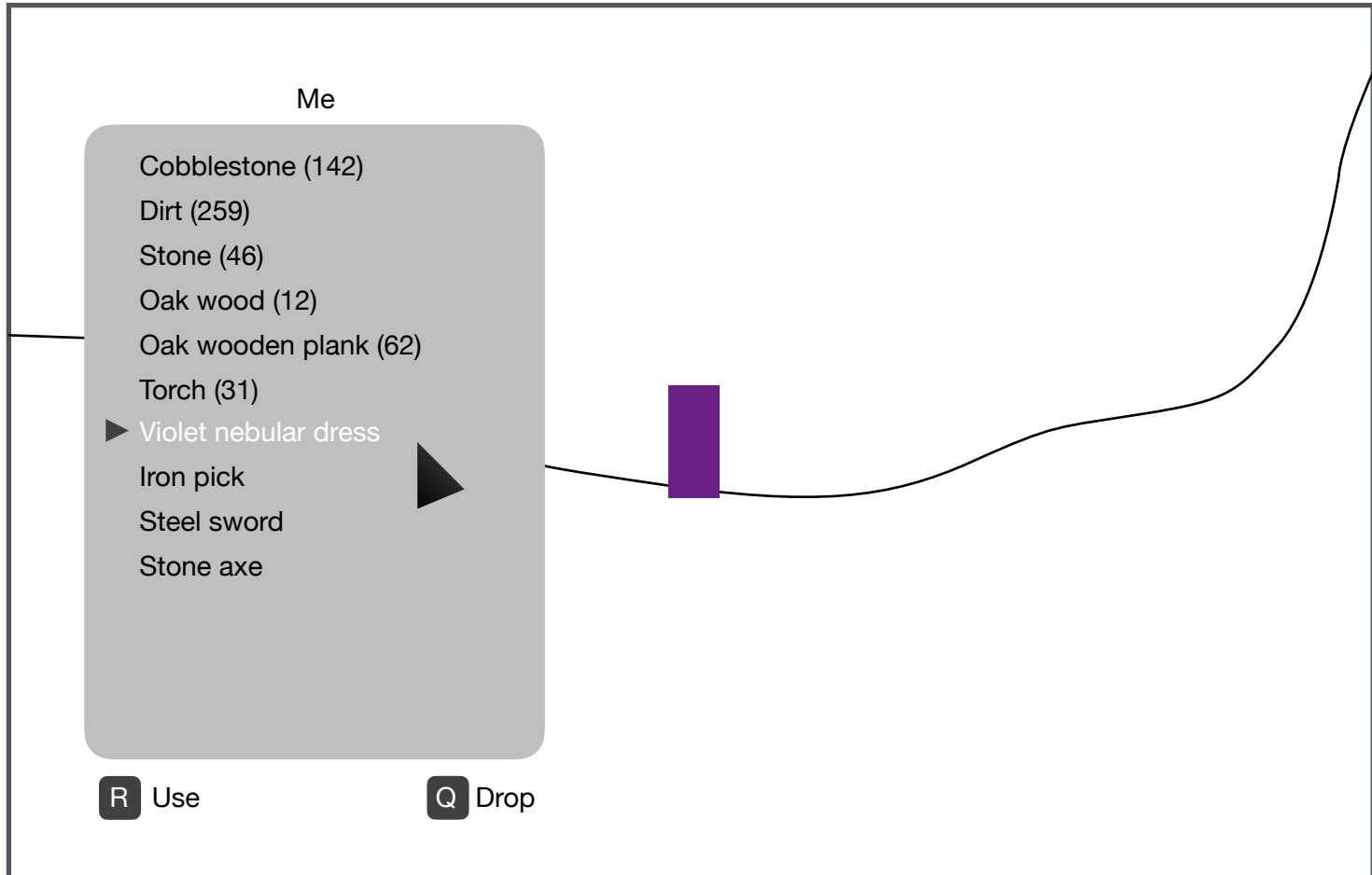
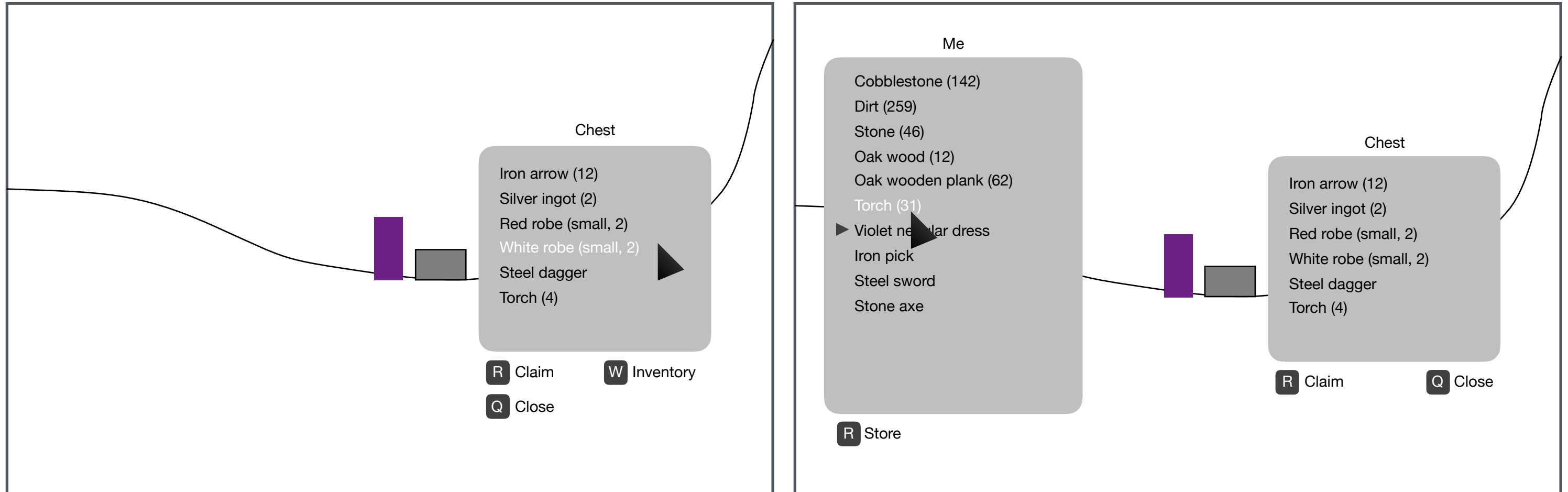


UI: Player inventory



- It's always "Use" regardless of an item type (GAME_INVENTORY_USE)
- Drop: GAME_INVENTORY_DROP
- EN: "Me", FR: "Moi", DE: "Ich", ... FI: "Minä", CN: "我", JP: "私", KO: "나", ... IS: "Ég"

UI: World inventory



- Right click on the chest brings up the menu and pauses the game. Hit TAB to exit.
- Positioning (left/right of screen) of the UI is based on the position of the chest relative to the screen. If chest is on the right side of the screen, the menu will be displayed on the right side.
- Point the mouse cursor to the item list to select the item (relevant row will be highlighted) and left-click or hitting R will claim the item.
- Opening the inventory while this menu is popped up triggers special mode for InventoryUI that allows player to put item into the chest.
- Claim: GAME_ACTION_CLAIM
- Inventory: GAME_INVENTORY
- Store: (GAME_ACTION_STORE, not a Polyglot entry)
- Close: MENU_LABEL_CLOSE