


Darnified ui nmm

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TexturesFontsMonofonto\_VeryLarge02\_Dialogs2.fnt:sFontFile\_4TexturesFontsDarN\_FrankleinBold\_Ot\_12.fnt sFontFile\_4TexturesFontsDarN\_Sui\_Generis\_Ot\_10.fnt sFontFile\_5 sFontFile\_5 TexturesFontsFixedsys\_Comp\_uniform\_width.fnt; sFontFile\_6 TexturesFontsDarN\_Libell\_Suit\_Ot\_24 TexturesFontsDarN\_PetitaMedium\_Outline\_18.fnt;sFontFile\_6TexturesFontsDarN\_Forgotten\_Futurist\_Ot\_18.fnt sFontFile\_6TexturesFontsDarN\_Sui\_Generis\_Ot\_13.fnt;sFontFile\_7 TexturesFontsBaked-in\_Monofonto\_Large <0> sFontFile\_7 sFontFile\_7 TexturesFontsDarN\_Libell\_Suit\_Ot\_24 TexturesFontsDarN\_Kill\_Outline\_20TexturesFontsDarN\_Kill\_Outline\_20.fnt sFontFile\_8TexturesFontsGlow\_Futura\_Caps\_Large.fnt This font installation has original notes commented on, along with some alternatives you can use. The default game will be the first comment to record if there are more than one. Make sure that b invalidateOlderFiles is set at 1 ini. Location Ini:XP - My documentsMoy gameFall3FALLOUT.INIv Vista/Win7 - UsersYOUR NAMEDocumentsMy GamesFallout3FALLOUT.INI Delete FOMOD: - Deactivate mod in FOMM Manager Package Uninstall 7z: - Delete files copied. Watch out if you're using more UI mods, or simply delete the menu folder if it's the only one. Remove Meshterminalplayerfacelights01.nif - Remove Texturesdarn - Bring back any ini changes made Use: The only thing you'll notice to start with are new fonts and zoom changes. I tried to keep as close to the original look as possible outside of them. For further open the config (prefabs/DUIF3Settings.xml) file and look at the options. I tried to post comments there as much as possible to explain the different options. Happy setting. :D troubleshooting: if you CTD or other difficulties - Make sure to edit ini properly - Make sure all the files are where they need to be, make sure that none of the files listed in Archive/Invalidation.txt - The mod test itself - no other mods installed Known problems: It can't be fixed with xml, so you can set your color in hud something in line with the menu options. NOTE: Hotfix is a patch - you need an a11 that will be installed first. Users of the a10 update must remove DUIF3Extras.esp. Only DarNifiedUIF3.esp is now used. Changes a11 - a11.1 - Fixed FOOK2 NVMeter - Fixed Missing BreathMeter - Cleaning of some scripts - DarNified the HotKeys gridChanges a10 - a11: - Fixed incorrect color for the Encumbrance counter - Fixed word wrapper in the Message Menu - Fixed card, clipping - Corrected error in the output version of FOSE - Corrected FWE KARMA - Fixed some rare StatsMenu XB360 (shiholude) controller problems - Fixed DUI settings for XB360 controller users - Fixed bug with skills qgt; 100 - Skills of the zgt;100 are now updated and stored in the LevelUp menu - Made blank/locked/and etc. text red - merged esp - Changed action area Info text /hotkey color to match HUD - Modified V.A.T.S. hotkeys/buttons color, to match HUD - Remade message brackets (dynamic size) - Improved script time update xtras (wait/sleep) - Placed zoom restrictions on some elements to prevent text overlap (e.g. ammunition) - Some common optimizations in HUD EMP, Frost, and Electric Resistance to Statistics HUD - Added Combat Indicator to HUD - Added setting for alpha override for crosshairs - Added FWE primary needs counters (FWE 4.0) (tmp esp included) - Added FOOK2 Night Vision recharging metertopicsRepliesViewLast post1 , 2, 3, 4by RevRaptor » 25 Oct 2010 03:53 17 Replies41410 ViewsLast post by zygster525 26 Sep 2013 16:49by slygthmog » 27 Feb 2010 21:46 2 Replies11874 ViewsLast post by jackheartness 12 Aug 2014 01:01by Goldknife » 15 Mar 2012 18:36 2 Replies15230 ViewsLast post by Goldknife 16 Mar 2012 02:021, 2by Saturn Celeste » 19 Sep 2010 12:25 7 Replies58127 ViewsLast post by Saturn Celeste 21 Sep 2010 13:47by loader » 25 Feb 2011 14:50 4 Replies36991 ViewsLast post by loader 27 Feb 2011 17:241, 2by dragonxxbane » 16 Oct 2012 05:26 5 Replies9634 ViewsLast post by xX\_Spectre\_Xx 10 Mar 2015 00:241, 2by Prailos » 06 Dec 2011 20:20 7 Replies66843 ViewsLast post by loader 16 Dec 2011 10:431, 2by Prailos » 16 Dec 2011 05:59 9 Replies70549 ViewsLast post by Prailos 22 Jan 2012 07:121 , 2by Grail quest » 10 April 2012 12:47 5 Responses13705 viewsDru followed post Martian 14 June 2012 drakeelvin » 19 April 2012 21:22 2 2 2 2 Responses6729 ViewsEdt by Saturn Celeste 20 April 2012 22:18by FaroesegaardAs 07 Oct 2012 03:29 3 Responses6793 Views Last post Gehenne 08 Oct 2012 15:38By Stylen » 08 Dec Dec 23:43 3 Answers6757 ViewsDopy post Gehenne 09 December 2012 01:38by Fiend 18 February 2013 08:50 0 Answers8750 ViewsEd by Fiend 18 February 2013 08:501, 2, 3, 4by Dark Lilith 24 January 2009 01:21 15 Answers17928 ViewsLast post by Darwin Machiavelli 12 February 2009 22:581, 12 February 2009 22:581, 12, 3by Webslug » 01 February 2009 18:57 10 Responses15851 Views Last post by username June 17, 2009 13:591 , 2by Webslug 12 February 2009 20:45 8 Responses20071 Views Following the webslug post 08 Aug 2009 16:20 videogame\_asset My games When logged in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. See all the games (1,087) Page 2 As soon as you get out of the sewers, you start messing with the mess: Tons of keys, hundreds of ingredients, more potions than all the pharmacists at Vvardenfell together. And only six visible slots! Sure, you can install a mod user interface and get 16, or 20, but you want the real deal. Suddenly, you want you to have Morrowind inventory back - here you allow you to use the DarNified user interface for Fallout 3 or New Vegas without editing INI files. Requirements of Permits and credits of DarNified user interface font kettles is in the public domain. No credit is required. Respect to DarN for its great fashion user interface. This mod is not chosen in receiving Donation Points This package of bogus font cards that refer to proper UI font files rather than vanilla ones. This allows you to use DUI for Fallout 3 or New Vegas without changing INI files. Just use your mod manager to install the original DarNified UI mod or an updated community version along with this one and you're ready to play. You can also combine it with DUI into a single archive. This you intend to install additional fashion user interface, such as MCM or Project Nevada, you will find this article quite useful. DarNUI'd DarN 1.6By Gothic251 ALRIGHT!!!! I did it!!!!!! Here you go guys, I know how much you all ask DarN and Darkbird and god knows who else if there is a version of the DarkUI DarNified user interface. I've worked my butt off (200-plus hours) to change color, fix small bugs, and generally makes the perfect DarkUI-fied DarNified user interface. I changed the colors of some things in certain places that are different from the usual DarkUI, simply because the changes to the DarNified user interface called for this. For example, when choosing a dialogue option, a person's name is now whiter than a dialogue choice to make it easier to distinguish between a person's name and their parameters. I've also developed a lot of niggles and bugs, such as when you're more burdened, now in inventory, as in a container, only the current burden is red, and max and current and slash. I've experienced this quite broadly myself, but if any mistakes or things occur, or if any colors look, tell me and I'll look into it. I hope you guys like this, it's it includes the entire version of the User Interface DarNified 1.3.2 and the entire version of DarkUI 2.40. It also contains DarkUI DarkUI Screen Download, and Shivering Islands DarkUI HTF Screen Loading. It also includes the DarkUI-fied Main Video Menu and the Map-Scroll Video Fritzdogg. It also fixes the tile problems with the textures on the map and inventory screens, as thanks to the amazing work of Brumbek and Belinda. You may want to set up the video folder first, in case you don't like Fritzdogg replacements. Note: These videos, due to space constraints, are only in the manual version. If you want these darkUI'd default videos, download the manual version and move the files to the video folder, or download them here you update from the previous installation, please delete the old version before installing 1.6 as multiple files have been moved, and the inability to delete them in the first place will result in a pointless few files. If you installed the previous version, first delete the old version. For removal instructions, refer to the below-down reading. This will provide a clean installation without errors 1.61. Extract Fonta folders, Menu, Networks, Textures, and Videos into the data folder.2 The DarNified Books method has changed from DarNifiedUI to 1.3.2. With the release of The Grimbots Shivering Book Jackets, the number of ESPs needed to accommodate everyone would triple. It is now processed through Wrye Bash. In the Wrye Bash version of 1.54 and above, there's an optional option to customize All your books. For a tutorial on how to do this, go to this post at DarN's forums. - Edit My Documents My GamesOblivion.ini to use new fonts. Choose between two font sizes (Big just REALLY MORE)Normal fonts: Fonts SFontFile\_1DataFons Kingthings\_Regular.fntSFontFile\_2Data backgrounds DarN\_Kingthings\_Petrock\_14.fntSFontFile-3Data-Fonts-DarN\_Kingthings\_Petrock\_16.fntSFontFile-4Data-Fonts-DarN\_Oblivion\_28.fntSFontFile-5Data-Fonts-Handwritten.fntLarge fonts : (Fonts) SFontFile\_1 Data, backgrounds Kingthings\_Regular.fntSFontFile\_2Data-Fonts.DarN\_LG\_Kingthings\_Petrock\_14.fntSFontFil DarN\_LG\_Kingthings\_Petrock\_18.fntSFontFile-4Data-Fonts-DarN\_Oblivion\_28.fntSFontFile-5Data-Fonts-Handwritten.fntNotice has a new font 4, which is VASTLY improved Daedric font. This variation of the Daedric font also adds the letter X to the Daedric alphabet, as it never existed before. (New optional step) Copy the desired custom font 1 (used in default books, main menu and inventory page 1 and 2) in Data-Fonts and inventory page 1 and 2) in Data-Fonts:Kingthings\_Regular.fnttoSFontFile-1Data-Fonts:xxxx.fntPlacing font name (EXACT NAME) instead of x.s.4. Installing any additional menus or download screens by dragging and falling to the data folder. Use DarkUI'd download screens only if you don't use Galahaut Atmospheric Download Screens or Loading Screens Themed Replacer from Troiff. (New optional step) If you use any other download screen replacement other than the default download screens, I've included a DarNified version for it included in the optional 'Alternative download xml screen' menu in the folder. Just copy the relevant version to the Menu folder. If you want to restore the classic menu format, just drag and dip all the files in the Optional MenuClassic Inventory into the data folder. Let it be known that wz\_inventory now looks even closer at the classic menu format, and to instantly wz\_its ability, you need to click the icon in the top left corner of the inventory. To keep it in wz\_its formatting, just edit Menus/Prefabs/dam/inventory\_config.xml.6. If you want a full color local map (first page of the map, not the second) (they really look amazing) open Oblivion.ini and do a biocalmapshader search. If he has one, change it to 0. It really looks cool full of color. You must have OBMM v1.1.12 and allow additional types of wizards to be installed in OBMM settings. Before installing DarkUI'd DarN through OMOD, make sure you delete any previous versions.1 Remove the OMOD file to the folder (installing Oblivion) 2. Start Oblivion Mod Manager.3. Make sure to square the name of the mod green/tan. If it's red, delete the previously installed version.4. Double-click mod on the right side of the OBMM.5 screen. Bring your name in the box (look at the credits for surprise), then click Set Everything. Use a partial installation only if you fully understand what you are doing.6 When the list of options comes up, control-click every option you want to install. On the next screen, choose either regular or large fonts. Click the Yes button on each box that fits to allow OMOD to edit the ini file with new font information.8. Once the installation is complete, the field next to the mod should be blue.9. DarNify Books in Wrye Bash if you so wish. A tutorial on how to do this can be found in this post on DarN's forums In this version, this version is so much improved compared to the entire previous version of DarNified/DarkUI'd DarN that you need to explain its new features. First, let's start with the map menu. On the world map you will notice a small symbol in the bottom right corner. Click on this to tab the map configuration. Using this tab, you can switch any combination of markers from the map. You can also disable the player icon, quest markers, and so on, increasing immersion and modularity to endless highs. However, these settings will be lost when you exit So if you want to change the way the map menu works forever, set up map\_config.xml in Data\Menus-Prefabs\darn. Second, menu stats. The original tab one and tab two were combined into a tab one to show more information at once. Along with this, the mock Major-Jims ability has been added. The amount that the statistics change will be shown next to the statistics, and the changed total number of statistics will be shown next to the statistics modifier. The same was done for tab 2, which used to be tab 3. The now empty five page stats tab has been turned into a configuration page. You can literally change everything about Hud, leading to endless immersion. You can even simulate an immersive interface with a sufficient setup. This will prove to be immersive Interface out of date, as in several configurations, you have a user immersion interface built into your DarNifiedUI'd DarN installation. Again, as in the map menu, these settings are lost after you leave the game, and so you have to set up hudmainmenu\_config.xml in Data\Menus-Prefabs\darn. However, this setup is made simple, as for every other configuration, an option that you have to change, told you in the description for the ingame setting. Since once you've got Hud looking like you want, just take a screenshot or record the settings, change the necessary settings xml, and vual, your own customized DarNifiedUI'd DarkUI'd DarN. There's also the ability to have the font on the launch screen (continue, new ...) there's a Daedric font, and when mouseover, turn to a normal font. If you want this, just change the false variable: in The Data\Menus-Prefabs\system\_config.xml to true. INSTALLATION1. Delete all files associated with this mod. This can be done quite easily by simply removing the following folders Data-FontsData-MenusData-Menu,DarnData-Textures-DarkUIData-Textures-Menus-DarnData-Textures-Menus50-StatsData-Textures-Menus80.Stats2. Edit Oblivion.ini to the original font setting: Fonts SFontFile\_1 DataFons Kingthings\_Regular.fntSFontFile\_2Fons data Kingthings\_Shadowed.fntSFontFile-3Data-Font s-Tahoma\_Bold\_Small.fntSFontFile-4Data-Fonts-Daedric\_Font.fntSFontFile-writen.fnte DUMMY's KNOWN ISSUES OR BUGS: When you reach the top rank in the next label will read". The unofficial patch of oblivion made by Kwarn and Kiwan now captures this. If you're not already using it, download the latest version of it. This mod fixes THOUSANDS bugs in Oblivion. Textures, grids, sounds, placement errors, text errors, Havok errors: The list goes on. However, while it corrects the rank faction error, it won't fix it for KOTN or SI. For the KOTN factions, download the latest version of the unofficial Shivering Island patch. READ MORE - Original release1.1 - Corrected Spell\_purchase The headline color text- Fixed recurring DarkUI problem with mid-bars inventory, having a gap-fixed recurring DarkUI issue with a container in the middle of bars having a break-fixed control in bars appears as black1.1.1 - The modified version in the main menu, now actually says 1.1.1- Fixed problem, Where hand-in-hand damage icon not appearing.1.2 - Fixed fraction of the color rank-added new 1.2 beta DarN Message Menu-Changed main color font menu to the original color of DarkUI- Added new additional menusKACAS menusLighter Main Menu Text, for dark background videos.1.2.1 - Wow I feel backward. Added missing DarN textures. Breathing Meter, Durability Bar, Compass Frames, and Fader Bars now have to work properly.1.2.2 - In my rush to bring you a new fix, I broke something. This captures the strength of the bar while in inventory1.2.3 - Man, I really need to learn RTFM. The Bar Durability is back to normal, and here's why: My bar durability hasn't gone until now. Why? A: It has a 100% notch. Once you reach the expert level in the armor, it will fill in full (125%).1.3 - Remade from scratch with DarNified user interface 1.2.1.2 changes are the following- Added more font alternative-added message Menu-Added Sigil Stone Menu-Added Enchantment Setting Menu-Added TextEdit Menu-Added Skills Perk Menu - Made all files are valid xml (fixed quite a few Bethesda errors in the process) - Made edits to the necessary files for the menu run compatibilityhud\_main\_menu.xml- Made a new feature photo graphic location to work with large fontshorizontal\_floating\_scroll.xml- Changes to accommodate custom restrictions in Enchantment Setting MenuDarNified-Added compatible versions for placing books, Intelligence Overhaul and combinations of them- Fixed pop-up overlap problem with brumbeks no tile version inventory/magic/screen stats-Added to fully fixed page extension and map background texture As fixed Belinda-Added new, better look load lines (things that share your saves on the download screen) (thanks belinda) - Added new extra menu, Sneak Icon At Center Screen- Fixed problem with inventory/alchemy/sigil stone/container/repair, where some icons will show the lines on the sides, top, or bottom of the icon-made container and inventorywheilecontainer have the same texture/size- Fixed some small errors placing icon-Fixed Soulgem Reloading Text Color-Fixed Level Up stat color modifier back into green-Fixed HUD's Health Bar percentage shadow-fixed-negotiate scroll Fixed the flicker of the vertical bar in the magical menu-Fixed Charms name focus-box-Fixed Sigil Stone name focus-box fixed durability bar edges in HUD-Fixed minor spaces in all menu-fixed health etc. bars act as health bars default user interface (edge does not go at the end of the handle) - Fixed steam Small Color Errors- Fixed graphically some textures- Deleted unnecessary files (small weight loss and organization) - Put the boot screens in the optional menu, to stop it from (potentially) conflicting with atmospheric boot screens-fixed so many other small bugs it's too long to list (and can't remember them all)1.3.1 - Fixed a lot of small bugs (mostly color errors) - Fixed a small graphic error with download/saving screen boundaries- Remote factions rank Fix (see. Above in known questions and errors for a reason)1.3.5 - Added all the changes from the DarNified user interface 1.2.11.2.1 changes are the following- Fix the tiles fix to work on the texture size of the zlt; - High-Fix some positioning in the hood bars-Comments from the superfluous image in the hud-Fix EnchantmentSetting Menu the height overlap when the elements of the 4-Fix Audio Menu are the width of the calculation-depth change selector nif to prevent

overlap in DarNified wz\_Inventory- Fixed small errors1. 4 - Added all changes from DarNified user interface 1.2.5 and 1.2.61.2.5 changes are the following- Added download menu- Added DarNified wz\_Inventory- Added Menu Credits- Added Custom Options for font 1- Updated Intelligence Overhaul plug-ins up to 1.211.2.6 changes are the following- Fixed error in the credit menu causing the username not to appear in the credits-Made user interface compatible with the switched amount of Prompt 2.0- Dialogue background is off, When dialogue subtitles are disabled-Removed text debugging from the enchantmentsetting menu-added quest pop-up removal option-Added Cinematic Dialogue Options dialog\_config.xml- Shared icon is now off when using message removal- Added setting, to remove the sneaky eye on the hudreticle\_config.xml- Tweaked some positions in the Alchemy Menu-Fixed Color Error in the Alchemy Menu-Improved Version of The Info in the Main Menu- Made a proper general message icon-fixed problem with the Magic Tabs and Menu Map (a lingering original user interface piece) - In making this compatible with the TPK, the feature of the confirmation of the keys has been restored, got rid of the now useless file) - Map menu pages 1 and 2 now reach the top of the screen, instead of 1 pixel short-fixed page error card, Fixed Card Boundaries (they're now actually visible when enabled) - Updated -Minorly fixed KCAS menu-Added DarNified Screen Download xml's for DarkUI'd Download screens (those included in this mod) and atmospheric download screens1.4.5- Removed mipmaps from wz\_Inventory equip-icon as it caused a terrible blur- Remove the need. If you use it, you can now remove it and not No consequences. YAY! - Completely remade Readme. Now it looks much better and has a q/A section (stolen from DarN! :P), and the instructions should be much clearer. So if you have a question, READ DAMN README!1.4.6- Fixed a lot of errors with HUD Reticule- Slightly rewrote the parts of the cheat to make it clearer1.5- Added all the changes from DarNified 1.31.3 changes are the following- Moved all config files to prefabs' darn-cleared some config files-significantly-significant- Tabs in all menus up to .75 and added hover effects included DarNified Books for OOO- Fixed bug in the control display menu (Bethsoft original) - DarNified wz\_Inventory currently has default inventory- Tweaked 8 custom fonts 1 choicesInstaller- Added filters for redundant items in page options- Made HUD, Menu Statistics, Breathmeter Subtitles and Information Menu One ChoiceStats Menu- DarNified and Combined Pages 1 and 2- Page 5 is currently used in game settings (actually part of the hood) - Cleaned and tweaked all page-added modifiers numbers where it is applicable in page 1 and 2- Fixed page 2 layout before class selection (ie. tutorial dungeon)Main menu:- Made buttons vertical and static width- Added option :- Displaced strength rack - Prevented talk and crown icons from appearance in third-person mode (compromise) - Added in game settings-New settings :- Global scale customization for hud items- Control OF POI icons in the compass: switch quest / player marker / poi icons, Reveal Distance- Global HUD transparency- Compass background/frame on/off-statusbars disappear as they fill-hide basic settings for characters (No Crown) - Enemy Health Bar on/turning off-location information in/off-off-messages on/off-magic effects on/off-level-up icon on/off wz\_Inventory-end to hide irrelevant icons in the grid pop-up- Made proper icons appear in the grid pop-up- Fixed the error in the right aligned pop-up (container theme) - Fixed blank position error on the initial list of view-optimized code significantlymap menu:- Implemented full in-game scaling-added filters for location icons, quest markers, player marker and player location - Restored HUD Reticule back to default status. If you use a custom Reticule, place it in the proper place from now on (textures)- Fixed several colors and alpha on enchantmentsettings\_menu.xml.- Fully fixed card boundaries. Now have to work on all resolutions.- Fixed many other different odds and ends.1.5.1- Changed fashion name and all links to DarN to properly follow the name DarN-Fixed Magic Menu tab 2 from alchemy to arrow icon-fixed hud\_back to the proper version of DarkUI'd DarN (was white instead of red) - Fixed icon sneak from the flicker. Now it correctly disappears in and out-re-added DarNified atmospheric boot screens xml (sorry :p) - In the Sigilstone menu, changed the enchanted box name item from Enchanted Item (Click change) to the Name Enchanted Item, as it is as it is in Spelling and Enchanting1.5.5- Added all the changes from DarNifiedUI 1.11.3.1 Are: - Fixed position Arc Timer- Fixed activation icons in the 3rd person - Fixed incorrect tab icon for range spells in Magic Menu- Fixed the prefabricated path in KCAS Level Up Menu-Fixed Hand-in-Hand Damage Display in the stats pop-up-fixed error in Kingthings Calligraphy-Smoothed out Sneak Eye Visual Effects- Added Autofade Cutoff Settings-Added Effect Icon Settings- Divided gfx and text hud alpha settings alpha settings bGridSepNewline for Inventory Optimized Card Icon Filter a little-added filter for local map icons-Removed in-game zoom card-Added RealisticLeveling for Detection Fashion-Enhanced Installation Font Processing removed By DarNified Books- Made DarkUI version of textures for map config pop-ups.1.5.6- Fixed menu stats with white stripes across it for some users.- Implemented Spewboy's Cleaner Download Bar Texture.- Added menu for Trollf's Them replacer - DarkUI version made by Khalim.1.6- Added all changes from DarNifiedUI 1.3.21.3.2 changes are:- Fixed white square bug in menu Statistics- Fixed the minimum (no) area in the enchantmentsetting menu says 9 - Fixed the height of the discrepancy with the menu stats-Cleaned Magic Menu little-added config file for persuasion Menu-Added scroll in the message menu for long texts (for example. Kyoma's Journal Mod) - Added alignment options to the text HUD Location- Scenario: Added compatibility for Oblivion XP Levelling- Scenario: Fixed some problems with modular installations- Scenario: Hopefully corrected Bug Palatino Scenario: Fashion Detection Now Also Discovers Active Fashion-Fixed Some Minor Errors of the OMOD FAS Script: Why My Cut Off Is Thin At the Bottom? A: Make sure iSafe values in Oblivion.ini are set by default (20). In: My browser gives me a garbage error message when I open the xml files! A: Open them with your usual text editor. Don't use Word or anything that inserts formatting codes. The question is: What is this brown bar below my weapon? A: It's a strength bar. It shows the health of your currently equipped weapon. The question is: My longevity bar doesn't go all the way up. Why? A: It has a 100% notch. Once you reach the expert level in the gunsmith, you will be able to fill it completely (125%). A: Here's the default Oblivion. This is called mining backlog, and there is (basically) no way to fix it. The question is: My resolution is 1024 and... A: Anything below 1024x768 will look bad and you won't be able to read the text. Use something other than the DarNified user interface / DarkUI'd DarN.: I'm making some adjustments to some settings and nothing happens, WTF? A: The settings you set up are probably override. This will change in the future, according to the work of the brilliant DarN.: I am editing Oblivion.ini and nothing changes, WTF? A: Make sure you edit the correct one (My documents/My games/Oblivion/Oblivion.ini). Never mess with Oblivion\_default.ini in the Oblivion folder. The question: So my text shows messed up /big /doesn't show up... What happened? A: Have you edited your Oblivion.ini? I bet you didn't. Seriously, if you're not going to read I don't know why you use mods. READ READ READ!!!! (Well, you're kinda now. you'll get my point of view. :P) : The installer tells me that the Palatino font doesn't support the Conventional style. What does it give? A: He shouldn't do it anymore, but if it does, post and we'll look in name on Bethesda Elderscrolls Forums gothic251. Don't be afraid to leave me PM. HOMSHUGH THANK you:DarN - Thank you for everything and for being so helpful and understanding. DarkbirdyFritzdoggBrumbek - Thanks for the texture and constant attempts to help. :P HTFBrianmac - To find out the texture problem of the Belinda menu - Where would my mod without your error reports/fixes tex? Luchoire - For the skins of DarNUI / DarkUI'd DarN and a couple of tex'sAnybody, who reported the error and all for support!!!! (200,000 Downloads Strong!!!!) LICENSING/ LEGALYou cannot repost this fashion, or any conclusion of this fashion, on any other site without my explicit written permission to do so. Page 2 Once you get out of the sewer, you start messing with the clutter: Tons of keys, hundreds of ingredients, more potions than all the pharmacists at Vvardenfell together. And only six visible slots! Sure, you can install a mod user interface and get 16, or 20, but you want the real deal. Suddenly, you want you to have a morrowind inventory back Well -- here you are

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