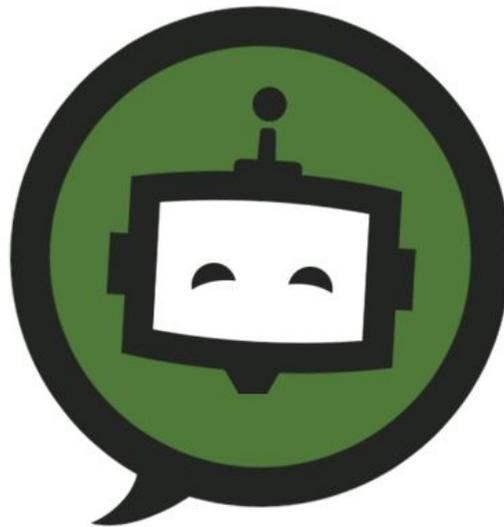EngiGames

FAQ ASSISTANT
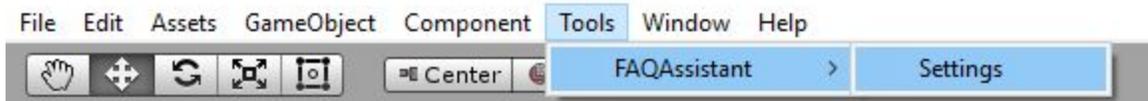## First Time Setup

Configuration:

1. After importing the package from the asset store, go to the settings window of the FAQAssistant:


2. First you need to enable the service at the top to expose the settings:

3. Once the settings are exposed, you are able to select a file as your Q&A database and generate the vocabulary. An example document of 600 Q&A is included with the package, If the CSV file changes the vocabulary must be regenerated:
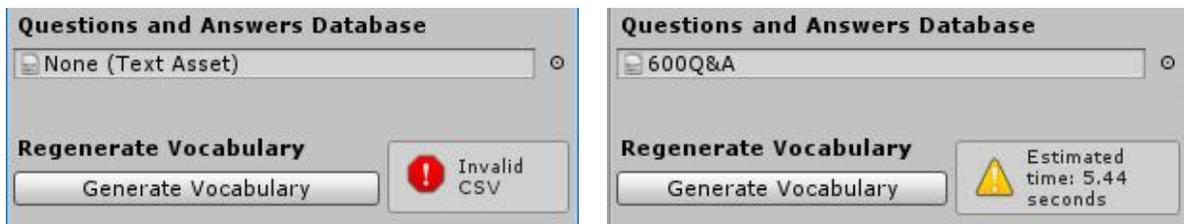

4. If the vocabulary is generating properly, a loading window will appear:
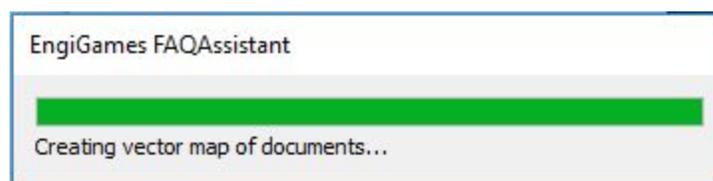
Assistant Example

*You must ensure the Assistant mode is set to FAQ_ASSISTANT or BOTH in the settings for this mode to work! After loading the AssistantExampleScene you will already have all the basic components to perform a search given you have performed the above step of configuring the Service.
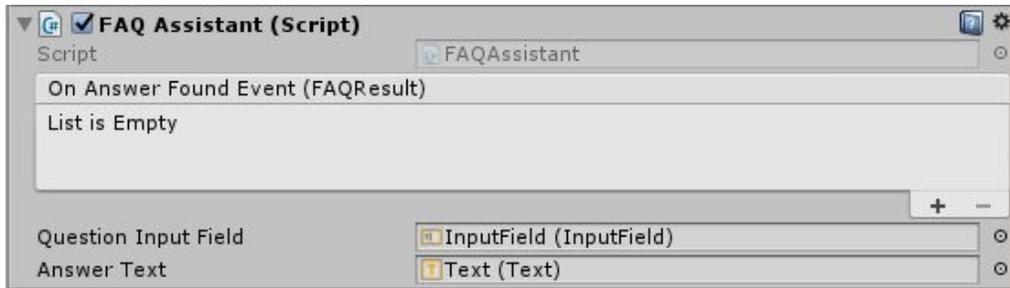
The input field is required to send the question but the answer text is not. It is possible to leave this empty and to register to OnAnswerFoundEvent instead

EventListener Example

*You must ensure the Assistant mode is set to FAQ_EVENTS or BOTH in the settings for this mode to work! After loading the EventListenerExampleScene, you have the basic component to listen for particular events. It uses the Assistants system where the answer to the question is the Event Name. If you look at the first line of the 600Q&A.csv an event has been added as DEACTIVATE OBJECTS, and this is the event the script is listening for. You can call any function from the event listener:
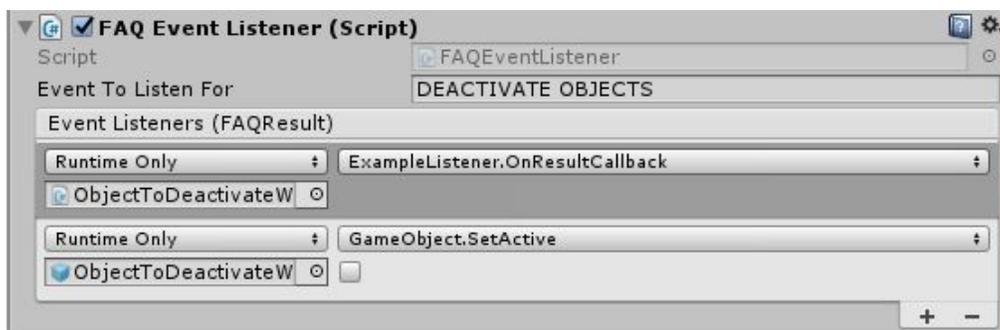
Advanced Usage

- ❏ The FAQ Service also exposes the API to generate vocabulary at runtime. This is not recommended as the process is time consuming for large files.

- ❏ Both event types have abstract classes that automatically handle most of the functionality. (See IFAQAssistant and IFAQEventListener) making it easy to layer your own functionality on top.

- ❏ Verbose debugging is available from the Configuration options. This provides more information as to why a CSV file has failed to parse or where the current error is. Most critical errors will still be displayed even if this option is not selected

- ❏ The editor configuration window is not meant to be modified

- ❏ The FAQAssistant has only been tested with 2000 question, but more than that should not be a problem at runtime granted the vocabulary is generated in the editor.

For any other questions please visit:
https://www.engigames.ca/services/faqassistant/