

The Elder Scrolls V
SKYRIM

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POSTREPLY

[RE]z 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, tongue) and I just forced into custom UIs broke controller navigation in menus.

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

Sat May 19, 2012 8:23 am

This is my SKSE log

Spoiler

SKSE runtime initialize (version = 1.4.2 0304000 01CCD183BDE984)
improvement = 0x000000
runtime root = D:\Steam\SteamApps\common\skyrim\Data\SKSE
plugin directory = D:\Steam\SteamApps\common\skyrim\Plugins\SKSE_Plugins
checking plugin D:\Steam\SteamApps\common\skyrim\Plugins\SKSE_Plugins\container_interface_extensions.dll
checking plugin D:\Steam\SteamApps\common\skyrim\Plugins\SKSE_Plugins\libbed_interface_extensions.dll
plugin D:\Steam\SteamApps\common\skyrim\Data\SKSE\Plugins\libbed_interface_extensions.dll (00000001 libbed's interface extensions 00000001) reported as incompatible during query
checkbox plugin D:\Steam\SteamApps\common\skyrim\Data\SKSE\Plugins\SKE_Elys_Uncapper.dll
plugin D:\Steam\SteamApps\common\skyrim\Data\SKSE\Plugins\SKE_Elys_Uncapper.dll (01050040) loaded correctly
init complete

the DLL outputs 'unsupported runtime version'

Sat May 19, 2012 5:17 pm

You can download the latest version of Interface Extensions from the repository until the SkyUI Team updates the Nexus download.
http://skyrimui.googlecode.com/git/dist/SKSE/Plugins/libbed_interface_extensions.dll

Riv great mod, great UI. I love it!

Sat May 19, 2012 5:17 pm

Thank you so much schallwert.

Riv great mod, great UI. I love it!

Sat May 19, 2012 4:19 pm

Quick question, use the 4gb patcher,not the Skyrim 4gb patcher the one I use is from ntcore.com/4gb_patch.Once I install the SKSE & SkyUI mod,will I have to then patch that exe to enable 4gb?

Sat May 19, 2012 8:23 am

b079: There is no longer a reason to use any 4GB patcher anymore. The latest Steam patch is now 4GB enabled. Simply use the latest (1.3.10.0) patch from steam and the tools updated to use it.

Oh I did not know this.Thank you!

Sat May 19, 2012 1:08 pm

You can download the latest version of Interface Extensions from the repository until the SkyUI Team updates the Nexus download.
http://skyrimui.googlecode.com/git/dist/SKSE/Plugins/libbed_interface_extensions.dll

Should I just put that in my SKSE folder? Sorry if dumb question lol.

Sat May 19, 2012 5:35 am

The DLL should end up in \Data\SKSE\plugins.

Thank you

Sat May 19, 2012 5:11 pm

The DLL should end up in \Data\SKSE\plugins.

Thank you

Sat May 19, 2012 4:39 am

You can download the latest version of Interface Extensions from the repository until the SkyUI Team updates the Nexus download.
http://skyrimui.googlecode.com/git/dist/SKSE/Plugins/libbed_interface_extensions.dll

Thank you.

Sat May 19, 2012 8:20 pm

While I do like the reminder that SKSE is not detected by SkyUI, would it be possible to have the window disappear after a few seconds? Esp. for times like now, when everything needs an update. It's nice to know, so I'd like to keep the message, but if there's nothing I can do about it, it'd be better if the corner wouldn't be blocked from view the whole time.

SKSE's been updated already.

But you're right, I would like it to disappear after a few seconds too.

Sat May 19, 2012 2:43 pm

You can download the latest version of Interface Extensions from the repository until the SkyUI Team updates the Nexus download.
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Cant download due to norton is there a different way I could get this.

Sat May 19, 2012 5:33 pm

A note that might helpfull for people who are consistently seeing the error about SKSE being out of date, even after updating all the relevant mods.

I've been having this problem, and a post in the SKSE thread, I believe, set me on to the solution. The problem is that SKSE is not supposed to go through the standard Skyrim splash window, i.e. the one that says "Play, Options, etc down the right hand side. The reason it still does this, even if you are using the SKSE loader, is if Steam is installed in your program file directory. This means that before SKSE can fire up Skyrim, it's intercepted by the operating system "User Account Control". That's all it needs to do. From here you can proceed as normal, when you click SKSE loader (make sure Steam is already running), you shouldn't see the Skyrim splash screen, it should just go straight.

Hopefully this works for you guys.

Sat May 19, 2012 3:01 pm

Ah.

For me, it wasn't Steam being installed in Program Files (it isn't), but using WINE Bash to start up the game - it says "Launch Skyrim + SKSE", but apparently doesn't.

Sat May 19, 2012 12:41 pm

Is there a changelog that I'm just not seeing?

Skylit v1.1 has been released, here is the changelog:

- Updated glibed's interface extensions to support the latest Skyrim version 1.3.10.0. Improved support for XBOX360 controller: LB/RB can now be used to change the current skill. Still changes the target skill when holding down the button. Hold the button down for a few seconds and it only shows the skill you're holding down. Fixed bug where 20 models in a card would not update in certain situations (dropping an item, changing an item, etc.). Removed custom fontconfig.txt to avoid font problems with other font mods, or with the Russian version of the game. Optimized column layout so it only shows states and information that make sense for the active category. Updated T3T's straight icon theme to include new inventory icons. Updated Greatclone's icon theme to the latest version. Now includes inventory icons as well, and category icons have been improved. Fixed wrong inventory icon for spell tomes. Various minor tweaks and fixes.

Sat May 19, 2012 2:35 pm

Awesome! Thanks for the update!

He is telling the truth, a new version is out! Sorry for neglecting this thread a little, but releasing had priority after the patch!

Couple of requests/suggestions for future releases, apologies if they are already on the list or discarded.

- The ability to sort by item subtype OR a way to switch between subtypes of a specific header (e.g. switching between weapons/arrows/staffs).
- For the crafting menu, a way to toggle the display of items that cannot be made. With all the many crafting/recipes mods out there and all that are yet to come these lists are getting rather large and navigate to.

P.S. 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.

Grooving by someone should already be possible by using 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 probably makes 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.

Now, would now 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 4 possibilities:

- 1) A property of the entry itself. No problem.
- 2) ItemID information. Available for each energy as well with a little hide, so as well as well.
- 3) Not available to the interface, but retrievable from memory. This requires length & offset to work their magic.
- 4) Not available anywhere besides in the form 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 is it to add something really depends on which category it falls in.

Sat May 19, 2012 6:20 am

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?

It is 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 menu, 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 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 SLListFont 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 inventormenu 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!

Sat May 19, 2012 6:27 pm

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So HUD changes are either not on the roadmap at all, or are at the end of the current mod. Unfortunately, since the HUD is sorely lacking in keeping the player updated. Well, can always keep one's fingers crossed.

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POS REPLY

[REL2] SkyUI
Sat May 19, 2012 3:31 pm

I was thinking the Fallout-style split view taking up the top 2/3rds of the screen and the bottom third be used for a centered item card. The amount of horizontal space would allow you to make up for the "fatness" of the item card that it was previously allotted. You could just put the item picture to the left, then item description and such to the right.

Exactly what I was going to suggest.

Sat May 19, 2012 3:47 pm

Well the reason why I thought a 3 column layout would be better than putting the item info below the list was we still have lots of horizontal space to use, while using more vertical space instantly shortens your item list.

Also after looking at it again, I realized that the item card really doesn't hold much information that isn't already displayed in the list. It's the charge bar, which could easily be displayed as some kind of mini-bar in the list as well, and then the only thing left is the list of effects. So unless we display redundant information, we'd only have to display the effects list somewhere. Doing that below the item list would look lost.

Sat May 19, 2012 7:35 am

Also after looking at it again, I realized that the item card really doesn't hold much information that isn't already displayed in the list. It's the charge bar, which could easily be displayed as some kind of mini-bar in the list as well. And then the only thing left is the list of effects. So unless we display redundant information, we'd only have to display the effect list somewhere. Doing that below the item list would look lost.

So the question becomes, "Where do we put the effect description?" Perhaps the same split view but with a small space large enough for most effect descriptions below the non-player list? Most vendors/vendors don't have so many items that the whole screen view of items is warranted (especially with the minimized font size of Skyrim). And even if it overflows, a bit of scrolling isn't bad, personally.

Tough question though, if that's not what you want to do.

Aside: I like the idea of having the charge bar as a mini-bar in the list.

Sat May 19, 2012 8:07 pm

My question from post 95 still exists.

Sat May 19, 2012 4:59 pm

Or something like this:

<http://i.imgur.com/2l4Lc.jpg> (with a different icon of course, at least until multiplayer is fully integrated... smile)

So all enchanted items would have some info icon, when hovered a popup shows the effects.

@illus Please post a screenshot so I can see what exactly the problem is.

Sat May 19, 2012 1:48 pm

Or something like this:

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Sat May 19, 2012 4:44 pm

A question re: barter.. do you think it will be possible to have multiple items on either side in a single transaction (as in FO:NV)? That was my favorite feature of NV, and I was heartbroken that it didn't make it into Skyrim.

Sat May 19, 2012 8:41 am

@illus Please post a screenshot so I can see what exactly the problem is.

Okay here it is. Before I started my current character the items showed right in the middle above the item description...but not any more! Do not get me wrong it is not game stopping, but it is some what annoying and weird.

<http://cloud.steampowered.com/ugc/59470561999036564/CF7C0B51A3D3979F4B07313B9BD3AE7861B53B0A/>

Sat May 19, 2012 4:41 pm

What about putting that with the lightning icon that represents it's enchanted rather than an extra icon?

Yup, we don't need two icons for this smile But it would have to be separated from the other mini icons to make it obvious that it can be hovered. Otherwise people might not discover that (add a V/W column) smile

A question re: barter.. do you think it will be possible to have multiple items on either side in a single transaction (as in FO:NV)? That was my favorite feature of NV, and I was heartbroken that it didn't make it into Skyrim.

It's possible to do it, but for the first version we'll try to get the default functionality working. We can try to add transactions later, I'd like to have that feature, too.

@illus And you don't get the SKSE warning message? This is what it looked like, when the 3D icon is not moved to the right location with SKSE.

Sat May 19, 2012 8:51 am

@illus And yes you don't get the SKSE warning message? This is what it looked like, when the 3D icon is not moved to the right location with SKSE.

No I do not get any warning what so ever from SKSE. (I use version 1.4.2)

Just used the console command <http://cloud.steampowered.com/ugc/59470561999036564/9D38ACC633D6D6AD6919022FB9E5D4E98372DC/>.

Sat May 19, 2012 6:23 pm

Hm ok, weird indeed.

Then open Data/Interface/skyui.cfg in a text editor, at the top look for:
itemcard_align = centeritemcard_xOffset = @itemcard_yOffset = 0
Confirm that it's set to these values (centered, 0 offsets).

Then do the same for
itemicon_xOffset = @itemicon_yOffset = @itemicon_scale = 1.5
If this is set to something different other than 0,0, that's the problem.

Otherwise, you might be able to fix the problem by tweaking the itemicon_offset value. Negative numbers move it to the right, so try setting it to -5 something like that.

Sat May 19, 2012 12:37 pm

When you get around to doing the wait/sleep menu could you add a text input field and a drop down to switch between hours and day? Sometimes when testing I like to force cell resets and that would make it super easy.

Sat May 19, 2012 6:29 am

Hm ok, weird indeed.

Then open Data/Interface/skyui.cfg in a text editor, at the top look for:
itemcard_align = centeritemcard_xOffset = @itemcard_yOffset = 0
Confirm that it's set to these values (centered, 0 offsets).

Then do the same for
itemicon_xOffset = @itemicon_yOffset = @itemicon_scale = 1.5
If this is set to something different other than 0,0, that's the problem.

Otherwise, you might be able to fix the problem by tweaking the itemicon_offset value. Negative numbers move it to the right, so try setting it to -5 something like that.

These settings where all correct, so I played around with the itemicon_offset value and setting that to -15 placed the items icons where they should be, thank you very much for the help schlinger smile

Sat May 19, 2012 12:38 pm

It's possible to do it, but for the first version we'll try to get the default functionality working. We can try to add transactions later, I'd like to have that feature, too.

Awesome smile

When you get around to doing the wait/sleep menu could you add a text input field and a drop down to switch between hours and day? Sometimes when testing I like to force cell resets and that would make it super easy.

This would be a very neat feature!

Sat May 19, 2012 8:54 pm

I only have one request:

Move all quest items to their own "Quest" category. Vanilla game should have had that. I pick up so many quest items before I ever get the quest that they pollute every one of my categories.

Sat May 19, 2012 6:35 am

I'd like to suggest a simple drop down or toggle menu to switch between the player's inventory and the store/container/etc; the switch would also be triggerable through a hotkey. It would also lead into combining the powers and inventory lists allowing the player to toggle between them. I find it quite annoying that I need to go in and out of the menu system in order to go from the inventory to my powers.

<http://i.imgur.com/C86e.jpg> The drop down list implementation seems a bit to much for only two choices and instead I suggest a toggle button. There's a lot of empty space in that row that could be used.

Sat May 19, 2012 5:05 pm

Edit:
My best idea at the moment would be something like this: <http://i.imgur.com/QiOrJ.jpg>
So 2 columns at the top, 3 columns in the middle. The itemcard/3d icon column would of course be smaller (by 25%-50%).

I really like this layout. It retains Fallout's functionality but still looks like a step up graphically. Any idea though how compatible it would be for the handful of people not using widescreen monitors?

Sat May 19, 2012 11:45 am

I leave on a cruise for a week, only to find that you released this the day after I left.. Oh well, I'll be using this immediately

Sat May 19, 2012 5:31 am

Non-wide screen resolutions will be a problem for the barter/container menus if you try to do the three-column mode. And thinking out the controller navigation will be an interesting challenge too.

I can think of two options:

1) The item card and image could be a pop-up effect you have to choose instead of always being on screen. (Don't forget the image!) For mouse users it could be as simple as a mouse hover brings up the card and image on the opposite side of the screen overlaying the other inventory list.

2) A toggle between three states: dual pane (both inventory lists but no item card/image), player inventory (no item card/image), and merchant/container inventory (with item card/image). Much of the time I would use the two-pane view, but when confronted with new, unfamiliar or enchanted items I could switch into the item view to browse through a merchant's or container's inventory (or the single pane view of my own to make sure I didn't sell the super-special enchanted item).

Of course if your screen resolution is high enough such tricks wouldn't be needed.

Sat May 19, 2012 5:31 pm

Would it be possible to show weapon charge and soul gem charge amount as numbers instead of bar? Since all Soul Gems can have all sized souls in them it would be nice to not waste a grand soul to charge a weapon that only needs a petty charge.

Sat May 19, 2012 12:42 pm

Or something like this:

<http://i.imgur.com/2l4Lc.jpg> (with a different icon of course, at least until multiplayer is fully integrated... smile)

So all enchanted items would have some info icon, when hovered a popup shows the effects.

What about putting that with the lightning icon that represents it's enchanted rather than an extra icon?

Yup, we don't need two icons for this smile But it would have to be separated from the other mini icons to make it obvious that it can be hovered. Otherwise people might not discover that (add a V/W column) smile

I just wanted to say that I **REALY** like this concept.

Don't know if this would be possible but move render the 3D object in the background and pull the 2 lists over it.. Then you can hit C (or whatever your key is) and the two lists go away and you can zoom and rotate the item (personally I rarely use this feature but that way it's still there). Bonus points if you can make the 2 lists slide to the sides to reveal the item image!

Sat May 19, 2012 5:21 am

For the FO3-inspired design with 2 columns on top and 3 below, couldn't you simply make the lower column that's not in use disappear?

So you have:

INV categories | Container categories
INV list | Item card
or
INV categories | Container categories
Item card | Container list

when switching between inventory and container, one list would slide off the screen, the item card would move in the same direction and the other list would slide in from the other corner.

Sat May 19, 2012 4:49 pm

This mod has upped the enjoyment of my PC game 100 fold. The mouse works as it should now, I can't understand why Bethesda couldn't have done this in the first place. I guess they just decided that, "The modders will fix it!"

Thank you again.

Sat May 19, 2012 4:58 pm

Thank you very much for your work on this, the mod is beautiful!

Sat May 19, 2012 2:36 pm

Yup, we don't need two icons for this smile But it would have to be separated from the other mini icons to make it obvious that it can be hovered. Otherwise people might not discover that (add a V/W column) smile

And to them say RTFM smile

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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 to sync. It might free up a bit of real estate (or 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.

■ Sat May 19, 2012 7:33 am

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

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

■ Sat May 19, 2012 7:25 pm

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

■ 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.

■ Sat May 19, 2012 2:57 pm

What happens if you don't use the SKSE extensions? What about the GUI stops working?
What wodlloyd said, though if you just mean the global_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 would be 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.

■ Sat May 19, 2012 12:05 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.

■ 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.

■ Sat May 19, 2012 5:08 pm

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

■ 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?

■ 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 they're still working on the UI SDK 🎉

■ Sat May 19, 2012 6:23 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.

■ Sat May 19, 2012 8:15 pm

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

■ 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.

■ Sat May 19, 2012 8:38 pm

@ schlangster
Sounds good.

■ Sat May 19, 2012 6:06 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.

■ Sat May 19, 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.

■ Sat May 19, 2012 11:36 pm

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

■ Sat May 19, 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; it's 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 if I haven't thought of enough yet: maybe have the magnifying glass icon, and instead use right-clicking on a item in either list to display its itemcard. Ideally, then, the column of household/magical/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 icons column.

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/skyrimu/>

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?

■ Sat May 19, 2012 7:58 pm

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 ActiveEffects - 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.

■ Sat May 19, 2012 10:20 am

A good point to start should be sub_9CB470. 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.

I recalled 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. 🙏

I have mine set up this way:

```
#ADDON_SKYUI NAME COLUMN-----  
0.5wNameColumn.border = {0, 1, 0, 1}; left: right; top:bottom;wNameColumn.state1.label.text = "NAME";wNameColumn.state1.states = 3;wNameColumn.weight = 0.5wNameColumn.state1.sortAttributes = awNameColumn.state1.sortOptions = <(DESCENDING | NUMERIC), (ASCENDING | CATEKINSITIVE)>;wNameColumn.state2.label.text = "STOLEN";wNameColumn.state2.states = 3;wNameColumn.weight = 0.5wNameColumn.state2.sortAttributes = awNameColumn.state2.sortOptions = <(DESCENDING | NUMERIC), (ASCENDING | CATEKINSITIVE)>;wNameColumn.state3.label.text = "ENCHANTED";wNameColumn.state3.states = 3;wNameColumn.weight = 0.5wNameColumn.state3.sortAttributes = awNameColumn.state3.sortOptions = <(DESCENDING | NUMERIC), (ASCENDING | CATEKINSITIVE)>;
```

I have infloStolen 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.

I have mine set up this way:

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! 🎉

I have mine set up this way:

The sorting option list should have three entries as well:

```
...awNameColumn.state1.sortAttributes = awNameColumn.state1.sortOptions = <(DESCENDING | NUMERIC), (ASCENDING | NUMERIC), (ASCENDING | CATEKINSITIVE)>...
```

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

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POSTREPLY

[REL2] SkyUI

Sat May 19, 2012 6:57 pm

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

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.

Sat May 19, 2012 8:20 pm

Are there plans to redesign the journal?

Love the mod so far.

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?

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?

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

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.

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.

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

Sat May 19, 2012 3:25 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 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.

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 fair 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.

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=1.0.0.0, Culture=neutral, PublicKeyToken=null' or one of its dependencies. The system cannot find the file specified.
(ModManager.Interface, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null)
The mod was not installed.

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.

Sat May 19, 2012 3:00 pm

Any plans for this? I've seen some in the NMM mod list. My favorite part of Skyrim 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 to 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.

Sat May 19, 2012 12:46 pm

Tried again, uninstalled everything and reinstalled again (via NMM). Started with Tesv.exe, SkyUI says there is no SKSE (ofc), but the movement still feels laggy. Started with Skse_Updater.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.

Sat May 19, 2012 9:32 pm

Tried again, uninstalled everything and reinstalled again (via NMM). Started with Tesv.exe, SkyUI says there is no SKSE (ofc), but the movement still feels laggy. Started with Skse_Updater.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.

Do you have v-sync and prerendering set in your GPU settings? This can cause issues with control lag. 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 lag. 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)

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

Sat May 19, 2012 11:28 am

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

Changed prerendered frames to 0 (mine is ATI 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 wodfloyd for your help.

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.gamespot.com/topic/1324329-mod-to-reduce-amount-of-arm-in-first-person/page_p_199_1997874#entry19917874

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.

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!

Sat May 19, 2012 12:41 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.

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 :)

<https://ptcsaweb.google.com/lh/photo/HZBCYnmADV0lyE9tHubQJNMTjNZETmyPjy0lipfm0!teat-directlink>
<https://ptcsaweb.google.com/lh/photo/6ef542a047e2lzeqjtDMTjNZETmyPjy0lipfm0!teat-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.

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 :)

<https://ptcsaweb.google.com/lh/photo/HZBCYnmADV0lyE9tHubQJNMTjNZETmyPjy0lipfm0!teat-directlink>
<https://ptcsaweb.google.com/lh/photo/6ef542a047e2lzeqjtDMTjNZETmyPjy0lipfm0!teat-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.

Looks great! Can't wait to use it! :)

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POSTREPLY

[RE]2 SkyUI

Sat May 19, 2012 8:21 am

So 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 don't really remember :smile:

<https://picasaweb.google.com/lh/photo/HZBCYnmADV0HyE9HhBQjNMTjNZETYmpy0lipfm0!feat=directlink>

<https://picasaweb.google.com/lh/photo/6ef342q2t6z-lbezqf0mTjdmTjNZETYmpy0lipfm0!feat=directlink>

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

It's a minor thing, but can I suggest reversing the "arrow" that is between the container and the player tabs? That is, right now on the "player" screenshot the lower tabs go CUPBOARD > GRAYSON. This visually implies that the function of the screen is to transfer items from the cupboard to grayson. But in fact, the function is the reverse; any items clicked will go from grayson to the cupboard. I think this would be more clear if the display showed CUPBOARD < GRAYSON, with the arrow pointing in the direction of transfer.

Otherwise looks good, simple and elegant.

Sat May 19, 2012 10:58 am

So 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 don't really remember :smile:

<https://picasaweb.google.com/lh/photo/HZBCYnmADV0HyE9HhBQjNMTjNZETYmpy0lipfm0!feat=directlink>

<https://picasaweb.google.com/lh/photo/6ef342q2t6z-lbezqf0mTjdmTjNZETYmpy0lipfm0!feat=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.

Looks great, and fits in really well with the existing style SkyUI gave the Inventory. :D

Sat May 19, 2012 2:27 pm

I think this would be more clear if the display showed CUPBOARD < GRAYSON, with the arrow pointing in the direction of transfer.

Otherwise looks good, simple and elegant.

EEXACTLY what I said to them both, but they were having none of it :P

Sat May 19, 2012 9:13 pm

EEXACTLY what I said to them both, but they were having none of it :P :tongue:

Oh yes, the arrow should really go in the same direction as the items would go :P :cake:

Sat May 19, 2012 2:16 pm

EEXACTLY what I said to them both, but they were having none of it :P :tongue:

Bizzare... I mean, I get that it is a SkyUI convention that an arrow points to the selected category. But if maintaining convention is the worry, I'd still suggest this: there are better solutions. What about using a standard tab indicator, but perhaps connect under it. Or instead of the arrows, just use text on the tabs themselves, like "CUPBOARD" and "GRAYSON". A highlight color for a background gradient similar to the highlighted list item to indicate which list is active. Even adding a second arrow to the outer side of the tab, so there would be arrows pointing inward on both the left and right sides of the selected tab, might help. The positioning in these screenshots just seems needlessly confusing, with the two container labels to close together, and the single arrow between them, sized and positioned exactly as if to show the direction of transfer.

Granted it's not a big deal, I'm sure I could get used to whatever I got used to the default interface, after all. But it just seems to me that there are fairly easy ways to have something more intuitive than this.

Sat May 19, 2012 9:14 am

Well its not necessary a SkyUI convention, it's a vanilla UI convention as this kind of arrow is also used in the quest/pause menu, where it points towards the active side of the menu. Probably could make the arrow a little different to indicate that this is not an "this is the active tab"-arrow but "this goes from here to there".

Sat May 19, 2012 8:10 pm

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I recommend giving it a tail -> instead of >

Sat May 19, 2012 4:28 pm

Well its not necessary a SkyUI convention, it's a vanilla UI convention as this kind of arrow is also used in the quest/pause menu, where it points towards the active side of the menu. Probably could make the arrow a little different to indicate that this is not an "this is the active tab"-arrow but "this goes from here to there".

True enough, I didn't mean to imply that you were needlessly creating your own UI conventions. But I guess your last sentence is the key: is the arrow meant to signify which is the active tab (which seems to be what it means in your screenshots, based on its direction and visual style within the UI) or is it meant to signify the direction of transfer (which is what its positioning suggests)? If it's direction of transfer, then I think the arrow needs to be reversed, and then yes, maybe use a different visual style of arrow so that it doesn't break the game's UI conventions. If on the other hand the arrow is an aid to show the selected tab, then moving the arrow might be better -if you had the arrow above the selected tab, in a mirror of the arrow in the header that points to the selected category, then it becomes a sensible visual indicator connecting the selected tab to the list shown. Of something along those lines...

Sat May 19, 2012 1:35 pm

I agree about the arrow, it seems to imply a direction of transfer. Since you are already bolding the name of the container you are viewing, perhaps you can drop the arrow altogether. I really hope you guys can come up with a way to view containers simultaneously.

This request is a bit out there, but I figured I'd post it anyway. I have a tendency to collect one of everything and store them in various containers. When I get back to town, before going to a store, I visit my house and deposit all my new things into containers. It would be great to be able to see some kind of quick indication that the container already had one of those things in it, so I don't put a second one in there.

Sat May 19, 2012 9:01 am

So 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 don't really remember :smile:

<https://picasaweb.google.com/lh/photo/HZBCYnmADV0HyE9HhBQjNMTjNZETYmpy0lipfm0!feat=directlink>

<https://picasaweb.google.com/lh/photo/6ef342q2t6z-lbezqf0mTjdmTjNZETYmpy0lipfm0!feat=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.

How much begging would be required to get a 'put/get all in category' option added, that stores or retrieves everything in the current category? That would make things much easier when storing potions ingredients after making potions when you have a large number of potions ingredients.

Sat May 19, 2012 1:42 pm

I think the best solution for the arrow would be if it went from the item list down (like a "V") to the active owner (container/merchant or PC). Avoids the problem of convention vs. gut feeling.

Sat May 19, 2012 9:51 am

While I really hope you guys implement a dual panel setup like in FO somewhere down the road I'm more than happy to try this out. Beats the crap out of vanilla's 'scroll to hell and back' setup :P :wink:

Sat May 19, 2012 10:45 am

While I really hope you guys implement a dual panel setup like in FO somewhere down the road I'm more than happy to try this out. Beats the crap out of vanilla's 'scroll to hell and back' setup :P :wink:

Yup!

How much begging would be required to get a 'put/get all in category' option added, that stores or retrieves everything in the current category? That would make things much easier when storing potions ingredients after making potions when you have a large number of potions ingredients.

Seconded!

Sat May 19, 2012 6:26 am

How much begging would be required to get a 'put/get all in category' option added, that stores or retrieves everything in the current category? That would make things much easier when storing potions ingredients after making potions when you have a large number of potions ingredients.

Aye, this would be a great thing to have if it is possible to do :P :D

Sat May 19, 2012 7:27 am

Any chance of a modification on how the mouse works with containers? Currently you have to use the keyboard to store items instead of clicking / right-clicking on items to move them between the player and the container as you could in previous games. The whole clicking on an item in a container will equip it on your character has never made much sense to me.

Sat May 19, 2012 1:55 pm

Also please add the 'store all in this category' button...

Sat May 19, 2012 11:31 am

Well anything that involves transferring a custom set of items would require a new SKSE function. It should not be _that_ difficult, basically you'd just have to do whatever GameDelegate::callItemSelect does, but not for the item at the selected index but all items that have a certain flag set for example. It's still too difficult for me to do it, and I am not a modder.

Sat May 19, 2012 7:49 am

I'm curious what the planned priority order is. I personally cannot wait for you to do something (anything) about the horrible Favorites menu.

Sat May 19, 2012 12:56 pm

If I'm not mistaken sclang said in the last thread that the favorites menu is next after container/barter.

Here it is: http://www.gamesas.com/topic/1319731-rebz-skyui/page_view_fndpost_p_19865154

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.

Sat May 19, 2012 3:42 pm

Can someone that has sorting by equip as default for weapons and armor post up their config file? I tried messing around with mine and ended up with the icon tags flying around on my screen (favorite, enchanted, stolen, etc).

New UI looks great. Will there be a keyboard hot key to quickly toggle between the two sections?

Sat May 19, 2012 7:19 am

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Well maybe:(Do not kill me over it :P :smile:) the SkyUI team does not need to do the favorite menu, because there is this mod and it works great.

<http://www.skyrimexus.com/downloads/file.php?id=4862>

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<http://www.skyrimexus.com/downloads/file.php?id=4862>

Well this is great, I hope to see something like Headbombs renaming mod too. Perhaps it could use a translation table, or the SkyUI team could get some additional SKSE functions written to support the categorization needs.

Sat May 19, 2012 10:12 am

Well maybe:(Do not kill me over it :P :smile:) the SkyUI team does not need to do the favorite menu, because there is this mod and it works great.

<http://www.skyrimexus.com/downloads/file.php?id=4862>

Mind this is amazing.

Sat May 19, 2012 5:17 pm

Well maybe:(Do not kill me over it :P :smile:) the SkyUI team does not need to do the favorite menu, because there is this mod and it works great.

<http://www.skyrimexus.com/downloads/file.php?id=4862>

Nice. It would be great if the SkyUI team work with him on incorporating that and improving it. I'd like to see it be able to support things like Headbombs renaming mod too. Perhaps it could use a translation table, or the SkyUI team could get some additional SKSE functions written to support the categorization needs.

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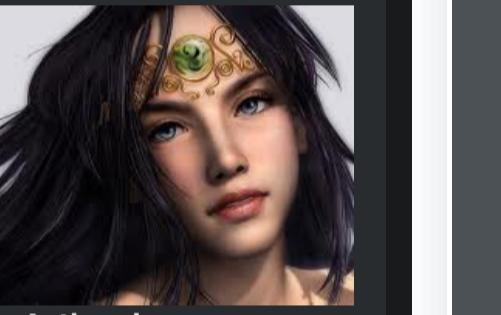
» Sat May 19, 2012 11:56 am

The ultimate Fav menu function I think would be the ability to hotkey multiple items to one button.

» Sat May 19, 2012 8:54 pm

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