UI: Player inventory

Me

Cobblestone (142)
Dirt (259)
Stone (46)
Oak wood (12)
Oak wooden plank (62)
Torch (31)
▶ Violet nebular dress
Iron pick
Steel sword
Stone axe

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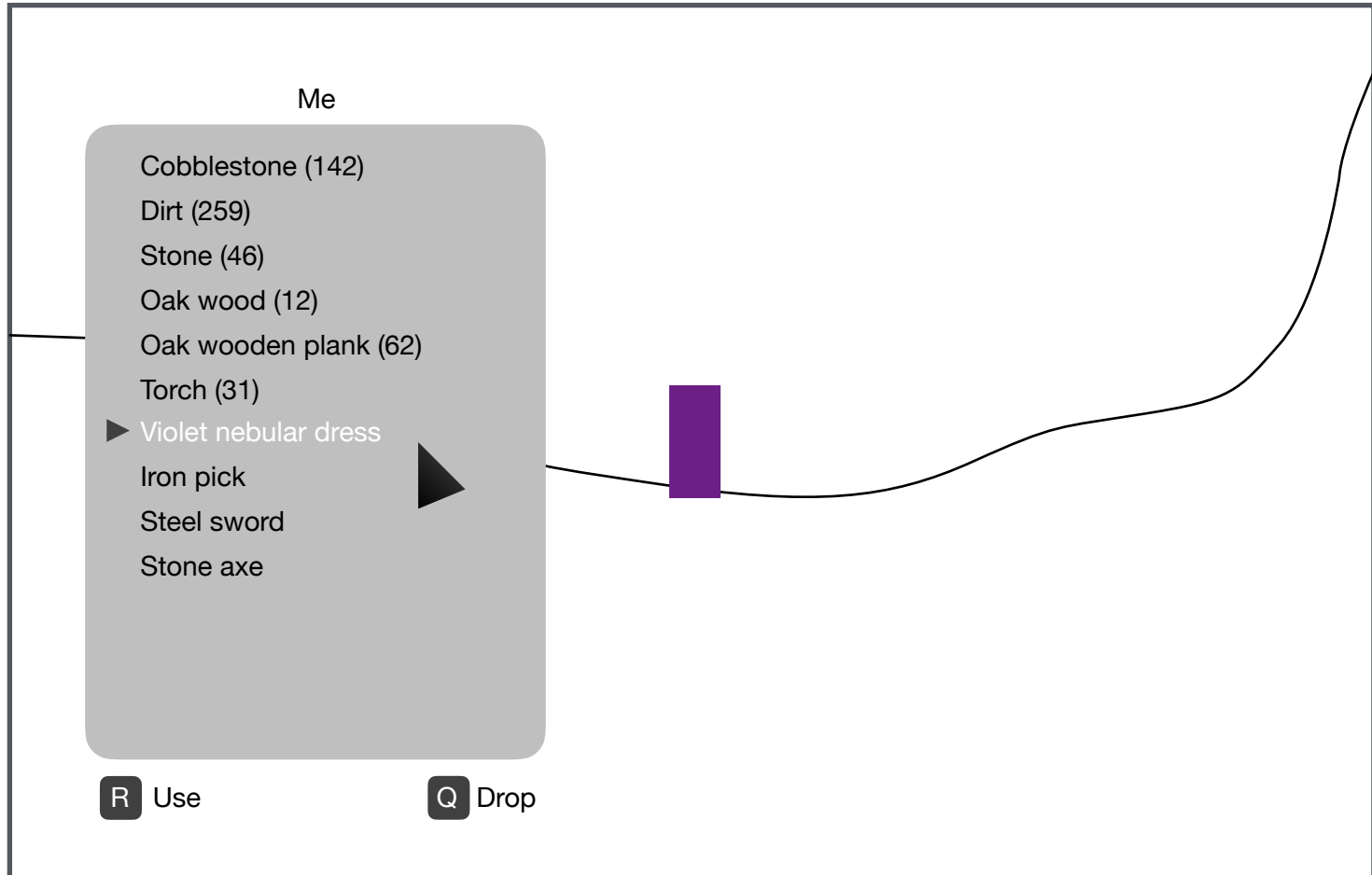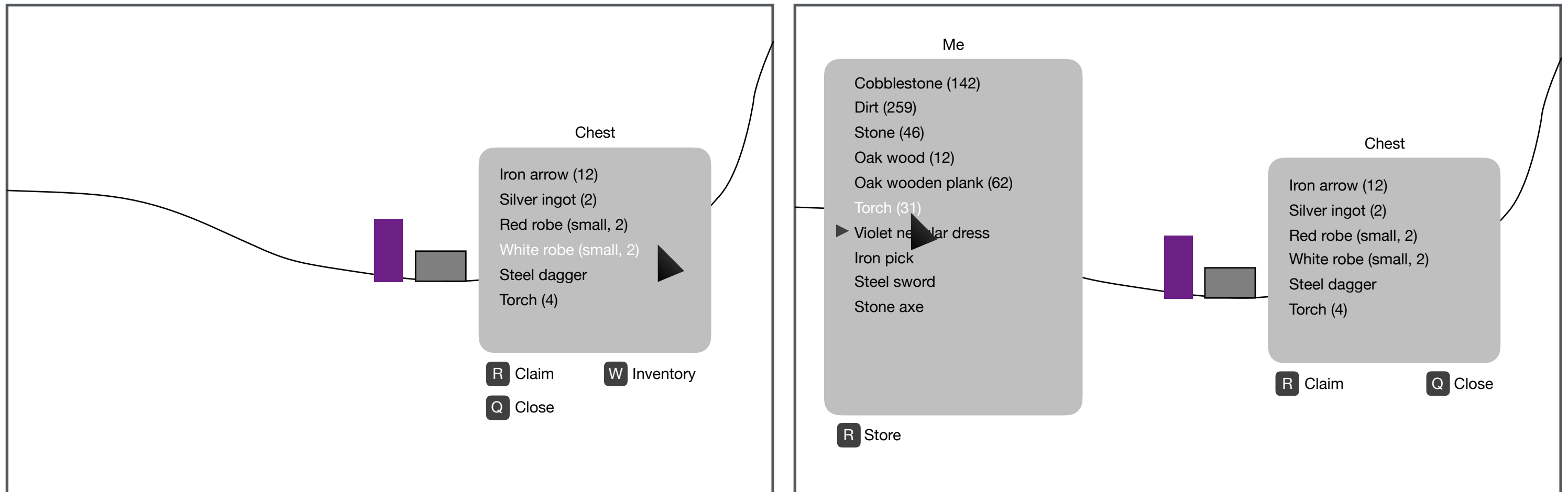
- It's always "Use" regardless of an item type (GAME_INVENTORY_USE)
- Drop: GAME_INVENTORY_DROP
- EN: "Me", FR: "Moi", DE: "Ich", … FI: "Minä", CN: "我", JP: "私", KO: "나", … IS: "Ég"

UI: World inventory

Chest

Iron arrow (12)
Silver ingot (2)
Red robe (small, 2)
White robe (small, 2)
Steel dagger
Torch (4)

R Claim   W Inventory
Q Close

Me

Cobblestone (142)
Dirt (259)
Stone (46)
Oak wood (12)
Oak wooden plank (62)
Torch (31)
▶ Violet needlar dress
Iron pick
Steel sword
Stone axe

R Store

Chest

Iron arrow (12)
Silver ingot (2)
Red robe (small, 2)
White robe (small, 2)
Steel dagger
Torch (4)

R Claim   Q Close

- 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 one the right side of the screen, the menu will 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