

Doomsday Engine - Feature #1197

Feature # 4 (In Progress): UI improvements

Scriptable UI

2003-06-17 18:33 - skyjake

Status: Rejected	Start date: 2003-06-17
Priority: Normal	% Done: 10%
Assignee: skyjake	
Category: Enhancement	
Target version:	
Description Doomsday UI widgets should provide bindings for Doomsday Script so that scripts would be able to create and manipulate widgets. Script functions should also be used as callbacks for UI actions. One should be able to define the UI widget structure using a set of ScriptedInfo files, as a declarative document structure is more suitable for defining hierarchical objects with many properties.	
Related issues:	
Related to Feature #1608: Integrate Doomsday Script	Progressed 2013-10-22
Related to Feature #1630: Implement game menus with InFine (InFineWidget)	New 2013-10-22

History

#1 - 2003-07-03 04:30 - skyjake

Logged In: YES
user_id=717323

I think all the menus should be set up using console commands, read from e.g. Menus.cfg in the runtime dir. This allows modifying the menus even at runtime. And naturally all the 'effects' of selecting menu items should be console commands themselves.

#2 - 2013-10-18 14:28 - skyjake

- Tags set to UI, Scripting
- Description updated
- % Done changed from 0 to 10

The new UI framework being built for Doomsday 2.0 (UI migration started in 1.11) will be scriptable through Doomsday Script. However, it is still an open question how/when the game UI will be incorporated in this framework (becoming scriptable, too).

See: [Scripted UI proposal](#)

#3 - 2013-10-18 14:30 - skyjake

- Status changed from New to In Progress

#4 - 2013-10-22 13:04 - skyjake

- Parent task set to #4

#5 - 2013-10-24 08:37 - skyjake

- Description updated
- Category set to Enhancement
- Assignee set to skyjake

Refocusing this issue to be about scriptability of Doomsday's UI framework. The game menus are a separate (sub)topic ([#1630](#)).

#6 - 2016-07-05 23:55 - skyjake

- Status changed from In Progress to Progressed

#7 - 2017-04-03 18:51 - skyjake

- Related to Feature #1630: Implement game menus with InFine (InFineWidget) added

#8 - 2019-11-29 16:02 - skyjake

- Status changed from Progressed to Rejected

While cool, I don't think there is much use for this feature as described.

The native UI fulfills its current requirements. Custom UI for games should be entirely script-based, perhaps within the InFine/menu system.