


POSTREPLY

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[RELZ] SkyUI

■ • Sat May 19, 2012 8:21 am


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/lb/photo/H2BCYnmADVhYEW4uBQJNWTJNZETmyPjYdlpFmDfFeat-directlink>
<https://picasaweb.google.com/lb/photo/6ef342a24fe2-b2eaJTdMTJNZETmyPjYdlpFmDfFeat-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 tab? 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 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/lb/photo/H2BCYnmADVhYEW4uBQJNWTJNZETmyPjYdlpFmDfFeat-directlink>
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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. 


■ • Sat May 19, 2012 2:27 pm


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

■ • Sat May 19, 2012 9:13 pm

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

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

■ • Sat May 19, 2012 2:16 pm

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

Bizarre. 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 that there are better solutions. You guys could move the arrow, put it centered above or below the selected tab (with the text perhaps centered under it). Or get rid of the arrow, and rely on the text highlight and/or 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 so 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".

I recommend giving it a tail -> instead of ->

■ • Sat May 19, 2012 8:10 pm

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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 its 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. Or 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 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/lb/photo/H2BCYnmADVhYEW4uBQJNWTJNZETmyPjYdlpFmDfFeat-directlink>
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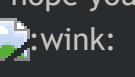
I'd still like to do a split-view like in fallout, but this would take much more time. Implementing the tabs on the other hand was relatively easy.

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.

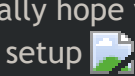
■ • Sat May 19, 2012 1:42 pm

I think the best solution for the arrow would be if it went from the item list down (like a "Y") 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  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  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  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 ske 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 larpatt and gibbed are pretty busy atm so I'll have to wait a bit.

■ • 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-relz-skyui/page__view__findpost__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

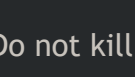
Can someone that has sorting by equipped as default for weapons and armor post up their config file? I tried messing around with mine and ended up with the icon tags flying around on my screen (favorite, enchanted, stolen, etc).

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

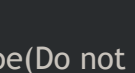
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Well maybe(Do not kill me over it  smile:) the SkyUI team does not need to do the favorite menu, because there is this mod and it works great.

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

■ • Sat May 19, 2012 9:06 pm

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

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

Saw this when I got out of bed. It's great, I hope to see something like this for SkyUI. The appearance could use some polish, but at least it's far more functional than the original. I'd like to see the item appear to the right when hovering over it though, so we can see details (this would be especially helpful for spells and shouts)

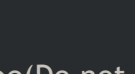
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; ARMOR/WEAPON NAME COLUMN----->awnameColumn.type = NAMEawnameColumn.states = 3awnameColumn.weight = 0.55awnameColumn.border = 0, 0, 1, 1, 0 ; left right top bottomawnameColumn.state1.label.text = "NAME"awnameColumn.state1.entry.text = @textawnameColumn.state1.sortAttributes = awnameColumn.state1.sortOptions = <(DESCENDING | NUMERIC), (ASCENDING | NUMERIC), (ASCENDING | CATEGORIESENSITIVE)>awnameColumn.state2.label.text = "STOLEN"awnameColumn.state2.entry.text = @textawnameColumn.state2.sortAttributes = awnameColumn.state2.sortOptions = <(DESCENDING | NUMERIC), (ASCENDING | CATEGORIESENSITIVE)>awnameColumn.state3.label.text = "ENCHANTED"awnameColumn.state3.entry.text = @textawnameColumn.state3.sortAttributes = awnameColumn.state3.sortOptions = <(DESCENDING | NUMERIC), (ASCENDING | CATEGORIESENSITIVE)>
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■ • Sat May 19, 2012 10:12 am

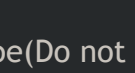
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<http://www.skyrimnexus.com/downloads/file.php?id=4862>



Mine! This is amazing.

■ • Sat May 19, 2012 5:57 pm

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<http://www.skyrimnexus.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 Headbom's renaming mod too. Perhaps it could use a translation table, or the SkyUI team could get some additional SSE functions written to support the categorization needs.

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