

SkyHUD

REFERENCE MANUAL

Beta Version 0.50B

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Thank you for checking out SkyHUD.

This manual will give you a brief overview of SkyHUD features and serves as a reference for the settings.

Also as it turns out this box is too big now and I'm too lazy to edit it so here's some more words.

INTRODUCTION



IMPORTANT: For this beta release the guide does not go over install operations and expects a certain degree of know-how from the users. Eventually this document will be expanded into a comprehensive user guide.



While the mod is fully functional you can expect to come across a few bugs and odd behaviors here and there. Please do report these.



This document is rendered at 1440p and optimized for viewing on 16:9 24" monitors.

List of Abbreviations

Skyrim	- The Elder Scrolls V: Skyrim
Skyrim SE	- The Elder Scrolls V: Skyrim Special Edition
%SkyrimSE%	- Skyrim SE installation folder
SIM	- Skyrim Interface Makeover mod

What is *SkyHUD*?

It's a heads-up display (HUD) configuration mod for *Skyrim SE*, not dissimilar to *Less Intrusive HUD* and *MinimalHUD* in classic *Skyrim*.

SkyHUD allows you to toggle HUD elements on or off, scale their sizes and change their positions. For a list of possible configurations see [CONFIGURATION CHART]. Some of *Skyrim* HUD elements are not yet included, notably animated quest text update and shout/location discovery update.

Customization is done by editing *skyhud.ini* file located in “%SkyrimSE%\Data\Interface\skyhud” folder. The INI file is formatted to be similar with *Skyrim*'s own INI files like *Skyrim.ini* and *SkyrimPrefs.ini*.



A GUI-based configurator is currently in the making, which should relieve users from editing the INI file manually.

Extra Features

SkyHUD comes with a few hand-crafted versions of some elements -- compass, crosshair and ammo count HUD to name a few. There is also an option to display a real-time clock on the HUD. See [EXTRA FEATURES] for a quick overview. As a spiritual offshoot of *SIM*, this mod supports normal fonts out of the box.

Current Plan

SkyHUD Configuration Tool - A GUI-based configurator for *skyhud.ini* with a preset manager and - possibly - a settings preview screen.

Current status: Work in progress

Clock customization -

Various styles for system clock. Will either be included in this mod or released as a separate compatible mod.

Current status: Early work in progress

Detached compass marker -

Separate compass markers from the UI file to more easily facilitate custom map marker mods.

Current status: Done



CONFIGURATION CHART

	Element	Visibility	Scale	Position	Alternate Modes
1	Health Bar	✓	✓	✓	✓
2	Stamina Bar	✓	✓	✓	✓
3	Magicka Bar	✓	✓	✓	✓
4	Charge Meter	✓	✓	✓	🔧
5	Compass	✖	✓	✓	✓
6	Compass Marker	✓	✓	✓	✖
7	Enemy Health	✖	✓	✓	✖
8	Ammo	✓	✓	✓	✓
9	Crosshair	✖	✓	✓	✓
10	Stealth Meter	✓	✓	✓	✓
11	Activate Button	✓	✖	✓	✖
12	Activate Prompt	✖	✓	✓	✖
13	Subtitle	✖	✓	✓	✖
14	Current Location	✖	✓	✓	✖
15	Notification Message	✖	✓	✓	✖
16	Animated Letters	✖	🔧	🔧	✖
17	Animated Dragon Letters	✖	🔧	🔧	✖
18	Quest Message	✖	✓	✖	✖
19	System Clock	✓	✓	✓	✓

✓ - Available 🔧 - Planned ✖ - Unavailable ✖ - Game settings

EXTRA FEATURES

Slim Compass



Inspired in part by *lavigne77's Less Intrusive HUD*, this slim compass comes with its own custom shout cooldown animation.

Alternative Ammo HUD



An elegant alternative to the default ammo HUD.

Dot Crosshair



A staple of many a player's setup, *SkyHUD's* offering is a dynamic crosshair that reacts to various contexts just like the default crosshair.

Left-aligned Health and Stamina meter



Single-aligned player status meter is widely used in a lot of games due to its versatility. This option allows to arrange your meters in various ways without having them look jarring.

In-game System Clock



Keep track of time while immersing yourself. One more dungeon.

Fixed letterspacing for animated letters



A great pet peeve of mine.
Relevant XKCD - <https://xkcd.com/1015/>

SKYHUD.INI REFERENCE

[Gameplay]

This section contains settings that govern various element behaviors.

bBottomStealth=(0,1)

Toggle bottom-aligned stealth meter. As of now you need to enable this if you want to have a crosshair when stealth meter is moved elsewhere. Default: 0

bHideActivateButton=(0,1)

Turn off Activate Button. Default: 0

bHideStealthText=(0,1)

Turn off stealth meter text. Default: 0

bHideStealthMeter=(0,1)

Turn off stealth meter. Overrides bHideStealthText when set to 1. Default: 0

bHideEnemyMarker=(0,1)

Turn off enemy marker on compass. Default: 0

bHideLocations=(0,1)

Turn off discovered locations on compass. Default: 0

bHideUndiscoveredLocations=(0,1)

Turn off undiscovered locations on compass. Default: 0

uPersistentMeter=(0,1,2)

Toggle persistent health, stamina, magicka and charge bar.

0 - Autohide | 1 - Always show | 2 - Always hide

Default: 0

[Interface]

This section lets you enable alternate modes.

bShowClock=(0,1)

Display a system clock on the HUD. Default: 0

bShowSeconds=(0,1)

Display second on system clock. Default: 0

bShowTOD=(0,1)

Display AM/PM on system clock. Ignored if hour is set to 24-hour format. Default: 0

sHourFormat=(h, hh, H, HH)

Change hour format. Default: h

h - 12h | hh - 12h with leading 0

H - 24h | HH - 24h with leading 0

sClockAlign=(left, center, right)

Set clock alignment relative to its text box. Doesn't change anchor position. Default: left

bAltArrow=(0,1)

Enable alternate ammo display . Default: 0

bAltCompass=(0,1)

Enable slim compass. Default: 0

bDotCrosshair=(0,1)

Enable dot crosshair. Default: 0

bAltHealth=(0,1)

Enable left-aligned health bar animation. Default: 0

bAltStamina=(0,1)

Enable left-aligned stamina bar animation. Default: 0

uBarOpacity=(0-100)

Set maximum opacity of player bars. Ignored when uPersistentMeter=2

Default: 100

[Scale]

This section lets you change the relative size of HUD elements. The settings will only take absolute number (e.g -1.00 is treated as 1.00).

fClock=(..., -0.01, 0, 0.01, ...)

System clock. Default: 1

fHealth=(..., -0.01, 0, 0.01, ...)

Player health bar. Default: 1

fMagica=(..., -0.01, 0, 0.01, ...)

Player magicka bar. Default: 1

fStamina=(..., -0.01, 0, 0.01, ...)

Player stamina bar. Default: 1

fChargeMeter=(..., -0.01, 0, 0.01, ...)

Weapon charge bar. Default: 1

fCrosshair=(..., -0.01, 0, 0.01, ...)

Crosshair. Default: 1

fCompass=(..., -0.01, 0, 0.01, ...)

Compass. Default: 1

fCompassMarker=(..., -0.01, 0, 0.01, ...)

Compass markers. Default: 1

fSubtitle=(..., -0.01, 0, 0.01, ...)

General subtitle. Default: 1

fEnemyHealth=(..., -0.01, 0, 0.01, ...)

Enemy name and health bar. Default: 1

fStealthMeter=(..., -0.01, 0, 0.01, ...)

Stealth meter. Default: 1

fLocationInfo=(..., -0.0001, 0, 0.0001, ...)

Current location message. Default: 1

fMessageInfo=(..., -0.0001, 0, 0.0001, ...)

Informational message. Default: 1

fArrowInfo=(..., -0.0001, 0, 0.0001, ...)

Ammo display. Default: 1

fActivatePrompt=(..., -0.0001, 0, 0.0001, ...)

Activate prompt. Default: 1

[Position]

This section contains advanced settings that allow you to re-position HUD elements. It is divided into two parts - element lock and element move.

Lock settings lock elements in their default locked positions, disregarding any value set in move settings.

All elements are locked by default therefore to move a HUD element, you first have to unlock it by changing its corresponding lock setting to '0'.

Default: 1

bLockHealthMeter=(0,1)

bLockMagickaMeter=(0,1)

bLockStaminaMeter=(0,1)

bLockLeftChargeMeter=(0,1)

bLockRightChargeMeter=(0,1)

bLockArrowInfo=(0,1)

bLockCompass=(0,1)

bLockSubtitle=(0,1)

bLockEnemyHealth=(0,1)

bLockCrosshair=(0,1)

bLockActivatePrompt=(0,1)

Toggle lock for activate button, activate text, activate info and activate bar

bLockStealthMeter=(0,1)

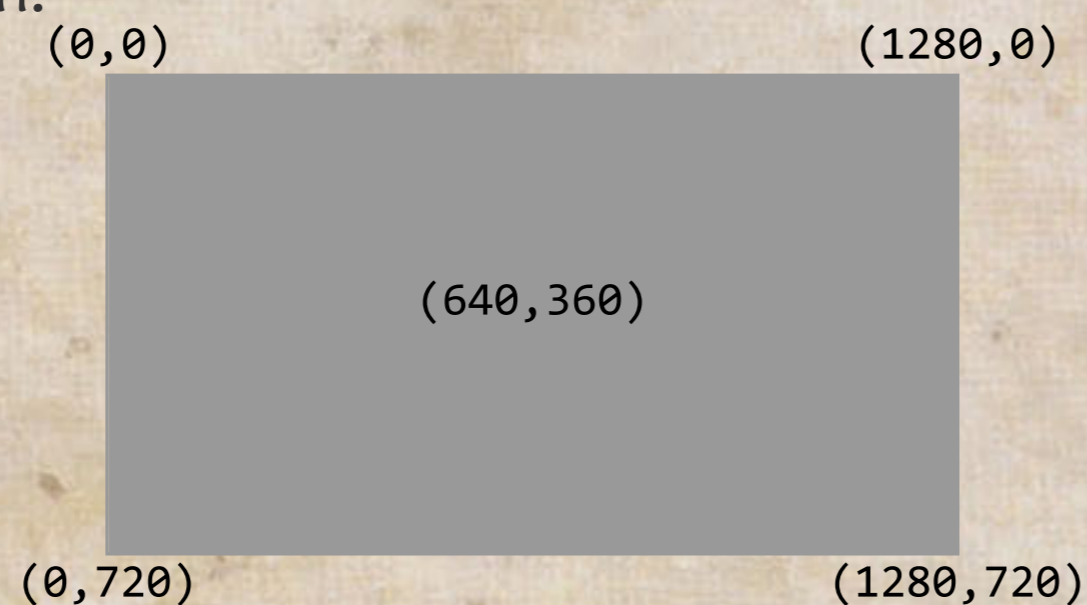
bLockLocationInfo=(0,1)

bLockMessageInfo=(0,1)

bLockClock=(0,1)

Move settings position elements at their respective anchor along X and Y axes.

X-axis range is 0-1280 and Y-axis range is 0-720, with (0,0) being the top left of screen. Values outside these ranges will send an element off the screen.



When placing an element, its anchor position as well as its width and height should be taken into consideration. At the moment, there are three anchor positions:



As there is no preview feature for settings yet, expect to repeatedly launch and close the game as you modify the values.

If you unlock an element and not set a value for its coordinate, it will be placed at its default unlocked position (not to be confused with locked position).

Default: Undefined

Top left anchor

fHealthPosX=(..., -0.1, 0, 0.1, ...)

fHealthPosY=(..., -0.1, 0, 0.1, ...)

fMagickaPosX=(..., -0.1, 0, 0.1, ...)

fMagickaPosY=(..., -0.1, 0, 0.1, ...)

fStaminaPosX=(..., -0.1, 0, 0.1, ...)

fStaminaPosY=(..., -0.1, 0, 0.1, ...)

fLeftChargeMeterPosX=(..., -0.1, 0, 0.1, ...)

fLeftChargeMeterPosY=(..., -0.1, 0, 0.1, ...)

fRightChargeMeterPosX=(..., -0.1, 0, 0.1, ...)

fRightChargeMeterPosY=(..., -0.1, 0, 0.1, ...)

fLocationInfoPosX=(..., -0.1, 0, 0.1, ...)

fLocationInfoPosY=(..., -0.1, 0, 0.1, ...)

fMessageInfoPosX=(..., -0.1, 0, 0.1, ...)

fMessageInfoPosY=(..., -0.1, 0, 0.1, ...)

fClockPosX=(..., -0.1, 0, 0.1, ...)

fClockPosY=(..., -0.1, 0, 0.1, ...)

Center anchor

fActivateButtonPosX=(..., -0.1, 0, 0.1, ...)

fActivateButtonPosY=(..., -0.1, 0, 0.1, ...)

fActivateNamePosX=(..., -0.1, 0, 0.1, ...)

fActivateNamePosY=(..., -0.1, 0, 0.1, ...)

fActivateInfoPosX=(..., -0.1, 0, 0.1, ...)

fActivateInfoPosY=(..., -0.1, 0, 0.1, ...)

fActivateBarPosX=(..., -0.1, 0, 0.1, ...)

fActivateBarPosY=(..., -0.1, 0, 0.1, ...)

fCompassPosX=(..., -0.1, 0, 0.1, ...)

fCompassPosY=(..., -0.1, 0, 0.1, ...)

fCrosshairPosX=(..., -0.1, 0, 0.1, ...)

fCrosshairPosY=(..., -0.1, 0, 0.1, ...)

fStealthMeterPosX=(..., -0.1, 0, 0.1, ...)

fStealthMeterPosY=(..., -0.1, 0, 0.1, ...)

fEnemyHealthPosX=(..., -0.1, 0, 0.1, ...)

fEnemyHealthPosY=(..., -0.1, 0, 0.1, ...)


fSubtitlePosX=(..., -0.1, 0, 0.1, ...)

fSubtitlePosY=(..., -0.1, 0, 0.1, ...)

Top right anchor

fArrowInfoPosX=(..., -0.1, 0, 0.1, ...)

fArrowInfoPosY=(..., -0.1, 0, 0.1, ...)



To calculate an element's normalized dimension, take a screenshot of it and then divide its dimension in pixel with the ratio of your resolution to 720p.

Example:
Game resolution - 2560x1440
Ratio = 2560/1280 = 2


Element's length in pixel - 200px
Normalized length = 200px/2 = 100px

100px would be the length you'd have to consider when placing said element.


0.50B Note:
Alternatively, you can also calculate your placement based on the provided element size cheat sheet in the next page.

ELEMENT SIZE CHEAT SHEET

Element size in Skyrim is based on 1280x720 resolution, which is the size of its UI stage. In gameplay your UI is upscaled to the resolution you are playing at, essentially making each pixel in settings "worth" more. For example changing an element's x-coordinate 1 pixel to the right in settings will actually move it 2 pixels to the right on a 2560x1440 screen.



It is a good idea to stage your elements on a 1280x720 canvas instead of your screen's resolution, since you will have to convert the final values to be relative to 1280x720 anyway.



Remember to factor anchor position and element scale into calculation!

The equation for effective element size on 1280x720 is:

Effective size = Base size x Scale

Effective size is the final size of element that goes into positioning calculations.

Base element dimensions (1280x720)

Element	Width	Height
Top left anchor		
System Clock	124.50	31.45
Health bar	285.30	19.75
Magicka bar	292.75	25.25
Stamina bar	292.80	25.20
Left charge meter	255.15	13.00
Right charge meter	255.15	13.00
Location info	351.95	30.05
Notification message	327.60	32.45
Center anchor		
Activate Button	85.00	35.00
Activate Text	1280.00	61.10
Activate Info	657.95	30.05
Activate Bar	258.45	4.00
Compass	374.65	41.90
Crosshair	25.85	26.00
Stealth Meter	115.40	50.30
Enemy Health	259.95	39.30
Subtitle	800.00	61.10
Top right anchor		
Ammo	497.50	59.75