

# UI File Modification

UI files control the layout of a specific element in the game - including level backgrounds.

## Objects

Every object should have it's type and an optional label, with 3 spaces as indentation:

```
uiFrame theLabel
{
    uiSprite theLabel
    {

    }
}
```

### uiFrame

A uiFrame is a container, usually used for dialog boxes. uiFrames can be adjusted with a uiFlowLayout.

### uiScrollFrame

A uiScrollFrame is just like a uiFrame. However, overflow content is clipped and scrollbars appear.

### uiContainer

A uiContainer is usually used for adding props, or as an anchor for OFX files.

### uiInputFrame

A `uiInputFrame` is a container usually used for buttons or controls to change it's contents or icon depending on the active input device, such as a mouse or a controller.

## uiDialog

A `uiDialog` is the root of either a dialog box, or a dialog screen.

## uiSpectrumFrame

“ ⚠ **Luxor Evolved-specific.**

A `uiSpectrumFrame` is a container for `uiSpectrumChannels`. However, it is not a direct replacement for a `uiFrame`. A `uiSpectrumFrame` still needs to be wrapped in a `uiFrame`.

## uiFlowLayout

A `uiFlowLayout` controls the layout of a `uiFrame`. This can be used to create grids, for example.

## objEffectMap

- `Effect` `<Path>` The OFX file to use.

An `objEffectMap` applies an OFX file to an object. It takes the object label as the event.

Example:

```
objEffectMap Idle
{
    Effect = ~data/maps/town/idle.ofx
}
```

Valid labels are:

- `TransIn`
- `TransOut`

- Idle
- ShowMap
- ShowMap\_Bonus
- HideMap
- HideMap\_Bonus
- ContinueIn
- NewLife
- Announce\_PU\_<powerup> - LXE specific, <powerup> must be a powerup ID
- Milestone\_Combo\_<n> - LXE specific, <n> must be of: 6, 9, 12

## uiBackground

A uiBackground defines the background of an object. It can be a fixed size or a 9-slice background.

## uiTextWidget

A uiTextWidget inserts text into a container.

## uiButton

A uiButton represents a button contained by it's elements.

## uiProgressBar

A uiProgressBar represents a progress bar, usually used in the level HUD to indicate a rough amount of spheres left to destroy, or in the splash screen to indicate loading progress.

## uiSprite

A uiSprite adds a sprite to a container.

# Common Properties

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