Subject: Re: first picture of the new sidebar
Posted by jonwil on Thu, 13 Jul 2006 16:03:19 GMT
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Here is how the sidebar works currently: (or will once I finish a few final things like the "alternate select" buttons)
Some event, whatever the scripters decide is triggered which results in an engine call being called.
This then creates the PT dialog.
When the PT dialog is created, the "alternate select" buttons (if the "alternate select" feature is enabled), up arrows, down arrows, background and refill button have their settings/textures applied.
Note that the sidebar background textures can have alpha transparency (so all that "wasted" space seen in the video will be transparent).
Clicking on one of the up or down arrow buttons will scroll that column. The refill button is always present in position 1 (where you see it in the video).
Pressing the down arrow key or up arrow key will scroll both columns by one icon.
Pressing the 9 or 0 keys will scroll both columns by a whole page (i.e. 3 icons for infantry, 4 icons for vehicles).
Pressing the - or + keys will scroll to the beginning or end of both lists.
Whenever a column is scrolled, any PT button in that column that is highlighted, will be deselected. Also, all icons in that column will be reset to the default alternate (if any other alternate had been selected with the yellow arrow).
Pressing the 1 key will trigger the refill, pressing the 2,3 or 4 keys will trigger the infantry and pressing the 5,6,7 or 8 keys will trigger the vehicles.
Pressing the a,b,c or d keys will trigger the relavent "alternate select" button if the "alternate select" feature has been enabled.
When one of the 8 purchase buttons is clicked, any selected button is deselected and the clicked button is selected.
When a keyboard key is pressed or when a purchase item is double clicked, the relavent item is purchased.
If the "alternate select" feature is disabled, normal alternate purchasing applies (with the yellow arrow). If the "alternate select" feature is enabled, different logic comes into affect.
If the first of the 4 "alternate select" buttons is selected, then the main purchase item is purchased.
If one of the other 3 "alternate select" buttons is selected then the first, second or third alternate is selected (if appropriate). If no matching alternate exists, the main purchase item is purchased.
For the "alternate select" feature, the first button/option will be the default.
The button for the current selection for the "alternate select" feature will be disabled to indicate which option is selected.
The refill feature wll feature a hud.ini settable limit to control how often a given player can use the refill. If the player is unable to use the refill, it will appear disabled.
All relavent data is read from the data stored under "purchase settings" and "team purchase settings" in leveledit.
All textures used for the sidebar are customizable through hud.ini keywords.
The existing scripts (such as the expvehfac scripts by WhiteDragon) and any new ones required will be used to manage the sidebar (remove certain vehicles from the vehicle list because the relavent vehicle limit has been reached or restore them after the limit is not longer reached for

example).

Also, if the vehicle factory is currently building (I check the value set by the Set_Currently_Building engine call but not the normal renegade value at this time), the vehicle buttons will be disabled.

Oh and just to be 100% clear on this, EVERY button/action on the sidebar WILL have keyboard controls associated with it.