

## Guide – NPC Character

The first NPC character of the game has a short discussion with the user.

The script can be found in '**npc.txt**'. The NPC uses the **sensor** event to check if a user is nearby and the **touch\_start** event so the avatar can initiate the dialogue as well.

In our implementation the NPC sends and receives messages from the HUD object equipped by the user. The NPC sends the information about which slide/texture should be displayed in the user's HUD screen.

You just put this script in a simple prim object and it will generate the NPC character. The prim object uses a timer event to check periodically for the NPC's location and move there (it follows him when he moves around). The prim object should be transparent and large enough, to cover the NPC model, so the user can easily click on it.



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