

Doomsday Engine - Feature #1920

Tree navigator widget (libappfw)

2014-12-03 21:59 - skyjake

Status: New	Start date: 2014-12-03
Priority: Normal	% Done: 0%
Assignee: skyjake	
Category: Enhancement	
Target version: Modding	
Description A new type of widget is needed for navigating large hierarchical data sets. <ul style="list-style-type: none">• Data could come for example from the file system (FS2 or the native one), available packages, Doomsday Script modules, definitions, or wiki (reference documentation).• Needs virtualized menu contents to present a small portion of a potentially huge amount of data.• Should be composed of simpler existing widgets like labels, menus and scroll areas.	
Related issues: Precedes Feature #1586: Load/manage add-ons from the home screen Closed 2014-12-04	

History

#1 - 2014-12-03 22:01 - skyjake

- Description updated

- Priority changed from Normal to High

#2 - 2015-04-22 05:12 - danij

- Precedes Feature #1586: Load/manage add-ons from the home screen added

#3 - 2015-05-03 17:02 - skyjake

- Target version changed from 42 to 2.0 – Home UI & Packages

#4 - 2016-03-27 08:04 - skyjake

- Target version changed from 2.0 – Home UI & Packages to 2.1 (Late 2018)

#5 - 2016-03-27 08:30 - skyjake

- Priority changed from High to Normal

#6 - 2017-02-08 12:06 - skyjake

- Target version changed from 2.1 (Late 2018) to Modding