# Custom Dialog

## Text to speech

## Place the dialog objects in the editor

Just place the *Custom Dialog* objects as you would any other mission hub object. For each *Custom Dialog* object input a *Dialog Text*. This text will be used for subtitles and text-to-speech)

## With sound file

## Add your sound files to the work folder

If you have sound files, add them to an audio folder next to your mission .json file. For example:

\Work\SavedScenarioFiles\MyMissionAudio\Intro.wav

\Work\MissionPacks\MyMissionPack\Audio\Intro.wav

## Place the dialog objects in the editor

Just place the *Custom Dialog* objects as you would any other mission hub object. You can give each *Custom Dialog* object a:

- *Dialog Text* (used for subtitles)
- *Dialog Sound File* (path of the sound file relative to the work folder). For example:
- SavedScenarioFiles\MyMissionAudio\Intro
- MissionPacks\MyMissionPack\Audio\Intro