

# FtG UI Mod

A flexible **Dragon Age: Origins** modification with the immediate goal of improving the readability of the game's user interface and providing other enhancements.

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**Mod name:** FtG UI Mod.

**Mod version:** 2.1.

**Game version:** 1.03 – 1.04.

**Release date:** August 3<sup>rd</sup>, 2010.

**Author:** FollowTheGourd.

## What's New

This version contains no new features, but provides game v1.04 compatibility and two bug fixes:

- Subtitles at the bottom after the five second timeout weren't properly disappearing when the game had subtitles off. Reported by Porkdish.
- Better minimum font size for the abilities and levelup description tooltips. Could cause font-size issue with trailing whitespace as it seems to be non-breaking and wordwrap doesn't account for it. Shouldn't happen with any official content.

# Getting Started

## *How to Install the Mod*

### Install with *DAUpdater*

- Double click the file "FtG UI Mod – v2.1.dazip".
- Select the row with the mod, and then click the button *Install Selected*.
- After the mod installs, close the updater window.
- **If the mod doesn't appear to be active in game**, then follow these instructions:
  - In the game's main menu, select *Downloadable Content*.
  - Open the *Installed Content* tab.
  - Look for the entry "FtG UI Mod ~ v2.1".
  - Here are some possibilities:
    - If it's unchecked, then recheck it and **restart the game** to ensure the mod is properly loaded, even though it doesn't prompt you to restart.
    - Make sure you have game patch v1.03 installed or the mod will not load. If you want to use the mod with an earlier game version, try v1.1 of the mod.

## *How to Configure the Mod*

- The full install package for this mod comes with the application *FtG\_UIMod\_Config.exe* in the *Config* folder. *Running this application copies any missing configuration files into My Documents\BioWare\Dragon Age\packages\core\override\FTG\_UIMOD. The mod will function just fine with default values if you don't run this application, however.*
- Launch *FtG\_UIMod\_Config.exe* and make the desired changes. A proper manual is forthcoming, but of note are the following:

### Cutscenes

- **Scale size according to in-game resolution:** recommended to leave it checked and leave the font size at or near 16. Using very large fonts together with scaling will result in poor alignment and text rendering.
- **Subtitles color:** set to white by default. If you want gold back, click the color button and select the gold color from *Custom colors* near the bottom.

### Book Menus

- **Color:** black text by default. If you want the original dark-brown text, click the color button and select the brown color from *Custom colors* near the bottom.
- In this current release of the mod, the options in this menu affect the journal more than other text that uses the book-backing UI.

- **Size:** As of v2.0 of the mod, there is now the option for automatic size scaling. This is the default setting. Also as of v2.0, the font size is independent of whether the UI element is scaled up or not.

#### Tooltips

- **Size:** the font size used. As of v2.0 of the mod, there is now the option for automatic size scaling. This is the default setting. Also as of v2.0, the font size is independent of whether the UI element is scaled up or not.

### ***How to Disable the Mod***

- Select *Downloadable Content* from the game's main menu.
- Click the *Installed Content* tab.
- Uncheck "FtG UI Mod ~ v2.1" in the content list.
- Restart the game to ensure that all UI resources have been properly reloaded by the game.

### ***Compatibility***

- This UI mod should be fundamentally compatible with mostly any other mod at the current time, as the UI resources are what's altered. But there may shortly be another mod that would otherwise be incompatible except that the author has expressed interest in making a compatibility version.
- However, if you have a previous test version of this mod or the Larger Conversation Text mod (what this mod used to be called), then you'll need to uninstall those to ensure they don't take precedence over this one.
- It's possible that another mod may have used a range in M2DA\_base that conflicts with this one, in which case the configuration files would be affected. If it's determined to be the case, please inform me and possibly direct this link to the other author's attention:  
[http://social.bioware.com/wiki/datooset/index.php/2DA\\_ranges\\_in\\_use](http://social.bioware.com/wiki/datooset/index.php/2DA_ranges_in_use).

### ***Known Issues***

- The larger icon sizes make it a little more difficult to drop items into the quickbar. If it looks like an item isn't taking, make sure the mouse cursor is in fact in the quickbar slot and it's highlighted. I hope to make this more intuitive in a future release.
- While seemingly driver or hardware related, there's been one report of small texture flashing in the inventory menu near the coin icons at certain resolutions. Setting less than 8x anti-aliasing was identified as a workaround.
- There's still a lot of work that remains to be done on the text, some parts

more complete than others.

- Currently some of the fixed size tooltips won't fit properly in their frame if you chose a large font size. While the text won't get cut off, this is something I plan to address later. You'll probably especially notice it in the menu tooltips and other places that a larger font size is set but the associated user interface is not scaled to screen height.
- The lock icon tooltip on the quickbar goes a little below the bottom of the screen when using a larger font size. This is something minor I hope to address later.
- Even though some text is harder to assign a custom font size to, I should still allow you to change its color if desired.
- Fix some "dead space" on the base of the character selection arrow. Not my fault, but it's easier to hit it now that the interface is enlarged.
- Fix the textures on the interface that look poor when enlarged.
- Determine what to do with the 3D paperdoll (character) in the inventory and character sheet for different resolutions. It's low resolution and there doesn't appear to be any way to make it render better. I could always shrink it back down again.

## List of Current Changes

This still needs finishing but currently setting text font size and color is supported in the following:

- Quest journal.
- Codex.
- Conversation history.
- Tooltips. (**Note**: color support is still coming, and not everything that looks like a tooltip is in fact a tooltip. I'm still working on it.)
- Abilities menu (skills, spells, and talents).

The following UI elements are currently scaled up to take full advantage of your display resolution:

- Conversation text during cutscenes.
- Abilities menu (skills, spells, and talents).
- Chanter's board.
- Character sheet.
- Crafting menu.
- Inventory menu.
- Item examination popup.
- Entire journal (so including the codex).
- Level-up menu.

- Local and world map. (The mini-map HUD is still to come.)
- Merchant menu.
- Tactics menu.
- Enchantment menu.
- Floating text.

## Special Thanks

To all those who provided feedback, encouragement, and other suggestions. There are probably too many to enumerate without missing somebody and making them feel slighted – but you know who you all are, and I hope to keep hearing on ways to improve this mod.

Also, thanks to the *flasm*, *MTASC*, and *FlashDevelop* projects, which made editing the UI scripts a lot easier to accomplish and to BioWare for creating the game and UI in the first place.