Doomsday Engine - Feature #1630

Feature # 4 (In Progress): UI improvements

Implement game menus with InFine (InfineWidget)

2013-10-22 10:20 - skyjake

Status:	New		**Start date:**	2013-10-22
Priority:	Urgent		**% Done:**	0%
Assignee:	Deng Team			
Category:	Redesign			
Target version:	Modding			

Description

It is not ideal that game menus are completely hard-coded into the game plugins. Also, implementing the game menus directly on Doomsday UI widgets makes quite a large leap from generic components into game-specific ones.

One solution would be to replace the game plugins'/libcommon menu system with an InFine-based one. This would consolidate existing subsystems in a nice way, and act as a good use case for interactive, script-based InFine. It is also a good match for InFine because it is responsible for game-side UI animations; only the interactivity and scripted logic needs enhancing.

InFine-based menus would be easily extensible/modifiable by addons, especially if the functions activated by menu items would be implemented as script functions.

In practice, InFine would likely have to be refactored to use a separate Doomsday widget (InfineWidget) per each InFine layer (the menu, including all its subpages, would be a single layer).

Related issues:

Related to Feature #1482: Indication of scrolling menus	**Closed**	**2009-02-09**
Related to Feature #1192: 3D models for menu/HUD graphics	**Rejected**	**2003-06-15**
Related to Bug #994: Input box is too narrow in Save menu	**Closed**	**2012-03-03**
Related to Feature #1563: Weapon text defs affect the Controls menu	**New**	**2012-06-24**
Related to Feature #1602: Improvements for map title in automap	**New**	**2013-10-18**
Related to Feature #1632: InFine 2.0 (on top of Doomsday Script)	**New**	**2013-10-22**
Related to Feature #1197: Scriptable UI	**Rejected**	**2003-06-17**

History

#1 - 2013-10-22 10:20 - skyjake

- Description updated

#2 - 2013-10-22 10:23 - skyjake

- Description updated

#3 - 2013-10-22 10:23 - skyjake

- Priority changed from High to Urgent

#4 - 2013-10-22 10:25 - skyjake

- Tags changed from UI, Scripting, InFine, Menu, Mod to UI, Scripting, InFine, Menu, Mod, Animation

#5 - 2013-11-22 13:53 - skyjake

- Subject changed from Implement game menus with InFine to Implement game menus with InFine (InfineWidget)

#6 - 2014-09-08 08:31 - skyjake

- Related to deleted (Feature #1608: Integrate Doomsday Script)

#7 - 2014-09-08 08:31 - skyjake

- Related to Feature #1632: InFine 2.0 (on top of Doomsday Script) added

#8 - 2015-05-08 05:52 - skyjake

- Related to deleted (Feature #4: UI improvements)

#9 - 2015-05-08 05:53 - skyjake

- Parent task set to #4

#10 - 2017-04-03 18:51 - skyjake

- Related to Feature #1197: Scriptable UI added

#11 - 2019-11-29 12:31 - skyjake

- Target version set to Modding