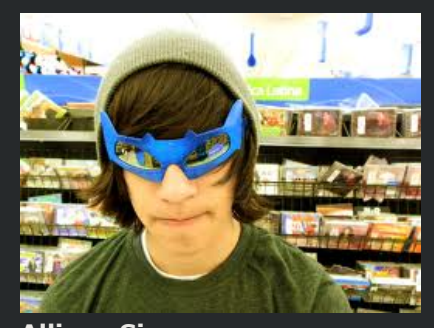


POSTREPLY

[REL+] SkyUI

■ = Sat May 19, 2012 6:57 pm

Thank you schlangster, I've changed my config to reflect that ☺ smile:



Allison Sizemore
Posts: 3482
Joined: Wed Jul 19, 2006 6:09 am

■ = Sat May 19, 2012 7:37 am

Love this mod.

Request: For those of us that use entertainment center TVs as monitors, the fonts look really small. I really have to squint to see things. I'd love to see a larger-font version of SkyUI.
Thanks.



Neiliel Kudoh
Posts: 1348
Joined: Thu Oct 26, 2006 2:39 am

■ = Sat May 19, 2012 8:20 pm

Are there plans to redesign the journal?
Love the mod so far.



Jessica Stokes
Posts: 3315
Joined: Fri Jul 28, 2006 11:01 am

■ = Sat May 19, 2012 7:03 pm

I used version 1.0 and haven't seen this mentioned in the official changelog, so I'll just ask:

In version 1.0, SkyUI does not cover the loot UI (the UI that opens when you loot someone/something). Is this a problem in my part or SkyUI currently does not cover this particular part?



Michael Russ
Posts: 3380
Joined: Thu Jul 06, 2007 3:33 am

■ = Sat May 19, 2012 3:50 pm

I used version 1.0 and haven't seen this mentioned in the official changelog, so I'll just ask:

In version 1.0, SkyUI does not cover the loot UI (the UI that opens when you loot someone/something). Is this a problem in my part or SkyUI currently does not cover this particular part?



Kellymarie Haggell
Posts: 3456
Joined: Mon Jul 24, 2006 4:37 am

It does not cover that part at the moment.

I recommend installing <http://skyrimnexus.com/downloads/file.php?id=667> for the moment. SkyUI will be active in the inventory screen, and QD takes over when you get to a container. Also check out <http://www.skyrimnexus.com/downloads/file.php?id=1227>. Yes, all these mods work together without a hitch.

■ = Sat May 19, 2012 8:26 pm

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Kaylee Campbell
Posts: 3423
Joined: Mon Mar 05, 2007 11:17 am

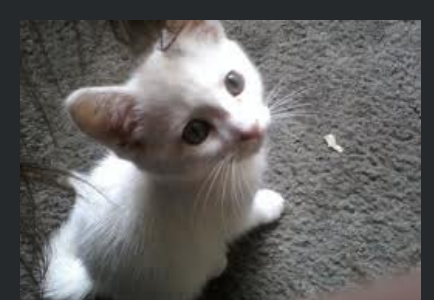
I see. I have been using QD inventory all this time and was afraid that SkyUI will conflict with that. I take it that SkyUI does not cover smithing too?

■ = Sat May 19, 2012 6:08 pm

First thanks for the work.

I'm not sure if I'm the only one, but I feel the mouse movement is a bit weird laggy when I open the SkyUI interface. It is especially when I move my cursor on the category icons section; it isn't the case when I use the default UI or open up any other part of the game UI (system menu when pressing ESC, for example).

Hope someone can provide some insight why it is the case for me, thanks.



celestinity
Posts: 3522
Joined: Mon Jul 02, 2007 12:53 pm

■ = Sat May 19, 2012 11:37 am

Thank you schlangster, I've changed my config to reflect that ☺ smile:

Me too. Thanks for the heads up. This setup works beautifully. ☺ D



Doon Knight
Posts: 2269
Joined: Thu Sep 13, 2007 1:44 am

■ = Sat May 19, 2012 5:25 pm

First thanks for the work.

I'm not sure if I'm the only one, but I feel the mouse movement is a bit weird laggy when I open the SkyUI interface. It is especially when I move my cursor on the category icons sections; it isn't the case when I use the default UI or open up any other part of the game UI (system menu when pressing ESC, for example).

Hope someone can provide some insight why it is the case for me, thanks.



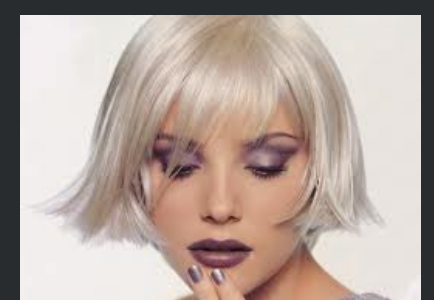
brenden Casey
Posts: 3460
Joined: Mon Sep 17, 2007 9:58 pm

I'm having this issue as well.

In case you need details:
Windows XP
3GB RAM
Nvidia GT 9500
Low Quality Settings
Using Script Dragon & Skyboost
More than decent FPS, I got far less in Oblivion and I didn't have such a laggy mouse there

■ = Sat May 19, 2012 5:02 am

I've noticed a bit of menu opening lag but it's made worse if the mouse pointer happens to be over an item as the menu slides open, keeping the mouse pointer over on the right side of the screen solves it.



Wayland Heace
Posts: 3140
Joined: Sat Aug 11, 2007 9:01 am

■ = Sat May 19, 2012 7:12 am

This is by far my favorite mod, and it's worked fine. I accidentally double clicked it in Nexus mod manager and it uninstalled. I tried to reinstall and I get this:

*A problem occurred during install:
Could not load file or assembly 'ModManagerInterface, Version=1.1.0.0, Culture=neutral, PublicKeyToken=null' or one of its dependencies. The system cannot find the file specified.
(ModManagerInterface, Version=1.1.0.0, Culture=neutral, PublicKeyToken=null)
The mod was not installed.*



Lucie H
Posts: 3270
Joined: Thu Mar 13, 2007 11:46 pm

HELP!!!

■ = Sat May 19, 2012 12:28 pm

Happens when NMM is started with the 'Download with manager' link. So close NMM, start it with the normal shortcut in your start menu, then activate SkyUI. The issue has been reported at Nexus a while ago, but they're probably on vacation at the moment.



Rude Gurl
Posts: 3425
Joined: Wed Aug 08, 2007 9:17 am

■ = Sat May 19, 2012 3:08 pm

Any plans for this to also cover the HUD? My favorite part of Dan's UI mods were what they did with the HUD as that's the one part of the UI that really has a big effect on gameplay and immersion as it's always there. More specifically, would it be possible to shrink everything down and place the compass on the bottom of the screen with the 3 bars for health, magicka and stamina on the left and enemy health on top of the compass? Would it also be possible to stop the "X HAS LEVELED TO Z" messages that pop up along with the "X LOCATION HAS BEEN DISCOVERED" messages?



Ray
Posts: 3472
Joined: Tue Aug 07, 2007 10:17 am

■ = Sat May 19, 2012 10:23 am

Any plans for this to also cover the HUD? My favorite part of Dan's UI mods were what they did with the HUD as that's the one part of the UI that really has a big effect on gameplay and immersion as it's always there. More specifically, would it be possible to shrink everything down and place the compass on the bottom of the screen with the 3 bars for health, magicka and stamina on the left and enemy health on top of the compass? Would it also be possible to stop the "X HAS LEVELED TO Z" messages that pop up along with the "X LOCATION HAS BEEN DISCOVERED" messages?

Does this remove the skill messages? <http://skyrimnexus.com/downloads/file.php?id=4713>

Couldn't get the location discovered one to work. All I could do was get rid of the "DISCOVERED".

Edit: Shouldn't hijack this thread, PM me if it works, if you try it.



Sweet Blighly
Posts: 3459
Joined: Wed Jun 21, 2006 6:39 am

■ = Sat May 19, 2012 12:46 pm

Tried again, uninstalled everything and reinstalled again (via NMM).

Started with Testv.exe, SkyUI says there is no SKSE (ofc), but the movement still feels laggy.

Started with Skse_Loader.exe, still feels laggy.

Perhaps I should clarify the laggy movement feeling of the cursor is present as long as SkyUI is toggled on, not just when the menu opening lag that wderanged mentioned.



Gesteione
Posts: 3424
Joined: Sun Aug 13, 2006 4:22 pm

■ = Sat May 19, 2012 9:32 pm

Tried again, uninstalled everything and reinstalled again (via NMM).

Started with Testv.exe, SkyUI says there is no SKSE (ofc), but the movement still feels laggy.

Started with Skse_Loader.exe, still feels laggy.

Perhaps I should clarify the laggy movement feeling of the cursor is present as long as SkyUI is toggled on, not just when the menu opening lag that wderanged mentioned.



gwinnaif
Posts: 3480
Joined: Wed Feb 21, 2007 6:57 pm

Do you have v-sync and prerendering set in your GPU settings? This can cause issues with control lagghness. Does the mouse jump around (like you have low fps) or does it lag behind but move smoothly?

■ = Sat May 19, 2012 4:51 pm

Do you have v-sync and prerendering set in your GPU settings? This can cause issues with control lagghness. Does the mouse jump around (like you have low fps) or does it lag behind but move smoothly?

v-sync is turned off, not sure about prerendering. The mouse lag behind yet feels smooth.

I usually get around 30+ fps, 60+ if use SMAA (for the life of me I can't believe SMAA can make such a huge difference)



Gine McLaughlin
Posts: 3701
Joined: Mon Jul 31, 2006 6:55 am

■ = Sat May 19, 2012 2:06 pm

v-sync is turned off, not sure about prerendering. The mouse lag behind yet feels smooth.

I usually get around 30+ fps, 60+ if use SMAA (for the life of me I can't believe SMAA can make such a huge difference)

You could try lowering your maximum number of prerendered frames and see if it helps. ☺ shrug:



Lew
Posts: 3318
Joined: Wed Aug 23, 2006 6:56 pm

■ = Sat May 19, 2012 11:26 am

You could try lowering your maximum number of prerendered frames and see if it helps. ☺ shrug:

Changed prerendered frames to 0 (mine is AT) so it's called Flip Queue size) still the same.

Just realized that I made a mistake, tried it without SkyUI the inventory UI is still laggy, everything else is fine tho. Guess I just have to live with the slight lag.

Thanks wia0lf0yd for your help.



arellina c
Posts: 3327
Joined: Tue Dec 19, 2006 4:28 pm

■ = Sat May 19, 2012 7:58 am

Schlangster, in another thread I found out why I hat the item icons appear so far to the left last time. ☺ smile:

http://www.gamemas.com/topic/1324329-mod-to-reduce-amount-of-arm-in-first-person/page_p_19917874entry19917874



christelle047
Posts: 3167
Joined: Mon Apr 09, 2007 12:50 pm

■ = Sat May 19, 2012 4:55 pm

This isn't a request for SkyUI, just a question on what's possible... could one modify the character creation menu to add a 'height slider' that just runs setscale on the player?

Seeing how SkyUI is overhauling things honestly it would surprise me if modders (not necessarily the ones working on SkyUI, mind you) couldn't add such a feature. Interface seems pretty flexible especially thanks to Gibbed's plugin and what Ian is adding to SKSE.



Nice one
Posts: 3413
Joined: Thu Jun 21, 2007 5:30 am

■ = Sat May 19, 2012 4:16 pm

I'm really looking forward for the next steps, how is the status for the "rest"?

It's amazing how mods improve this game, so many thanks again for your work at SkyUI!



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

■ = Sat May 19, 2012 12:45 pm

This isn't a request for SkyUI, just a question on what's possible... could one modify the character creation menu to add a 'height slider' that just runs setscale on the player?

Seeing how SkyUI is overhauling things honestly it would surprise me if modders (not necessarily the ones working on SkyUI, mind you) couldn't add such a feature. Interface seems pretty flexible especially thanks to Gibbed's plugin and what Ian is adding to SKSE.



Angus Poole
Posts: 3594
Joined: Fri Aug 03, 2007 9:04 pm

■ = Sat May 19, 2012 1:28 pm

So for now we decided to go for an Oblivion-style panel first (tabs at the bottom to switch between buy/sell, give/take etc). If that's how it was in oblivion, I dont really remember ☺ smile:

<https://picasaweb.google.com/ib/photo/HZBCYnmADVGHyE9HuBQMNTjNZETymPjYdlipFm0?eat-directlink>
<https://picasaweb.google.com/ib/photo/6ef342a2e462-ibznsJTGwTjNZETymPjYdlipFm0?eat-directlink>

Except for the icons it's pretty much done already.

I'd still like to do a split-view like in fallout, but this would take much more time. Implementing the tabs on the other hand was relatively easy.



Mike Plumley
Posts: 3392
Joined: Wed Sep 05, 2007 10:45 pm

■ = Sat May 19, 2012 4:34 pm

So for now we decided to go for an Oblivion-style panel first (tabs at the bottom to switch between buy/sell, give/take etc). If that's how it was in oblivion, I dont really remember ☺ smile:

<https://picasaweb.google.com/ib/photo/HZBCYnmADVGHyE9HuBQMNTjNZETymPjYdlipFm0?eat-directlink>
<https://picasaweb.google.com/ib/photo/6ef342a2e462-ibznsJTGwTjNZETymPjYdlipFm0?eat-directlink>

Except for the icons it's pretty much done already.

I'd still like to do a split-view like in fallout, but this would take much more time. Implementing the tabs on the other hand was relatively easy.



Dan Endicott
Posts: 3419
Joined: Fri Jul 06, 2007 9:12 am

Looks great! Can't wait to use it! ☺ smile:

POSTREPLY

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