**POSTREPLY**

**[RELz] SkyUI**

◻ Sat May 19, 2012 6:50 am

Looking good? A few thoughts on the container/barter screen:

1) Is it necessary to have two sets of category icons along the top of the screen, one for the PC and one for the NPC/container? I feel like more times than not, that would just lead to extra clicks, to keep the two lists in sync. It might free up a bit of real estate (for an NPC or container name, perhaps) if there was just one set of category icons, that controlled both lists. (Or if you do have two, could there be a 'keep in sync' checkbox?)

2) I do think it would be useful to include the 3D item display, because items like "Fine Clothes" and "Boots" come in multiple versions with different appearances, but all have the same name. Without the 3D display, there would be no way to know which of these you were buying or selling.

*Rusty Billiot*
Posts: ...
Joined: Sat Sep 22, 2007 10:22 am

◻ Sat May 19, 2012 7:33 am

Looking good? A few thoughts on the container/barter screen:
Snip

I agree. I think one set of icons in the middle would be good.

*Jade*
Posts: 3509
Joined: Mon Jul 10, 2006 6:42 pm

◻ Sat May 19, 2012 7:25 pm

What happens if you don't use the SKSE extensions? What about the GUI stops working?

*Catharine Krupinski*
Posts: 3377
Joined: Sun Aug 12, 2007 3:39 am

◻ Sat May 19, 2012 1:42 pm

What happens if you don't use the SKSE extensions? What about the GUI stops working?

The search box does nothing and the 3d view of items is horribly misaligned.

*Neko Jenny*
Posts: 3409
Joined: Thu Jun 21, 2006 4:39 am

◻ Sat May 19, 2012 2:57 pm

What happens if you don't use the SKSE extensions? What about the GUI stops working?

What w0dl0yd said, though if you just mean the gibbed_interface_extensions SKSE plugin, that's responsible for retrieving form type and weapon type (and other data, but I think at the moment only those 2 are used) for each item so we can display additional icons.

And you all made some good points.

Visually, I think the 3 columns are the best solution. Even on the terrible mock-up you can already tell that it would look cool. But it's gonna be problematic for 4:3 displays, and implementing it would also be more work.

So how about this: 2 panel layout as in the last screenshot, and the selected entry gets a little magnifying glass icon where currently that mail icon is. You click(or hover) it, item card + 3d icon are shown on top of the opposite list (itemcard background covering them both so it's clearly visible).

Also, keeping the 2 category lists in sync would be possible.

*Son of Sammy*
Posts: 3442
Joined: Mon Oct 22, 2007 3:36 pm

◻ Sat May 19, 2012 3:43 pm

Little barter menu mockup I made: http://img209.imageshack.us/img209/5175/suggestion.jpg

Probably wouldn't work as well as some of the previous suggestions though.

That looks pretty good. But why not place the toggle at the top of the UI instead of at the bottom. This way you don't cut down on vertical space.

*Dan Endacott*
Posts: 3416
Joined: Fri Jul 06, 2007 9:12 am

◻ Sat May 19, 2012 5:08 pm

I dig it. How hard would it be to do both? :D

*Gemma Woods Illustration*
Posts: 3356
Joined: Sun Jun 18, 2006 8:48 pm

◻ Sat May 19, 2012 7:01 pm

I was wondering: is the SkyUI team documenting their understanding of the UI anywhere? I'd like to work on a mod that changes some things about enchanting, and I'd like to change the UI. For example, I'd like have a special-case situation where only Disenchant is available (not Enchanting); is there a way to get the Enchantment menu to display, but conditionally hide the options aside from Disenchant?

*Laura-Lee Gerwing*
Posts: 3363
Joined: Fri Jan 12, 2007 11:46 am

◻ Sat May 19, 2012 8:57 pm

I was wondering: is the SkyUI team documenting their understanding of the UI anywhere? I'd like to work on a mod that changes some things about enchanting, and I'd like to change the UI. For example, I'd like have a special-case situation where only Disenchant is available (not Enchanting); is there a way to get the Enchantment menu to display, but conditionally hide the options aside from Disenchant?

I don't think anyone would fancy writing an AS bytecode decompiler from scratch, but we are working very hard (many hours spent not sleeping!) on a Vanilla UI SDK!
We've got everything compiling nicely, just sorting out the tweens (motion and fades, etc), names of symbols, etc...
Obviously if something changes, say, with a new update, we'd have to check what changed and decompile from scratch again if necessary.

Hopefully this is still working on the UI SDK. ;D

*Lyndsey Bird*
Posts: 3330
Joined: Sun Oct 22, 2006 2:57 pm

◻ Sat May 19, 2012 6:21 pm

Ah, that's very cool. I had assumed I'd need to modify a Flash file and add in some new variables or something. I'm very unfamiliar with Flash, though, so I don't really know what I'm doing. I'm fairly comfortable with C++ and OBSE, but I've only just started poking SKSE.

*Staryn*
Posts: 3361
Joined: Fri Jul 24, 2009 12:48 am

◻ Sat May 19, 2012 8:15 pm

I hope so. Documentation and/or SDK would be very much appreciated. :)

*Your Mum*
Posts: 3424
Joined: Sun Jul 15, 2006 6:23 pm

◻ Sat May 19, 2012 7:44 pm

I can not even recharge several weapons in inventory says no items to charge this enchantment yet I have just about every soul gem on the planet.

*JESSE*
Posts: 3404
Joined: Sat Apr 14, 2007 4:55 am

◻ Sat May 19, 2012 8:38 pm

@ schlangster
Sounds good.

*Peter Lopez*
Posts: 3383
Joined: Mon Sep 10, 2007 5:55 pm

◻ Sat May 19, 2012 6:08 pm

I can not even recharge several weapons in inventory says no items to charge this enchantment yet I have just about every soul gem on the planet.

That doesn't sound like a SkyUI issue to me.

EDIT: WRT to displaying the item card in merchant view I'd rather have a click than a hover.

*Rude Gurl*
Posts: 3435
Joined: Wed Aug 08, 2007 9:17 pm

◻ Sat May 20, 2012 4:10 pm

But it's gonna be problematic for 4:3 displays, and implementing it would also be more work.

Yes, please keep us 4:3 users in mind when designing stuff.

*Rudy Paint Fingers*
Posts: 3416
Joined: Sat Nov 11, 2007 1:54 am

◻ Sat May 20, 2012 11:36 am

When the magic menu gets revamped, will the category icons for each school of magic reflect the existing designs used in the skill screen?

*Samantha Pattman*
Posts: 3407
Joined: Sat Oct 28, 2006 8:19 am

◻ Sat May 20, 2012 12:10 pm

So how about this: 2 panel layout as in the last screenshot, and the selected entry gets a little magnifying glass icon where currently that mail icon is. You click(or hover) it, item card + 3d icon are shown on top of the opposite list (itemcard background covering them both so it's clearly visible).

Agreed, that is probably the best solution. Regarding click or hover, I think I'd suggest hover: that way, a user could move their mouse vertically down the column of icons to visually see the different items, without a bunch of clicks to open and close the itemcards. For people who prefer to click, though, I might have an alternate suggestion (I haven't fully thought it through): you could dispense with the magnifying glass icon, and instead use right-clicking as an item in either list to display its itemcard. Ideally, then, the column of hoverable magnifying glass icons would be a column that could be displayed or not based on the config file, while right-clicking would always be available, for people who prefer to click and/or not display the icon column.

*matt white*
Posts: 3444
Joined: Fri Jul 27, 2007 2:43 pm

◻ Sat May 20, 2012 7:29 pm

I was wondering: is the SkyUI team documenting their understanding of the UI anywhere? I'd like to work on a mod that changes some things about enchanting, and I'd like to change the UI. For example, I'd like have a special-case situation where only Disenchant is available (not Enchanting); is there a way to get the Enchantment menu to display, but conditionally hide the options aside from Disenchant?

Don't think we really documented anything so far, but can look at the source code here: http://code.google.com/p/skyrimui/

Little barter menu mockup I made: http://img209.imageshack.us/img209/5175/suggestion.jpg

Probably wouldn't work as well as some of the previous suggestions though.

Well that's one possibility too. Easy to implement, consistent with the inventory, but somewhat wasteful of space.

When the magic menu gets revamped, will the category icons for each school of magic reflect the existing designs used in the skill screen?

Yes.

*oliver klozoff*
Posts: 3420
Joined: Sun Nov 25, 2007 1:02 pm

◻ Sat May 20, 2012 7:58 am

schlangster - I've been looking at the decoding of the EffectSetting, MagicItem and related classes (SpellItem for example). Is there anything in particular that you want to display? I saw a mention of damage and the like.

Also for the ActiveEffect - can you point me at where the ActiveEffect list is grabbed/exposed to Scaleform? I can use that as a starting point to find the internal ActiveEffect classes. From there I can extract all sorts of information (assuming the classes resemble the Oblivion classes somewhat) including time remaining for an effect.

*Darian Emmets*
Posts: 3406
Joined: Mon Aug 20, 2007 3:00 pm

◻ Sat May 20, 2012 10:20 am

schlangster - I've been looking at the decoding of the EffectSetting, MagicItem and related classes (SpellItem for example). Is there anything in particular that you want to display? I saw a mention of damage and the like.

Well yes, magnitude/area/duration. Anything to retrieve the kind of element a spell has. I'll ask the others if they have some more ideas. I haven't really played the game yet, so I have no clue what magic is like exactly. ;) I only know spells used to have aforementioned generic attributes, but things might be a bit more complex now.

Also for the ActiveEffect - can you point me at where the ActiveEffect list is grabbed/exposed to Scaleform? I can use that as a starting point to find the internal ActiveEffect classes. From there I can extract all sorts of information (assuming the classes resemble the Oblivion classes somewhat) including time remaining for an effect.

A good point to start would be sub_9C8470, I think that's where the item card information for a given magic item is set. The active effects have the "name" attribute set, which should be the name of the effect source.

*Sarah Bishop*
Posts: 3397
Joined: Wed Oct 04, 2006 6:59 pm

◻ Sat May 20, 2012 11:36 am

I inquired about this a while back but never got a response (understandably; the barter menu discussion has been quite interesting), but I was wondering if there's a way to have the default sorting under Weapons and Apparel be the Equipped view? I've tried setting up the skyui.cfg the way it worked with v1.0, but that doesn't seem to work anymore (see my posts on the previous page). Any insight to this would be appreciated. ;D

*Killah Bee*
Posts: 3454
Joined: Sat Oct 06, 2007 12:23 pm

◻ Sat May 20, 2012 7:18 am

I inquired about this a while back but never got a response (understandably; the barter menu discussion has been quite interesting), but I was wondering if there's a way to have the default sorting under Weapons and Apparel be the Equipped view? I've tried setting up the skyui.cfg the way it worked with v1.0, but that doesn't seem to work anymore (see my posts on the previous page). Any insight to this would be appreciated. :biggrin:

I have mine set up this way:

```
; ARMOR/WEAPON NAME COLUMN-------------------------awNameColumn.type = NAMEawNameColumn.statea = isawNameColumn.weight =
0.15awNameColumn.border = -0, 0, 1.1, 0 ; left right top bottomawNameColumn.state1.label.text = 'NAME'awNameColumn.state1.entry.text =
@textawNameColumn.state1.sortAttributes = awNameColumn.state1.sortOptions = (DESCENDING | NUMERIC), (ASCENDING |
CAtilsENSITIVE)(awNameColumn.state1.label.text = 'STOLEN'awNameColumn.state2.entry.text = @textawNameColumn.state2.sortAttributes =
awNameColumn.state2.sortOptions = (DESCENDING | NUMERIC), (ASCENDING | CAtilsENSITIVE)(awNameColumn.state3.label.text
'ENCHANTED'awNameColumn.state3.entry.text = @textawNameColumn.state3.sortAttributes = awNameColumn.state3.sortOptions = (DESCENDING | NUMERIC),
(ASCENDING | CAtilsENSITIVE))
```

I have infoldStolen added into the name sort attributes because I want everything stolen to be forced to the bottom, and everything equipped forced to the top. If I equip a stolen item the item still gets pushed to the top.

*Eibe Novy*
Posts: 3533
Joined: Fri Apr 27, 2007 1:50 am

◻ Sat May 20, 2012 9:10 pm

I have mine set up this way -

I have infoldStolen added into the name sort attributes because I want everything stolen to be forced to the bottom, and everything equipped forced to the top. If I equip a stolen item the item still gets pushed to the top.

That sounds like a very nice setup; I hadn't thought of grouping stolen items together. I'll give that setup a try; thanks for sharing! :biggrin:

*Star Dunholm Maxmillan*
Posts: 3421
Joined: Sun Nov 25, 2006 4:00 pm

◻ Sat May 20, 2012 8:31 pm

I have mine set up this way -

The sorting option list should have three entries as well:
...awNameColumn.state3.sortAttributes = awNameColumn.state3.sortOptions = (DESCENDING | NUMERIC), (ASCENDING | NUMERIC), (ASCENDING | CAtilsENSITIVE)...

Probably worked anyway, since the sorting options for the third attribute is undefined, it just uses some reasonable default value.

*Cathrine Jack*
Posts: 3375
Joined: Wed Sep 02, 2006 1:25 pm

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