Subject: first picture of the new sidebar
Posted by jonwil on Sun, 09 Jul 2006 04:00:06 GMT

This is a picture of the new sidebar I am working on.
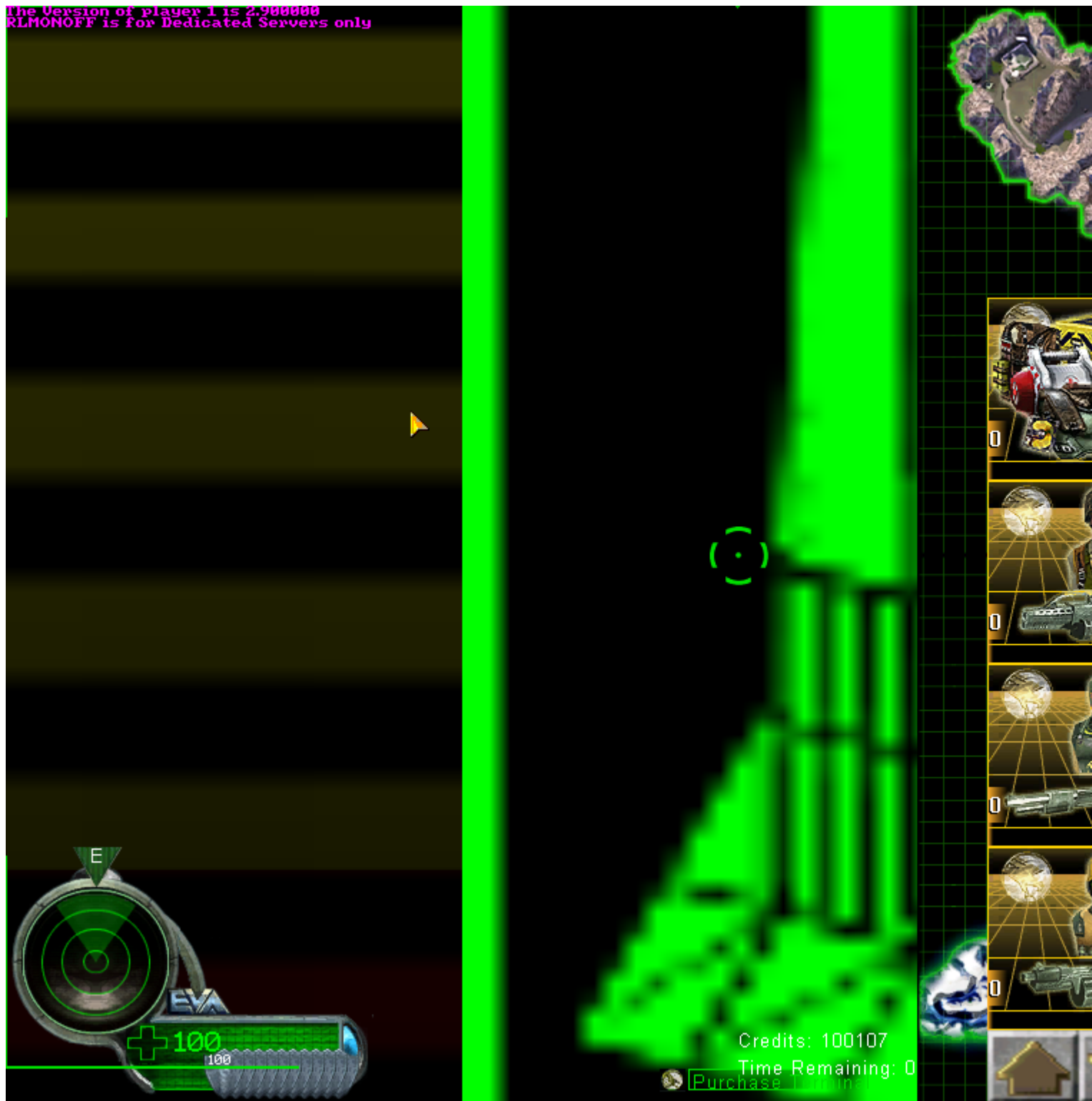

Please let me know what you think

File Attachments
1) sidebarss.png, downloaded 1025 times

The Version of player 1 is 2.900000
RLMONOFF is for Dedicated Servers only

E

100
100

Credits: 100107
Time Remaining: 0
Purchase Terminal

Subject: Re: first picture of the new sidebar
Posted by Kamuix on Sun, 09 Jul 2006 04:04:02 GMT
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Thats sweet

Subject: Re: first picture of the new sidebar
Posted by bisen11 on Sun, 09 Jul 2006 04:42:46 GMT
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So that would pop up when you went to the pct? Looks like it would take longer... Which would mean giving n00bs a better chance to spawn kill.

Subject: Re: first picture of the new sidebar
Posted by nopol10 on Sun, 09 Jul 2006 08:27:00 GMT
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Awesome! How are you gonna use it?

Subject: Re: first picture of the new sidebar
Posted by Viking on Sun, 09 Jul 2006 08:50:08 GMT
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THAT KICKS SO MUCH ASS!!!

Subject: Re: first picture of the new sidebar
Posted by Jecht on Sun, 09 Jul 2006 10:49:51 GMT
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Arrows could use a new graphic in my opinion. Even though they look to be from the original TD.

Subject: Re: first picture of the new sidebar
Posted by danpaul88 on Sun, 09 Jul 2006 10:57:17 GMT
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that looks... awesome

One question: will the overhead map always be behind the PT icons? As it's kinda hard to see it all like that... I am of course assuming you intend to have an overhead view of the current map once you have completed it, I might be mistaken in thinking that

---

Subject: Re: first picture of the new sidebar

Posted by jonwil on Sun, 09 Jul 2006 11:08:48 GMT
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Arrows are from Red Alert 1 and were just something I grabbed because thats what came to hand. Presumably the RenAlert team, the Reborn team, the RA2 mod team and anyone else who uses the sidebar will draw their own arrows for their specific mod.
as for the overhead map, those are just textures I grabbed for testing because they were the first things that came to hand that were a suitable size.
The plan is that mods will put some kind of background there (which might include the gdi/nod/allies/soviets/whatever logo in the blank space at the top.
No plan to have a map anywhere.

Subject: Re: first picture of the new sidebar
Posted by IronWarrior on Sun, 09 Jul 2006 12:44:42 GMT
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Very nice.

Subject: Re: first picture of the new sidebar
Posted by Zion on Sun, 09 Jul 2006 12:57:57 GMT
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Nice work.

You could put the radar in the top like the proper sidebars since when you acces the PT the radar is not displayed.

And for the record, this "RA2 mod team" you talk about is called Apocalypse Rising or ApocRising for short.

Subject: Re: first picture of the new sidebar
Posted by danpaul88 on Sun, 09 Jul 2006 13:11:05 GMT
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Merovingian wrote on Sun, 09 July 2006 13:57You could put the radar in the top like the proper sidebars since when you acces the PT the radar is not displayed.

Seems kinda pointless with the radar still shown in the bottom corner though....

Subject: Re: first picture of the new sidebar
Posted by Sir Kane on Sun, 09 Jul 2006 13:21:36 GMT

I SMELL THE USUAL IDEA STEALING/COPYING!

Subject: Re: first picture of the new sidebar
Posted by IronWarrior on Sun, 09 Jul 2006 21:07:06 GMT

Silent Kane wrote on Sun, 09 July 2006 08:21I SMELL THE USUAL IDEA STEALING/COPYING!

lol.

Subject: Re: first picture of the new sidebar
Posted by Zion on Sun, 09 Jul 2006 22:36:44 GMT

danpaul88 wrote on Sun, 09 July 2006 08:11Merovingian wrote on Sun, 09 July 2006 13:57You could put the radar in the top like the proper sidebars since when you acces the PT the radar is not displayed.

Seems kinda pointless with the radar still shown in the bottom corner though....

REPLY Not true. When you access the Purchase Terminal the radar is not displayed. *REPLY*

Well, maybe it's a bad idea. Anywho, maybe the logo of each team? or an overhead veiw of the current map?

Subject: Re: first picture of the new sidebar
Posted by danpaul88 on Sun, 09 Jul 2006 23:11:44 GMT

Merovingian wrote on Sun, 09 July 2006 23:36Not true. When you access the Purchase Terminal the radar is not displayed. *REPLY*

Take another look at jonwils screenshot, with the sidebar the radar IS still shown

Subject: Re: first picture of the new sidebar
Posted by IronWarrior on Mon, 10 Jul 2006 00:22:34 GMT

Hmm was thinking, is there anyway to make the sidebar pop up soon as you face the pt`? saving

you the need to hit action`?

Subject: Re: first picture of the new sidebar
Posted by theplague on Mon, 10 Jul 2006 01:27:33 GMT
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:S possible to have a animating texture overlay? (ie. the turning countdown for the building)

Subject: Re: first picture of the new sidebar
Posted by PaRaDoX on Mon, 10 Jul 2006 01:40:13 GMT
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Silent_kane could do it :V

Subject: Re: first picture of the new sidebar
Posted by jonwil on Mon, 10 Jul 2006 02:12:13 GMT
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PaRaDoX wrote on Sun, 09 July 2006 21:40Silent_kane could do it :V
I could do it too but Chronojam hasnt requested it as part of his description of how the sidebar
works.

Subject: Re: first picture of the new sidebar
Posted by YSLMuffins on Mon, 10 Jul 2006 02:14:17 GMT
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Silent Kane wrote on Sun, 09 July 2006 08:21I SMELL THE USUAL IDEA STEALING/COPYING!

You know what they say about imitation...

As for the sidebar, I think it's cute, but not all that practical unless the numbers to access the items
still work.

Subject: Re: first picture of the new sidebar
Posted by vloktboky on Mon, 10 Jul 2006 02:35:24 GMT
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Silent Kane wrote on Sun, 09 July 2006 09:21I SMELL THE USUAL IDEA STEALING/COPYING!

So is this comparable to, say, stealing candy from a baby? I simply mean to imply that, in the words of public opinion, who gives a damn. At least he's willing to share, and public opinion always has a way of siding with those that give over those that don't.

Quit making this into some imaginary competition. In the words not spoken since days long before:

Shut the fuck up and mod.

Subject: Re: first picture of the new sidebar
Posted by Cat998 on Mon, 10 Jul 2006 03:08:52 GMT
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I fully agree with vloktboky.

You can't steal something that is not public, or would never get public.

Subject: Re: first picture of the new sidebar
Posted by Torn on Mon, 10 Jul 2006 05:48:41 GMT
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ha it would be cool if u added a building bar, for bilding things bak.

Subject: Re: first picture of the new sidebar
Posted by theplague on Mon, 10 Jul 2006 08:40:03 GMT
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well, i hope the building animation overlay is on your todo list ;P

also, would be cool for some detailed documentation with the release of scripts 3.0

Subject: Re: first picture of the new sidebar
Posted by Tunaman on Mon, 10 Jul 2006 11:06:16 GMT
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I wish it looked more like the Tiberium Dawn sidebar but it seems like a cool idea. Good work!

Subject: Re: first picture of the new sidebar

Posted by paws1111 on Mon, 10 Jul 2006 15:48:56 GMT
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i think some of you are slightly mising the point. its not just the fact that it looks like the side bar....
thats probebly just a test.Its just showing you whats posible these new pts open up tons of new
posibilitys ie: seprat catigorys for ships,aircraft,vehicles, infanty , or more becon slots, or a refill
that only refils ammo with a bonus of new looks posible

well thats how i see it
good work

Subject: Re: first picture of the new sidebar
Posted by unknownLogan on Mon, 10 Jul 2006 21:27:05 GMT
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seems fine, but i don't think that we need a sidebar, because the time we spend with that interface
is very short.

i think the current design is fine. i hit 6 then 0 to get hotwire/techinican, and i do this so fast, and
this is priceless to me besides there are really serious bugs that gotta be fixed. i'll tell you those if
u ask.

Subject: Re: first picture of the new sidebar
Posted by Doitle on Tue, 11 Jul 2006 06:31:05 GMT
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Cat998 wrote on Sun, 09 July 2006 22:08I fully agree with vloktboky.

You can't steal something that is not public, or would never
get public.

Ok, I dont really get into this whole big fight between SK and JW, but... What, the, fuck? You can't
steal something that isn't public? Think before you post!

Pepsi goes and steals Cokes secret recipe. "LAWLS ITS NOT STEALING BECAUSE IT WAS A
SECRET!"

Pickpockets? "YOU WERENT GONNA SHARE YOUR MONEY SO ITS NOT STEALING
MWAHAHA"

Squatters? "SUPRISE COCKFAGS, YOUR NON SHARED PRIVATE PROPERTY IS NOW MINE
KEKE!"

Subject: Re: first picture of the new sidebar

Posted by PaRaDoX on Tue, 11 Jul 2006 06:48:46 GMT
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roofles

Subject: Re: first picture of the new sidebar
Posted by Cat998 on Tue, 11 Jul 2006 13:34:09 GMT
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Doitle wrote on Tue, 11 July 2006 08:31Cat998 wrote on Sun, 09 July 2006 22:08I fully agree with vloktboky.

You can't steal something that is not public, or would never
get public.

Ok, I dont really get into this whole big fight between SK and JW, but... What, the, fuck? You can't steal something that isn't public? Think before you post!

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Pickpockets? "YOU WERENT GONNA SHARE YOUR MONEY SO ITS NOT STEALING MWAHAHA"

Squatters? "SUPRISE COCKFAGS, YOUR NON SHARED PRIVATE PROPERTY IS NOW MINE KEKE!"

I knew someone would post this

But you forget something, Coca Cola is RL/business,

and Renegade is NOT. And SK isn't going to make any of the stuff he does public.

Subject: Re: first picture of the new sidebar
Posted by YSLMuffins on Tue, 11 Jul 2006 14:34:38 GMT
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Ok ok, this has played out many times before. We don't need to go through this debate again in this forum.

Subject: Re: first picture of the new sidebar
Posted by IronWarrior on Tue, 11 Jul 2006 16:45:06 GMT
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"Post deleted"

Subject: Re: first picture of the new sidebar
Posted by Dante on Tue, 11 Jul 2006 23:18:22 GMT
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Thats kinda... kewl i guess...

although there is a reason that games moved the controls and the radars to the bottom of the screens.

1. 90% of the action that is going on on the screen takes place in the middle section.

2. moving your eyes slightly downward to look at the bottom of the screen is much easier then moving them to the left, right, or top (try it out, its much easier) this is due to the fact that most of the time your head is slightly tilted forward anyway, and while looking at the middle of the screen, you are in fact looking slightly downward anyway.

In an FPS, sidebars really don't work, and will actually cause eye strain and people complaining that it is too hard to work with.

Its kewl, but i would look at doing a bottom screen version rather then a top screen one. Having the bar at all is RTS like.

also, just noticed, you need to push it all the way to the right, looks odd without proper art, and most likely the original art it releases with is what will be used.

Subject: Re: first picture of the new sidebar
Posted by Chronojam on Thu, 13 Jul 2006 03:17:10 GMT
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Remember, in APB, you won't neccessarily be staring at a diagram of the building on the wall when making a purchase. You will be able to, for example, stand there staring out the doorway watching a group of enemies coming before deciding which unit is best to get, and you'll be able to check your radar too; plus if you're within sight of a vehicle factory you can watch as the tanks come out and know if everybody's leaving without you, or if you can now build because they're done, or what-have-you. You'll also still be able to see your health.

Less ability to sneak up on people and start attacking them without them knowing, as they face a wall oblivious to the action around them. Plus, more like the RTS :V

If I get my way it will also still allow numbers to be used (with the possible neccessity of adding a couple repeat-strokes, but nothing time consuming-- a quick multi-tap of 9 or 0), and in some cases you might end up saving time.

For example, let's say you wanted an ore truck. Right now, you run up to a wall, press E 7 3; that opens the PCT menu, takes you to the vehicle page and then selects ore truck. Instead, you'd run near a subtly marked purchase zone within the building (say, by those blueprints over there) and press E 9 8 instead. Same result, but you had your vision open the whole time and were never clearly making a purchase, so that Spy lurking nearby could neither run out and prepare to steal (he's not sure you're buying) and he couldn't start silently pistoling you (you can see your life still, and can see his blip racing towards you-- and the damage indictors flaring up if he does begin to attack).

Let's say you wanted to purchase a V2 missile launcher. You walk up near the side of the vehicle ramp, and press E 7, and out rolls a V2. That's it, just two keys, instead of E 7 3 like it used to be. Suppose you're playing a later version of APB, where you have a V2 that's available in a variety of color schemes. You're playing North by Northwest, a snowy map. Normally you'll now need to click to (or type to) the vehicle purchase menu, click the tiny yellow arrow to the color you want, and then finalize the purchase-- every time you want a snow-camo V2.

Well, suppose there's a way to select (via the sidebar) your preferred camo in advance, and have it remember for the next time. Now you've saved yourself a keypress and a couple clicks, all while keeping your vision open, radar accessible, and health visible. Win, win, win situation.

Yet another bonus for the sidebar: the redo of the purchase system could allow us to easily blank or remove icons if a requisite building has died, and happiest of all, means we can prevent refill-whoring. No more Tanya sitting against the purchase terminal preventing anything except a lucky headshot from taking her out thanks to constant refilling.

Subject: Re: first picture of the new sidebar
Posted by Jaspah on Thu, 13 Jul 2006 03:45:21 GMT
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Silent Kane wrote on Sun, 09 July 2006 09:21I SMELL THE USUAL TROLLING!

Fixed.

Subject: Re: first picture of the new sidebar
Posted by vloktboky on Thu, 13 Jul 2006 04:34:27 GMT
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Keyboard input is a necessity. The golden rule with all UI is it should always be fully functional without the need of a mouse.

You'll save a lot of neck and eye strains if you consider migrating it to the bottom-section of the screen. As Dante clearly laid out, it is much more natural for us to view the bottom portions of our screens (as we always are) compared to viewing the right portion of the screen. You won't take as many players out of the game by doing so.

Subject: Re: first picture of the new sidebar
Posted by jonwil on Thu, 13 Jul 2006 10:58:41 GMT
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Keyboard keys are there, all options in the sidebar have keys that trigger them.
Refill whoring will be prevented with a limit of how often a player can use refill.

Here is a preview video of the new sidebar as it stands now including the purchase of a stealth tank by pressing the keyboard key for it.
http://users.tpgi.com.au/jfwfreo/sidebar.avi

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.

Subject: Re: first picture of the new sidebar
Posted by OWA on Thu, 13 Jul 2006 21:10:05 GMT
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Great stuff, keep it up!

Subject: Re: first picture of the new sidebar
Posted by Sir Kane on Fri, 14 Jul 2006 22:16:47 GMT
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vloktboky wrote on Sun, 09 July 2006 21:35

So is this comparable to, say, stealing candy from a baby? I simply mean to imply that, in the words of public opinion, who gives a damn. At least he's willing to share, and public opinion always has a way of siding with those that give over those that don't.

Quit making this into some imaginary competition. In the words not spoken since days long before:

Shut the fuck up and mod.

I should accidently make some some code public! Just for the fun of the revenge.