

# MAC's Simple NPC integration

## Using Talk to NPC objective

To use **Talk to NPC** objective first of all you will need to create a special dialogue line for the NPC. To do that go to the **Dialogue setup** and create a new dialog. Enter the speech you want and create at least one answer with action from supported addons called **MQS Continue quest**. When the player will choose an answer with this action, the quest will continue and the dialog will be closed.

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**MQS Fail quest** action will do the same as **MQS Continue quest** action but will fail the quest.

To assign this dialog to the objective, remember the dialog ID save the NPC code, and process to the **Talk to NPC** objective. Select your NPCs and enter the dialogue ID. After saving the quest you will have a valid Talk to NPC objective.

**Note.** Avoid opening premade dialogue line by just talking to the NPC. It can break other quests if you just talk to the NPC and choose an answer with **MQS Continue quest** or **Fail quest** action.

You also can create more complex dialogues from the start dialog line, but at the end, at least one answer must lead to the **MQS Continue quest** action to avoid player stack on the quest.

## Assigning multiple quests to an NPC

If you are creating a new NPC with a purpose to assign quests to him, in the editor choose the **[MQS] Use the NPC for the quest system** option.

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If you want to add this option to an existing NPC with a small Lua edit, go to the `mc_simple_npcs/luamcs_npcs` folder and edit `sh_npcspawn.lua` file. Find the NPC table you want to edit and add the `questNPC = true,` parameter to the main table.

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To make NPC open a list of all quests set the action for the answer you need to **MQS Open All quest** from supported addons list.

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Or edit Lua and same way change the action to **MQS Open All quest**

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## Assigning quests to a specific answer

If you want to assign playing individual quest to a specific answer you will need to edit Lua the same way you do it for opening a menu. Go to the `mc_simple_npcs/lua/mcs_npcs` folder and edit `sh_npcspawn.lua` file. Find the NPC table you want to edit and add the navigate to the answer you need. Instead of `"close"` parameter change it to

`{id = "MQS Start quest", data = {quest_id = "id_test"}}` where `id_test` you will need to change to your quest id.

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