

This guide shows some lines taken out of the config.txt file for SkyUI with explanations so you can modify them to your liking.

Some notes:

- If you want to disable/enable columns, all you need to do is use the Gear icon on the top right corner of the menu and then save the game. You do NOT need the config file for this.



- Placing a semicolon ; at the beginning of a line disables the entire line (comments it out)
- You can modify the config.txt file while the game is running to see the changes in real-time; you do need to reopen the menu to see changes.

[Input] **THESE CHANGE THE ASSIGNED SHORTCUT KEYS/BUTTONS**

```
controls.pc.search = 57 ; SPACE
controls.pc.switchTab = 56 ; ALT
controls.pc.equipMode = 42 ; LSHIFT
```

```
controls.gamepad.switchTab = 271 ; BACK
controls.gamepad.prevColumn = 274 ; LEFT_SHOULDER
controls.gamepad.nextColumn = 275 ; RIGHT_SHOULDER
controls.gamepad.sortOrder = 272 ; LEFT_THUMB
```

[ItemInfo] **RECOMMEND CHANGING THE ITEM CARD POSITION FROM SKYUI'S MCM MENU IN THE GAME INSTEAD OF CHANGING THESE**

```
itemcard.align = center
itemcard.xOffset = 0
itemcard.yOffset = 0
```

[ItemList]

```
quantityMenu.minCount = 6 ; Number of items required to trigger quantity dialog. 0 is disabled. CAN ALSO CHANGE THIS VALUE FROM THE MCM MENU.
```

[Appearance]

```
icons.category.source = 'skyui/icons_category_psychosteve.swf' FLASH FILE THAT HAS ICONS USED FOR THE CATEGORIES
icons.item.source = 'skyui/icons_item_psychosteve.swf' FLASH FILE THAT HAS ICONS USED FOR THE ITEMS
```

```
icons.item.noColor = false MAKES THE ITEM COLORS ALL WHITE (SO NO DIFFERENCE IN COLOR BETWEEN LIGHT AND HEAVY ARMORS, ETC.)
```

```
icons.item.showStolen = true PROBABLY HIDES THE RED HAND ICON
```

```
colors.text.enabled = 0xffffffff CHANGES THE COLOR OF ALL INVENTORY TEXT (HEX) DEFAULT IS WHITE
```

```
colors.stolen.enabled = 0xffffffff
```

colors.negative.enabled = 0xff0000 (BRIGHT RED)
 colors.text.disabled = 0x4c4c4c
 colors.stolen.disabled = 0x4c4c4c (DARK GREY)
 colors.negative.disabled = 0x800000 (RED)

[ListLayout]

vars.a_textBorder.value = <0, 0, 0.3, 0> ; left right top bottom

vars.n_iconSize.value = 13 CHANGES THE ICON SIZE (THE ITEM ICONS TO THE LEFT OF THE NAME COLUMN)

; Default text format defaults -----

defaults.entry.textFormat.font = '\$EverywhereMediumFont'

defaults.entry.textFormat.align = right

defaults.entry.textFormat.bold = false

defaults.entry.textFormat.italic = false

defaults.entry.textFormat.underline = false

defaults.entry.textFormat.size = 13 CHANGES THE FONT SIZE OF THE ENTRY ITEMS (NAME OF ITEMS, ETC.)

NAME	TYPE	VAL	WT	V/W	TWT
Zahkril Do Dovahkiin	Sword	1250	16	78	16
Ahzidal	Head	1015	5	203	5
Ahzidal's Armor of Retribution	Body	2760	38	73	38
Ahzidal's Boots of Waterwalking	Feet	1125	9	125	9

NAME	TYPE	VAL	WT	V/W	TWT
Zahkril Do Dovahkiin	Sword	1250	16	78	16
Ahzidal	Head	1015	5	203	5
Ahzidal's Armor of Retribution	Body	2760	38	73	38
Ahzidal's Boots of Waterwalking	Feet	1125	9	125	9

defaults.entry.textFormat.letterSpacing = 0.3

defaults.entry.textFormat.kerning = true

defaults.entry.textFormat.leftMargin = 0

defaults.entry.textFormat.rightMargin = 0

defaults.entry.textFormat.indent = 0

defaults.entry.textFormat.leading = 0

defaults.label.textFormat.font = '\$EverywhereMediumFont'

defaults.label.textFormat.align = right

defaults.label.textFormat.color = 0xFFE044 CAN ADD THIS LINE TO THE CONFIG FILE TO CHAGE THE HEADER/LABEL COLORS HERE I SET IT TO A GOLD COLOR

EQUIPPED	TYPE	CLASS	SLOT	ARM	WRM	VAL	WT	V/W	TWT
Ahzidal's Boots of Waterwalking	Feet	Heavy	37	15	-	1125	9	125	9

defaults.label.textFormat.bold = false

defaults.label.textFormat.italic = false

defaults.label.textFormat.underline = false

defaults.label.textFormat.size = 12 CHANGES THE FONT SIEZE OF THE LABELS (COLUMN HEADERS)

; ICONS -----

columns.equipColumn.type = EQUIP_ICON

```

columns.equipColumn.passive = true
columns.equipColumn.states = 1
columns.equipColumn.indent = -25
columns.equipColumn.icon.size = n_iconSize
columns.equipColumn.border = <0, 10, 2, 2> ; left right top bottom
columns.equipColumn.state1.label.text = ' '

```

```

columns.iconColumn.type = ITEM_ICON
columns.iconColumn.states = 2
columns.iconColumn.icon.size = n_iconSize
columns.iconColumn.border = <1, 1, 2.5, 2.5> ; left right top bottom CHANGES PLACEMENT OF THE ICON COLUMN

```

; WARMTH RATING COLUMN ----- **EXAMPLE OF A COLUMN**

```

columns.warmthColumn.type = TEXT
columns.warmthColumn.name = '$WARMTH'
columns.warmthColumn.states = 2
columns.warmthColumn.width = 0.06 THIS IS THE COLUMN WIDTH FOR THIS COLUMN ONLY, YOU NEED TO MODIFY THESE VALUES AS YOU LIKE, ONLY CHANGE BY 0.01 TO 0.02 INCREMENTS/DECREMENTS TO SEE CHANGE AS THIS SETTING IS VERY SENSITIVE. USUALLY SET 0.05-0.15 FOR INVENTORY.

```

NAME	TYPE	CLASS	SLOT	ARM	WRM	VAL	WT	V/W	TWT
Ahzidal	Head	Heavy	31,30,42	20	-	1015	5	203	5
Ahzidal's Armor of Retribution	Body	Heavy	32	40	0.13	2760	38	73	38
Ahzidal's Boots of Waterwalking	Feet	Heavy	37	15	-	1125	9	125	9

NAME	TYPE	CLASS	SLOT	ARM	WRM	VAL	WT	V/W	TWT
Ahzidal	Head	Heavy	31,30,42	20	-	1015	5	203	5
Ahzidal's Armor of Retribution	Body	Heavy	32	40	0.06	2760	38	73	38
Ahzidal's Boots of Waterwalking	Feet	Heavy	37	15	-	1125	9	125	9

```

columns.warmthColumn.border = a_textBorder

```

columns.warmthColumn.state1.label.text = '\$WRMT' **THIS IS THE NAME SHOWN AS THE COLUMN HEADER, YOU CAN CHANGE THIS TO ANYTHING YOU WANT BUT YOU ALSO NEED TO MAKE THE CHANGE IN THE TRANSLATION FILE(S).**

; ITEM VIEWS -----

IF YOU WANT TO COMPLETELY REMOVE A COLUMN (REMOVING THE OPTION TO ENABLE/DISABLE FROM THE GEAR ICON) YOU CAN DO SO HERE BY REMOVING THE ENTRY. FOR EXAMPLE, DO THIS TO REMOVE THE TOTAL WEIGHT COLUMN OPTION.

THIS IS THE DEFAULT:

```

views.defaultItemView.primaryColumn = itemNameColumnAll
views.defaultItemView.columns = <equipColumn, iconColumn, itemNameColumn, subTypeColumn, valueColumnAll, weightColumnAll, valueWeightColumnAll, TWColumnAll>

```

EQUIPPED		TYPE	VAL	WT	V/W	TWT
	Fur Armor	Body	50	6	8	6
	Fur Bracers	Hands	15	1	15	1
	Fur Helmet	Head	23	1	23	1

HERE THE "TWColumnAll" ENTRY IS REMOVED:

```
views.defaultItemView.primaryColumn = itemNameColumnAll
```

```
views.defaultItemView.columns = <equipColumn, iconColumn, itemNameColumn, subTypeColumn,
valueColumnAll, weightColumnAll, valueWeightColumnAll>
```

WHICH RESULTS IN THIS:

EQUIPPED		TYPE	VAL	WT	V/W	TWT
	Fur Armor	Body	50	6	8	6
	Fur Bracers	Hands	15	1	15	1
	Fur Helmet	Head	23	1	23	1

YOU CAN ALSO MOVE THE COLUMNS AROUND, FOR EXAMPLE, HERE I HAVE MOVED THE TWCOLUMNALL THAT SHOWS TOTAL WEIGHT TO SHOW TO THE LEFT OF THE VALUE/WEIGHT COLUMN:

```
views.defaultItemView.primaryColumn = itemNameColumnAll
```

```
views.defaultItemView.columns = <equipColumn, iconColumn, itemNameColumn, subTypeColumn,
valueColumnAll, weightColumnAll, TWColumnAll, valueWeightColumnAll>
```

NAME		TYPE	VAL	WT	TWT	V/W
	Zahkrii Do Dovahkiin	Sword	1250	16	16	78
	Ahzidal	Head	1015	5	5	203
	Ahzidal's Armor of Retribution	Body	2760	38	38	73