Customizable UI Replacer User Manual

Hello and welcome to this pdf manual, here I will cover everything about this mod following the next themes:

- Introduction
- Installation
- Known Issues
- How to edit your HUD

Introduction

Customizable UI Replacer or CUIR, it's a texture replacer for the following mods:

- A Matter Of Time
- Widget Mod
- SkyHUD
- Less Intrusive HUD
- Lock on
- Souls Quick Menu

That means this mod isn't changing how the UI works with your game, all this mod does is replacing the textures in the mods mentioned above and tweak the xml files to get the position of the HUD in different places for each preset.

This mod doesn't add an esp plugin.

The following UI objects have their textures changed:

- Player Bars
- Enemy Health
- Arrow Icon
- Charge Meters
- Level UP Meter
- Compass
- Clock (A Matter Of Time)
- Astrolabe (A Matter Of Time)
- Gold, Carry Weight, Level Icons (Widget Mod)
- Lock On (Lock On mod)
- Quick Menu (Souls Quick Menu)

Installation SkyHud Edition

Download all the requirements mods:

- SkyHUD
- A Matter Of Time
- Widget mod (Optional)
- FISS

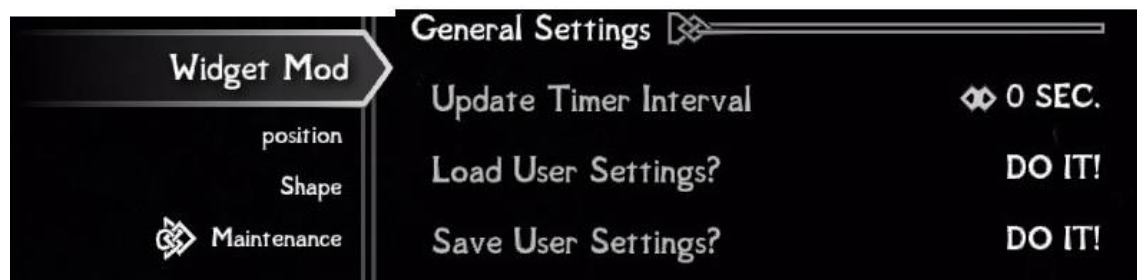If you use iHUD, make sure to check the patch option in the SkyHud fomod installation.

Once you have installed all of them please load your skyrim and check if everything is working correctly, then save and close the game.

Download and install Customizable UI Replacer

Choose whichever preset you like and install, overwrite everything.

Load the save from before and go to each mcm menu to activate the presets.

If you did everything correctly then that's all! You can start playing ☺

If you can't see the enemy health bar please check the Known Issues section.

Installation Less Intrusive Hud Edition

Download all the requirements mods:

- Less Intrusive HUD with the FISS Patch from optional files.
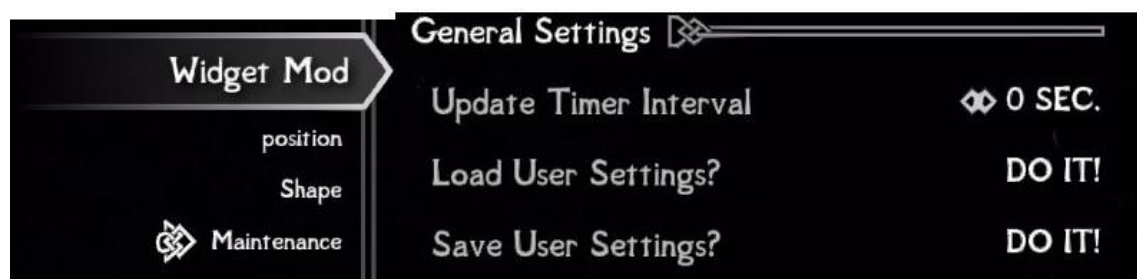- A Matter Of Time
- Widget mod (Optional)
- FISS

Once you have installed all of them please load your skyrim and check if everything is working correctly, then save and close the game.
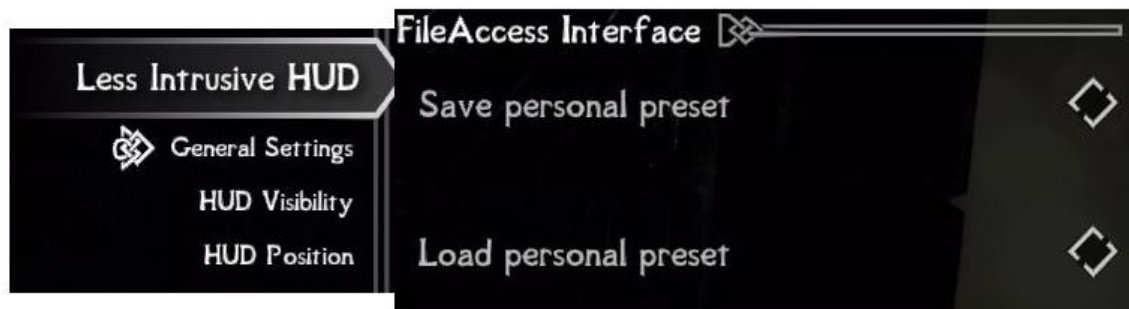
Download and install Customizable UI Replacer

Choose whichever preset you like and install, overwrite everything.

☑ A Matter of Time - A HUD clock widget	⚡	UI
☑ Widget Mod	⚡	UI
☑ Widget Mod Fix	⚡	Bugfixes
☑ Less Intrusive HUD II	⚡	UI
☑ Less Intrusive HUD II - FISS Patch -towatot	⚡	UI
☑ Customizable UI Replacer Less Intrusive Hud	⚡	

Load the save from before and go to each mcm menu to activate the presets.

If you did everything correctly then that's all! You can start playing ☺

If you can't see your crosshair when sneaking please check the Known Issues section.

Known Issues

Skyhud version:

- I can't see the enemy health bar

This happens because there's a compatibility issue between SkyHUD and iHUD, when you use iHUD with SkyHUD you can't change Y parameter for the enemy health bar in the skyhud.txt thus making it unable to move which we need in every preset but ESO.

Solution:

- Go to iHUD MCM and deactivate it, save then close the game. Load your save and activate iHUD again, the enemy health bar should be seen now.
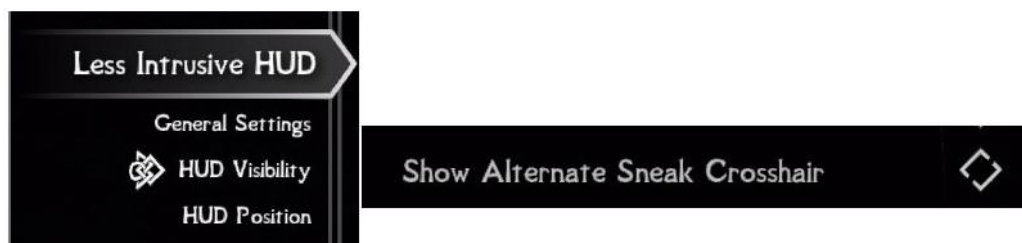
Less Intrusive HUD Version:

- I can't see my crosshair when sneaking!

This is a very old bug from Less Intrusive HUD and it's very simple to fix it

Solution:

- Go to Less Intrusive HUD MCM, navigate to the HUD Visibility tab and check the option for "Show Alternate Sneak Crosshair"

This will activate the alternate crosshair when you sneak but this actually creates another bug which will make the crosshair activate all the time even if you are not sneaking, to fix this you will have to crouch once and the bug will disappear, annoying but nothing you do about.
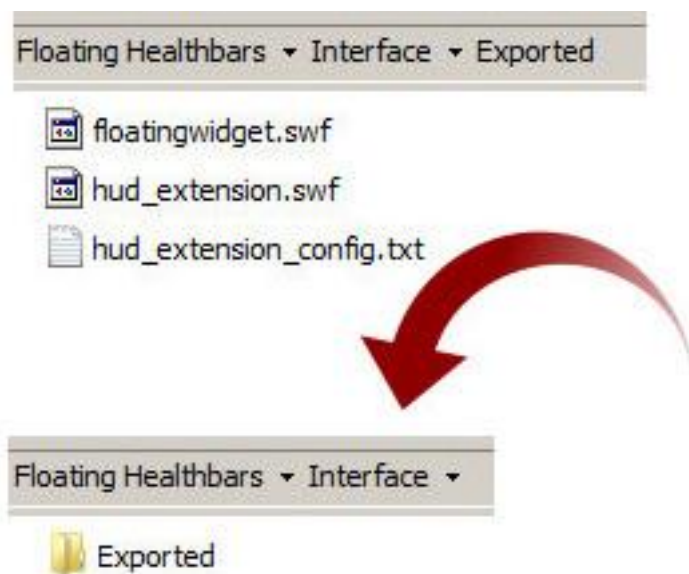
Floating Health Bars:

- My Game CTD every time I engage a fight please help!

OK this is an often issue a lot people have and I want to cover it.

Why does this happens? Because you are using Floating Health Bars without the fix provided by the author in the comments section (yes if you didn't know there's a comment tab in every mod page)

Solution

- Move these files: floatingwidget.swf, hud_extension.swf, hud_extension_config.txt
- From "Data\Interface\Exported"
- To "Data\Interface

That should fix the issue.

Editing your HUD

Last part of this manual and probably the most important one, in this section I will explain and show how you can edit your HUD with Customizable UI Replacer.

Red = SkyHUD/Less Intrusive HUD

Blue = A Matter Of Time

Orange = Widget Mod

White = SkyUI

You can tweak A Matter Of Time, Widget Mod and SkyUI parameters in game, you will have to go into each mcm to change their settings.

SkyHUD

The only way to edit SkyHUD is through its skyhud.txt that is located inside the interface/skyhud folder.

X = Left/Right   + = Right   - = Left

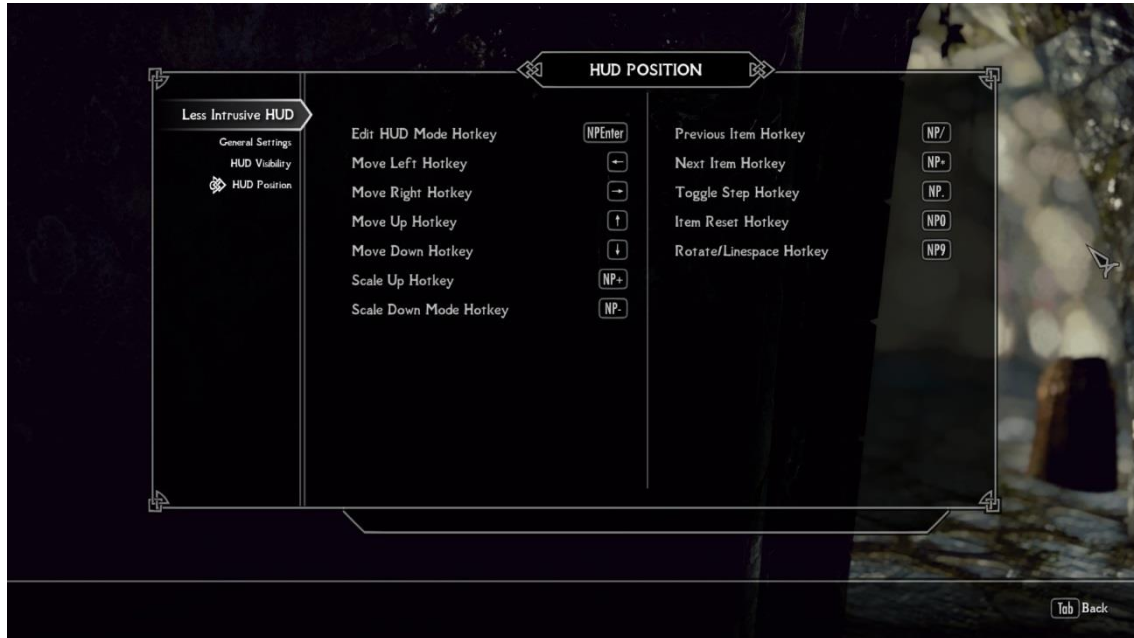Y = Up/down   + = Down   - = Up

Example:

fLeftChargeMeterPosX=50

fLeftChargeMeterPosY=671

It's mostly try and error, and you will have to rest your game everytime to see the changes.

Less Intrusive HUD

In Less Intrusive HUD is much easier since you can edit the HUD in game in real time, so it saves a lot of time. It's pretty simple the only thing you need to know are the keybinds to edit the hud.

After that you just need to press the key and start editing your hud, I made sure to match the textures from every preset for the HUD configuration menu of Less Intrusive HUD, so it's even easier than last versions.

SkyUI

These are personal settings for the SkyUI active icons, I highly recommend to use them if aren't going to edit your hud, each preset has their own SkyUI settings and you can check them in the "placement images" folder.