

Globalwidgetcommand Serverside UI Tutorial

This can be a confusing strategy to an early scripter so I'm hoping this will explain how to properly use globalwidgetcommand's.

A player's UI is composed of menus with widgets. Globalwidgetcommand is a client console command, which changes attributes of the widget specified. The only widgets that can be manipulated are those with a unique name.

To use this command serverside you have to force the command on a player with the attributes in using stufftext.

Code:

```
local.player stufftext ("globalwidgetcommand june6 title my-text")
```

What that does is makes the widget "june6" have the text "my-text" on it.

The syntax:

Code:

```
Globalwidgetcommand (widget/menu name) (ui  
command) (variables needed for command)
```

Common UI Commands:

linkcvar - makes the text show the variable of the set cvar

bgcolor - background color

fgcolor - foreground color

rect - positioning

shader - texture to use if any

font - you can guess this one

for rect its values are almost the same as huddraw_rect

Huddraw Doc said:

rect <X position> <Y position> <width> <height>

This sets the position and size of the huddraw element. X and Y specify the position of the upper left corner position. Higher values of X move it to the right, and higher values of Y move it down. When you set the alignment, the XY position specified is relative to that alignment. For example, if you align it to the right edge of the hud, the X position should be less than zero so that it the upper left corner will be brought back to the left onto the screen.

Although the code above modifies the widget, you will not see it unless the corresponding menu is shown.

You use the globalwidgetcommand the same way for setting up the menu as for the widget.

Here is an example menu setup and widget setup:

Code:

```
local.player stufftext "globalwidgetcommand dday1 fgcolor 1.00 1.00 1.00  
1.00"
```

```
local.player stufftext "globalwidgetcommand dday1 bgcolor 0.50 0.50 0.50  
0.00"
```

```
local.player stufftext "globalwidgetcommand dday1 fadein 0"
```

```
local.player stufftext "globalwidgetcommand dday1 menu dday1 640 480 NONE  
0"
```

```
local.player stufftext "globalwidgetcommand dday1 virtualres 1"
local.player stufftext "globalwidgetcommand dday1 fullscreen 1"

local.player stufftext "globalwidgetcommand june6 rect 64 288 512 64"
local.player stufftext "globalwidgetcommand june6 fgcolor 1.00 1.00 1.00
1.00"
local.player stufftext "globalwidgetcommand june6 bgcolor 0.00 0.00 0.00
0.00"
local.player stufftext "globalwidgetcommand june6 font facfont-20"
local.player stufftext "globalwidgetcommand june6 title my-text"
```

Then finally to show the widget on the HUD:

Code:

```
local.player stufftext "showmenu dday1"
```

I hope this helps I may expand this tutorial later but I think its enough for now.

NOTE:

One thing to remember is that when adding text there cannot be a space or everything after the space will not be shown.

Links:

<http://www.modtheater.com/forum/showthread.php?t=27117&highlight=globalwidgetcommand>

<http://www.modtheater.com/forum/showthread.php?t=25858&highlight=globalwidgetcommand>