Board index < The Elder Scrolls < V - Skyrim 202 posts • Page 1 of 9 • 1 2 3 4 5 ... POSTREPLY [RELz] SkyUI 🖺 » Sat May 19, 2012 2:59 pm Previous discussions: http://www.gamesas.com/index.php?/topic/1317759-relz-skyui/ Version 1.1 of SkyUI has officially been released! Posts: 3459 Joined: Sun Jul 29, 2007 8:08 http://www.skyrimnexus.com/downloads/file.php?id=3863 For more details, check out our Nexus description. Feel free to share comments or suggestions in this thread. Changelog version 1.1: - Updated gibbed's interface extensions plugin to support the latest Skyrim version 1.3.10.0. - Improved support for XBOX360 controller: LB/RB can now be used to change the active column, Left Stick changes the sorting order. - Made SKSE warning message less intrusive; it's only shown once after each game restart now. - Fixed LT/RT equip bug with XBOX360 controller. - Fixed bug where 3D model/item card would not update in certain situations (dropping an item, charging 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. (Also, I promise to make this OP even fancier in the future.) 🖺 » Sat May 19, 2012 8:26 am Where is the fancy OP, schlangster? You said there would be fancy OP! Jokes aside, fantastic efforts thus far and this is only going to get better. Far'ed K.G.h.m Posts: 3464 Joined: Sat Jul 14, 2007 11:03 » Sat May 19, 2012 6:02 am Well, the nexus page is even fancier than Project Nevada's 🚅:hehe: So magic menu is next up. I'm guessing containers or merchant menus then? Posts: 3369 Joined: Sun Feb 04, 2007 5:59 🗎 » Sat May 19, 2012 8:53 pm Where is the fancy OP, schlangster? You said there would be fancy OP! Haha I know 🖰 I just read that again and thought to myself "damn, you shouldn't have promised that". Though wait, I have an idea... **Natalie J Webster** Posts: 3488 Joined: Tue Jul 25, 2006 1:35 🗎 » Sat May 19, 2012 11:47 am I edited the cfg to separate the Value and V/W columns, that went really well so i thought to try something else I wanted to add an armor/damage column to the All and Favorites category I added this to the cfg: 0.15DAColumn.border = <0,3,1.1,0>; left right top bottomDAColumn.label.format.align = rightDAColumn.entry.format.align = rightDAColumn.state1.label.text = '\$DAMAGE'DAColumn.state1.label.arrowDown = trueDAColumn.state1.entry.text = Posts: 3327 Joined: Wed Apr 04, 2007 4:51 @infvckmageDAColumn.state1.sortAttributes = DAColumn.state1.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING |</pre> CAtiksENSITIVE}>DAColumn.state2.label.text = '\$DAMAGE'DAColumn.state2.entry.text = @infvckmageDAColumn.state2.sortAttributes = DAColumn.state2.sortOptions = <{ASCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>DAColumn.state3.label.text = '\$ARMOR'DAColumn.state3.label.arrowDown = trueDAColumn.state3.entry.text = @infoArmorDAColumn.state3.sortAttributes = DAColumn.state3.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>DAColumn.state4.label.text = '\$ARMOR'DAColumn.state4.entry.text = @infoArmorDAColumn.state4.sortAttributes = DAColumn.state4.sortOptions = <{ASCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>; VIEWS ---------nameColumnallView.columns = allView.category = CAT\_ALLviews = The views line wasnt added to the cfg, i just added on the new views to it VWColumn is the value/weight column i added which works like it should Now i thought doing this would put all the stuff that has damage/armor to the top, leaving the other stuff that doesnt have that data underneath when you sort by damage or armor by descending order It doesnt http://i.imgur.com/BKOSL.jpg It looks like its still sorting by name, most items will stay sorted by name, but some will sort based on damage or armor Did i set the column up incorrectly or does the mod not support what im trying to do? Also i thought .category would make the listed columns display for that category, but even though i put CAT\_ALL it shows up in the books category, or in misc, what are the names used for the categories? 🖺 » Sat May 19, 2012 7:48 pm Bug: The item card isn't updated after recharging a weapon. It stays blank until a different weapon is selected. Posts: 3355 Joined: Sun Oct 07, 2007 8:21 Sat May 19, 2012 9:23 pm Bug: The item card isn't updated after recharging a weapon. It stays blank until a different weapon is selected. Fixed, next release. Joined: Mon Jul 24, 2006 4:37 🖺 » Sat May 19, 2012 12:53 pm I guess that is similar to when you eat an item, its effects are not dynamically updated? Oh and dare I say - Cumulative Weight column again? Great work BTW. Joined: Fri Aug 04, 2006 7:48 🖺 » Sat May 19, 2012 12:49 pm Well, the nexus page is even fancier than Project Nevada's ihehe: So magic menu is next up. I'm guessing containers or merchant menus then? Hm yes, though there are also some issues to address with the current release (better xbox360 controller support...). So next might as well be a bugfix release. Posts: 3383 Joined: Mon Sep 03, 2007 12:45 I edited the cfg to separate the Value and V/W columns, that went really well so i thought to try something else I wanted to add an armor/damage column to the All and Favorites category I added this to the cfg: The default view should always be last since it tries to match them from left to right. Does changing that resolve anything? » Sat May 19, 2012 8:56 pm I edited the cfg to separate the Value and V/W columns, that went really well so i thought to try something else I wanted to add an armor/damage column to the All and Favorites category I added this to the cfg: 0.15DAColumn.border = <0,3,1.1,0> ; left right top bottomDAColumn.label.format.align = rightDAColumn.entry.format.align = Joined: Wed May 23, 2007 11:59 rightDAColumn.state1.label.text = '\$DAMAGE'DAColumn.state1.label.arrowDown = trueDAColumn.state1.entry.text = @infvckmageDAColumn.state1.sortAttributes = DAColumn.state1.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>DAColumn.state2.label.text = '\$DAMAGE'DAColumn.state2.entry.text = @infvckmageDAColumn.state2.sortAttributes = DAColumn.state2.sortOptions = <{ASCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>DAColumn.state3.label.text = '\$ARMOR'DAColumn.state3.label.arrowDown = trueDAColumn.state3.entry.text = @infoArmorDAColumn.state3.sortAttributes = DAColumn.state3.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>DAColumn.state4.label.text = '\$ARMOR'DAColumn.state4.entry.text = @infoArmorDAColumn.state4.sortAttributes = DAColumn.state4.sortOptions = <{ASCENDING | NUMERIC}, {ASCENDING favView.category = CAT\_FAVORITESallView.primaryColumn = nameColumnallView.columns = allView.category = CAT\_ALLviews = The views line wasnt added to the cfg, i just added on the new views to it VWColumn is the value/weight column i added which works like it should Now i thought doing this would put all the stuff that has damage/armor to the top, leaving the other stuff that doesnt have that data underneath when you sort by damage or armor by descending order It doesnt This is what i end up with: http://i.imgur.com/BKOSL.jpg It looks like its still sorting by name, most items will stay sorted by name, but some will sort based on damage or armor Did i set the column up incorrectly or does the mod not support what im trying to do? Also i thought .category would make the listed columns display for that category, but even though i put CAT\_ALL it shows up in the books category, or in misc, what are the names used for the categories? For now use the following values for categories since we didn't add them all in current release: FAVORITES = 1; ALL = 1023; WEAPONS = 2; ARMOR = 4; POTIONS = 8; SCROLLS = 16; FOOD = 32; INGREDIENTS = 64; BOOKS = 128; KEYS = 256; MISC = 512; So if you wanted to add columns to category "ALL" you would use the value 1023 like so: allView.category = 1023 Also, make sure the "devaultView" is last option in views so in your ex. it should be like this: views = Hope this helps. 🗋 » Sat May 19, 2012 2:25 pm Thanks for the quick replies The mod is great, i love how you included a way to tweak it to personal preferences I made the changes you said and the catagory IDs worked, the damage/armor column only shows up in Favorites and All like i wanted But sorting still doesnt work with it It acts really odd The sorting changes when i drop items Posts: 3412 Joined: Tue Feb 27, 2007 6:52 This is the order its in before i drop an item (its not right though, i have orcish arrows and iron arrows which werent sorted by damage and are still sorted by name): http://i.imgur.com/pinc3.jpg Then i drop the flawless garnet and it immediately changes to this sorting: http://i.imgur.com/o9dQc.jpg Some of the items went back into name sorting, while others like glass arrow, gualdur blackbow, and forsworn arrow stayed in damage sort but moved in the list If i re-sort by damage it sorts it like the 2nd pic, i can close the inventory and re-open it and re-sort and it will sort like that, once i pick the flawless garnet up again it sorts like the first pic This happens with any item i drop (or any new item i pick up) the order changes differently though, it seems to be based on where the item i dropped (or picked up) is on the list Like the flawless garnet is above the forsworn arrow and the items that stayed in damage sorting jumped to where it was when it dropped I dont expect you to fix this for me, you've already done more then enough I dont even really need it since im a mage and have very few weapons and no real need for armor values (others may find it useful for the favorites list if it can work) Im happy enough having the value and v/w columns separated Id rather you spend time on the magic menu (and/or container/barter menus) rather then alternate cfg configurations SPACEautoupdate.enable = trueautoupdate.delay = 0; ===========================itemcard.align = centeritemcard.xOffset = 0itemcard.yOffset = 0itemicon.xOffset = 0itemicon.yOffset = 0itemicon.scale = 1.5; defaults -----entry.format.font = '\$ListFont'entry.format.align = leftentry.format.color = 0xfffffff;entry.format.bold = falseentry.format.italic = falseentry.format.underline = falseentry.format.size = 14entry.format.letterSpacing = 0.8entry.format.kerning = falseentry.format.leftMargin = 0entry.format.rightMargin = 0entry.format.indent = Oentry.format.leading = Olabel.format.font = '\$EverywhereMediumFont'label.format.align = leftlabel.format.color = Oxfffffflabel.format.bold = falselabel.format.italic = falselabel.format.underline = falselabel.format.size = 12label.format.letterSpacing = 0.8label.format.kerning = -----equipColumn.type = EQUIP\_ICONequipColumn.passive = trueequipColumn.indent = -28;equipColumn.label.text = ' 'equipColumn.icon.size = 18equipColumn.border = <0, 10, 3, 3> ; left right top bottomiconColumn.type = ITEM\_ICONiconColumn.passive = trueiconColumn.icon.size = 18iconColumn.label.text = ' 'iconColumn.border = <0, 2, 3, 3> ; left right top bottom; NAME COLUMN ------states = 4nameColumn.weight = 0.55nameColumn.border = <0, 0, 1.1, 0>; left right top bottomnameColumn.state1.label.text = 'NAME'nameColumn.state1.entry.text = @textnameColumn.state1.sortOptions = {ASCENDING | CAtiksENSITIVE}nameColumn.state2.label.text = 'EQUIPPED'nameColumn.state2.entry.text = @textnameColumn.state2.sortAttributes = nameColumn.state2.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>nameColumn.state3.label.text = 'STOLEN'nameColumn.state3.entry.text = @textnameColumn.state3.sortAttributes = nameColumn.state3.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>nameColumn.state4.label.text = 'ENCHANTED'nameColumn.state4.entry.text = @textnameColumn.state4.sortAttributes = ----arColumn.type = TEXTarColumn.states = 2arColumn.weight = 0.15arColumn.border = <0, 3, 1.1, 0>; left right top ottomarColumn.label.format.align = rightarColumn.entry.format.align = rightarColumn.state1.label.text = '\$ARMOR'arColumn.state1.label.arrowDown = truearColumn.state1.entry.text = @infoArmorarColumn.state1.sortAttributes = arColumn.state1.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>arColumn.state2.label.text = '\$ARMOR'arColumn.state2.entry.text = @infoArmorarColumn.state2.sortAttributes = arColumn.state2.sortOptions = <{ASCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>; 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left right top bottomDAColumn.label.format.align = rightDAColumn.entry.format.align = rightDAColumn.state1.label.text = '\$DAMAGE'DAColumn.state1.label.arrowDown = trueDAColumn.state1.entry.text = @infvckmageDAColumn.state1.sortAttributes = DAColumn.state1.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>DAColumn.state2.label.text = '\$DAMAGE'DAColumn.state2.entry.text = @infvckmageDAColumn.state2.sortAttributes = DAColumn.state2.sortOptions = <{ASCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>DAColumn.state3.label.text = '\$ARMOR'DAColumn.state3.label.arrowDown = trueDAColumn.state3.entry.text = @infoArmorDAColumn.state3.sortAttributes = DAColumn.state3.sortOptions = <{DESCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>DAColumn.state4.label.text = '\$ARMOR'DAColumn.state4.entry.text @infoArmorDAColumn.state4.sortAttributes = DAColumn.state4.sortOptions = <{ASCENDING | NUMERIC}, {ASCENDING | CAtiksENSITIVE}>; VIEWS --------nameColumnweaponView.columns = weaponView.category = CAT\_WEAPONSarmorView.primaryColumn = nameColumnarmorView.columns = armorView.category = CAT\_ARMORfavView.primaryColumn = nameColumnfavView.columns = favView.category = 1allView.primaryColumn = nameColumnallView.columns = allView.category = 1023views = And some more odd behavior that may be a bug If i hover over an item and scroll up then hover over another item the item i had hovered over previously will jump to the bottom of the list In this pic i hovered over Orcish Arrow, which is pretty far down on this list then scrolled back up to the items that were sorted without hovering over any other item: http://i.imgur.com/VPxor.jpg Then i hovered over any other item and orcish arrow jumped to the bottom of what i could see on the list: http://i.imgur.com/llh62.jpg I tested this in misc and it happens there too, without my column, so i think it isnt related to what im trying to do and may be a minor visual bug with the mod To reproduce it: Select a category where you have a scroll bar Scroll down and hover over an item with your mouse so that you can see its item info on the right Without hovering over any other item scroll up until the item you hovered over is off screen The item you had hovered over before scrolling up will jump up to the bottom of your list Once you scroll again or try to select the item that jumped up it will go back to normal 🖺 » Sat May 19, 2012 4:12 pm @TommyTheTank Thanks very much for the comprehensive report! I think the problem was that the sorting algo broke whenever it met a blank. You'll probably notice that it sorts in sections, if you think about it... this is what would be expected if all the algo did was compare to the next item and then came to a blank number then broke, but ignored the error and carried on! A fix is being worked on 🙂 Joined: Thu Sep 21, 2006 3:18 I just read the second part of your post, I have reproduced this bug, thanks! 🖺 » Sat May 19, 2012 7:32 am Welp, I asked in the last thread and was ignored, so why not ask in this thread as well? Is there any hope of separating stolen items and not-stolen items in the UI (so they don't stack together), or does this require a fix from Bethesda? It probably seems like an obvious question to someone who has looked at what information is supplied to the UI by the game, but since I haven't looked at that and am not terribly interested in doing so, I'm asking Posts: 3382 Joined: Tue Oct 24, 2006 8:10 🖺 » Sat May 19, 2012 9:57 am Welp, I asked in the last thread and was ignored, so why not ask in this thread as well? Is there any hope of separating stolen items and not-stolen items in the UI (so they don't stack together), or does this require a fix from Bethesda? It probably seems like an obvious question to someone who has looked at what information is supplied to the UI by the game, but since I haven't looked at that and am not terribly interested in doing so, I'm asking here. Joined: Sun Sep 30, 2007 6:55 Sorry, mustn't have seen your question! You raise a good point. If you have 99 Fox Pelts, steal one, get caught by a guard, pay the fine, how many are you left with? Does he take all 100, or just the stolen one? (I should test this) Another thing I noticed is that although Keys can be stolen, they aren't visibly marked as stolen in game. They are obviously tagged as stolen in the game because if you get caught by a guard and pay the fine, he takes all stolen keys. However, they do not go red in containers, and do not have STOLEN text on the itemcard (I thought this was to do with the itemcard instance for keys not having the \$STOLEN text replacer on it, but it's not just that). 🖺 » Sat May 19, 2012 7:31 pm Though wait, I have an idea... Joined: Wed Aug 09, 2006 4:42 🖹 » Sat May 19, 2012 5:15 pm Couple of requests/suggestions for future releases, apologies if they are already on the list or discarded. • The ability to sort by item (sub)type 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 difficult to navigate. 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. 🙂 Posts: 3337 Joined: Tue Aug 22, 2006 7:13 🖺 » Sat May 19, 2012 7:38 pm [list][\*]The ability to sort by item (sub)type OR a way to switch between subtypes of a specific header (e.g. switching between weapons/arrows/staffs). Until wrye bash has better name tweaks http://www.skyrimnexus.com/downloads/file.php?id=2730 is not half bad. I use it with SkyUI along with http://www.skyrimnexus.com/downloads/file.php?id=1227. Joined: Tue Jul 04, 2006 7:10 » Sat May 19, 2012 5:46 am Sorry, mustn't have seen your question! You raise a good point. If you have 99 Fox Pelts, steal one, get caught by a guard, pay the fine, how many are you left with? Does he take all 100, or just the stolen one? (I should test this) Another thing I noticed is that although Keys can be stolen, they aren't visibly marked as stolen in game. They are obviously tagged as stolen in the game because if you get **Greg Cavaliere** caught by a guard and pay the fine, he takes all stolen keys. However, they do not go red in containers, and do not have STOLEN text on the itemcard (I thought this was to do with the itemcard instance for keys not having the \$STOLEN text replacer on it, but it's not just that). Posts: 3514 Joined: Thu Nov 01, 2007 6:31 Let us know if you do test it. I don't even have Skyrim installed right now 🙂 How does the game present what to display in inventory to the UI? Do you get a list of each and every separate item and it's up to the UI code to figure out how to display it, or do you get a list of already-bundled items? That is, say the player had three sweetrolls and one of them is stolen, in the UI code would you have three distinct objects and then you stack and display them or not however you like, or are you given a single object that says "this is three sweetrolls, stolen=>true". That is, this: [{"name":"Sweetroll", "refId": "ff000001", "stolen":true}, {"name": "Sweetroll", "refId": "ff000002", "stolen":false}, {"name":"Sweetroll", "refId": "ff000003", "stolen":false}] {"displayText":"Sweetroll (3)","refId":"ff000001","stolen":true} Really simplifying the objects here of course, but there it is. In the first case it should be pretty straightforward since you would know what all the objects are, and can change the display logic to separate stolen and non-stolen items. In the second case it's much more difficult/impossible I think. I'm not even sure how the game would begin to track each item in that case (although it has problems with that as-is 🙂 ). I'm already probably way off base though, so I'll hold off speculating any further. 🗋 » Sat May 19, 2012 7:30 pm I may have missed something in the last two threads... but what's the status on getting more information on item cards? Weapon speed in particular 😇 Joined: Sat Jul 01, 2006 6:59 🖺 » Sat May 19, 2012 1:38 pm Might be something for SKSE, I think weapon speed can be edited via TESSnip/SkyEdit but I don't know of any functions that can return that. Until modders get a clear understanding of the data structures and how they interact (IE the CK gets released) the chances of SKSE getting updated to integrate something like that are low I think. Joined: Sun Feb 11, 2007 12:36 » Sat May 19, 2012 5:32 am I may have missed something in the last two threads... but what's the status on getting more information on item cards? Weapon speed in particular 😇 Like http://tesnexus.com/downloads/file.php?id=31855 does for Oblivion. I'd like that too. Also for magic menu is there already a way to see what poisons are doing to your character. I often get the message I'm poisoned, but can't find where or what it is doing. I've seen Posts: 3394 Joined: Thu May 31, 2007 12:01 diseases in active effects, but not poisons. And for active effects I'd also like a filter so I can look up by an effect (as in reduced health or stamina bonus) and also by effect name (a blessing) and by what is stacked and the total of that. 🖺 » Sat May 19, 2012 9:49 am Is this the place to start talking about changes to the magic menus? 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. Posts: 3456 Joined: Tue Jun 05, 2007 10:05 🗎 » Sat May 19, 2012 3:03 pm Would it be possible to add the following to the UI with what we have out now? 1. Current spell effects on your character and their duration. 2. Information on the screen that shows what spells you have currently armed in each hand. 3. Lastly some sort of visual bar that will show the health status of your follower. Posts: 3442 Joined: Sun Mar 18, 2007 11:30 📋 » Sat May 19, 2012 12:39 pm I would still love to see Soul Gems in their own category since they don't stack properly. The MISC category is way to polluted with them. Posts: 3377 Joined: Sat Aug 05, 2006 10:53 🖺 » Sat May 19, 2012 3:35 pm Is there a BAIN-friendly package for this yet? If not, any change that you'll include the recommended structure Psymon posted in the OP and/or the Nexus description so that we can reorganise it ourselves? Posts: 3366 Joined: Sun Jul 22, 2007 6:19 Display posts from previous: All posts Sort by Subject Ascending Go Next POSTREPLY 202 posts • Page 1 of 9 • 1 2 3 4 5 ... Return to V - Skyrim Jump to: V - Skyrim Contact Admin • The team • Delete all board cookies • All times are UTC Board index