Edit BetonQuest dialogue text without renaming conversation options

Wording can be improved without changing the internal IDs that connect a conversation. Keep text editing separate from flow changes so existing references remain valid.

Check the installed content

BetonQuest expresses a quest through objectives, conditions, events and conversation links. Keep the package and player state together during testing. The linked reference describes the 2.2 documentation branch; select the corresponding documentation if your server runs another major version.

Work through the change

1. Back up the conversation and record the option IDs and pointers before editing. Note any translations or external events that reference the same conversation features.
2. Change only the player-facing text on staging. Keep option keys, event references and condition IDs unchanged, and follow the installed-branch quoting rules for punctuation and multiline YAML.
3. Load the quest configuration and inspect the first parsing error if one appears. Walk every edited branch with an ordinary test player, including back links and the normal exit.
4. Compare the edited language with any other available locale and check variable rendering. Confirm that translated text has not accidentally become a new option ID or broken pointer.

Verify the result

The conversation should retain its original routes and events while displaying the intended wording. Variables should resolve correctly and every edited option should still reach its expected next node.

If the result differs

If a branch disappears, compare its key and pointer before changing conditions. If all dialogue fails to load, inspect quoting or indentation around the first edited text rather than recreating the whole package.

Keep a recovery path

Restore the saved conversation file if a text-only edit alters navigation. Keep a diff of the wording so it can be reapplied carefully without renaming persistent or externally referenced quest features.

References and related help

Check the maintainer reference: BetonQuest documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

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