Subject: Custom/Weird Array Setup
Posted by bempson on Sat, 26 Mar 2016 11:01:57 GMT
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I've been mucking around with this for a bit. Was wondering if an ArrayCtrl could be set up like the application image attached.

I would assume that would be a custom widget, with the blue text being some sort of special row attached to the standard row, but I don't know.

Is it possible to get the blue text that spans multiple columns working easily or is this strictly a custom widget setup?

Thank you,
Brian

File Attachments

1) arrayextension.png, downloaded 751 times


ConEdit - C:\Users\Björn\Dropbox\DX\DxConvos\DeusExConversations\Mission5.con
File Conversation Events Tables View Help
Find:
Conversations:
AlexJacobson
AnnaNavarre
ChattingMJ12
Doctor
DoctorMoreau
JaimeReyes
JaniceReed
Jock
JosephManderley
Mechanic
Miguel
ChangeMiguel
MiguelGaveMed
MeetMiguel
MiguelFightingBarks
MiguelLeavingBarks
MiguelWanderingBa
Nurse
PaulDenton
SamCarter
Scientist
ScientistConsulting
ScientistFemale
ScientistFemaleConsultir
Secretary
Shannon
Sven
WaltonSimons
Events:
Label
Action
NPC
Description
Move Camera
Predefined: Side, Tight
Speech
Miguel
Mission05\Miguel\ChangeMiguel\Miguel01.mp3
Now what?
Choice
- Stay close. [Goto: Follow] [Audio File: Mission05\Miguel\ChangeMiguel\Choice01a]
- Wait here. [Goto: Wander] [Audio File: Mission05\Miguel\ChangeMiguel\Choice01b]
- Make a break for it. [Goto: Leave] [Audio File: Mission05\Miguel\ChangeMiguel\Choice01c]
End
Follow
Set Flags
MiguelFollowing = True
MiguelLeaving = False
MigueWandering = False
Trigger
Trigger nsftrigger
End
Wander
Set Flags
MiguelFollowing = False
MiguelLeaving = False
MigueWandering = True
Trigger
Trigger nsfwander
End
Leave
Set Flags
MiguelFollowing = False
MiguelLeaving = True
MigueWandering = False
Trigger
Trigger nsfleave
End