

POSTREPLY

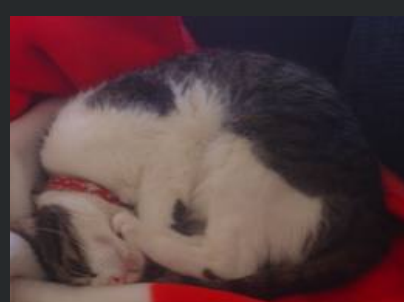
202 posts • Page 2 of 9 • 1 2 3 4 5 ... 9

[RELA] SkyUI

■ • Sat May 19, 2012 6:58 pm

Is the actual SKSE working with the newest incremental 4GB patch?

REGARDS ☺



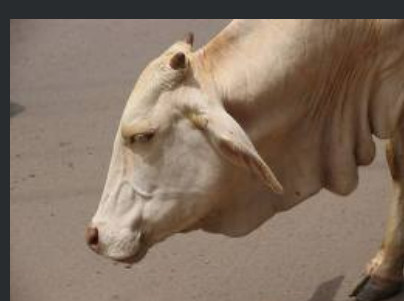
Robert Devlin
Posts: 1921
Joined: Mon Jul 23, 2007 2:19 pm

■ • Sat May 19, 2012 8:36 pm

No. We have to wait.

Is the actual SKSE working with the newest incremental 4GB patch?

REGARDS ☺



Milad Hajipour
Posts: 3482
Joined: Tue May 29, 2007 3:01 am

■ • Sat May 19, 2012 6:52 pm

I'm not sure if this is currently possible, even with SKSE, but would you be able to add a new icon next to items that have enchantments that haven't been learned yet? One of my biggest gripes with the current UI is trying to remember which items I need to keep for disenchanting and which ones I can safely drop.



Marguerite Dabrin
Posts: 3545
Joined: Tue Mar 20, 2007 11:33 am

■ • Sat May 19, 2012 8:23 pm

Sky UI does retain most of its functionality even w/o SKSE, so we should be able to continue playing until SKSE is updated.



Thomas LEON
Posts: 3420
Joined: Mon Nov 26, 2007 8:01 am

■ • Sat May 19, 2012 11:53 am

Hey, I love what you've done with this mod... Very impressive and well done... Great for how its very seamless like it should be there, which is what I look for in all mods I use.

I only have one thing to ask though, if possible, and if its a configurable thing, then I apologize for my request. The aspect I find out of place is the arrows indicating that you have an item equipped.

I like how the star appears to indicate the item is a favourite, but the arrow seems out of the box and out of place with this beautiful interface. Is there a way to make fit in more. I was thinking a cool feature

would to have the icons in the list only appear if the item is equipped and trash the stock arrow indicators completely. This would make it perfect for me. Is there a way I can do this on my own? I know you must be busy

and can't be expected to cater to everyone. Either way what a great mod! Thanks! ☺



Angus Poole
Posts: 3296
Joined: Fri Aug 03, 2007 9:04 pm

■ • Sat May 19, 2012 6:14 am

Does this mod work with a 360 control?



Isabell Hoffmann
Posts: 3463
Joined: Wed Apr 18, 2007 11:34 pm

■ • Sat May 19, 2012 6:09 am

Does this mod work with a 360 control?

Yes. The only problem with using a 360 controller presently is that you can't dual equip things in your main inventory screen since equipping with left trigger doesn't work properly yet.

I use my quick-menu to equip most things so it's not a huge issue for me.



Heather M
Posts: 3487
Joined: Mon Aug 27, 2007 3:40 am

■ • Sat May 19, 2012 3:15 pm

Yes. The only problem with using a 360 controller presently is that you can't dual equip things in your main inventory screen since equipping with left trigger doesn't work properly yet.

I use my quick-menu to equip most things so it's not a huge issue for me.

Ok thanks, hopefully the author of this mod fixes these small issues in the next update. I will wait till then to see ☺ biggrin:



Lailaha Fry
Posts: 3399
Joined: Sat Jun 24, 2006 6:42 am

■ • Sat May 19, 2012 6:05 pm

The new Skse is out, Am I good to go, or does SkyUI need an update too?



Emry Baby!
Posts: 3416
Joined: Wed Oct 18, 2006 5:02 pm

■ • Sat May 19, 2012 1:59 pm

Any idea when/if you're going to start work on the HUD? Would be nice to see some new changes there.



Justin
Posts: 3459
Joined: Sun Sep 23, 2007 12:32 am

■ • Sat May 19, 2012 9:55 am

Since the new 4gb patch, my SKSE doesnt work anymore and my SkyUI mod doesnt work properly. How can I fix this?



Madeline Rose Walsh
Posts: 3425
Joined: Wed Oct 04, 2006 2:07 am

■ • Sat May 19, 2012 8:51 pm

Download the latest version of SKSE



TDFA Toys
Posts: 3455
Joined: Sat Jan 13, 2007 4:22 am

■ • Sat May 19, 2012 1:20 pm

Download the latest version of SKSE

I did, it says Skyrim version is too high. So basically I have to wait for a new version of SKSE



Taylah Haines
Posts: 3439
Joined: Tue Feb 13, 2007 3:10 am

■ • Sat May 19, 2012 12:04 pm

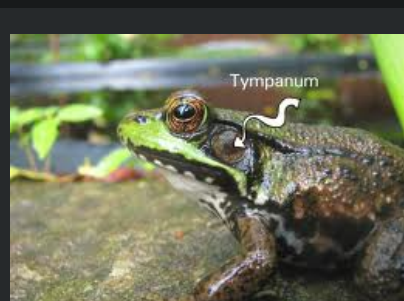
A new version of SKSE was released tonight. Might want to visit their website (not Nexus if you're going there) and grab a new download.



Nienna Garcia
Posts: 3407
Joined: Wed Apr 25, 2007 8:23 am

■ • Sat May 19, 2012 8:22 am

what swf do I tweak to disable the warning message. I love the UI. The reason for mods is options and I just want the option to disable the message. It also resembles an ad in my face every time I open the inventory and I am not updating my game. thanks for the UI. Please let me know what swf has the scripts for the message please. thanks!



Annika Marzinek
Posts: 3415
Joined: Wed Apr 18, 2007 6:22 am

■ • Sat May 19, 2012 6:19 pm

Check the SKSE Thread on these forums as the website isnt updated yet afak

http://www.gamesas.com/topic/1302434-wipz-skyrim-script-extender-skse/page__st__160



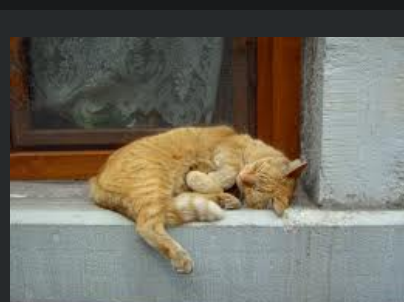
Ellie English
Posts: 3457
Joined: Tue Jul 11, 2006 4:47 pm

■ • Sat May 19, 2012 6:11 pm

Check the SKSE Thread on these forums as the website isnt updated yet afak

http://www.gamesas.com/topic/1302434-wipz-skyrim-script-extender-skse/page__st__160

Thank you. ☺



Nims
Posts: 3352
Joined: Thu Jun 07, 2007 3:29 pm

■ • Sat May 19, 2012 7:18 pm

A new version of SKSE was released tonight. Might want to visit their website (not Nexus if you're going there) and grab a new download.

"SKSE has not been updated yet for the latest 1.3.10 patch. We are investigating what needs to be done and will provide an update as soon as we can."

<http://skse.silverlock.org/>

Edit: This is the link you want. They haven't updated it on their site yet: http://skse.silverlock.org/download/skse_1_04_02_7z
Source -- http://www.gamesas.com/topic/1302434-wipz-skyrim-script-extender-skse/page__view__findpost__p__19852951



maddison
Posts: 3498
Joined: Sat Mar 10, 2007 9:22 pm

■ • Sat May 19, 2012 7:41 am

"SKSE has not been updated yet for the latest 1.3.10 patch. We are investigating what needs to be done and will provide an update as soon as we can."

<http://skse.silverlock.org/>

Edit: This is the link you want. They haven't updated it on their site yet: http://skse.silverlock.org/download/skse_1_04_02_7z
Source -- http://www.gamesas.com/topic/1302434-wipz-skyrim-script-extender-skse/page__view__findpost__p__19852951



stephanie eastwood
Posts: 3420
Joined: Thu Jun 08, 2006 1:25 pm

Like I said the website hasn't been updated, the thread in this forum (linked above)

■ • Sat May 19, 2012 5:08 am

can you please please please mod a new tab/section that lists stolen items? I hate it when my stolen items get mixed with my legit items, like with ingots and such.



cosmo valanga
Posts: 3477
Joined: Sat Oct 13, 2007 10:21 am

■ • Sat May 19, 2012 9:39 am

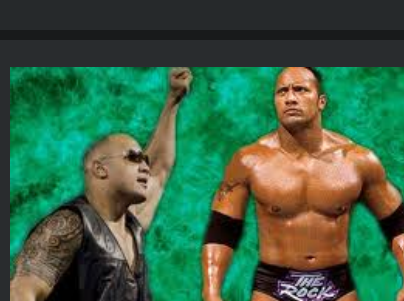
It may have been answered already so please forgive me: Will you be able to build container categories into SkyUI? That is the most crippling overlooked function in the game.



JoannARRGH
Posts: 3431
Joined: Mon Mar 05, 2007 6:09 am

■ • Sat May 19, 2012 4:58 pm

Sorry, at times I forget to update the website - forum posts are much easier, and after the marathon session of an update I can overlook stuff like that.



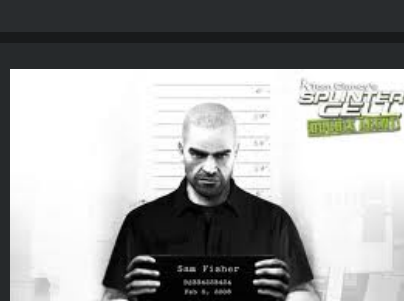
Eve(G)
Posts: 3546
Joined: Tue Oct 23, 2007 11:45 am

■ • Sat May 19, 2012 8:33 am

Sorry, at times I forget to update the website - forum posts are much easier, and after the marathon session of an update I can overlook stuff like that.

There's really no need to apologize ☺ What you said should be a given understanding between mod authors and the community that look to them for help.

Thanks much for the quick update! ☺

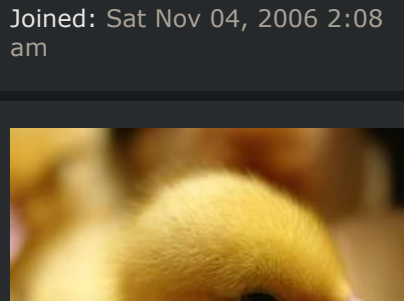


Chise Liu
Posts: 3476
Joined: Sat Nov 04, 2006 2:08 am

■ • Sat May 19, 2012 6:39 pm

can you please please please mod a new tab/section that lists stolen items? I hate it when my stolen items get mixed with my legit items, like with ingots and such.

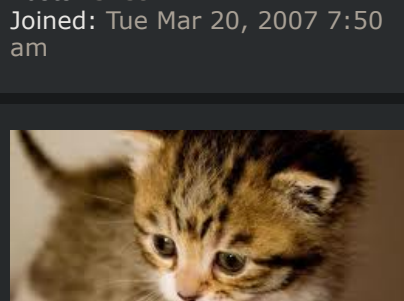
Edit: misunderstood the question. Oops.



Karine laverre
Posts: 3459
Joined: Tue Mar 20, 2007 7:50 am

■ • Sat May 19, 2012 11:55 am

Sorry, half asleep and not sure if I read and simply missed this, but does SkyUI work with controllers? Gotten accustomed to using my PS3 controller for my PC Skyrim fix (as I am a PS3 owner) ☺ Pi and my last foray into custom UI's broke controller navigation in menus.



Chris Cross Cabaret Man
Posts: 3301
Joined: Tue Jun 19, 2007 11:33 pm

POSTREPLY

202 posts • Page 2 of 9 • 1 2 3 4 5 ... 9