THE GREAT WAR: Western Front

UI Editor Documentation

Version 1.1
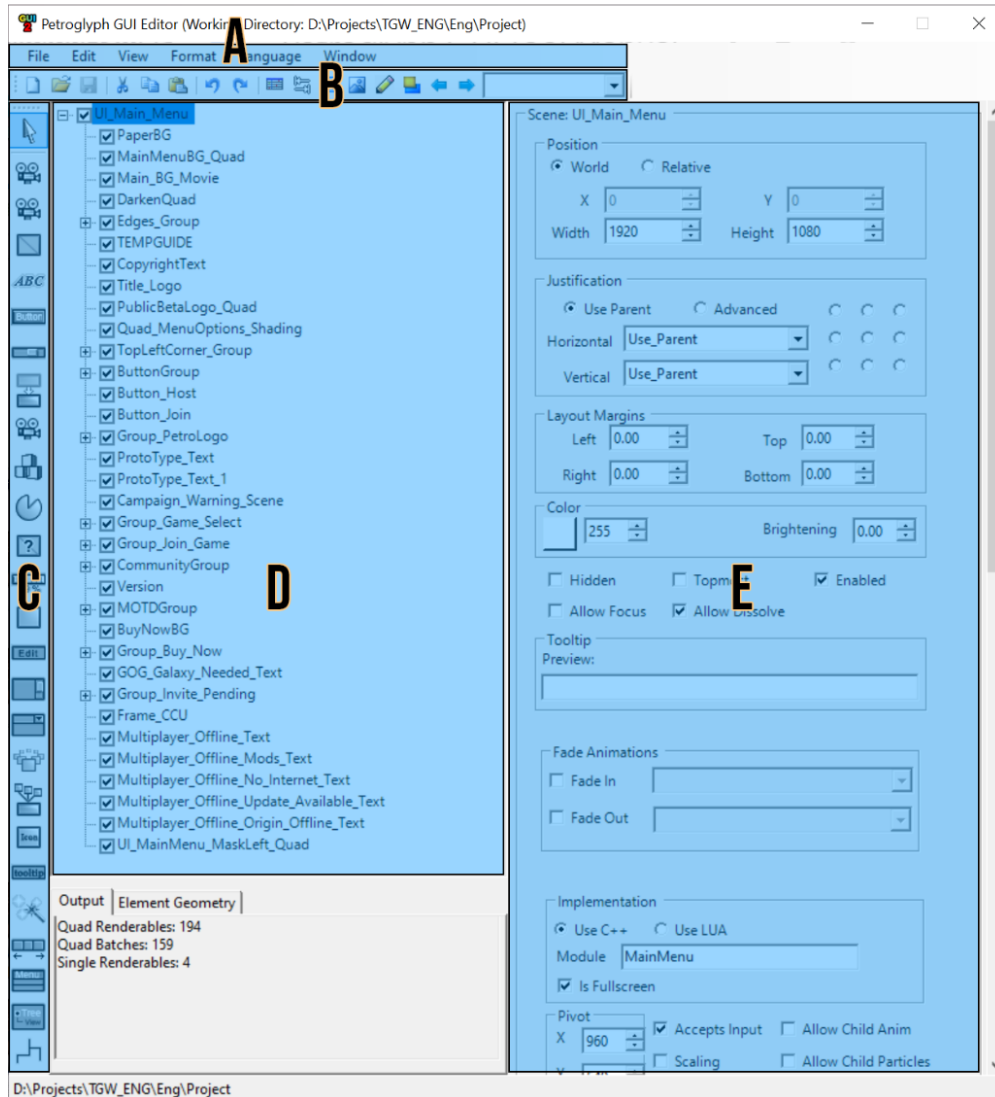
Petroglyph Games, Inc.

Frontier Foundry

GUI Editor

Layout

A - Menus

B - Toolbar

C - Components

D - Object Layer View

E - Widgets

Components

These are the items along the left side of the GUI tool window. These are mainly used for adding and modification of GUI objects to the scene. When an object is selected, there could be many object widgets associated with the object type which are used for modifying the object. These are located on the right half of the GUI tool when an object is selected. See widgets for a description of the different widget types.

Scene

The Scene component type is not one of the buttons as it is the root of all the objects in the GUI. In the Object Layer View, it is the object at the very top of the list that contains everything else. Think of it as a root folder.
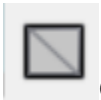
Select Tool

When this component is selected, the user can click on objects in the GUI scene to select them for modification.

MPEG Movie

This object is used for adding a mpeg movie to a scene.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Movie, Animations, Notes

Quad

This object is used for adding a generic texture to a scene. These can be TGA or JPG files. TGA files can have an alpha layer for transparency.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Quad, Animations, Notes

Text

This object is used to add text to a scene. A Text ID and font can be applied to give the text a desired look.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Text, Animations, Notes

Text Button

This object will take a texture set defined in the GUITextureSets.xml file and create a button from it. The Text ID will display over the button. There will need to be a left, middle and right dexter defined. There can also be over and on textures defined in the GUITextureSets.xml file.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Text Button, Animations, Notes

Slider

This object will create a horizontal/vertical slider in the scene. Users can define the textures in the GUITextureSets.xml file. The number of steps in the slider can also be defined in the object widget.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Animations, Notes

Imported Scene

This object will place another GUI file within the currently open scene. This is good for embedding GUI scenes within other scenes. For example, sub menus can be set up as embedded and hidden/unhidden on demand.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Imported Scene, Animations, Notes

Clock

Can have an associated texture to it that will add or remove the image with a clock sweep transition. This is helpful in creating things such as a cooldown timer, etc.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Clock, Animations, Notes

Progress Bar

Creates a textured object that can display a horizontal or vertical bar that can fill based on an adjustable percentage. User can define textures for the background and fill in the GUITextureSets.xml file.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Progress Bar, Animations, Notes

Frame

Creates a textured object that can be dynamically sizable and retain the texture integrity. This is done by creating what is called a 9 slice. There are textures for the top left, top middle, top right, middle left, middle, middle right, bottom left, bottom middle and bottom right. All the textures can be set up in the GUITextureSets.xml file.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Frame, Animations, Notes

Edit Box

Creates an object for inputting text by the user. A good example of an Edit Box is where the game user types chat text to another player, or creates a name for a save file.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Edit Box, Animations, Notes

List Box

Used for creating a list of items that can be scrolled with a scroll bar. Many times the list items are so numerous that they expand beyond the displayed area, so a scroll bar will appear to navigate through them all. Used for displaying items such as maps, save games, etc.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - List Box, Animations, Notes

Combo Box

Creates an object that has a selected item and a list of items that can be selected from. This is mainly used on options type screens to select from a list of items, such as selecting a resolution from a list.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Combo Box, Animations, Notes

Group

This is a container object used for organizing items in the GUI tool. Think of it like a folder in windows where you can place items inside it. Items inside a group are subject to the root group object's settings. For example, changing the tint of the root group object will change the tint of all the items inside the group. Or hiding a group will hide all the items inside the group.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Group, Animations, Notes

Icon Button

This object will take a texture set defined in the GUITextureSets.xml file and create a button from it. This is the second type of button that the user can define inside the GUITextureSets.xml file to have textures for background, over and on states.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Icon Button, Animations, Notes

Tooltip

This object is used for creating tooltips that combine a Text ID and a frame. Users can define a frame to use from the GUITextureSets file.

Widgets: Position, Justification, Layout Margins, Color, States, Tooltip, Options - Tooltip, Animations, Notes

The following items are deprecated and no longer used, or folded into other functions that have replaced them:
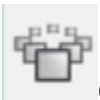
Carousel

Theora Movie

App Drawn Item

Particle

Ticker

Menu

Tree

Branching Line

Movie
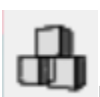
Model

Menus

File

New…

Creates a new GUI scene. When selected, the user will be prompted for a name and dimensions of the scene.

Open…

Opens a saved GUI scene that was previously saved to the GUI folder.

Re-open for edit

Deprecated. No longer used.

Close

Closes the currently open GUI scene.

Save

Save the currently open GUI scene with its current name and file location.

Save As…

Save the currently open GUI scene with a new name and new file location.

Revert To

Reverts the current scene to a previous version.

Revert Last

Reverts the current scene to the most recent previous version

Load Autosave

The GUI tool makes automatic saves periodically of the open GUI scenes. This option will open the most recent autosave.

Recent Files

This option will provide a list of the 5 most recent files that were opened by the user. Clicking any of these files will open them for edit.

Set Working Directory…

If no working directory is set, this will set the tool working directory. The working directory is the root project directory for the tool. This is used to reference XML, graphic files, etc.

Recent Working Directories

If a working directory is set, it will be shown here.

Set File Associations

Deprecated. No longer used.

Edit

Undo

Undo the previous action of the user.

Redo

Redoes an action that the user has used Undo on.

Cut

Remove the currently selected object and copy it to the clipboard for pasting later.

Copy

Leave the currently selected object in place and copy it to the clipboard for pasting later.

Paste

Paste an object that has been copied to the clipboard to the currently selected location.

Paste Tiles…

Deprecated. No longer used.

Fonts…

Opens the font menu to set up a new font or edit a previous font. This will allow the user to define a font to be used by the GUI tool. This includes the font to be used, name, sizes, colors, etc.

Effects…

Opens the Effects menu to define effects to be played on a GUI object. These can be cycling textures, etc.

Reload Texture Sets

Reloads textures referenced by the GUI scene. This will update textures that have changed as well as reload the GUI Texture Sets file that defines graphical texture elements.

View

Show Safe Zone

Deprecated. No longer used.

Toggle Editor Visuals

Deprecated. No longer used.

Show Grid

Overlays a grid on top of the currently open GUI scene.

Show Rulers

Shows a ruler on the top and bottom of the currently open GUI scene. Ruler units are in pixels.

Cursor Cross Hairs

Shows crosshairs for when the mouse is over the currently open GUI scene.

Light-pre-pass Render

Deprecated. No longer used.

Edit Application Settings

Deprecated. No longer used.

Format

Align

When 2 or more objects are selected This will align all items to the first item selected.

Space Evenly

Deprecated. No longer used.

Language

Allows the user to change the referenced text IDs to an associated language. These are defined in the localization text files.

Window

Graph Editor

Opens the animation graph editor. Used for animating specific objects.

Tab Order…

Deprecated. No longer used.

Object Layer View
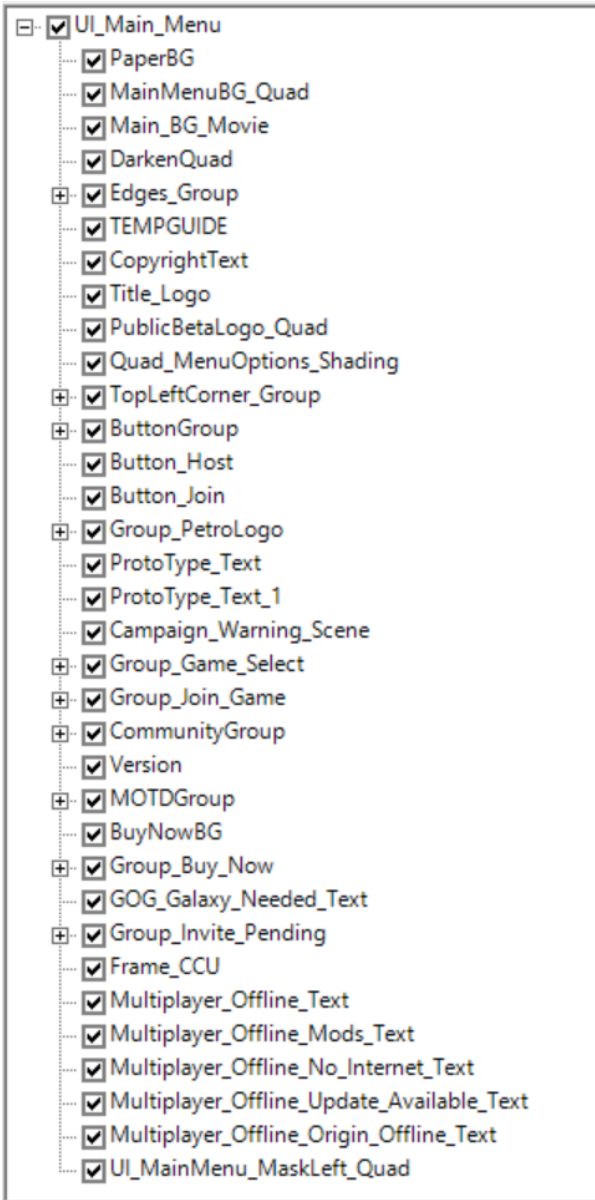
This is the view of all the objects in the GUI scene. Items at the bottom of the list will display in front of items above them.

Groups (folders) can be expanded by clicking on the + to the left of the name.

Items can be made visible or invisible with the check box next to the name - this will not affect what is shown in game.

Items can be moved up or down in the list by selecting the item and pressing pgup or pgdn.

Items can be moved in or out of groups by click-dragging an item to the root group item.

Items can be renamed by double clicking an item's name - items cannot have the same name in a group.

Toolbar

These are the items at the top of the GUI tool window, under the menus.

New

Creates a new GUI scene. When selected, the user will be prompted for a name and dimensions of the scene.

Open

Opens a saved GUI scene that was previously saved to the GUI folder.

Save

Save the currently open GUI scene with its current name and file location.

Cut

Remove the currently selected object and copy it to the clipboard for pasting later.

Copy

Leave the currently selected object in place and copy it to the clipboard for pasting later.

Paste

Paste an object that has been copied to the clipboard to the currently selected location.

Undo

Undo the previous action of the user.

Redo

Redoes an action that the user has used Undo on.

Animations

Opens the animation graph editor. Used for animating specific objects.

Tab Order

Deprecated. No longer used.

Safe Zone

Deprecated. No longer used.

Reload Texture Sets

Reloads textures referenced by the GUI scene. This will update textures that have changed as well as reload the GUI Texture Sets file that defines graphical texture elements.

Edit Texture Sets

Opens the GUI Texture Sets file for modification. This file is used to define graphical texture elements.

Resolution Preview

Previews the GUI scene in the selected resolution defined in the resolution drop down

Previous Resolution

Cycles the preview of the GUI scene to the next resolution.

Next Resolution

Cycles the preview of the GUI scene to the previous resolution.

Resolution Drop Down

Drop Down menu to select a specific resolution for the scene preview.

Widgets

These are the main controls for modifying specific objects within the GUI scene.

Quad:

Position
- ⦿ World ○ Relative

X	1342		Y	973
Width	85		Height	4

Justification
- ⦿ Use Parent ○ Advanced ○ ○ ○

Horizontal Use_Parent ▾ ○ ○ ○

Vertical Use_Parent ▾ ○ ○ ○

Layout Margins

Left	0.00	Top	0.00
Right	0.00	Bottom	0.00

Color

	255	Brightening	0.00

- ☐ Hidden ☐ Topmost ☑ Enabled
- ☐ Allow Focus ☑ Allow Dissolve

Tooltip
Preview:

[   ]

Texture	anim_buttonornament	...
Texture orientation	None ▾	
Render mode	Screen ▾	
Quad rotation	90	

Animations On this Component

This widget is available on just about every object type. This will show a list of the custom animations that have been created on the selected object.

Color

This widget is on just about every object type. This widget has controls to tint the selected object.

Color Picker

Clicking the color picker will open a new window where the user can pick from predefined colors or, enter custom values for a color. These colors are additive to the current color of the object, best used on white objects.

Alpha

This is a value from 0-255 that sets the transparency of the object. 0 will be completely transparent, 255 will be completely opaque.

Brightening

This value will brighten or darken the selected object. 0 will have no effect, positive values will brighten the object, negative objects will darken the object.

Custom Effect

This widget defines a custom effect to be played on the selected object. This is usually a scrolling texture overlay. These are set up in Edit > Effects…

Justification

This widget is used to align the object with its parent.

Use Parent

This option will inherit the options of the object's parent object.

Advanced

This option will be set if the options are anything except "Use Parent"

Horizontal

Left

Aligns the object with the left side of the parent object

Center

Centers the object horizontally with the parent object

Right

Aligns the object with the right side of the parent object

True Position

Respects the objects current X position

Use Parent

Uses the object's current position with respect to its parent.

Left And Right

Deprecated. No longer used.

Stretch

Stretches the horizontal aspect of the object to fill the width of the parent object.

Aspect Stretch

Stretches the horizontal aspect of the object to fill the width of the parent object while also maintaining the vertical aspect of the object.

Vertical

Top

Aligns the object with the top side of the parent object

Center

Centers the object vertically with the parent object

Bottom

Aligns the object with the bottom side of the parent object

True Position

Respects the objects current Y position

Use Parent

Uses the object's current position with respect to its parent.

Top and Bottom

UNKNOWN

Stretch

Stretches the vertical aspect of the object to fill the height of the parent object.

Aspect Stretch

Stretches the vertical aspect of the object to fill the height of the parent object while also maintaining the horizontal aspect of the object.

Layout Grid

This is a grid of 9 anchor points to base the object's justification on. The options are top left, top middle, top right, center left, center, center right, bottom left, bottom middle and bottom right.

Layout Margins

Adds a margin from the left, top, right and bottom edge of the desired amount.

Notes

This is a text widget at the bottom of all object types where the user can set a note about the object. This is just a reference for the user.

Options - Clock

Texture

Allows the user to define a texture to be used by the clock object.

Render Mode

Various modes for rendering the object, including alpha, greyscale, etc.

Mouse Collision

When checked, this object will interrupt mouse clicks.

Event Source

Allows code to be notified when mouse clicks happen. (Needs Mouse Collision turned on)

Animate Preview

Animates the clock object with the texture defined inside the GUI tool

Fill Clockwise

When checked, fills the object clockwise. Otherwise it fills the object counter-clockwise

Autosize

Resizes the object based on the original dimensions of the texture the user has defined for the object.

Options - Combo Box

Texture Set

Allows the user to define the texture set to be used with the combo box. These are defined in the GUITextureSets.xml file.

List Entry Font

Allows the user to set the font for list items of the combo box.

Edit Box Font

Allows the user to set the font for the main edit box item of the combo box.

Justification

Allows the user to set the justification of the items in the combo box to left/center/right.

Open Up

When checked the combo box will open above the main combo box item instead of below.

Max Items

Allows the user to hard set the maximum number of items in the combo box.

Use Dropdown

When checked, the combo box will display a list of options when clicked. When this option is unchecked, the combo box will show left/right arrows and will cycle between options.

Toggle Listbox

When clicked, the combo box will display the options in the GUI tool for a preview of what it will look like.

Options - Edit Box

Texture Set

Allows the user to define the texture set to be used with the Edit box. These are defined in the GUITextureSets.xml file.

Font

Allows the user to set the font for edit box item text entry.

Justification

Allows the user to set the justification of the items in the edit box to left/center/right.

Password

Replaces all character display with stars, "*"

Multiline

Allows multi line text to be entered into the box.

Editable

Allows the game user to modify the text that is entered into the text box.

Numeric

Limits text entered into the edit box to numbers.

Accepts Return

Allows the game user to press enter in the edit box.

Maximum Text Length

Allows the user to define a maximum character count that can be entered into the edit box.

Case

Allows the user to define what type of characters can be entered into the edit box. For example, Only Uppercase, Only Lowercase, or Mixed Case

Options - Frame

Texture Set

Allows the user to define the texture set to be used with the Frame. These are defined in the GUITextureSets.xml file.

Texture Orientation

Allows the user to modify the orientation of the texture display. For example, rotating, flipping, clip x/y, etc

Render Mode

Various modes for rendering the object, including alpha, greyscale, etc.

Exterior Tile

When checked, it will tile the exterior textures instead of stretching them.

Exterior Partial Tiles

Allow partial tiles when tiling the exterior textures.

Interior Tile

When checked, it will tile the center texture instead of stretching it.

Interior Partial Tiles

Allow partial tiles when tiling the center texture.

Autosize

Resizes the object based on the original dimensions of the textures the user has defined in the texture set for the object.

Window Drag Frame

Deprecated. No longer used.

Mouse Collision

When checked, this object will interrupt mouse clicks.

Event Source

Allows code to be notified when mouse clicks happen. (Needs Mouse Collision turned on)

Resize Around Group Contents

Dynamically shrinks the size of the frame to the size of the objects contained within the parent group of the frame. Will not grow the size of the frame.

Margins

Allows the user to define interior margins of the frame when used in combination with the "Resize Around Group Contents" option. * This is in pixels and will not adjust dynamically based on resolution.

Options - Group

Mouse Collision

When checked, this object will interrupt mouse clicks.

Event Source

Allows code to be notified when mouse clicks happen. (Needs Mouse Collision turned on)

Optimized

Deprecated. No longer used.

Windowlike

Enable window behavior for this group so it can be moved around and overlap other windowlike groups.

Size Around Hidden Components

When checked this group will always maintain the size of all objects contained in the group, whether they are hidden or not.

When unchecked, the group will resize to the size of only the visible objects in the group. This is helpful when dynamically hiding formatted group items, so that the group items will automatically reformat based on the visible objects.

Layout Format

Forces the group contents into a format determined here. Flow horizontal/vertical will place group contents next to each other either vertically or horizontally. Flow count horizontal/vertical will place group contents next to each other either vertically or horizontally up to a limit defined in the max width or max height options.

Max Width

Used for setting a width limit of flow count items. Units are based on the number of objects in the group.

Max Height

Used for setting a height limit of flow count items. Units are based on the number of objects in the group.

Options - Icon Button

Texture Set

Allows the user to define the texture set to be used with the Icon Button. These are defined in the GUITextureSets.xml file.

Icon

Allows the user to define a texture to display on top of the icon button

Use Alpha for Hit Detection

If the textures in the texture set have alpha channels (transparency) set on them, checking this will not trigger the button if the user clicks where the texture is transparent.

Autosize

Resizes the object based on the original dimensions of the textures the user has defined in the texture set for the object.

Check State Enable

When checked, the button changes to a toggle style button with on (Checked) and off (Unchecked) states.

Check State Radio Button

When checked, the button changes to a radio style toggle button. This will only allow one button to be on (checked) of all the buttons in the same group.

State

Allows the user to preview the on (checked) or off (unchecked) states of the button.

Options - Imported Scene

Scene

Allows the user to define the scene to be imported

Rotation

Allows the user to rotate the imported scene by the entered value in degrees

Autosize

Resizes the object based on the original dimensions of the scene the user has defined for the object.

Edit

Opens the defined imported scene for edit in a new window.

Clipping

If the defined size of the imported scene is smaller than the original size of the scene, checking this option will clip the scene and display it at its original size. If unchecked, the scene will get stretched to the size defined.

Auto Scroll H

Displays a horizontal scroll bar if needed when the scene is clipped.

Auto Scroll V

Displays a vertical scroll bar if needed when the scene is clipped.

Scroll Bar Margins

Allows the user to define top, bottom, left and right margins for the scroll bars.

Scroll Texture Set

Allows the user to define a scroll bar texture set. These are defined in the GUITextureSets.xml file.

Vertical Click Scroll Delta

Defines the vertical pixel movement of the contents if the scroll arrow is clicked once.

Vertical Hold Scroll Delta

Defines the vertical pixel movement of the contents if the scroll arrow is held.

Horizontal Click Scroll Delta

Defines the horizontal pixel movement of the contents if the scroll arrow is clicked once.

Horizontal Hold Scroll Delta

Defines the horizontal pixel movement of the contents if the scroll arrow is held.

Options - List Box

Texture Set

Allows the user to define the texture set to be used with the List Box. These are defined in the GUITextureSets.xml file.

List Entry Font

Allows the user to set the font for list items of the list box.

Header Font

Allows the user to set the font for headers of the list box.

Row Height

Sets the height of the rows of the list box in pixels.

Num Columns

Sets the number of columns in the list box.

Column Headers

Sets whether there are headers or not for the list box.

Click Scroll Delta

Defines the vertical pixel movement of the contents if the scroll arrow is clicked once.

Hold Scroll Delta

Defines the vertical pixel movement of the contents if the scroll arrow is held.

Mouse Wheel Delta

Defines the vertical pixel movement of the contents if the mouse wheel is moved one notch.

Exterior Tile

When checked, it will tile the exterior textures instead of stretching them.

Exterior Partial Tiles

Allow partial tiles when tiling the exterior textures.

Interior Tile

When checked, it will tile the center texture instead of stretching it.

Interior Partial Tiles

Allow partial tiles when tiling the center texture.

Word Wrap List

Any list entries which are too wide are automatically turned into new rows in the list.

Word Wrap Entries

When checked, if the text in an entry is too long to fit in the list, it will wrap to a new line.

Shrinks to fit Elements

When checked the listbox will shrink to fit the elements in the list box.

Truncate Entries With "..."

When checked, if the text in an entry is too long to fit in the list, it will be truncated and "..." will be added to the end of the entry.

Scroll

Previews how the list box object will scroll.

Column Data

This defines the specific column data for the list box

Name

GUI editor name for the column

Width

Percentage width of the column to the list box with. This is a number from 0.0 - 1.0

Header

Allows the user to define the header as a Text ID, Icon button or Text Button

Icon

Define an icon to be displayed as the header

Text ID

Define a Text ID to be used as the header

Tooltip Text ID

Define a Text ID to be used as a tooltip when mousing over the header

Texture Set

Defines a button texture set to be used as the header

Numeric

Have this column's data be treated as a number when sorting.

Justification

Allows the column data to he justified as Left/Center/Right

Options - Movie

Movie

Allows the user to define the movie to be played in the object. The GUI tool accepts MP4 movies to be played.

Render Mode

Various modes for rendering the movie, including alpha, screen, greyscale, etc.

Loop

When enabled, the video will endlessly loop when it completes playing.

Mouse Collision

When checked, this object will interrupt mouse clicks.

Event Source

Allows code to be notified when mouse clicks happen. (Needs Mouse Collision turned on)

Options - Progress Bar

Texture Set

Allows the user to set the texture set used for the progress bar. These are defined in GUITextureSets.xml

Initial Fill

Allows the user to set the initial state of the progress bar. This is a percent value from 0.0 - 1.0

Bar Color

Change the tint of the fill of the progress bar.

Tile Middle

If checked, the texture for the middle of the background of the bar will be tiled over the length of the bar.

Horizontal/Vertical

These two radio buttons will allow the user to change the orientation of the progress bar to either horizontal or vertical layout.

Right to Left

When unchecked, the bar will flow from left to right - higher percentage to the right. When checked, the bar will flow right to left - higher percentage values to the left.

Tile Filled

If checked, the texture for the filled section of the bar will be tiled over the length of the fill.

Display Type

Allows the user to change the bar to a segmented type.

Segmented Bar Options

Number of Segments

Allows the set the number of segments to be displayed on the bar.

Segment Fill Color

Sets the fill color for the fill segments of the progress bar.

Segment Empty Color

Sets the background color for the empty segments of the progress bar.

Options - Quad

Texture

Sets the texture to be displayed on the quad object.

Texture Orientation

Changes the orientation of the texture displayed on the quad. For example, rotating, flipping, clip x/y, etc

Render Mode

Changes the way the quad is rendered. Options include alpha, screen, greyscale, etc.

Quad Rotation

Changes the rotation of the quad in degrees. Accepts numbers from 0 - 360.

Autosize

Resizes the quad based on the original dimensions of the texture the user has defined for the object.

Mouse Collision

When checked, this object will interrupt mouse clicks.

Event Source

Allows code to be notified when mouse clicks happen. (Needs Mouse Collision turned on)

Use Alpha

If the texture assigned to the quad has an alpha channel (transparency) set on it, checking this will not trigger if the user clicks where the texture is transparent. Requires mouse collision and event source to be set.

Texture Animation Properties

Allows the user to use a sprite sheet to create an animation on the quad. This feature will write to the TextureLibrary.gtl file.

Show/Hide

shows/hides the controls for the texture animation.

Play

Plays the texture animation based on the sheet size and speed settings.

Pause

If playing the texture animation, this button will pause the animation

Stop

If playing the texture animation, this button will stop the animation and return the animation to the first frame.

Animation Sheet Size

Allows the user to define the sheet size of the texture. For best results, use the same width and height.

Animation Speed

Allows the user to define the speed that the animation plays in game. Text with the play controls above.

Options - Scene

Implementation

Defines the code implementation to be used when the GUI scene is loaded

Use C++/Use LUA

Change the type of code implementation when loading the GUI scene between C++ and LUA

Module

Define the name of the code implementation file.

Is Fullscreen

Checking this option will stretch the scene to fill the current resolution that the game client is running in.

Pivot

This allows the user to define the center of the GUI scene.

Accepts Input

Turning this on allows the GUI scene to allow mouse clicks, etc. from the user in game.

Scaling

This option will turn on scaling for the scene as a whole. Typically used on GUI associated with objects in the game world.

Distance Rejection

This option will allow culling of the GUI scene. Typically used on GUI associated with objects in the game world.

Sizes Around Children

This option will allow the scene to automatically resize around its child objects.

Allow Child Anim

Allows objects within the GUI scene to play animations associated with them.

Allow Child Particles (*Deprecated. No longer used.)*

Options - Text Button

Texture Set

Allows the user to set the texture set on the text button. These are defined in the GUITextureSets.xml file.

Text ID

Sets the localized text ID to be used in the text object. Can be entered as raw text without localization.

Font

Sets the font that is used to display the text.

Justification

Sets the justification of the displayed text to either left, center or right.

Word Wrap

Allows the displayed text to wrap to the next line if the text flows outside the horizontal bounds of the text button object.

Caps Lock

Displays all text with upper case characters.

Truncate with "..."

If the text reaches the end of the bounding box, it will be truncated and "..." will be displayed at the end of the string.

Text Padding

Add vertical/horizontal padding margin to the text displayed inside the button.

Check State Enable

When checked, the button changes to a toggle style button with on (Checked) and off (Unchecked) states.

Check State Radio Button

When checked, the button changes to a radio style toggle button. This will only allow one button to be on (checked) of all the buttons in the same group.

State

Allows the user to preview the on (checked) or off (unchecked) states of the button.

Particle Set (*Deprecated. No longer used.)*

Options - Text Object

Text ID

Sets the localized text ID to be used in the text object. Can be entered as raw text without localization.

Font

Sets the font that is used to display the text.

Justification

Sets the justification of the displayed text to either left, center or right.

Text Vertical

Sets the vertical justification of the displayed text to either top, center or bottom.

Word Wrap

Allows the displayed text to wrap to the next line if the text flows outside the horizontal bounds of the text object.

Background

If checked, will turn on the frame options for displaying the text area with a frame around it. Helpful for shrinking the bounds of the text box for shorter text elements.

Caps Lock

Displays all text with upper case characters.

Truncate with "..."

If the text reaches the end of the bounding box, it will be truncated and "..." will be displayed at the end of the string.

Teletype

Display the text over time. Settings change the display from percent over time or a character/sec value.

Frame

If the Background setting is active, these settings will be enabled.

Texture Set

Texture set of the frame that is displayed behind the text.

Texture Orientation

Orientation of the frame texture that is displayed behind the text.

Exterior Tile

When checked, it will tile the exterior textures of the frame instead of stretching them.

Exterior Partial Tiles

Allow partial tiles when tiling the exterior textures.

Interior Tile

When checked, it will tile the center texture of the frame instead of stretching it.

Interior Partial Tiles

Allow partial tiles when tiling the center texture.

Auto-Resize Frame

When checked, the text object will resize down to fit the text inside the object. This will only shrink the bounds, not expand.

Padding - Vertical/Horizontal

Add vertical/horizontal padding margin to the text displayed.

Options - Tooltip

Font

Define the font used for the tooltip.

Texture Set

Define the texture set used to frame around the tooltip.

Margins

Define gap space between the edge of the frame and the text.

Line Settings

Length

Length of line pointing to tooltiped object.

Angle

Angle of line pointing to tooltiped object.

Tint

Sets the color and alpha of the line pointing to the tooltiped object

Brightening

Sets the brightness of the line pointing to the tooltiped object. 0 is no brightening, greater than 0 it gets brighter, while negative values set the line darker and darker.

Width

Sets the width of the line pointing to the tooltiped object.

Frame Connection Vertical Offset

Changes the vertical offset of the line where it connects to the frame around the tooltip.

Connection Point Texture

Uses Texture

Sets whether the tooltip uses a texture for the connection point of the tooltip line.

Texture

Sets the texture of the connection point of the line.

Line Connection Offsets

Offsets the connection point of the line to the object with an X and Y value.

Follow Mouse

Sets whether the tooltip will follow the mouse (Cannot be used with Use Line)

Use Line

Sets whether the tooltip will use a line for connection (Cannot be used with Follow Mouse)

Auto-Animates

Automatically animates the tooltip.

Animation Speed Multiplier

Adjusts the speed at which the animation on the tooltip is played.

Position

World Positioning

Uses absolute position values when determining where to display the associated object.

Relative Positioning

Uses relative position value based on an in world object that the GUI object is associated with.

X

Horizontal offset of the object from the 0, 0 point (top left) of the GUI scene. Positive values go to the right.

Y

Vertical offset of the object from the 0, 0 point (top left) of the GUI scene. Positive values go down.

Width

Sets the width of the object in pixels.

Height

Sets the height of the object in pixels.

Scrollbar Position

Allows the user to define the position of an attached scroll bar when/if it appears. The Left and Top values are based off of the 0, 0 (top left) position of the root scene.

Scrollbar Size

Allows the user to define the width and height of the scroll bar. For best results, set width to the texture set width of the scroll bar values.

States

Hidden

Toggles whether the object is visible and rendered in the GUI scene. This will affect how the object is displayed in the game client.

Topmost

Force this object to be rendered on top of everything. (use with extreme caution)

Enabled

Sets the enabled/disabled state of the object. Most useful on buttons or intractable objects.

Allow Focus

Deprecated. No longer used.

Allow Dissolve

Allows dissolve effects and other custom shader effects to be played on the object.

Tooltip

Allows the user to set tooltip text to be displayed on mouse over of the object. Works naturally for buttons. For objects like quads, "Mouse Collision" and "Event Source" must be enabled.