

POSTREPLY

[REL] SKYUI

■ • Sat May 19, 2012 1:50 pm

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) and my last foray into custom UI's broke controller navigation in menus.

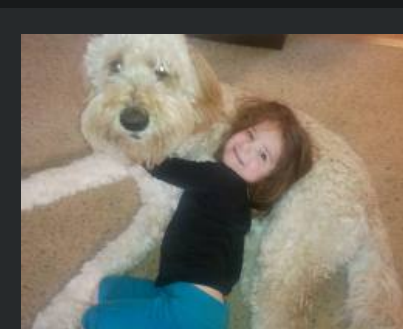
There's a post near the top of this page that answers that question.



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Kate Murrell
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Your Mum
Posts: 3414
Joined: Sun Jan 25, 2006 6:23 pm



Destinycharm
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Joined: Sun Jul 23, 2006 6:06 pm



Nick Swan
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Joined: Sat Dec 01, 2007 1:34 pm



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PS, Just out of curiosity, is there a roadmap for SkyUI? I'm not asking for a specific ETA, simply wondering in what order we might see the other menus getting a facelift.

Grouping by subtype should already be possible by editing the config (using sortAttribute infoType), which contains the form type). The only question is where to put it, i.e. another state for the name column, or making the blank icon column header clickable, which would probably make the sort indicator appear slightly out of place. But making the sort indicator behave correctly with empty headers is on my TODO list.

Regarding the crafting menu, I haven't looked at that yet, but I'll keep it in mind.

As for a roadmap, what's next is the magic menu, then probably container/barter/crafting. Everything inventory-related. After that, it's probably the favorites menu. Converting the inventory stuff may either be relatively easy (since Kratos already got most of functionality working, and the basic lists are all reused), or it might take a little longer if we really attempt to do a full split-view.

Is this the place to start talking about changes to the magic menu?

I'd like to see spells grouped according to type of damage (fire, shock, frost). Whether this is done via a column that I can sort on, or directly in the list, I don't care. I just hate having to rely solely on the name to find the spell I'm looking for. If I had all the shock spells grouped together, I could quickly pick out the specific one I wanted.

Yes, now would be the time to start talking about this

Being able to group by element sounds like a nice feature. Whether it's possible at all depends on which information is available for the spells (I haven't looked into this yet). Basically there are 3 possibilities:

- 1) A property of the entry itself. No problem.
- 2) Itemcard information. Available for each entry as well with a little hack, so easy as well.
- 3) Not available to the interface, but retrievable from memory. This requires a script or a global to work their magic.
- 4) Not available anywhere besides in the item name etc. It would still be possible to match by name, but because of translated versions, this is not a good idea.

So how easy/hard it is to add something really depends on which category it falls in.

Regarding the new update the bit about removing the custom fontconfig.txt ... does this mean that we can use font mods with this more easily than before?

Is it still that the columns are sorted by name Is it possible in the future we could have it remember what we last had it sorted by. I prefer armor and weapons sorted by equipped first then name. Any chance to get that as default?

Regarding magic menus. I too wish that there was the ability to look by effect or by name. And especially with regard to the Active Effects category.

Also I don't think the game ever tells you what the effects of poison are ... I see that I get poisoned, but don't see the effect under the Active effects category.

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Also I don't think the game ever tells you what the effects of poison are ... I see that I get poisoned, but don't see the effect under the Active effects category.

Yup, we removed SlitFont so you can just use any font replacer you want now (not going to guarantee it'll look correct though)

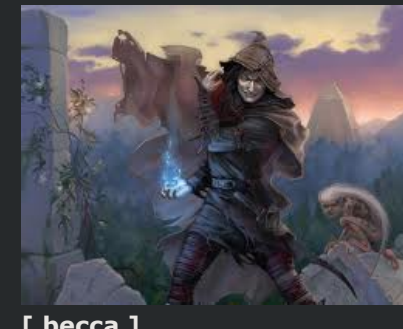
That's being worked on

It will be searchable just like inventory menu and hopefully you'll be able to filter by effect too!

No idea about that one, will look into it

■ • Sat May 19, 2012 9:25 am

Looks great! While I'm one of the few that doesn't actually mind the original UI, this is much much better looking!



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