I'm not a robot



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I recently figured out what your next punishment is going to be if you get banned, if I was in the right or the wrong. (^ my next punishment) Basically, you can do this by just looking into network packets on the
get request for not-approved in response packets. I was wondering if these expire, I feel like they should and roblox should and roblox should adopt something like discord's new Account Standing, This would be good for chat related bans to, because if it is a repeated behavior,
take their chat and such. Anyways if someone wants to make that a feature request, please do, anyways, I am ranting, so do these expire? Here is a video on how to check also EDIT: I was not banned for exploiting, it was a chat related issue, or as roblox calls it "discrimination", If you want to know the full reason, DM me. 7 Likes No, strikes against
your Roblox account do not expire. Reopening this as the previous solution was false. If not they should. Cuz I shouldn't be accountable for something I did 5 years ago. 11 Likes If you're referring to my comment, then you're the one who is wrong. Roblox (ban) strikes do not expire; they stay on record. If you thought my response was factually wrong,
why would you reopen the topic and blatantly say I was incorrect, leaving the topic open as if your looking for a different answer? Your question was no, therefore you are implying the answer is yes. I mean punishment wise, Say I got banned for 7 days, how long would I have to wait
until if I get banned again, I don't get terminated? (Ill still give you the solution, just you never answered my original question fully) It depends on how bad of an offense it is. If you did something minor after getting banned so
many times? 1 Like First strike Calling someone fatherless (deserved) Second strike (7 Days) In PMS with my friends that got me auto moderated while i was in a private server Third strike (7 Days) In PMS with my friends that got me auto moderated while i was in a private server Third strike (7 Days).
chat entirely. 3 Likes They expire, Idk why I'm getting so many notifs from this thread. 2 Likes After a year of getting them, previously a month. This is confirmed by bitdancer, but may only be for exploit bans. I doubt it though. 2 Likes Yes, they do. The ban stack resets every year. For example, let's say you were banned today for one day for
'harassment'. If you violated the rules again, your account will be suspended for at least 3 days (Roblox will warn you and tell you this already, so no need to guess or figure it out). And if you violated the rules again and were banned for 3 days, the next violation will suspend you for at least 7 days (Roblox will also warn you about that) And if you
violated the rules again and were banned for a week, the next violation will terminate your account. (You'll be warned about that) I, by myself, haven't tested how true this system are, but I saw it countless times on Reddit and is confirmed by many people. Keep in mind that there are some violations that terminates your account without a ban or a
warning. Some of these violations I noticed are Child Endangerment, Self-Harm/Sucide, Creating, promoting or participating in inappropriate content or behaviour, moving/receiving stolen items, Misusing Roblox Systems, ban evasion, creating accounts just for the purpose of breaking the rules, trading, buying or selling Robux or virtual Robux
outside of the Roblox website, and probably some more I forgot to list. If your account was created one femtosecond before you do these violations, your account will still get terminated. There are also violations which always temporarily ban your account will still get terminated.
or behaviour related to terrorism. (This always bans you for a week) Unauthorized/Disputed charges also was used to terminate your account, but Roblox detected unauthorized/disputed charges on your account of the property of the pro
warning is uploading inappropriate assets. Unless you used/promoted them inside the platform, you'll only be warned. (This is what I noticed. They may ban you if the asset were extremely inappropriate or sexual) Also note that when a ban is successfully appealed and the ban was removed, it won't count in the ban stack and will be removed from
your moderation history. Meaning if you appealed your three-day ban and it was approved, it won't count in the ban stack reset and you'll start from one-day ban again (Or a warning, depending on the violation). Hope this helps! 15 Likes just a
side note for the insta ban reasons, child endangerment is mostly caused by joining a crosswoods game at least for the time being denied, ive gotten that from uploading basic ambience but thankfully it was only a 1 day ban. ive seen countless other people have to deal with it though
nevertheless, this is very informative and appreciated! 2 Likes mantorok4866: child endangerment is mostly caused by joining a crosswoods game at least for the time being. Yea that's true, but you can do it in the chat as well. My alt was terminated just because I said i eat kidz. Roblox really thinks I eat kids lol. And I saw someone on Reddit that got
terminated because they said imdontlikelife. Reason? Sucide/Self-Harm. mantorok4866: misusing roblox systems happens so much now from audio being denied, ive gotten that from uploading basic ambience but thankfully it was only a 1 day ban. ive seen countless other people have to deal with it though. Not that Misusing Roblox Systems ban. I
meant another one, and it happens when Roblox detects you using alt accounts to avoid an enforcement action taken against your main accounts. Check this guide for more information on how it works, how to prevent/avoid it and how to appeal it. I HIGHLY recommend
checking the guide and learning more about this termination because it's happening EVERYDAY to tens of players. Countless topics on Reddit regarding this termination because it's happening EVERYDAY to tens of players. Countless topics on Reddit regarding this termination because it's happening EVERYDAY to tens of players. Countless topics on Reddit regarding this termination because it's happening EVERYDAY to tens of players.
the rules by doing something that isn't related to exploiting, the ban stack resets after 30 days. But if you do exploit, the ban stack resets every year. One more violation I read about that instantly bans you for a week is Real-Life Threats 5 Likes Yeah, I remember when i was like 12 playing with my friend in build a boat and these guys kept flinging us
and he said "i can kill you in real life" and he got banned for a week LOL 1 Like Can you send the proof that this is true? I have been banned multiple times for things I did not know were against the rules or things that weren't and just didn't get by appeals, and I want to make sure my account doesn't get terminated. 1 Like All non-exploiting bans
have a 30 day stack time. I don't know how I can prove that this is true, but head moderators on Reddit. Exploiting bans have a 365-day stack time. If you did it for the second time, a three-day ban. If you did it again for
the third time, a seven-day ban. If you did it for the fourth time, an account terminated truthfully for exploiting. I asked them Were you terminated for the first time for exploiting? They answered No, I got banned three times before getting
terminated. One more violation I read about that instantly bans you for a week is Real-Life Threats Do strikes on your roblox account expire? Platform Usage Support Yeah, I remember when i was like 12 playing with my friend in build a boat and these guys kept flinging us and he said "i can kill you in real life" and he got banned for a week LOL 1
Like I know I'm replying a bit late, but roblox will also terminate your account without warning for having an inappropriate username. I previously thought they would reset your username. I Like This is true, but you can contact
them and tell them you're sorry and you'd like to reset your username. Usually they'll accept that and ask you for your new username, or just adjust it to (reset395325255557476) automatically. Page 2 Help and Feedback Platform Usage Support Not a bad idea I might do that 1 Like This topic was automatically closed 14 days after the last reply. New
replies are no longer allowed. - previous page Reproduction Steps Currently, I am on the latest production version of Chrome. Recently, I have been trying to join any private servers. None of them seems to work? Here are the steps: Find a game that allows private servers Use a link of the private server No response Expected Behavior I expect my
client to join in the private instance of a server. Actual Behavior Nothing happens! The site refuses to respond. All join buttons are inactive on the page, and no prompt to open roblox shows up. Issue Area: Roblox Website Page URL: Any Impact: High Frequency: Constantly 182 Likes Same here! Even on Edge the join button doesnt work but
everything else does! 38 Likes Same, can't join any private servers from shareable links 31 Likes Same here, have to join someone already in one. 18 Likes I'm experiencing the same issue. I've tried clearing all my cookies and using a fresh browser without any extensions, but nothing resolved the problem. However, I noticed that when I switched to
another account, private server links seemed to work. The only workaround that worked for my main account was downloading the Roblox app on my phone and accessing private server links. Currently this seems to be the only forum people
have found explaining the issue. As of far, there is no solution, while I can't replicate what PS2 says, I cannot access through mobile for some odd reason. I have my own suspects to the root cause, but I can't press play if its a
private server and I also can't join my friends' private servers either 4 Likes Update to the above I managed to replicate the issue over 3/10 alt accounts among testing, here's what I found; The issue over 3/10 alt accounts among testing, here's what I found; The issue over 3/10 alt accounts among testing, here's what I found; The issue over 3/10 alt accounts among testing, here's what I found; The issue over 3/10 alt accounts among testing, here's what I found; The issue over 3/10 alt accounts among testing, here's what I found; The issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts among testing is a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of the issue over 3/10 alt accounts a count of th
join private servers, you can launch them directly from the game page. To join a PS, you need to join it through the servers tab off of the experiences page. You cannot have the private-server link in the searchbar (for whatever platform you use), as this invalidates all the buttons (to play, or join) for the game you try to play. This means you can still
play with friends, or launch personal private servers. 10 Likes Okay, I'm happy that I'm not the only one going through this. For me, the links only stop working on my alts and not my main. I tried testing it on three browsers, and they're all the same issue (Client won't open and play button doesn't respond). 11 Likes Having the same problem here. I
can reproduce this issue every single time I attempt to join a private server via a sharable link. As to what's causing it, I've got no clue. Attempting to do with authenticating the account credentials because a few of the times I've clicked on
a link to try joining the private server I was greeted with the add account screen even though I'm already logged into the account I'm attempting to join on: 24 Likes If it's any help to anybody issue began on the 15th November for me. 9 Likes Happening here, on the doors discord it is a major problem right now and people are complaining. (so it isn't
a isolated case) 6 Likes Cannot join private servers via links Roblox Application and Website Bugs this appears to happen only on specific accounts, I'm guessing roblox is doing some sort of A/B testing, on the image the bottom part is a functional part of the page, and the top part is the new one with Google Analytics
(RobloxLaunch._GoogleAnalyticsCallBack) that doesn't work [image] if you want to join on an account for which vip links don't trust the script) var content = ... 4 Likes Yeah, this wasn't the original issue I had but it has started happening. 2
Likes Thanks all for reporting. This should now be fixed, please let us know if the issue persists. 16 Likes This topic was automatically closed 14 days after the last reply. New replies are no longer allowed. I am pretty sure this person just copy and pasted the verification unicode character: Normally, the verification badge would be before the colon.
Might be wrong though. See this: Premium, Verified, and Robux Unicode Characters 4 Likes I just edited the post realising the issue was due to a copy and paste, but still an issue that chat allow to copy and paste and send to server the message allowing them to impersonate somewone. 1 Like I think the post title is still not very great. People have
been able to do this since the unicode characters were available. Also, I don't think this is a bug. 3 Likes Not sure if I am doing it right, but I cannot reproduce this issue. I tried the verified icon, robux icon, and premium icon //devforum-uploads.s3.dualstack.us-east-
2.amazonaws.com/uploads/original/5X/c/8/a/b/c8ab954a80937d4d749d012016e7aa06aded9056.mp4 I wonder if this has something to do with the :D. I do think that the filter should catch this to avoid people using it to scam people; especially in games with roleplay names 5 Likes HunterDaFloofer: I wonder if this has something to do with the :D. Tried
it in the exact same game as in the report, with the exact same message, and it just tagged. This only happens whenever the filter decides to not filter it. 1 Like Yep. I also just tried it as well with the exact same message, and it just tagged. This only happens whenever the filter decides to not filter it. 1 Like Yep. I also just tried it as well with the exact same message, and it just tagged. This only happens whenever the filter decides to not filter it. 1 Like Yep. I also just tried it as well with the exact same message, and it just tagged. This only happens whenever the filter decides to not filter it. 1 Like Yep. I also just tried it as well with the exact same message, and it just tagged. This only happens whenever the filter decides to not filter it. 1 Like Yep. I also just tried it as well with the exact same message, and it just tagged. This only happens whenever the filter decides to not filter it. 1 Like Yep. I also just tried it as well with the exact same message, and it just tagged. This only happens whenever the filter decides to not filter it. 1 Like Yep. I also just tried it as well with the exact same message, and it just tagged. This only happens whenever the filter decides to not filter it. 1 Like Yep. I also just tried it as well with the exact same message, and it just tagged.
reproduce this issue. I tried the verified icon, robux icon, and premium icon I wonder if this has something to do with the :D. I do think that the filter should catch this to avoid people using it to scam people; especially in games with roleplay names Perhaps this issue is specific to certain users (which is odd if it was the case) Nvm only work on studio,
somehow peoples managed to bypass 1 Like Studio has no filter at all. You would have to test it on a live game so i count this as a found bypass then from doing my research its a glitch that only works if you set your roblox language to Vietnamese it will allow you to use a symbol and paste the verify badge 1 Like No, this is tagged in a real game. 1
Like Script: Not always though. It seems to be the only reason why this report was made. DeveloperBugReports: It isn't really a bug though. Users are allowed to chat with unicode character I know. I even said this myself. DigiDAL: Also, I don't think this is a bug. 1 Like It isn't really a bug though. Users are allowed to chat with unicode character I know. I
really, the character is tagged at the first place for preventing usurpation of verified identitys. 1 Like You don't understand the report, some peoples at the time found a way to bypass the tag which can cause some usurpation I was just about to report this until i noticed this post It's actually a method used from this post It's just a character that's
normally censored but exploiters can go through the filtering It's this icon: "" Even tho you see the ":" difference. It easily tricked people into getting scammed Also "appearantly" you just change your language to remove the tags in certain cases 1 Like Malicious users are abusing a vulnerability to impersonate others with a fake verified badge, due to
it not getting filtered by the chat: I've tested in a random game to see if other players could really see it in chat: Edit: This seems to also work with the Robux and Premium unicodes. Reproduction steps are in private message is associated with
this bug report 5 Likes Page 2 If you find yourself adversely affected by this issue. Open-Source Implementation of TextChatService that addresses this issue. Open-TextChatService that addresses this issue. Open-TextChatService that addresses this issue.
text chat implementation to do so), I've included it as a built in feature for convenience. This is on top of a bunch of other bugs and performance issues that I've addressed. If that isn't your jam, something as simple as this will do the trick though. local function filterSpecialCharacters(text) local new = text for i,v in {utf8.char(0xE000)}
utf8.char(0xE001), utf8.char(0xE002)} do new = string.gsub(new, v, "#") end return new end game:GetService("TextChatService").OnIncomingMessage = function(message.Text) else message.Text end That being said, I do hope this bug is addressed formally since
this isn't something developers should have to worry about. I haven't found many run/walk animations on the toolbox or download: movementanims.rbxm
(36.7 KB) Credit isn't required but I would appreciate it! These are what the animations look like (gifs may be laggy, I apologize): 212 Likes Looks really smooth, so thanks for sharing this! 13 Likes Most definitely going to use this. Thanks!
walk animation 3 Likes the walk animation's priority uses core, and the run uses idle. I think the solution your looking for is setting the run's animations? Do I put the keyframe things under my character or? 5 Likes It's a keyframe packed in KeyframeSequences and
not animations that is uploaded publicly, right click on it and "Save to Roblox" also designed to be used for "Animate" script which is what roblox uses to play animation you want, Now you will copy the ID of the animation and use it in a script, for example: --
animations before?(i remember seeing these in a roblox game) 1 Like My animations are usable for everyone so its just possible they used my animations or have animations that look similar to mine 5 Likes Will definitely be using this, thanks! 3 Likes Looks good, thank you for giving to the community. 4 Likes How would you do the running one? 2
making a tutorial since I'm not too good at explaining how to make stuff, but all you gotta do is use Den_S's blender animation importer and just make animation importer animation
animations 1 Like These are so smooth and fantastic! Although I do have a request, could you please make an idle animation? I am not the best at animation and jump animation? I am not the best at animation and jump animation? I am not the best at animation and jump animation and jump animation? I am not the best at animation? I am not the best at animation and jump animation and jump animation and jump animation and jump animation? I am not the best at animation and jump animation animation and jump animation animation and jump animation animati
joke I'm sorry!!! 1 Like The animation looks awesome and its very smooth These look so good, thanks for making them public! I am not intending to utilize this content on a permanent basis; however, I am acknowledging the source appropriately. I will use it temporarily. Thank you! 1 Like NEW: Playground Roblox game: Administer Testing - Roblox
Get ready for Administer 2.0 Join our server here to receive a build: Administer Software Administer fully initializes in just over one second, and
just over .3 seconds in a live server! Administer is personal and tuned to your game. You are free to remove any apps (commands/functions) you don't need. You can customize a lot of the views and how the system operates just for your game. Administer is secure. All server requests are validated before taking action and all panel assets are stored in
the server. Apps have the proper API to validate admin status. Administer is open. Fully open-source client and server code and app server on Github. Contributions are more than welcome and will be reviewed. Administer is open. Fully open-source client and server code and app server, seeing player trust scores, and more, you get to take control of your game
once again and know all about your players. Quickstart Guide Administer is ready to go out of the box. Just follow these simple steps and you're ready to go immediately. Ensure HTTP Requests are enabled (required for app server communication) and studio APIs are on (required for datastores + lots of apps use other APIs) Download from Roblox
Think of apps as groups of commands each with their own options and abilities. Please note that existing ranks will NOT have access to the page. You may want to wait until you finish adding apps to make ranks. App installation demo (video) 2. Add your staff as admins The owner of the game has admin by default (the group/user), and sandbox mode
is enabled (all people in studio have admin). To create an admin rank, go to Configuration, then click Admins on the bottom. From there just click the + symbol on Ranks, and you're done. Creating a rank is a simple process. After you're done selecting a name (which is filtered), you'll have the ability to add people based on a group or user ID. Just
click "User" or "Group" at the bottom to add the member. If it's a user, just enter their User ID. For a group, enter the group ID and the exact rank ID in the box next to it. You can add the same group in another card to make another role the same group in another like same rank. This process will be improved over the coming months. From there, you can enable what apps you
want them to have access to. I understand this is very barebones at the moment and it will be improved in a future update with the appropriate API to check via your own app. Click on an app to disable it and click again to re-enable it. Please note that you will only be able to give access to Apps that you have, if your rank is missing them. Then click
finish and you're done! You can edit the rank at any time you need, just click the settings icon next to the rank in the same area and configure it via the menu which pops up. 3. Make it yours Administer is custom. You can edit your game's settings in the configuration menu to your liking, with options to change the animation speed, keybinds, and
more. Application API Administer features a very robust API to make your own apps. For more information, please read the application API administer features a very robust API to make your own apps. For more information, please either join
the Discord server or subscribe to this thread so you do not miss the 2.0 announcement.) Contributions Administer is open source and our team appreciates any contributions you're willing to make. Anything it. Note that if we don't see a feature as fit it
may be declined. We strongly suggest that you post your feature idea either here or in our server for developers - one less thing we need to do! Issues Please report any and all issues in our community server! We have support channels there
so you can make a thread to talk with developers and the support staff. Credits I couldn't do it alone - huge thanks to the other people who make Administer and regular releases possible Core team: @pyxfluff App development team: @togo8me2, @DullerKill7r, @infirmn Community management: @RoltairTheProtogen 3rd party resources License
Administer is proudly free software under the GNU AGPL 3.0 license. WARNING: You MAY NOT use any of Administer's assets (code, sound, UI, visuals) to train any AI model regardless of what it is for, I do not support AI training and I am not donating my code to it. Read more on the GNU AGPL 3.0 license here. The license is what we follow but
 please have common sense. When in doubt, ask! For example, even though I can't stop you please do not literally just rip code for your own admin system [1.2] - #37 by pyxfluff 47 Likes Version 1.0.1 is now out! Changes Change the default
background image on the cards to stop it from showing the Administer logo if editable images are disabled/failing. Significantly improve load times on the admins page. Before: //devforum-uploads.s3.dualstack.us-east-2.amazonaws.com/uploads/original/5X/3/c/e/a/3cea72f7362e7d1282f30fcaad175c68a206833d.mp4 After: /secure-
uploads/uploads/original/5X/1/a/9/d/1a9deaf981f4505f26ddb846fd478cecf32726d7.mp4 Adds the ability to see legacy module admins on the page. Remove myself from the admins whitelist by default (forgot to do that yesterday, sorry) GH Diff: 1.0.1 \cdot \text{pyxfluff}/Administer@ec6d741 · GitHub Updating Just run the same Setup command and you'll be
good. game.ServerScriptService.Administer:Destroy() game:GetObjects("rbxassetid://127698208806211")[1].Parent = game.ServerScriptService 5 Likes Hey there, amazing job on Administer; I have to give you props that it is well-built and definitely has a bright future ahead of it. A question that popped into my mind is, why not utilize the wasted
space? I'm no UI expert, but the panel seems large enough for many UI elements (buttons, etc.), yet only a small amount of it is used. Are you planning to add more elements? Image showcasing what I mean: 1 Like Hi! A lot of the design was made in Figma and Studio's viewport on a 1080p monitor. Over the coming updates there will be lots of small
UX refactors to make better use of space and shrinking things down. For example, the navigation bar is being condensed and will soon look like this on a 1080p monitor: I am more than open to suggestions from you or anybody else but there is work to be done for sure and I'm making sure as components get redone they fit on all devices no matter
the size (current priority is the Configuration menu in general so that screenshot you sent will also be redone) Originally the design was more elements? Yes, a part of a UI refactor would include adding more useful labels and
stuff, like for example the rank creator. I'll be sure to post updates in the Discord server when I get something. 5 Likes Thank you for the detailed explanation. It definitely makes a lot more sense now. I'll definitely makes a lot more sense now. I'll definitely be looking forward to seeing these happen over time. Best regards 3 Likes Pyx: QuickBlur thank you for using my module! i'd like to give
a heads up that i updated my module yesterday for better performance 3 Likes Thank you, I'll update it and push next release. 2 Likes sam: Updating here incase you're not in the server. This will be a part of the upcoming configuration UI revamp, but here is the new UX incase you're not in the server. This will be a part of the upcoming configuration UI revamp, but here is the new UX incase you're not in the server. This will be a part of the upcoming configuration UI revamp, but here is the new UX incase you're not in the server. This will be a part of the upcoming configuration UI revamp, but here is the new UX incase you're not in the server. This will be a part of the upcoming configuration UI revamp, but here is the new UX incase you're not in the server. This will be a part of the upcoming configuration UI revamp, but here is the new UX incase you're not in the server.
2.amazonaws.com/uploads/original/5X/f/e/5/d/fe5dcd862d464873fc8931aec1af3c53c9f35958.mp4 Ignore the bottom bar (i'm working on that next) but hopefully this will get people excited for what's to come! 2 Likes Hey there! The UI looks amazing, it looks really modern and sleek. If I was a user who used other Admin Systems, why should I use
Administer other popular administrative systems already on the Roblox platform? (Adonis & HD Admin) What features does this system have that others don't? 2 Likes If I was a user who used other Admin) It's up to
preference and needs, really. Administer is currently more of a no-nonsense moderation system with none of the "fun" stuff you'd get on HD (capes, effects, etc) but it's def something we are looking into (stuff like flying is coming in an app soon). One of my favorite parts about Administer is you can list servers, see advanced player statistics, and
 more. We also don't force you to have anything, that was one of my biggest peeves with HD admin. It's a pain to edit the source, and it uses so many API slots for features you may not need. With Administer is still in the early stages of it's life and I'm excited to
continue adding apps and features like the command bar which should make Administer the go-to for a lot of people. Stuff like this cannot be done with any other system on the market currently and we are working on adding even more . he UI looks amazing, it looks really modern and sleek. also, thanks, this means a lot! i'm aiming for an interface
which is nice to look at but not form over function with pretty animations which are not hard to watch and i'm glad it didnt go down like my old module. still many thanks, glad you like it! 1 Like Hello, Just pushed some hotfixes to a couple of apps. Should fix most of the crash cases and some misc bugs (announcements was breaking the UI acrylic). No
new version because there is no new core distribution. 2 Likes Sorry, the app server shut off overnight and I only was able to fix it now. If you were having issues with anything you can retry now. The issue was a race condition with Mongo starting too slow on the VM and Administer was only waiting 3 seconds to boot. Has been fixed as of this
commit, if you continue to have any issues please let me know! 1 Like This looks awesome and I love how you did the U!! I hope more people use this and be able to easily manage their game in no time! 2 Likes Welcome to the first major release notes for Administer! Usually they'll be formatted like this post wish a short blurb, changes, fixes, and
more. This update was mostly focused on the big 1st wave of redesigning the configuration menu. There is more to come which you'll see with Settings v2 and other large general overhauls. Also, we are looking for QA members, come apply with this form! Additions + Added a new /adm command to launch the panel from via TCS/LCS. Can be disabled
in Settings. In a future update it may be able to be configured. + Redesigned the Marketplace view to be more compact and a slightly-redesigned popup. Video Watch optimized-admins-2024-10-10_23.39.53 | Streamable + Add support for
group ranks in the creation UI - sorry for forgetting this earlier! + Adds a fun animation that plays when you donate to help give a little more incentive - paying for developers and staff out of pocket is more it can do in the
future! + Slightly updated notifications to be taller to allow for three buttons at a time. More visual changes are coming to notifications soon. //devforum-uploads.s3.dualstack.us-east-2.amazonaws.com/uploads/original/5X/4/7/a/8/47a8e to crash
due to a missing edit sign. + Fixed a duplication issue with the app install window + Fixed a duplication issue where the PFP background color on the homescreen would be incorrect (was always administer blue) GitHub Contribute to pyxfluff/Administer development by creating an account on GitHub
+ Fixed an issue which would cause the app to freeze when you looked up a player which had not existed + Fixed an issue which caused the blur to be missing from notifications.
 Removed the close animation when an announcement was sent via the panel. + Fixed various crash cases with announcing That's it! Thanks for sticking around and keep the feedback coming please! Every little bit helps Administer improve as a product 1 Like Hi all, Just noticed a bit of a security issue with places on the app server. An update is
coming out right now to the server (no place updates needed) to fix this. This is nothing major, just that PlaceIDs were being recorded in the app's DB entry which was being sent out to the client. No idea why it was like this in the first place but the issue has been fixed and I've wiped the entries clean so it's like it never happened. An update is coming
out shortly but in the meantime, if anybody has anything which reads any of the following: AdministerMetadata. AdministerMetadata. Administer Metadata. Admi
your programs. They will be removed in an Administer update soon. Some will be removed in an update tonight to help condense wasted space and bandwidth. The removed properties will all be removed in an update soon. Some will be removed properties will all be removed in an administer update soon. Some will be removed properties will all be removed in an update soon. Some will be removed in an administer update soon. Some will be removed properties will all be removed properties will all be removed in an update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed properties will all be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon. Some will be removed in an administer update soon and so the sound in administer update soon. Some will be removed in administer update soon administer update soon and so the sound in administer update soon adm
left. AppLikes and AppDislikes will be available in a JSON AppVotes: {Dislikes: 0, Likes: 0, Favorites: 0, Score: 100.0} instead of individual properties. 1.2 will account for these changes so nothing will crash. Further, AppDeveloper will soon be replaced by a raw UserID instead of username. This will also not be changed until 1.2. Thanks for
understanding. 2 Likes Looks like a cool resource! Gonna try it! Maybe add a discord webhook feature if you dont have it already! 2 Likes Hi there, that is planned as an app in the not-too-distant future! 1 Like I haven't tried this but the UI looks nice, although I noticed some nitpicks I'd like to point out: Felt like it needs some more spacing so it
doesn't touch the edge Cut off text Text got too small Cut off text 1 Like Thanks for the feedback. All 3 of the bottom issues will be finished within the next 2 updates. I've taken the header feedback into account though, will look into a resolution for 1.2
2 Likes Pyx: Also, we are looking for QA members, come apply with this form Applications close Friday afternoon, if you want to be on the team this is your chance! Page 2 Hello, How can i resolve these errors? Seems like an oversight on my part. Will be fixed in the next version. If you'd like logging off shut Verbose off in Settings. 1 Like This is a
smaller version release. It has some fixes and minor UI tweaks. Additions Reports server now. This is an anonymous reporting solution which only tells me what versions are in use - not game IDs or user IDs. This is an anonymous reporting solution which only tells me what versions are in use - not game IDs or user IDs. This is an anonymous reporting solution which only tells me what versions are in use - not game IDs or user IDs. This is an anonymous reporting solution which only tells me what versions are in use - not game IDs or user IDs. This is an anonymous reporting solution which only tells me what versions are in use - not game IDs or user IDs. This is an anonymous reporting solution which only tells me what versions are in use - not game IDs or user IDs. This is an anonymous reporting solution which only tells me what versions are in use - not game IDs or user IDs.
because it provides information that I'd just be guessing about otherwise. You can see the code for it yourself here: AdministerAppServer · GitHub Fixes Fixed the wonky color detection on the homepage. Before: After: This is still new and is something I am testing in this context. My implementation has
worse results overall but I found it performs better with avatars which is why this was changed. If it looks worse now with yours please let me know. (this implementation marked on the right benchmark) Fixed a case which would cause the client to crash if TCS was disabled Small design tweaks all around Note This release has a bunch of settings v2
assets in it (which is what I have been working on). It's in a nonworking state right now so please don't touch them or try using it Hi all, Would just like to provide a quick update that the app server is going to be pulled offline shortly for maintenance. This is to allow for the rewrite I am currently doing. I'm planning for some time around 10-10:30
EST. If all goes to plan it'll be back within 5 or 10 minutes. Thank you for understanding. All done servicing it now. A small update turned into a full out rewrite and frontend Give it a look: Let me know if you have any concerns about general app server functions. I tested and it seems to all be working and even quicker than before. Hi all, Online
services have just been reported as offline. I'm not able to fix it currently, but I'll investigate as soon as possible. I'm not sure if this is a code or server issue at the moment. Existing panels will work fine, new users will not be able to install apps. Sorry for the inconvenience, I'll update here when we reach a resolution. The issue has now been resolved
and everything is back to normal. Some updates for people not in the discord server. With 1.2 we'll have lots of app changes (namely to player management) and an auto-update script! Hello! I just checked out administer and I was going to ask if I could help! I could help! I could help upgrade the GUI possibly and give you ideas for administer! If you have a lot of
ideas you'd like to give me then you can reach out directly through discord (@pyxfloof)! Am I able to help with the GUI maybe and maybe help script a bit? If you'd like to help then please reach out on there, this thread isn't the place for that sorta stuff 1 Like I sent you a friend request so we can talk there. 1 Like 1.2 is a major version with a lot of
updates and improvements to level up Administer once again. Development isn't free! If you love using Administer (or just want to give back to the open-source community), please donate to me to help ensure Administer has a bright future with new apps and lots of features. Improvements Revamped the rank editor to use the standard creator flow
Marketplace search has been revamped with autocomplete, tag searching, autocorrection, and more! New app launcher fixed an issue which caused the main frame to be visible for half a second
when launched Removed various forgotten print statements Small animation tweaks Fixed various other crashes and user-created errors All of the media for the changes! can you make a test place for users? That's a good idea, I'll work on it
tomorrow. Has been a suggestion in the past but if there's demand I'll do it. Great news! (cc @LeoBeomkl) Just made my test game public and enabled admin for everybody. Should work fine, let me know if you have any issues. It'll run whatever the latest published version of my own test build is so it might be unstable compared to the live version
Roblox Check out Administer Testing. It's one of the millions of unique, user-generated 3D experiences created on Roblox. 1 Like Version 1.2.1 pushed. Nothing big at all so no formal logs but the settings module has been fixed. Prepping to rewrite that hopefully soon so we don't have to deal with these issues. Seems like administer version is out of
date in the game Sorry, forgot to publish when I pushed 1.2.1. Eventually we'll move to a more stable version system but for now I'll push to the game when I get the chance. 1 Like Page 3 No problem. By the way, would be fun if you could uncopylock the game so user could download and edit it a bit before diving into actually adding administer to
the their game. Thanks for the idea, don't see it happening for that game in specific though because it's my test game and it has a lot of extra crap in the place file which isn't just latest Administer. I'll keep it in mind for the future but it's not something I'm doing for the time being. 1.2.2 doesn't add anything new but has the following fixes and
tweaks: way quicker admin checking logic (RanksV2) fixes the ability to have a group added more than once fixes admin page logic (you should all have access to plrmgmt and rankmgmt again, sorry!) These changes are all very worthwhile and I recommend you
do it in studio) depending on how many ranks you have. If you have any issues with the ranks system after these updates please feel free to tell us in our Discord server. Thanks! While the panel looks good, I don't see why we would use this over any other admin panel on the marketplace. The organisation for this admin panel is quite bad (please
clean that up ) VERVA1N: The organisation for this admin panel is quite bad (please clean that up) Could you please explain what you mean by this? Is it hard to reach specific functions? Compared to something like this Which one would your rather see in your game? Understood. Eventually I do plan to move to a more modular system for core APIs
(see the Modules directory) but it'll be a more gradual rework over the next few versions because I am just one person doing all of the work. The Settings overhaul will be the first leap to the modular future but for now I've noted down your feedback but unfortunately the answer is "it's coming eventually" and I don't have a specific timeframe. 1 Like
All good, take your time. What about this? VERVA1N: I don't see why we would use this over any other admin panel on the marketplace. It's fully subjective, just depends on your needs. Administer is fully modular, where core features use the same developer API anybody else would. I haven't seen that elsewhere besides like "addons" or "custom
commands" on other solutions I had used in the past. I mostly made it that way because back when I ran a game HD admin was eating up all of our messaging slots and the system would break when I removed features nobody needed like polls. Administer also has a lot of other unique features like player analytics, the marketplace, rank editor, server
please let me know, this is just what I interpreted your reply as. 1 Like Pyx: rank editor Wouldnt that provide a security issue? No because of permissions, you can only give people access to the configuration menu if you want to. Eventually we'll support specific permissions, "Install apps", ...) but that won't be for a while. 1 Like Version
1.2.3 out now, just some more basic fixes with ranks. Nothing new. How did you get Roblox working on linux when wine is blocked? It's not blocked? It's not blocked for Studio, just buggy. I haven't been
able to use it lately because I get trapped on "logging in". I use Sober to play real games though. Works fine still. 1 Like Seems like if you spam topbarplus icon it'll lag the game a lot for a client. Thanks, I know what's causing this, only for left in because I didn't think anybody would trigger it. Will be patched in the upcoming rewrite. Could you also
update settings tab please? Its uncanny to see 'Success!' for 5 seconds whenever i change any setting. Yes, that will also be done with the rewrite which will include a settings refresh. I'm pretty sure I put a preview of it in the Discord a bit ago so you can check there if you want. I would just make a checkmark that appears for 2 seconds which would refresh.
 have less clutter and seem more modernized. 1 Like Really nice work on this. I look forward to playing around with it and taking a look behind the scenes. 1 Like Page 4 Would it be possible to get some kind of settings script like you have at HD-Admin? I personally like to make some things directly in a script and not having to click around in a UI (later and seem more modernized.)
know that the UI is better for fast management). I also would like to have a option to add custom commands for Admin? I probably don't see us supporting this but it's something to consider for the rewrite I'm doing. Your best bet currently is to tweak
the default values in the Config module and wipe the settings DataStore so it loads from the module. ONEMISSLE: custom commands for Admins This is coming soon as well. No idea when but you'll see it appear on the Marketplace when it's ready. notify1 rbxassetid://9770089602 dose not work error code Failed to load sound
rbxassetid://9770089602: User is not authorized to access Asset. To be expected sadly because I am not ID verified. When I get new notification noises I'll have a friend upload them so it can be public, sorry for the error in the meantime. 1 Like Sorry for neglecting this thread. Over the past week, @FloofyPlasma & I have been working to: ~ fully
rescript the server and client to be modular ~ migrate the client UI to a fusion-like system to render UI components only when needed And with that, many UX changes. A common complaint has been how much you have to move around to do anything which is going to be greatly resolved in this update, mostly by this new sidebar I made this past
Wednesday: It won't be out all the time, a button will expand it and push the rest of the content off to the side. Please let me know any of your concerns or fixes you would like to see in 2.0. Many new apps are coming as well as I continue to hire new developers. Our current priorities are custom commands and fun commands so you guys can ditch HD
admin ASAP in favor of Administer. 2 Likes Could you add a option to let the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions should be available? I can understand that the DataStore is needed for the system but some functions are not some functions and the system but some functions are not some functions.
be allowing to test in studio even if the game is not published yet. Maybe, but I wouldn't count on it. A lot of apps depend on it and I'm not sure what the point of having everything start over whenever you rejoin is. Hi Pyx Im really excited about Administer and would love to contribute. I have some ideas for improving the UI and other features and I
believe my experience with Roblox development could help. Could we connect on Discord so I can share my ideas with you? My Discord username is glikafeon. If you don't want just reply here Looking forward to working together! Best of luck Feonixid 5 Likes Hi, we have a channel on the Discord for suggestions, feel free to send them there! The link
is in the OP. If you prefer for them to be private you can DM me here but I believe my Discord DMs are locked I have tested the system in your test place and found some bugs in it. The Player info system wasn't loading for me when I tried to get information about me. In some cases the create team menu wasn't opening when pressing the button in
the menu. /secure-uploads/uploads/original/5X/a/6/c/f/a6cf6ff7c7baec00117654b6ecc10ba644dfa941.mp4 I had some errors in the log which could help to identify the problem. ONEMISSLE: The Player info system wasn't loading for me when I tried to get information about me. This is a known issue specifically with the test game, it shouldn't happen
elsewhere. ONEMISSLE: some cases the create team menu wasn't opening when pressing the button in the menu. I'm not aware of any issues with this, I'll look into it. why would I choose this over other admin panels like: Exe 5 (Product: exe V5) | Most Stunning Admin Panel Yet - #56 by Ashi Division One thing I really dislike is open source projects
asking for donations within the resource and not outside of it. Other projects like product exe do not do this. Please list a few things other than the basics that would differ yours from others and I may consider this. Thatguy: why would I choose this over other admin panels like: Exe 5 (Product: exe V5) | Most Stunning Admin Panel Yet - #56 by
Ashi Division I particularly dislike exe because it is form over function. When I last tried it, it was hard to reach things and the looks of it hindered its ability to work as an admin panel. I'm not sure if this is the case anymore, feel free to correct me if so. Thatguy: One thing I really dislike is open source projects asking for donations within the resource
and not outside of it. Other projects like product exe do not do this, Sorry, but development is expensive and I am paying fully out of pocket, We have an app development team of 3 people, and another 3 people (including myself) on the core team. There are a lot of general expenses which come directly out of my pocket which you can read up on here
Administer Development Expenses - Google Sheets. I think it's reasonable for me to request help from the community for offering a free and open source product which would otherwise cost upwards of 10000 Robux to license individually. I think it's better to ask for donations rather than do what HD admin is doing to thousands of games right now.
Thatguy: Please list a few things other than the basics that would differ yours from others and I may consider this. I have already answered this question, see this post: Administer // Modern & Modular free admin system [1.2] - #52 by pyxfluff 1 Like Thanks for the reply. Just about the donations maybe have it link to this post and have the donations
be linked here instead to remove the clutter and/or add some functionality to hide/perm hide the box. I do understand the paying out of pocket part too. Other than that looks good. 1 Like Thatguy: remove the clutter and/or add some functionality to hide/perm hide the box. In v2 part of the UI refresh is the About page which I did last night, it adds
more useful information to the page which is surely not the case right now. Eventually we may support editing it but that isn't in the 2.0 roadmap. Thanks for the link, If it doesn't happen now it can always happen later on . 1 Like Thatguy: why would I choose this over other admin panels like: Exe 5 (Product: exe V5) I love it when other creators
upload and share their own version of admin panels alongside the other already-existing ones, it's not to supersede others but to give developers more options. 2 Likes I get that I was just wondering as each admin panel could be similar in most ways. Ive seen it with some older panels etc. But I get your point. 1 Like Updated the topic slightly to be
more clear. Will be rewritten entirely when v2 is out. No timeframe yet (we fell behind on our christmas goal) but it's coming hopefully. Server/client rewrite, appAPI/settings v2, and a ton of new apps to celebrate the release. Going to be a huge day, please stay tuned ive been summoned thanks for using lumin/ui 1 Like Page 5 Desmos graphing
calculator. 1 Like Hi all! A quick writeup on what we've been doing behind the scenes lately. First off, we're continuing on the fullstack rewrite. This has been a massive job for our team and we are still working on it. We are still rapidly iterating on API and UI designs so here is a preview of the app launcher which has changed since you all have last
seen it Next, we have been hard at work the past couple of days to make our product even more open. We have open-source should be at the core of Administer and our UI library, all of our first-party apps, and split the documentation into its own repo for easier access., all free software under the GNU AGPL3.0 license! We believe open-source should be at the core of Administer and our
work continues to be free to give back to the community. With that we also have opened a repository for feature requests, bug reports, and discussions! You can still do all of that in the Discord community but GitHub is a new options for people who cannot access it due to blocks, restrictions, accounts, or anything else. With 2.0 we will also be
introducing automated Administer builds via GitHub, community submissions to the main app server fully for free, better support for self-hosting App Server instances, and more! We still don't have an ETA But things are ramping up behind the scenes and I can't wait to be able to share more with all of you. All 1.x builds will continue to work fully
normally for the time being (after 2...0 releases we may drop support for downloading Apps from a 1.x panel). The upgrade will be fully free as per usual. Please stay tuned for more information. Thanks! Update: The App Server now has shortlinks! These are useful for directly accessing Administer resources without needing to remember specific
links. Discord: Git: (it works with any repository on our administer-org GH organization, so any future repositories will work without an update!) This topic: Roblox package: Docs: The App Server 4.0 API will be released alongside 2.0. Stay tuned! Damn that's crazy it's even better than exe 5. Can I use this with exe? I hope it works. Love you dude: 3 I
believe there was discussion of an exe migrator at some point, so watch out for that 1 Like Well thanks but I said "with" exe. Administer is a drop-in replacement for Exe, not sure why you would be using both 1 Like Yeah, never mind I'll just replace. It was just for testing and other stuff actually. Also, just because it's so good, I added it to my best
resources list. Also, I recommend you make UI corners a bit low and make them resize according to the resolution devices like mobile. 1 Like YFPro67: I would not recommend using Administer in conjunction with any other admin systems (exe, HD, adonis, ...) for the time being. With 2.0 you will be able to import data
from all of the systems to make the transition even easier (with commands and things) but otherwise you may have data conflicts (if you ban a player in adonis or kick them from exe, Administer won't know and won't be able to log it). Well ive tried administer and will wait for 2.0 to make a full transition. 1 Like It'll be out eventually, I am just having
trouble finding a UI developer to make components for us. (when that's done we can probably do a release after QA). I'm making progress on the server and app server 4.0 in the meantime though I like that Administer is open source and I can't wait to use the system in my game. The only problem right now is that I'm needing custom commands and
a command bar. But as I can see both features are coming at some point. 1 Like Hi there, both of these features are being released very soon! For now, you can create apps as a way of doing custom commands, you'll just need UI. See the documentation here: Tell me if you're using any UI framework like React Lua, Fusion etc. I have experience in UI
Development. I'll do anything I can as a side project. I found somebody a couple of hours ago who everything should be ok with, if we need help in the future I'll keep you in mind but we're ok for now. 1 Like As a bit of a sidenote, Administer is becoming a solo project again because I could not find any developers who wanted to work no matter how
much money I offered. This also means 2.0.0 will no longer be moving to a component-based system and the TypeScript rewrite will also probably never happen. No other 2.0.0 features are being scrapped. Now that it's just me again I should be able to provide an estimate as to when I think it will be releasing relatively soon so please stay on the
lookout I believe the UI animations need some refinement, but I love the UI animations need some refinement Thanks, any ideas/thoughts? Still a WIP but I am quite happy with the app drawer one I will say that I haven't actually used this admin panel yet, but it looks
incredibly promising. I'm only going by the videos and photos. It may look better if the main panel slid in from the bottom of the screen instead of scaling, because scaling this complex interface caused the jittery text rendering seen in the video (0:07). By the way, what happened to the background blur? It looked good! Page 6 avocado: By the way,
what happened to the background blur? It looked good! That is actually a dev build which does not have the blur because I have not implemented it yet. The default theme is moving to not be transparent but a classic dark theme will remain available to download. I'm doing this mostly because I felt it looked better without it. 1 Like If you say so!
Backblurs look awesome, but it's your choice to use it or not. The lag caused maybe also influence your choice, understandably. Just tested it out! That is a lot. My output will never be clean again. Pressing; to open the command bar actually doesn't work for some reason. I changed nothing, avocado: That is a lot. My output will never be clean again.
A lot of that is just verbosity from the first-time install procedure. If it's not clean again after restarting you can just shuti off the Verbose setting in configuration. avocado: Pressing; to open the command bar actually doesn't work for some reason. I changed nothing. The command bar is not finished. In fact, the script should be disabled unless you
enabled it yourself. Pyx: The command bar is not finished. In fact, the script should be disabled unless you enabled it yourself. Interesting. I slapped the Administer model straight into SSS and play tested without changing any scripts! I got to see all of the UI animations and design now. I'd have to say that they all may need to be reworked...! I don't
mean this in a bad way, hopefully. Luckily, you've shown me more appealing UI already which is hopeful! I'll have to test it out myself when the update releases. If you want, I could try reworking a few UI animations with the current release to give you some ideas. I can't easily describe animations, so I would have to just make them! 1 Like avocado:
If you want, I could try reworking a few UI animations with the current release to give you some ideas. I can't easily describe animations, so I would have to just make them! Sure, I'd love to see ideas if they're good. 1 Like dunno if it's not there or if it's really hard to find, but is there a tutorial on how to make apps somewhere on the documentation
site? honestly might've just misread making own apps for the panel the remade to be more clear and there will be video tutorials with the launch of 2.0. yeah, i saw it, wasn't the most clear,
can't wait for the video tutorials though! 1 Like i saw that your trello board says that webhook logging is a planned app feature. what would you be adding in that app? Hi there, I am planning a robust visual scripting style and YAML-like editor where you can have events something like this: WHEN event triggered administer.admin.join notify
with headers: Method: "GET" Admin: "{{ Payload.User.ID }}" notify with headers: Adm-Webhook-Format: "discord" WHEN event triggered PlayerManagement.action.kick notify with headers: Adm-Webhook-Format: "discord" WHEN event triggered PlayerManagement.action.ban which was also because the property of the 
something like that but I'm just going off my own thoughts right now. Nothing is final as the app has not yet started development (the person I had assigned to it stopped responding to my messages after a few days:/) 1 Like Hi all. We are looking for new settings to add for 2.0.0! Please feel free to fill out this form once. Sign-in is required to enforce
it; we do not collect identification. Google Docs We are looking to see what settings should be added for 2.0.0! Hi all, AOS is offline right now due to bad weather where the server is hosted. We have powered the machine off to preserve the database incase of the battery going offline. Internet has already been lost so there is no better option right
now, we are just playing it safe. I do not know when it will be back online but I will announce here and in our Discord server linked in the OP. You can also check the statuspage for more real-time updates as I will be sleeping now. We are going to look into data redundancy tomorrow so in the event of something like this we can swap over to a second
server at my house with normal production DB access for zero downtime. Thank you for your understanding. It seems like the server has come back online. We are still monitoring the situation and will update here incase something changes. For those not in our Discord: A more specific release timeline will be published when available. At that time
we will also schedule infra maintenance day (AOS will be offline for at least one day for us to perform software and database migration). Sorry for leaving you guys in the dark again! The Discord continues to get daily progress updates but I'll give you guys some player management v2 screenshots to make up for it: 3 Would I choose this over Adonis
```

Admin or what? Adonis has more commands. 1 Like I am working on adding "fun commands" to Player Management and a command API commands that Adonis has that you would like to see then please feel free to let me know. 1 Like What

about... the ;nuke command? Thanks for the idea, I've made note of this. Hi all, It would seem as if the demo game has died and Administer does not boot there anymore. I have no idea why that is the case but I will not be restoring it. In the meantime, here is my 2.0 testing place you'll be able to use instead. Thanks :3 Roblox Check out temp

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administer testing. It's one of the millions of unique, user-generated 3D experiences created on Roblox. Page 7 I was waiting for the demo of 2.0 as I want to use it in my new game. With the old testing place there was a problem which would load me in as you for some reason but I was unable to do any actions in the panal. I decided to not report it as
I assumed this will be fixed in 2.0 and that this is a problem of the testing place for the 1.x version. ONEMISSLE: load me in as you for some reason but I was unable to do any actions in the panal. I decided to not report it as I assumed this will be fixed in 2.0 and that this is a problem of the testing place for the 1.x version. This is just because the
front end does not load and crashes without an error. I have no idea why this is the case just for the testing game but that's why I said what I did. 2 Likes Pyx: It would seem as if the demo game has died and Administer does not boot there anymore. I have no idea why that is the case but I will not be restoring it. Looks like somebody went into the
game and changed a bunch of settings which bricked it. I've reset the settings and the game will work properly again! 1 Like Is there a problem with the new testing place for the 2.0 version? Roblox. When I join the game and type
/adm there is nothing happening. he forgot to set freeadmin setting I just fixed it, feel free to join now! (cc @gdr1461account2) 1 Like I joined the game and can confirm that I'm getting the admin rank but /adm doesn't work on tablet for some reason. Any idea why? I'm not sure, I haven't gotten time to owrk on that feature. For the time being you can
activate mobile mode on your tablet from swiping from the right edge of the screen inwards to the left. Sorry for kinda keeping you guys in the dark again. A public beta build will be releasing very soon so if you are interested (need to migrate, want to test, test app API) then please join our community and get the "administer updates" role! Discord
This is the Official Administer Community Server. | 92 members Incase anybody is wondering why it is taking so long for a build it's because 2.0.0 is a fullstack rewrite of existing Administer. Rewriting the entire system from the bottom up and implementing new features/ensuring compatibility with existing databases has not been easy. Along with
scaling AOS up from one node to 5 (and 3 Mongo nodes which hate working), I've been extremely busy the past 4 months. I'm excited to be able to share it with you all soon though: 3 I dont understand how it works + what makes it confusing is how should I download apps and for mobile test its sooo confusing pls make a gifthub site or something for
explanation how it works if all of it is done then it can get famous Can only get popular if its beginner friendly. Limitless: confusing pls make a gifthub site Not really but the docs are here: We are working for a tutorial and guides section for the 2.0 docs along with a setup assistant so the learning curve will be little to none. Pyx: releasing very soon A
build is now live! Go fetch the rbxm in the server Discord Official community/support server for Administer, AOS, and other Administer Software products. | 114 members Forgot to update here, but production (and canary due to 2/3 of our databases being offline) is offline so we can migrate it to Proxmox like the other two US nodes use. This should
be about an hour or two if all goes to plan - we will restore service as soon as possible. Thanks for your understanding! Very sorry about the extensive downtime, production is back up now. What happened is a very long story, none of which really relates to Administer, so I probably won't share it. While I have your attention we are still distributing
2.0.0 testing builds. Sorry for slow progress, I have been working on documentation lately, once that is finished we can look at a public release. Thank you all for being patient This tutorial assumes that you have a basic understanding of blender and how curves work. For this tutorial, we will be using curves, converting those to meshes, and UV
unwrapping. Below I will provide you with the Roblox character to use as a reference. Remember this does add to the tris count. Curves - We will be using these as the main function for the hair. It allows us to manipulate the shape of the meshes. Mirror - It allows us to mirror the object, reducing our workload. Decimate - Reduces the tris count,
causing less lag. RobloxCharacter.blend Getting started Open the scene, it should contain just the Roblox character and nothing else. Go ahead and add a curve circle. Shift-A > Curve > Circle. This is what you will see below, there are a few ways to make the shape, but this is the way we will be covering in this
tutorial. While selecting the circle, press tab which will bring you into the editor for this object. At first, it may seem quite complicated, but once you learn how to manipulate it, it's easy. Your circle should look similar to what is below. Another method we can use is using regular curves and shaping them in a triangle, which can help to reduce the tris
count. Then you are going to have to enable the free handle type. This is located at the top of the screen under Control Points > Set Handle Type > Free. Next, you are going to shape the circle to be your desired shape. You can use any shape you
want. The less complex the shape is, the less tris you have. Step 3 We are going to need another curve for the hair. Shift A > Curve > Path. This is very important as it will allow you to shape your hair. Next, we have to apply the shape to the path. We can do this by going through the Object Data Properties > Geometry > Bevel > and select the circle
we made earlier. It should look something like this. Step 4 Next, we have to make the edges pointy. We can do that by selecting the vertices and pressing alt s. It should look something similar to what I have below. I moved the curve up a little, to give it more shape. Make sure you scaled both sides. Step 5 Steps 1-4 were pretty easy and didn't require
much messing around. The next few steps will. You are going to want to shape your first path as hair would flow. If you need some references you can look at the final product. Mess around with it for a few, and see what you are going for. Don't
worry much about it looking like banana peels right now. The back of the hair is the most work. You just have to try to get it to flow, which takes a bit of time. After some messing around you can get to something like this. I used the same curve to add some ears to the mesh. Step 6 Before we can go ahead and convert the curves to meshes we need to
start limiting the amount of tris we have. The first thing we can do is turn down the resolution of the mesh. I find that 4 works fine for me, but if you need to reduce it further mess around with the count. Step 7 Next, we can convert all the hairpieces over to mesh. I assume you did all of the curves as separate curves, so we will cover on how to group
them. While in object mode and selecting all of the hairpieces, press Object > Convert to > Curve From Mesh/Text. If you go into edit mode, you can see that there are a billion faces. Don't worry
about this right now. While you have all the objects selected group them with ctrl J. You can also do this step for other objects you have added such as ears, or bow ties. Step 8 Next, we can apply a decimate modifier. You can also select all while
in edit mode, and go to mesh > clean up > limited dissolve if you need to further reduce your tris. Step 9 UV Unwrapping is very important for any UGC creation. I will be using simple gradients as it's late at night. But feel free to use whatever you want. I expect you to be able to unwrap the UV map. You can also shade out smooth if needed. Final
Product This was the final triangle count of the hair above. Conclusion I'm hoping this tutorial helped you learn a little more about how to make hair in Blender. This can be applied to anything, whether it be UGC or accessories for NPCs. I learned this fairly recently, so it's probably not the most polished work but I thought it'd be awesome to share it be UGC or accessories for NPCs. I learned this fairly recently, so it's probably not the most polished work but I thought it'd be awesome to share it be UGC or accessories for NPCs. I learned this fairly recently, so it's probably not the most polished work but I thought it'd be awesome to share it be UGC or accessories for NPCs. I learned this fairly recently, so it's probably not the most polished work but I thought it'd be awesome to share it be under the most polished work but I thought it'd be awesome to share it be under the most polished work but I thought it'd be awesome to share it be under the most polished work but I thought it'd be awesome to share it be under the most polished work but I thought it'd be awesome to share it be under the most polished work but I thought it'd be awesome to share it be under the most polished work but I thought it'd be awesome to share it be under the most polished work but I thought it'd be awesome to share it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but I thought it be under the most polished work but
with everyone! 216 Likes Nice tutorial! I am not very good at Blender, so this helped me a lot! 19 Likes I don't even know how to use blender, but I'm sure this'll help someone out there! 5 Likes I'm more of a Maya person but a lot of the stuff is applicable
in some form. We got NURBS curves. Thanks for the guide! 4 Likes Finally a tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for a detail tutorial for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I was looking for make a hair in blender! I wa
should know 5 Likes Great tutorial! But is it possible to make this in 2.7? 2 Likes Im not sure, I would assume so. It's probably a little different, but a similar concept. 2 Likes Can i use 3DS to create a Hair? 2 Likes Can i use 3DS to create a Hair? 2 Likes Im not sure, I would assume so. It's probably a little different, but a similar concept. 2 Likes Im not sure, I would assume so. It's probably a little different, but a similar concept. 2 Likes Im not sure, I would assume so. It's probably a little different, but a similar concept. 2 Likes Im not sure, I would assume so. It's probably a little different, but a similar concept. 2 Likes Im not sure, I would assume so. It's probably a little different, but a similar concept. 2 Likes Im not sure, I would assume so. It's probably a little different would assume so. It's probably a li
mode of Blender and there will be a drop down menu and it scales corresponding to the x, y, and z axis. 1 Like Nice tutorial! How do you do UV colouring? 1 Like My hair pieces looked terrible because i did something incorrect. Can you describe the steps from 1-4? It's hard to make the hairpieces pointy and i don't understand how to make them even
pointy, does it require all vertices or just seperately? Honestly this tutorial is currently really impossible for noobs like me. My Blender version is the latest (version: 2.8.2 Alpha) NOTE: Please respond within 2 days or else i will not reply to the answer so please respond as quick as you can 1 Like To make it pointy grab the end of the path and click
alt+s, then click 0 to make it as small as possible. To change overall shape of the hair go to object mode and click s and move ur mouse around. 2 Likes uhmmm... I don't know where is the end of the path. Can you show where is it on the curve made? 1 Like There is a way easier method that I found. Download the add on called bevel curve tools.
Watch tutorials on how to use it. If you still need help lmk 1 Like Pretty nice tutorial, will really help out new modelers in the community. 1 Like Fage 2 Jaudr3y: make the edges pointy how do i do this? it's RLY impossible for me 1 Like
GitHub Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve. - GitHub - ucupumar/bevel-curve-tools: Blender addons that helps you with creating and maintaining beveled curve-tools: Blender addons that helps you with creating and maintaining beveled curve-tools: Blender addons that helps you with creating and maint
how to save the addon on Blender? EDIT: i found add-ons button in Preferences and clicked Install. Then it asked to select a ZIP file and i selected the one with bevel curve tools. 1 Like Alright, make sure you click save preferences so it shows up after you close blender. Now Once in blender click N and you will see a side bar show up on your top left
side, click on bevel and everything should be there The bevel area should look like this Click on add/override bevel, once done with your hair (Completely done) you can click convert: To mesh(es). Using this method I got this done! Hope this helped! 2 Likes Which version of blender is this? 1 Like Possibly 2.8.2 or 2.7. I don't know 2 Likes I don't know 3 Likes I don't know 3 Likes I don't know 4 Likes I don't know 4 Likes I don't know 4 Likes I don't know 5 Likes I don't know 6 Likes I 
how to texture hair and UV-unwrap in Blender. How do i do it? 1 Like 2.82. Sorry for late response 2 Likes Alt A. I said this in the tutoriall 1 Like nice tutorial, this is a very interesting way of accomplishing hair creation, hopefully compatible mesh deformation becomes a thing, so we can make animated hair later, but im gonna bookmark this. 4 Likes
You select the mesh, and go into edit mode. Select all with A, and press U. Press Unwrap. It wont be pretty, but that's the basic way to do it. In the shaders tab but in a texture of your choice, and move over to the UV editor. From there, just move around the UV map to however you want it to be. 2 Likes I'm very bad at blender but this tutorial looks
very good, thanks for making it! 2 Likes Nice tutorial! I might use this soon, 2 Likes I'm eternally dying. I made typical male hair that you see in TikTok and it has nearly 100K triangles and now that I reduce the size, it looks like deformed worms that have been spilt and is shaped to look like puddles of ice cream. SO ANNOYING! 4 Likes 2 Likes
Thanks, ur tutorial helped me a lot I made this 5 Likes Hi, Today I'm here to show you that you can play Roblox APK file (search it
on Google); Open "APK Installers" and click on "Select" button then choose the APK file downloaded; A dialog require you to install WSA. Just click the button "Install WSA. Just click the button then open "Windows Subsystem for Android" with a
green icon; Go to "Advanced settings" tab and check "Developer Mode", then click the link "Manage developer options" and wait until it's loaded; Close all windows and reopen "APK Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent the Debug ADB and click "Installers"; Select another time the Roblox APK; Consent 
like a drowning man will clutch at a straw... I don't think that is a solution to fix the problem. also, WSA will no longer be "supported" but can still be used. PS: Propose your own solution. 1 Like you know that microsoft store
roblox works too, right? (it worked in my situation) Today, we're releasing a preview of the next-generation Studio UI. We're rolling it out as a beta to gather your feedback to ensure that it will help you be more productive. "Next Gen Studio" is a major effort guided by the following principles: A simplified default UI that is more intuitive for new
creators A flexible UI system that is more customizable for experienced creators Implementation of a structured design system with a consistent look and feel A technical architecture that reduces the chances of hangs and improves plugin workflows Here's a comparison between today's Studio and the Next Gen UI Preview: Current Studio UI Next
Gen Studio UI Noteworthy Features in this Release New design language styling including color coded icons The default ribbon tabs have been simplified Completely new menu system (on Mac these will appear in the View and Window menus Script, UI tabs are always are 
present - No more disappearing tabs! Play Test controls are always present in the upper left Note: this replaces the Quick Access toolbar — we'll be bringing back that functionality with custom tabs //devforum-uploads.s3.dualstack.us-east-2.amazonaws.com/uploads/original/5X/0/9/d/f/09df7691882a2b521b781efc890b1fce31ed935a.mp4 More Than
Just a New UI For the past year, we have been working behind the scenes on what we call the "Modular Studio functionality. A few of these improvements have been deployed when possible but the current UI was too entangled with old, outdated
patterns that have been the source of many hangs and crashes in Studio. To really clean things up and set the foundations for a true Next Gen Studio UI" mega thread also picked up on the fact that this new UI has been implemented
in Luau! We will continue to reduce the amount of UI implemented in Ot/C++. Not only does this give us a path towards a consistent and customizable UI, it also means as we make improvements to UI workflows will also benefit the community building UI for experiences. The First of Many, Many Updates & Improvements This is all still under heavy
development and we plan to keep updating the beta from week to week. It's too early to say when we will take it out of Beta and it becomes the default UI but currently we are planning for early 2025. We are continuing to work on: Additional functionality and fixes (your feedback is important!) Refinement on overall styling Customization capabilities
change some Ribbon settings and create your own toolbars! How to use the Beta Go into File > Beta Features and turn on "Next Gen Studio UI" Restart Studio Give us feedback! Known Issues We have numerous known issues and missing functionality that we are actively working on. As mentioned above, we will keep updating the Beta over the
coming months. Some third party plugins may cause crashes or hangs Menu top bar of the Start Page needs design updates We have not yet fully optimized the performance for older hardware Padding, spacing, and layout values are a work in progress Local play test with multiple clients UI is not yet available Editing and creating new ribbon tabs is
not yet available Collaborator presence UI is not yet available The Script and UI tabs no longer disappear (by design) — the tools on those tabs may not disable properly Changing between light/dark theme may not automatically reload the icons on the current tab The background colors are not final — we had to compromise to accommodate old UI
Explorer and Properties have not yet been updated to new design system There may be issues with icons when using multiple displays with different resolution scales The ability to override icons with Custom Icon Directory setting is not yet supported Many other small fixes and improvements are actively being worked on 585 Likes This topic was
automatically opened after 10 minutes. I like this update because it refreshes the old look of Studio and previews the modern future of Studio's UI. Here's my feedback in more detail: 1. UI Ribbon There's way too much space here: How about moving the menu bar to the window bar? Other programs also do not use the system window bar at the top
This takes up much less space. A similar approach to Visual Studio Code and Blender. ^ I made this in MS Paint 2. Quick Access Toolbar I never had to go to the File menu to save or publish my games. I need to be able to access these things with one click, no menu. Please, please, please put this super useful feature back! This is my configuration of
the bar. 3. Dropdown functionality I do not like the functionality of the dropdowns, e.g. the 'create a part' button. The gradient on the Part button looks weird. I want to be able to select an option from the dropdown with a single click, instead of having to click again after opening the dropdown (by holding down the mouse). If I accidentally click the
Part button, move my mouse away while still holding down the button, and then release the button, it still creates a new part, even though my mouse was not on the button when I released the click. 4. View Menu I have no idea where to find most of these settings in the new UI. I would appreciate it if this menu could be moved back to the main menu
bar. I cannot find these options in the new Studio UI. 5. Material Picker [Full Release] 6. New menu bar, although it will take some getting used to. 7. New Studio Home Screen The next thing we need is an updated Roblox Studio
home screen with a new look. I remember when I first opened Studio, the start screen alone was too confusing (I don't know how I didn't fully understand it back the screenshot and video recording features of Studio, because they are very useful. 10.
Dark mode for tool tips The tooltips on hover are too bright for me. Also they render on top of other windows. 11. Support for small windows Improvements to make the main ribbon scrollable when the windows is not wide enough. 12. Support for small windows Improvements to make the main ribbon scrollable when the windows.
also give windows users the option of full screen? not sure tho 13. CUSTOM THEMING please allow us to set an accent color or even our own color palette that'd be awesome and definitely improve my development Just imagine a dark studio with some purple accent to it Overall, you - the team behind this update - have done a great job. I like where
this is going, but I'd like to express that the features available are not going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) these issues are resolved. I don't want to going to satisfy my needs. I'll continue to use the old Studio UI until (most of) the old Studio U
active communication before the beta, now, and in the future. 460 Likes Excited to see what's coming! Especially customizability is an important feature to me and now's the best time to think about that. My biggest issue with the new UI is the use of screen space. I prefer dense UI than a UX where I need multiple clicks to accomplish a basic task. I
suppose we can give it time since this is all WIP. I believe it's worth mentioning how amazing the communication on this was, thanks so much for keeping us in the loop in this topic! 86 Likes This looks pretty sleek, I love it! Hopefully it will help my friends work around studio faster unlike how it took me minutes just to help them navigate throughout
the Studio UI... Thank you Roblox Engineers! 72 Likes I'm sorry, but I can't use this in it's current state. Too many missing features, and it feels way too empty. A lot of wasted space for less functionality. The awful docking system is still here and I just hate it, the buggy docking mess (even with the beta enabled) is gross. The lack of features makes
this beta unusable for production, nobody, and I mean nobody on my team will be using this interface due to the lack of collaboration UI. Do not use this as the base framework, do not keep it how it is. It isn't just "I don't like it", it's functions that used to be here are missing. It also needs significant optimization and performance uplifts. I also was
expecting the terrible explorer, which causes severe lag on giant places, to be improved. Unfortunately, with the usual constant line of disappointments, it isn't even being mentioned, I would like some progress reports about it. 188 Likes Please reduce the padding. Whilst I am keen on the visual font improvements, it is clear the
new interface in its current form has been designed more for use by tablets than for PCs, despite the fact that Roblox Studio can only run on Windows and Mac. On a separate note, the proposed a number of years ago for the existing UI, prior to
changes being made based on user feedback. Outline-centred icons are horrible for accessibility purposes. Please make adjustments even if this means looking back to the previous 2014-23 icon set. The removal of the quick access toolbar in the top-left corner is another regression - it is designed to be quick and easy to access. For actions such as
undo and redo, this is essential functionality. Please add it back. Other than the above, this looks promising. 132 Likes Yooo this is insanely cool! It's been ages since we had Studio, etc. Thank you Roblox! 55 Likes Is there any plans to publicly
release the components used for this new Luau based UI to the public, so that plugin authors and game developers can have a set of components consistent with Roblox's design language? 62 Likes Paul: A couple of eagle eyed folks in the "New Studio UI" mega thread also picked up on the fact that this new UI has been implemented in Lua! The Luau
team will be incredibly distraught to hear that you're using Lua instead. That aside, I am overall a big fan of the look of the new UI but it is far more wasteful of screen space than the old one. It has a lot more empty space than the old one, particularly the topbar. Why are the tabs so much larger vertically than the old UI? What was the rationale
behind this? I'm also not a big fan of the centered tabs. I'm a Windows guy. I like my stuff left-aligned. Any chance we can see that change or at least be configurable? 98 Likes This is wonderful!!! Thank you Roblox for this!!! Honestly I have waited for this update for a long time, and now that it's finally here, my workflow will likely improve... and it
feels so nice to look at too... Anyway, time to make Blender 3d styled class icons but I think it would fit this UI a lot. 41 Likes While I believe the new user-interface did. In particular, I am talking about the toolbar at the top of the window. Maybe it would be better if buttons
did not have as much space in between them? Additionally, I did not see anything in particular that really needed changing. Roblox Studio has always been a development tool, and most people who use it primarily use it to get stuff done. Therefore, I believe that the main goal of the interface should be to be simple and straightforward for developers.
Adding padding and making buttons bigger means developers have to shuffle through more menus to do what they would have otherwise been able to do by just pressing a button. At the end of the day, I just believe that improving the superficial appearance of the program should not be the main goal, and that the goal should instead be to improve
developer experience by making interactions with the interface simpler and more efficient. 61 Likes Thank you Paul, for your cooperation in the original mega thread! We're all excited about the new interface for Studio, especially with the full release coming in 2025. 35 Likes When will the updated UI come out for the all of the other windows? 35
Likes Paul: Note: this replaces the Quick Access toolbar — we'll be bringing back that functionality with custom tabs but the point IMO. 47 Likes I'm a bit confused... So only the top bar has been re-skinned? It looks
like this update was rushed... why not re-skin everything in one big update. Right now it looks useable but definitely not something that should be shipped out of beta release, please re-skin all studio components. 40 Likes please add a feature to disable this once it rolls out because i dont see anybody getting used to this new ui 53 Likes can you finally
search the plugins? 38 Likes I have waited such a long time for this! The ability to have a consistent and great Studio UI will be a great addition. 24 Likes I'm concerned about how much less information density there is. The current studio doesn't require many clicks to access everything I need. This one looks like it'll give me 80% of what I need, then
any project, studio crashes. This only happens with the new UI. Not sure why. 31 Likes I've been eagerly anticipating the day when Studio is built fully in Luau - and this is the first step! Huge congrats to everyone involved. I have my own qualms about the layout of the plugin tab, but ultimately I understand this is a beta and I'm really looking forward
to all of those concerns getting addressed in due time. This is a great long term improvement 35 Likes Roblox's current Ribbon is pretty much taking direct inspiration from actual
Microsoft Office. The resemblance is not coincidental, and is in fact already there even prior to the redesign! 29 Likes Absolutely love the new direction for studio's UI. Very happy with the features we have so far, nice work!! 20 Likes Looks cool but it only seems the top-bar is the only thing changed here. the rest doesn't match it at all. I cant even
open a place/play around with it since roblox crashes every time i try to open a place with the new UI, hasn't crashed once 20 Likes I'm not sure how to feel about them being in the center now. 21 Likes Can't even use it,
when entering studio it crashes. We we're shown a whole ui change of studio not just the topbar at RDC! 18 Likes That's literally the reason of why this feature is in: Beta 30 Likes I actually have the opposite concern as an ultrawide user. Ergonomically, I kinda despise the left aligned trend, and it'd be better for my neck strain if more things were
centred: 45 Likes I really like the way the new UI looks anyways, Ive found a bug with the plugin on the right but Im getting the description for the one on the left, this is probably because they have the same name? Im not sure, the topbar has always been big on my small laptop screen so I'd like to keep it hidden when
Im not using it, so it would be nice if we can get a minimize option like the previous UI 15 Likes Maybe 3-way options for left, center, and right would be best then. 23 Likes As far as I understand this is a part of the new update, feeding our creations into AI, making it more accessible for general public to create and learn... less... by prompts to the AI?
Thanks for notifying this publicly, not enabling this by default everywhere (giving 60 days), not hiding this into an unreadable legal agreement or anything like that, I've personally opted out, and think many will do too. You can disable this being default on every place you publish and save. 18 Likes Ok first of all looks kinda refreshing and the fact that
there might be the ability for custom stuff is cool. However I do have my dislikes, why is the top thing bigger where the tabs are, in my opinion I would like things a bit more compact to maximize the work space etc. To be completely honest though im perfectly fine using the studio we currently have, Im used to it, the icons etc are fine, overall its
good. It would be nice if we could choose once this is released what layouts and stuff we want to use. For anyone that is newer to roblox studio, try going from the 2012 studio icons and ribbon to the more newer, that was a tough change as everything changed, it took me a very long time to get used to. In my opinion there's nothing wrong with the
current UI and icons But another thing I think Id like to see is the ability to customize and move around the tool buttons, like under a customize mode and once you're done and save its locked in. 12 Likes how long will this be in beta because i don't want this to be FORCED 23 Likes Page 3 i really hoping the docking of uis be fixed now!? 11 Likes not
getting that 8 Likes I love this update personally. Roblox has always been lacking UI-wise next to engines like Unreal or Unity, this update makes roblox seem that bit more professional, and overall I think the UI Looks amazing. I'm really interested to hear why people DONT like this, because I don't see what there is not to like. Thanks Paul! Like it
Dislike it Not sure 12 Likes Early 2025 maybe, so you'll have time to get used to it 9 Likes I'd like to try it BUT... it always crashes, even in a simple baseplate place. I open it, it loads, studio closes. Modern gaming PC can't handle the new pretty studio... 10 Likes Love this new look. Feels super clean, simple and modernized. Can't wait for the full
release! 12 Likes I figured out that many plugins are causing this. I disabled and uninstalled quite a few that I don't use, and I no longer experience the crashing issues. I don't know what ones cause it, but it is worth a shot. Hope this helps! 24 Likes Nice to know that when I try to open a place, Studio immediately crashes with this turned on. 10 Likes
same thing i tried to reinstall the studio and restarted computer. The new UI still crashes my studio 9 Likes no i will not be getting used to it. i am NOT using this. 22 Likes thank you that actually helps alot 4 Likes Would you mind giving me the list of plugins you disabled - even with them enabled it still shouldn't be crashing! Same for anyone who
fixes their crashes by disabling plugins, please let me know which plugins you are using! 9 Likes Plugin icons are way too small in my opinion and this happens if the plugin name is too long: 8 Likes crashing for me. also linux is very polished 15 Likes 7 Likes Was excited when I seen this post. Tried it out straight away and immediately it feels like
as well and having a toggable option to switch between the two? Redesigning what is essentially an entire workplace for lots of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency are also as a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency and not a lot of people around the world could affect their efficiency are also as a lot of people around the world could affect their efficiency are also as a lot of people around the world could affect their efficiency are also as a lot of people around the world could affect the world affect their efficiency are also as a lot of people around the world could affec
and being the preferred way of using studio for many people, but I believe we should have the option to choose between the two. 13 Likes still not sure why people keep asking this, theres no "Use windows 7 UI" toggle on windows 10 this would be the equivalent. 30 Likes Understandably, studio needed a small overhaul, however, I'm not a big fan of
overhaulings and icon changes and stuff, because of how much they mess up with my muscle memory of doing a certain task, and the fact that my eyes got used to certain things being a certain tolor (parts being gray not purple for example). I don't have much to say about this, since it's a very justifiable change that many might hate just because of
muscle memory, but one thing i would really like to see, is being able to change whenever we want this tab to be in the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs on the left, right, or the middle or no: I really think it should be a personalization option if we want to have the tabs of the left, right, or the middle or no: I really think it should be a personalization option if we want to have the middle or no: I really think it should be a personalization option if we want to have the middle or no: I really think it should be a personalization option if we want to have the middle or no: I really think it should be a personalization option if we want to have the middle or no: I really think it should be a personalization option if we want to have the middle or no: I really think it should be a personalization option if we want to have the middle of the middle or no: I really think it should be a personalization option of the middle o
while to adapt to newer changes. I'm proud of the team coming up with a new design, and I hope it won't take much to get used to, however the tabs on top really need some changes... some personalization of where we want to put them, to be exact! 15 Likes 2jammers: still not sure why people keep asking this BECAUSE WE HAVE OPINIONS??? WE
HAVE TASTES??? 12 Likes Page 4 well every single other game and company disregards that, unless the userbase who hates it isn't a minority its here to stay 7 Likes really weird to me: the test tab got removed the play and stop test buttons got
removed on the home tab the name got shifted down? why? the topbar is gone? (i don't have the new ui yet) 9 Likes But theres many windows 7 "mods" in windows 10 and 11, one of my friends use it and i was thinking of using it too maybe we should have a
way to mod our studio ui... 7 Likes thats why its in beta, some stuff are not finsihed yet 3 Likes lets goooo!!! im going to test out building with this new UI and give my feedback 4 Likes customization is coming, so I wouldn't be too surprised of how much we can change in studio 6 Likes Because old UI is visually easier for a lot of people 7 Likes my
point still stands, lets not sacrifice performance and file size just because people are forcing themselves to not get used to something 5 Likes well, i cant even open studio without it crashing lmao it loads in for a split second and then closes, yeah i think this needs some more time 3 Likes the thing is your opinion does not align with the majority of
people (source Next Gen Studio UI Preview is here! [Beta] - #46 by SilentFish20 before it got reset for some reason). i've seen a lot of mostly unjustified hate to this ui because people "don't like it". you all need to stop holding on to the past and get with the times the old default qt theme was outdated and needed a change 8 Likes exactly, and I do
agree there are lots flaws atm but those will be sorted out in the future 7 Likes Well they are moving away from Qt and C so modding it could be a possibility 3 Likes Last time. Not a fan of Quick Access being removed in favor of custom
tabs though. I've had some plugin actions stored here which helped me navigate through them fast and easy. Custom tabs will be interesting story though. There are also several missing things here and there like being able to take screenshots or video recordings, or turn off that silly cube with X Y and Z coords (which I expect to be polished out in
the future since this is literally preview) Goodluck with the rest of the UI and further polishing! you all need to stop holding on to the past and get with the times the old default qt theme was outdated and needed a change I've seen individuals getting heated over it being made in React . . oh well, an opinion is opinion. 4 Likes dude this ui crashes
roblox studio i cant even enter any game without IT CRASHING??? 6 Likes This 1 Like i'm not sure how much you can "sacrifice" performance and file size just to be able to run roblox studio, if a few megabytes really make a difference on your device, you need to do some changes yourself and get a better device to use roblox studio on. Having both
the old and new ui should be an option for atleast a month or 2 until people can get used to the new ui. 5 Likes I'm glad this finally went public, was awesome picking your brains during RDC 23, and for those who weren't there there's still a bunch of functionality not yet implemented, for those of you who don't like the changes yet, wait for this to be
more or so complete and then give your judgement then, not sure if i should elaborate further since they didn't but there really is A LOT of customization features in the oven, and I'm just waiting for them to be out. Don't be discouraged by this early preview, the full version is so much more than this currently is, and I'm on the wait for it! 3 Likes
plugins are hard to find 5 Likes I'm not installing that UI, Legacy/Current one seems easy and user-friendly for me. 8 Likes It would be nice to add a darker theme, just like the concept at RDC. I get that this is a beta feature exists as a
toggleable lmao idelww: if a few megabytes really make a difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference on your device, you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference you need to do some changes yourself and get a better device to use roblox studio on this means that an entirely difference you need to do some changes you ne
get used to it, there is no point in updating both UIs for two more months after the release. 3 Likes Awesome update - can't wait to see the fully finished product. I have a few questions: Will minimized ribbons be possible? Old Studio Comparison photo with new update As a coder working in an IDE, I don't use any of the ribbon buttons on a frequent
 basis, so I usually keep the top ribbon minimized to focus better on the game when running tests. Is there a timeline for "Test' tab has really important functionality for simulating multiple player instances. I'm sure this is on the to-do list, but was
wondering if there's a somewhat ballpark timeline (e.g., "there are other more important priorities", "it's near completion, pending testing before shipping publicly", etc.) Awesome update, can't wait to see how this looks as it evolves. 2 Likes really enjoy how the plugins cut off now, please add a stroke around the border so it doesn't just blend in 7
Likes Yea, I love this UI design much better! The current Beta version one doesn't look much different from the legacy version. Would much rather prefer the darker version of this UI. 8 Likes On macOS it has a drop shadow. It should
use one on Windows, too. 4 Likes Babe, wake up, new Roblox Studio UI just dropped. 2 Likes oh my god it's actually reaally so mid i'm too used to the old one, it will be a very long time until i figure this one out 7 Likes Besides the topbar, Will the whole studio UI also be refreshed? 1 Like Will the new UI have more customization options? like, custom
background color? (i dont mean the script editor background.) 1 Like I'd love to be able to continue using the old studio UI when this inevitably gets forced upon us, in its current state, this looks horrible for me, so much spacing, too much of a windows 11 / tablet-friendly look to it. Please, when this becomes full release, make it optional. Maybe have
support for "skins", where old studio UI can be called 'Legacy', and the new one 'Modern', and then some extra other studio skins could be possible or something. 12 Likes Did somebody say Simple, flexible and intuitive UI 5 Likes Changing the UI to the version that was showcased would have several benefits, including improved usability.
streamlined workflows, and increased overall satisfaction. 6 Likes I am not getting that on Windows 10 2 Likes see im not going to lie it looks nice in my opinion, i would like it more if some stuff didnt get moved to different places such as the following: Testing Tab Import 3d tab collaboration other then those few little things the ui is really nice 2
Likes I think this is FANTASTIC, I LOVE the new design, I really want this to come out of beta and everything to work perfectly, applause to the team that worked on this, 10/10 2 Likes I crash when Studio Command Panel by NumojiGroupAccount is enabled. Footage: External Media 4 Likes Oh, yeah, that's so cool! I swear I love this feature! It seems
like the engineers spent a lot of time and testing it! it works so soft, omg I love it! 3 Likes Roblox finally realising they need to up their game 2 Likes Page 6 Please for the love of god let me collapse that...obese thing. The ONLY saving grace you currently have is that up arrow. I have everything I need pinned to the topbar. This has no up arrow. I
much, MUUUCH prefer a small, high density toolbar over fat ribbons trying to hide everything in dropdown menus. Also, the first time ya'll forced the ribbon trash into studio it took me a month to get used to it. Might be my brand of 'tism but I'm VERY specific about my workflow and I DO NOT like it being screwed with AT ALL. 18 Likes If you'd like
to go deep into it, windows 10 and windows 7 are based around the same UI, just differently drawn windows from vista onwards. In addition, people make mods & custom apps to change the way windows 10 looks and there is NOTHING wrong with
seeking that developers of an app add an option to officially support older UI. And like others said, different opinions exist. If you're just inertly taking every single change a company does, that's on you 2 Likes trying to be a like farm is so blatant here Imao all you did was diss the engineers because you don't like something 8 Likes I personally think
this is cool but it definitely has some issues The option to open recently modified places by clicking "File" and then the experience you want was removed, which was very useful for me I personally think that the top bar is chunky, why couldn't the Home/Model/Avatar/etc bar be combined with the File/Edit/Plugins bar? I tend to close things by clicking
the icon that opens it, but here it just opens the bar ontop of it is centered... it just looks inconsistent There's too much padding between the buttons, and the Plugins section is honestly a mess compared to the old one because of this The
topbar looks out of place compared to everything under it Again, this is a good update, but it most definitely needs some changes... I'll stay with the old UI for now 3 Likes this is because you only have one plugin with that name, I have two with the same name. edit because I dont want to post another message: is there not a way to enable the built in
tag editor plugin? I cant find it anywhere 1 Like Just started using it. Absolutely amazing! Though I love it, I can't seem to find the Undo/Redo buttons. I know there are keyboard shortcuts for Undo/Redo, but I really like just quickly moving my mouse up and clicking them. Is this going to be added, or am I just missing where they might be?
Regardless, I LOVE THE NEW API!!! Great job y'all! Have a blessed day 3 Likes Raterix: I also was expecting the terrible explorer, which causes severe lag on giant places, to be improved. Unfortunately, with the usual constant line of disappointments, it isn't out yet. Infact, it isn't even being mentioned, I would like some progress reports about it.
Work is underway on the Explorer rewrite. We're targeting a beta before the end of the year for that. It's still a bit too early to share the designs for that but we will be able to share the designs / progress soon, well before it's released to beta. 23 Likes Friendly reminder - you can give feedback without attacking the work of the devs. Same goes for
above replies doing the same. The team behind this have actually been quite communicative here on the DevForum and clearly care about this product. It will take time to integrate this - it's a beta. Please don't talk down to them, they are wonderful people and are ready to listen 37 Likes Because my day didn't need further ruining... Please, less
padding, reduce the width taken by the "bar" where there's play and where you can switch between the different toolbars. 5 Likes Frustrated by essentials like Undo/Redo and Negate not showing up. Otherwise, i love it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not showing up. Otherwise, i love it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not showing up. Otherwise, i love it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not showing up. Otherwise, i love it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not showing up. Otherwise, i love it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not showing up. Otherwise, i love it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not showing up. Otherwise, i love it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not showing up. Otherwise, i love it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Well right now there are not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by essentials like Undo/Redo and Negate not show it. 5 Likes Frustrated by e
undo and redo. 2 Likes Scrapping the Quick Access Toolbar for an even more bloated ribbon bar is not the move. I want Studio's UI to be as out of the way of the viewport as humanely possible, jacking the padding up and removing our ability to collapse the ribbon or store tools in a condensed toolbar for my workflow. 9 Likes This new
studio UI is crap being honest but it's crap that I love It's amazing, and I prefer getting used to this one rather than sticking with the legacy version. I can see new designs coming soon, and that's exciting! 3 Likes Designers themselves said the new ui is not backwards compatible with the old ui as there are major code changes to the new one that the
old one does not have. 6 Likes I was just going to post about that, the new UI is wayyy too thick for my monitor and my studio camera port is now tiny, I always collapse it and now I cant. 5 Likes not completely related to this thread, but it would be nice if you could disable ctrl+a for services (especially workspace). the amount of times i accidently
press this keycode and crash studio is crazy 2 Likes Ah ok, epic! thanks for the tip, I'll check that out! 3 Likes A couple of eagle eyed folks in the "New Studio UI" mega thread also picked up on the fact that this new UI has been implemented in Lua! That's me 3 Likes Cool changes. I remember when "Roblox Studio 2013" was introduced and people
lost their minds over that one, it's a bit funny to see similar complaints to back then. As long as the team working on this takes feedback seriously (and they seem to), this will be fine and people will get used to it. Studio evolved a lot since 2013 (and especially prior) and I expect this will as well. I'll probably swap over fully when more customization
options are available since some things are too difficult to reach personally. I haven't used it too much empty space. I think device emulation should be somewhere more accessible. Icons with a dropdown menu are not center aligned, making them look
off. Just a nitpick. Icon design is really good - everything feels nice and doesn't seem confusing. Some plugins (notably Moon Animator) are too tall and clip through to the tabs bar. I can share an image if necessary. I'm not sure if this is new, but I learned 1-5 can control the dragger controls. Awesome. I'm sure this is just temporary while things are
built out, but it would be nice to see the File, View, etc. options within the new UI. I think that would help with how much height the entire top takes up. 11 Likes One suggestion for improving ease of use is to allow dropdown menus open with right-click in addition to clicking the arrow in the corner, especially given their current abundance. Overall, I
think the new UI looks pretty good. 2 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to turn it off because I'm sticking to the OG one. 4 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to turn it off because I'm sticking to the OG one. 4 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to turn it off because I'm sticking to the OG one. 4 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to turn it off because I'm sticking to the OG one. 4 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to turn it off because I'm sticking to the OG one. 4 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to turn it off because I'm sticking to the OG one. 4 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to turn it off because I'm sticking to the OG one. 4 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to turn it off because I'm sticking to the OG one. 4 Likes Page 7 For the love of god, don't force us to use this "next gen" UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a switch to use the UI. I hope this has a sw
not a way to enable the built in tag editor plugin? Window > script > tag editor 3 Likes Anyone else having issues with the little "tooltips", they take extremely long to appear when you hover over an icon, and they even sometimes appear above other things open within my Desktop. I was just switching to my browser when a tooltip comes up
explaining what a part is, above my browser. 3 Likes Enabled the UI Preview, once loaded up a baseplate, the studio crashes 1 Like I really like the appearance of this, would be that the "Move" and "Rotate" options have been
swapped. My muscle memory instinctively would click on the bottom option, thinking that's Move, but it's no longer the case. Also, padding is kind of weird; you can see that the "Geometric" button is awkwardly placed right next to the edge of the Move + Rotate section. Not sure if this is a side effect of something, or if that's just beta growing pains.
It still looks really wonky regardless. Despite what others have said, I don't actually dislike the centered topbar. The only thing I don't agree with though, is this awkward empty space above it. I feel like those icons could just be shifted up as they were before, rather than just making them bigger, and adding that unnecessary claustrophobic spacing.
could definitely get used to it, but having that extra viewport space makes all the difference, especially for laptop screens that genuinely need it. Especially for laptop screens that appear when going over icons; For some reason, even when you don't place your cursor on one, a random Tool Tip will suddenly become
visible for no reason at all, and appear to be laggy when being removed, or shown. This same laggy experience, also translates to just using the UI as it is. I have zero plugins enabled (cuz at the time it was crashing, and not sure if you already resolved it), but when hovering over icons, it just doesn't feel as snappy as it once was. I obviously want
Studio to become a greater tool than it already is, but as it stands right now, it feels more like an Alpha than it is a Beta. I'm also hoping that with this Studio refresh (again), they finally fix the weird lagging issues on specific graphics configurations, and actually get Studio to be registered as a High Performance program so it stops being limited to
like ~40 for me. It doesn't seem to just be me who is experiencing that particular issue, either. Why is my Studio Lagging? Platform Usage Support The OP has already explained that they have done this: I've also been experiencing an issue like this, where Roblox Studio chugs to about ~40 FPS consistently. I discovered that Windows keeps
automatically setting it to Low Power mode, so you have to go into the Windows Graphics Settings and forcefully set it to High Performance, which uses your Graphics Card, or puts it out of Low Power mode. I'm unsure if this is specific to Windows 11, but you'll HAVE to go in there to fix it, only tempo... (p.s), it appears the Tool Tips render on top of
other Windows 5 Likes My complaint is the initial team collab players' icons weren't added as part of the ui change, but other than that, it looks really nice and modern! (But can we align the buttons below tabs to center?) 4 Likes Maybe we will see Roblox Studio out on M1+ iPads in the future...? 1 Like Will there be new documentation for where all
of the UI stuff is located on this new UI? Noticed the "Game Settings" button is no longer on the main tab & you now have to go to "File > Game Settings", if there are other buttons that have been moved around, it'd be really nice to have it documented somewhere so we don't get confused or lost. 2 Likes Why does it look like it's made for mobile.
when Studio itself is not available on mobile? Do you guys have plans to port it to that at some point or something? Otherwise I don't think I can really say much as I'm in that crazy camp of actually liking the 2012-ish versions of Studio more than what we currently have. Wish that was still an option, its removal contributed a fair bit to me going
inactive for a few years back then. 5 Likes Whenever I try going into a game with this enabled, my studio crashes before I can see anything. (i am not pressing anything here, it just crashes) 5 Likes You're on to something, I always hated how Roblox Studio's top bar looked horrible because I was always in dark mode yet the top bar never changed
colour. 3 Likes I love this, I will have usability feedback and first impressions later. Super happy to see this UI refresh finally happening. The old windowing system has been severely getting on my nerves lately with windows moving around or outright closing (possibly caused by the release of this beta but I don't care). 2 Likes How do I disable the
new UI? I'm on mac and there's no options at the topbar to go to beta features or anything. Edit: Nevermind, just found out that they made it with the built-in screen topbar. 1 Like You can do this with canvasgroup already. 1 Like I think what he meant was an Instance similar to a "Frame" that blurs 3d space, if not 2d space as well if the ZIndex is
behind everything else, although this is really performance heavy demonstrated by BeamNG which has horrible UI responsiveness and it's all to do with how poorly it's managed using blur and such. For my post to not get taken down, I will say that the Next Gen Studio's UI has always been horrible
 to look at. Everything looks fresh. I hope UX was a big factor here. Am I able to delist things that I don't care about? Am I able to bend studio to my will? If I tell it to bake a cake for me, can it be done? 4 Likes Why the massive change to the layout. A lot of people have muscle memory on current studio and this just throws all that to the gutter and
hurts productivity. And it doesnt look like its so good it benefits anyways after re-learning the layout. Keeping the visual change but keeping the visual c
UI editing software, each corner can be rounded to a different value: 5 Likes Oh! I meant that I think it should use one on Windows too. It very much does not have one at the moment 3 Like Page 8 You can still achieve a similar effect with CanvasGroup though. 1 Like Honestly the new UI looks not that good In my opinion, I personally like the 2019
UI. like the current Ui personally i think it was terrible enough when it frist came out. And I don't see why do we even need the home, model avatar, Ui etc... tabs in the middle. I would complain more but I can't even use studio because is crashing 24/7 8 Likes Sanjay: Am I able to delist things that I don't care about? Am I able to bend studio to my
will? Soon - they said it'll support custom tabs down the line! Sanjay: If I tell it to bake a cake for me, can it be done? The cake is a lie. Do not listen to its siren song. 2 Likes We're talking about the ones on the plugin tab, there isn't one there for me 1 Like That's a native Qt component rendering a
Win32 era drop shadow, so it's not guite what I mean 5 Likes Also, how come this is like the only UI element that doesnt have rounded corners on Windows, it seems that there a few differences between the windows and mac builds Paul: Completely new
menu system (on Mac these will appear in the MacOS menu bar) This looks really bad, and removed some very handy features. For example: When selecting an experience to work on (in the Main Menu), i used to be able to select Recent Games, and would not have to go onto Finder and select the placefile from somewhere on my hard disk. With the
new Beta, I have to find the file manually, which is really annoying. 3 Likes It seems really good, but Studio crashes with no error message when I enter any place with this enabled. Wish I could try it out. 3 Likes No idea! I've only just been introduced to this new UI so I don't entirely know how it works. The new UI will take time to get used to,
however I do appreciate the modernization. If I recall correctly, didn't the initial preview shown at RDC have a darker theme? Any chance we will get that? I really liked how it looked 4 Likes Mine is also doing that, I have tried removing all of my plugins yet it still crashes. (removing plugins suggested by someone else) 3 Likes I don't like how flat it is.
There's empty gaps in unexpected places, and removing borders is fine but atleast make it more compact, or else you're wasting space. Thought Put In: 8/10 Actual UI Design: 3/10 4 Likes Finally the new thread is here! This will definitely be a
better way of seeing the feedback. A couple things that i want to mention here (even though they're probably mentioned above) is that the new functionalities and menus are lacking in a lot of ways. For example, in team create i cannot save the place to a file. And some custom functionalities are still missing, but i am excited for the upcoming updates
that will hopefully bring those into reality. Thank you again! 3 Likes Looks hella cramped, i feel like the buttons are too small and the icons make it all look weird honestly. Will we be able to keep using the current UI without being forced to use the new one? 4 Likes I don't have alot to say, But I do believe it is an improvement. It looks clean and alot
This UI looks so good - I CANNOT wait for this to be properly updated for all the other UIs!!! Looking forward to this - And being sure to KEEP THIS ON! Studio looks so good now. Just 1 suggestion - PLEASE let us use our own color3 value for themes instead of the regular dark/white. It'd probably be insanely easy to impliment and would make
looking at Studio so much better. Possibly a image background option for the script editor too? 2 Likes Page 9 I haven't removed any plugins, but that might be a good idea. The crashing might be because of the fact I put some shortcuts (mainly the hide UI button) on that quick bar which seems to be removed? I'm not certain. Maybe it's the fact I
don't have the new beta camera enabled or something. 1 Like Exodation: Will we have a feature to use the legacy UI? Until around spring of 2025 yeah 1 Like By making four different frames with different values for their UICorner? This is not a solution, just a workaround, editable UICorner is what would be an actual solution. The new native UI
editor hints at this, so I wouldn't be surprised if it was coming soon 1 Like Yet another UI reskin instead of actually useful features. Way to go! 3 Likes I wish yall didn't make a generic type of ui and made it way more fancier. It feels kinda boring but better than what we currently have. Well, it is kinda nice. Only thing that really bugs me is that i canther UI reskin instead of actually useful features.
hide it like the regular version. 1 Like Hopefully you guys change the tabs as well and make the theme also gets some love. Paul: Padding, spacing, and layout values are a work in progress Please consider making the UIs as small as
possible (no huge buttons like you've added for the top tab with dead space around them). I've known quite a few people who've mentioned that they like to have about 4 windows open around their center workspace window and the workspace window and
point. This is the main reason I bought a 2nd monitor, so I could stuff all my other windows there and keep the workspace window as big as possible to work on small detailed stuff. Hopefully this update cures the bug of some windows a big as possible to work on small detailed stuff. Hopefully this update cures the bug of some windows a big as possible to work on small detailed stuff.
change the icons and can it "next-gen", they had to rewrite all of it in Luau. 1 Like Turns out that I didn't disable all of your plugins. Yeah, I'm hoping too that it will soon become an actual feature. 100% absolutely working towards
this. 17 Likes This part is actually better than the old one (even saving vertical space): but everything above that looks terrible, here is why: Too much padding everywhere, everything looks so empty The top buttons are taking way too much padding everywhere, everything above that looks terrible, here is why:
mobile devices? it's all much bigger than it needs to be, why? What about the hide option? I travel a lot and I work on my laptop, there's usually not enough space on laptops so I hide the top menu and I move everything necessary into the quick access (great feature by the way), this will be so laptop unfriendly Where is the quick access? lack of
customization... Why do we have a double menu now (the bar with file, edit, view... and home, model, avatar...)? why don't we keep the old layout to look more modern), we could have all the buttons in one row, check the top bar that Blender has, they did
a great job distinguishing the dropdown menus and the tabs. Why isn't the top bar (with the home, model... buttons) separated more visibly? changing the background color could make it visually more separated Why does it still use the Win 11
dropdown menu? Why does Roblox Studio now look like a simple program for kids? 13 Likes The only thing it benefits is internal developers. They did not need to fix what was not broken. I am talking about actually useful engine features. Like a proper graphics API for PC clients, or a physics update. 5 Likes As of currently some plugins seem to cause
a crash with this UI. Paul: The background colors are not final — we had to compromise to accommodate old UI Does this mean we will get the darker background colors as shown at RDC? Or even better. Custom colors? This (currently) also seems to be missing the tabs it had 5 Likes now you point that out it's annoying me and haunting me Looking
pretty good, hopefully we'll have improved performances when using it and not feel like 30fps 1 Like I HAVE BEEN WAITING FOR THIS FOR SO LONG unfortunately this first beta is pretty unusable since it lacks the view tab and when you hover over something the info box never disappears 2 Likes removing Qt?? oh no if it was done in Luau what
level, CoreScript? uhhh Page 10 i will figure out a way to access CoreScript and DELETE this ui. 2 Likes LOL fixed to say Luau The good news is it's faster for us to iterate on improvements like you mention and it does mean we can offer more
customization/personalization in the future. I can't begin to describe how hard this would be in the old UI. 15 Likes It is done in LuaU it seems to be in BuiltInStandalonePlugins The source isnt available tho (sadly) Also studio does still use Qt they didnt fully rewrite the entire thing Will we be able to port these to different UI libraries? I want to use
Aegis for my plugin projects 3 Likes I'm so happy to hear that the update has officially been announced as I've said in the linked topic below 'Roblox Studio's new UI?' that I was excited for it. Finally, We can compare to Unreal Engine for once... CaspianLake: They did not need to fix what was not broken." is subjective when it comes to
design. I think the new UI looks more modern, and the old one a little aging. The team that works on the physics system is working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android. It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android. It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android. It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android. It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android. It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android. It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android. It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Future lighting for Android It's not like working on Aerodynamics and Fluid Forces, and the Rendering team has worked on Fluid Forces, and the Rendering team has a second team of the Fluid Forces and the Rendering team has a second team of the Fluid Forces and the Rendering team has a second team of the Fluid Forces and the Rendering team has a second team of the Fluid Forces and the Fluid Forces are the
teams with different expertise in different expertise in different areas. You can't just have more people indiscriminately work on something and expect it to happen faster. I've heard that Roblox's porting of React as react-lua (which they use for all their app UI, including this one) is specifically to entice Meta developers, who won't necessarily have the expertise necessary
for implementing Physics features. Some of these (like the graphics API thing) are tough problems. 5 Likes This is really going to change studio in a positive way. Great work! Is there will be a way to hide the Next Gen... bar? Like that old UI. Because I have 1024x768 monitor, and viewport is small for me. 4 Likes I think it's pretty great. I think it
looks more visually appealing though right now even while in beta i can't exactly call this a next gen ui or whatever. Maybe some day in the future but not now. My issues with the new top bar are the following: Drop down's are harder to access due to the small right side bottom arrow of each icon. The fact that the play button has an even smaller
arrow does not help. Quite a few features removed such as the ability to physics pause and plugin groups. Other features have been moved to the small left side top list of drop down menus. I can't say this is entirely bad however since the current ui lacks any sort of customization i can't really see this as a good thing right now. The amount of empty
space is insane. I do understand the idea however right now it just dosent look that great. The plugins tab got it the worst. Maybe some clear dividers could help? Docking still sucks, roblox pls fix Other than these issues, i think its great. Here's some of my feedback for it: All light instances should probably get their own section/label. Not sure why
they are being held within the Effects tab. Since the scripting tab is now always visible, whenever you aren't actively looking within a script the "Find..." button should be customizable by the user. Add/create a new menu to
manage all open windows. The CTRL + Tab one is mediocre at best for that job. Allow for resizing and repositioning it sideways somewhere else may be a bit past the original but at least letting us change its thickness should not be too hard to implement right? Entirely ditch the arbitrary bottom bar and
instead make the command bar and diagnostics bar separate items rather than things baked into one singular menu. Give the diagnostics bar more labels. Such as VRAM utilization, quick luau vm memory utilization and similar things like that. Add a menu somewhere close to the actual viewport (pls make it customizable!) to hold all of the viewport
related features like wireframe view and material grid. With this maybe throw in more rendering related toggles like a "No Lighting" button which would do as the name suggests. Some of the drop-down menu's have no corners nor any background shadows so they just end up blending
in into the rest of studio. Add some quicker and easier ways to modify the viewport's resolution. The device emulator works for what it is but its often too restrictive for no reason. It's hard to test multiple resolutions without stopping and starting numerous play tests over and over. No 4k limit either pls! 3 Likes FINALLY, THANK YOU ROBLOX FOR
GIVING US THIS NEW UI. Um, my studio just crashes when opening a place... 1 Like Aerodynamics and fluid forces, yet the core physics engine is still an absolute joke even with the limitations of Roblox. "Future lighting for Android" Roblox uses DX11 for lighting and its very funny that it is worse than some OpenGL engines. I am talking about an
actual proper lighting tech, unique to PC clients (the support for selecting different clients is already there). I know moving people from UI to graphics isn't possible, I very much know graphics is a very complex topic. However instead of spending resources on features that will be left half baked and with niche use cases, or
features nobody really needed, it can be spent on fixing the long lingering core issues of the game engine. 4 Likes This seems to be caused by some plugins try disabling some of them. I'm not the only one crashing when I use this preview. I had to unwillingly
accept to ROBLOX's new terrible policy to even use Studio and/or test out the new beta feature, only to find that I cannot use it due to the crashing. I didn't want to train the AI. 1 Like A friend of mine is also having this issue. just... can't open any place without it either hanging or crashing. That's one thing that I've noticed - This implementation is...
well... A little unstable. But I imagine it'll get better. For now, I guess - Try just turning it off. please don't change the UI, it will take a long time to get used to this 5 Likes Do you have the Render settings plugin by @TheNexusAvenger installed? That seems to be the issue (for me) (2 Likes Here's my opinion: IMO, it's essential for the in-game other
Studio UI to be updated to align with the current design. The new UI, as it stands, doesn't seem to match with elements like the 'Explorer' and 'Properties' etc tabs. Despite this, I still find the changes to be AMAZING! 1 Like This new UI is great, but i think that the docks (like Toolbox, Explorer, ...) don't look like the topbar, with the rounded corners
and icons. 1 Like Page 11 ah, interesting then it's compiled Luau Bytecode hmmm 1 Like Suggestion: Adding the thing back that allows you to close and open the panel because for some of us it takes up too much space of the screen when always open, and when you close it should only show this: 4 Likes we aint on windows here... its possible that
they add it Honestly the new UIs looks way cleaner and way easier to understand than the old UIs, the only issue is some of the menus go off the screen (for me atleast) as the images show: but overall its way better and honestly i will use it from now on 3 Likes Basically what I said. I think it doesn't match that good with other Studio UI. sparkl3: IMO,
it's essential for the in-game other Studio UI to be updated to align with the current design. The new UI, as it stands, doesn't seem to match with elements like the 'Explorer' and 'Properties' etc tabs. Despite this, I still find the changes to be AMAZING! 2 Likes It was the same plugin for me, so I did some digging. Apparently this causes the crash:
local plugin = PluginManager():CreatePlugin() local Toolbar = plugin:CreateToolbar("test") -- you need to actually interact with the plugin variable! I have been waiting for this particular update for a long time!! I pray that you guys not only fix issues with the current
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multi-client test feature, but improve the user flow for it as well. My biggest gripe with studio currently is the terrible UX when trying to run a test with 2+ clients. I love the move to a more custom UI layout and I hope that this layout will better accommodate the plethora of features present in studio that weren't there previously. I am looking forward
to custom tabs as well! I hope it will work as a drag-and-drop style system where I can create line-ups of my own most used tools. Amazing work to the team, I know this has been long in the making! 1 Like Happening to me as well. No matter if I load a small game or a bigger one. Ty - I think we've narrowed down the issue to plugins using a
deprecated API. We're actively working on a fix now that should stop the crash and allow those plugins to be used and function as expected. For now, a workaround is to disable those plugins. 5 Likes More crucial screen space being taken up for a... blank bar with a bell and text? Everything needs to be smaller. If this UI really is now built with Lua, it
clearly shows, with some of the popups and dropdowns clipping outside of studio: I'd also like to show off how large each entry is in the tabs. It also appears that the only customizability we will have is the ability to make more tabs, to show our random garbage in, mostly plugins, since tabs will run out of space a LOT. The dropdown menu has no
outline or shadow. It just covers whatever it's on creating a weird effect for other elements with the same characteristics. It also appears that some of my plugins, which were condensed into one dropdown menu themselves in the old UI, have ungrouped in a sense. Not sure why that happened. I posted this in the New UI discussion thread: It
unfortunately appears that the UI team has decided to only make the topmost menu compact and simple, while the ribbon bar remains oversized and bubbly. I was hoping they'd change that, but it appears the redesign will be inconsistent and harder to manage. My attached image would be ideal to work in when it comes to Roblox Studio. Everything
would fit. The explorer, properties, and many other menus already have this kind of style. Why make everything inconsistent by shoving an inferior design into it as well? Perhaps it's simply to mimic the inconsistent by shoving an inferior design into it as well? Perhaps it's simply to mimic the inconsistent by shoving an inferior design into it as well? Perhaps it's simply to mimic the inconsistencies found in Windows 11? If I am able to customize the new UI to look compact and professionally designed like it should've been, then I
have no problem. Otherwise, I will consider this a visual downgrade. Any particular reason on why it can't just be rewritten but maintain a sensible UI? 14 Likes The only thing that's been redone in the current state of this beta feature,
many things will still change with the help of good feedback, be patient! 1 Like looks good, modernisation of ui is always helpful however it would be nice if everything remained in a similar position Keeping it simple: looks great but there's too much empty space (the top UI is so big!) 1 Like Please add this in the new beta that's just what I need 4
Likes I personally do not like the new "modernisation" ui design which is a copy from Microsoft that companies are all trying to do, just stick to the same layout but update all the code behind it and fix the issues, it does not need to be changed this drastically and pointlessly moving stuff around to be miles apart or hidden behind extra steps messing
with years of muscle memory that people have built up. If this is going to be added regardless of what people say at least add an option to use the old layout or edit the layout to the point it's literally the old layout but with the new code behind it because it's not going to be fun having to relearn the whole layout when just trying to develop when the
layout was never an issue and everything was where you needed it. 5 Likes There's a trend where every single Roblox redesign is bloated and uses space? I understand the tool is meant to be intuitive for new users, but some of us are using
Studio 10 hours a day, we don't need half an inch of vertical space being used for 4 tab buttons- we'd rather see additional information, shortcuts, and plugins. Also, when can we pop out viewports again? This has been missing for several years. 9 Likes It crashes for me, this is something you can look into 2 Likes Also, when can we pop out viewports again? This has been missing for several years.
again? This has been missing for several years. You can do that today - they added this in the docking controls beta. 4 Likes I like how the current UI is just fine and dandy, already know where the icons are despite having changed left and right a couple of updates ago, but the next-gen UI is just a topbar got a new coat of paint and a bit of spit from
Waiter at Olive Garden. This feels more like mobile UI than just being the next "Unreal Engine" or whatever people are using atm that is not Godot. It needs more thinking before it becomes its own thing, or even allows us to use the legacy version of Studio UI. Right now, it takes way too much space than it needs to be and it will ruin people's
experience of using Roblox Studio while they have to deal with smaller screen resolution. 5 Likes Page 12 I've noticed an issue where all buttons, except for the tabs, still activated on a GuiButton. This means you can't cancel an action by
dragging the cursor outside the button area like you can in most other programs. 3 Likes I really like the new design but when I tested it, Roblox Studio crashes whenever I join any place. 2 Likes Actaully im using 15.6 inch scrren and i will not use it and i hope roblox never force users to use it. If u want make UI for mobile then do it. But give choose
3 Likes The UI Ribbon is too big. This will be problematic for designing UI. If you can, make an option to make the Ribbon shorter or collapsible as it wastes lots of space on my workspace. 3 Likes Really. What is the point of moving tabs from top bar into the second bar? What I see it's only waste of space. Would be better if u add properties options to
right click on part. There are many thing in the interface for improve this. But nope. Roblox has to fight with hedgehog. And now they pricked themselves on the tongue. And next year will be like improve new interface. Would be better if you add possibility for total customize interface. like adding own tabs and placing every
button there. Just leave this interface pls. 3 Likes I'm not sure if this is intentional, but the pluginToolbar names, and all of the PluginToolbar names, and all of the PluginToolbar names, and which new ones to be aware of
then knowing what buttons a new plugin has added might be difficult. I also think that the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too. Not separated by the PluginToolbars that they belong to too.
which: //devforum-uploads.s3.dualstack.us-east-2.amazonaws.com/uploads/original/5X/f/8/c/d/f8cd9cfdccba42d4bc41cd5d5fc4a44c34e83601.mp4 2 Likes I enabled this and now when I open a place, it crashes my studio. 6 Likes personally i like the current version and the next gen looks so confusing compared to the current version. When this UI is
fully added to the studio will there gonna be a option to change between current and next gen UI? Turn off the beta, disable all of your plugins, then reenable the beta, should let you in to a game. 1 Like phew just clicked color and studio turned off 1 Like Does anyone know where the undo button is? 4 Likes Well look like there's going to be backlash
until people are going to get used to it. Removal of the play section was kinda annoying Elements take up too much space (liked it when it was compact before). Signs of oversimplification (hiding descriptions of sections) Overtop bar has more height than before which was pretty unnecessary. Could've sticked with smaller tabs No view menu?? Might be a more height than before which was pretty unnecessary.
confuse a lot of people on finding utilities for development Overall I understand this is a beta and is subject to change but this needs to be fixed to appeal to your frequent development Overall I understand this is a beta and it still crashes. Update: Toggling
plugins on and off, restarting a bunch, and switching accounts in Studio and back again, eventually seems to have fixed the issue. Can you share which API is the problem so we can make sure it's not in any local or our own plugins? me too. Studio crashes when i open a place Not sure if I'm the only one having this issue, but I cannot use studio after
enabling the beta. Anytime I open an experience, or a new baseplate, my studio crashes. Disable the beta and it fixes it. 1 Like There's an issue with an API call and some specific plugins (mostly older). Disabling plugins will allow you into the beta until we roll a fix. @tnavarts look like your edge align plugin causes studio to crash with this beta feature
enabled. 1 Like Some of it is good, but I don't like how plugins are collapsed into a dropdown menu if there are too many of them. Definitely needs work 5 Likes I'm not experiencing any type of issue mentioned in this whole thread... There's no crashing, not slow at all, no UI cutoffs and the tooltips are a tad bit slow but it doesn't bother me at all
because I just use shortcuts. Yeah needless to say, I LOVE THIS NEW UI!!! 1 Like Page 13 i actually like this UI but my only problems are: the spacing (that was already named) and the plugins menu because the buttons can no longer be distinguished from which plugin they come from 1 Like Really happy to see Studio getting a facelift- and it looks
quite good. As a Mac user I'm glad to finally have a functional Help search bar. I have been renamed to Device apparently 3 Likes Ah it's been moved out of the toolbar into a menu. Thank you I need the plugins, I can't
just disable them Thanks for being willing to listen and communicate with the community even prior to this launch, it truly means a lot. I already see a lot of potential with this new beta and I'm super excited to see the UI continue to get polished. I really love that MacOS now finally uses the menu bar for everything, it feels so much better Keep up the
great work! 1 Like Just noticed too that the 'Download Copy' button is no longer present! Quite an important one that I use often. 3 Likes Can this be disabled? Roblox Studio has a 100% crash rate for me. 3 Likes Can this be disabled? Roblox Studio for about 2/half year now. I think my suggestion is shrink a little bit about the upper UI of the studio so
we as a game dev we can have a lot of space on the screen specially to me having a 14-inch screen display or maybe setting for that about adjusting the UI size just like Android Phones in the settings. I would love to see that btw. 2 Likes +1 to this, having all plugin buttons visible without being in dropdowns feels really weird. It feels like a step
backwards, since this update compressed a handful of buttons down to one dropdown menu (such as inserting a Script) This could just be a result of the new dropdown behavior? Not too sure. 5 Likes I wish they'd Luauize the Qt instead and make more hooks 1 Like I've noticed that the Download buttons have also been removed from all places in the
Creator Hub dashboard as well. 'Download Copy' button is no longer present! 5 Likes studio crashes when i open a place with the preview enabled 1 Like Are you guys trying to remove QT? 1 Like Mostly because Roact is slow, not sure about the polyfilled React 17. 3 Likes Anyone know how to save to file? or am I just blind (also my bad if such a post
already exists, I have read many of the posts here, but not all of them.) 3 Likes Eventually! Studio has a lot of UI, much of which is built by the community, It's going to take a ton of time and effort before we can get everything updated. So before we go too hard in that direction, we'd rather get feedback and iterate on the "core" UI first. 6 Likes
Personally I am not a fan of this new UI. Please allow us to choose which UI we use, because I would not like to use this. 5 Likes We believe it's the PluginManager(): CreatePlugin() call that's causing a crash). I don't have an exact
ETA for it but it's actively in-progress! 4 Likes this is where i feel bad for people who are using low resolution displays, there is no way enable compact mode just as the old ui it's a simple quailty of life feature they so happen to remove? like with this update, the ui went 5 steps forward and 10 steps backwards i know this is a beta preview, but it's
worrying on how some qoi features just got outright removed (1536x864) even on a modest resolution of 2016x1134. the prevalence of the topbar is an annoyance, especially when scripting 9 Likes Page 14 That's quite weird, it's there for me Paul: I can't begin to describe how hard this would be in the old UI. Just knowing it was in Qt is enough for
me to express my condolences. I'm very firmly on the side of Roblox redoing it in Luau, even if it looked exactly the same, since it's so much easier to work with. Plus we can all use more of it. I think it kind of flickers on and off. I do
think this happened with the default layout, but instead would have a "Download a Copy" button that did the same thing. I like to keep a copy of my game on my PC in case anything happens, so I hope to find a solution or reason why it's not there any plans to eventually combine the menu bar with the title bar like a lot of apps on windows
do nowadays? 5 Likes unfortunately cannot test this beta feature out as i crash every time i open studio with the beta enabled 1 Like Thanks! Was able to launch studio with enable to launch studio with the beta feature. 1 Like Thanks! Was able to launch studio with enable feature out as i crash every time i open studio with the beta feature. 1 Like Thanks! Was able to launch studio with enable feature out as i crash every time i open studio with the beta feature. 1 Like Thanks! Was able to launch studio with enable feature. 1 Like Thanks! Was able to launch studio with enable feature out as i crash every time i open studio with enable feature. 1 Like Thanks! Was able to launch studio with enable feature out as i crash every time i open studio with enable feature. 1 Like Thanks! Was able to launch studio with enable feature. 1 Like Thanks! Was able to launch studio with enable feature. 1 Like Thanks! Was able to launch studio with enable feature. 1 Like Thanks! Was able to launch studio with enable feature. 2 Like Thanks! Was able to launch studio with enable feature. 3 Like Thanks! Was able to launch studio with enable feature. 3 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launch studio with enable feature. 4 Like Thanks! Was able to launc
has suffered many years of fairly inconsistent UI implementations which make it impossible to simply migrate to a design system. It will be on those developers to get them up to date. We will provide a combination of modern UI
components and resources to help them get moved over. But it's a little too early for that right now while we are still just getting feedback. 24 Likes I've never tried React myself so its hard for me to make assumptions on it (since i use Fusion v0.3). On the other hand, they're working on improving performance. I wonder how would that work?
Optimize React internals? Optimize components themselves? We'll see. bffr it's a half-axed ui overhaul... 1 Like Please ensure that all users have the option to use the old ui. The new ui for me looks horrific and massively ruins a lot of the functionality of everything being compact. The new UI makes the top left buttons smaller (File, edit, view etc.) and
also separates buttons from the single ribbon to two separate ones, which is not only unnecessary, but where are there duplicate tabs for plugins in both ribbons? The last UI overhaul was awful and immensely ableist due to its reduction in colour-coded icons for instances and the tool buttons within the ribbon dropdown. This just goes even further
into making the icons more complex and poorly sized, as well as generally ruining people's existing muscle memory. Solid colours being removed resulting in the tool icons becoming only lines massively reduces their distinction and makes it much harder for those with vision disability to use studio, i.e. astigmatism. Strongly reconsider the mistakes in
this "Next Gen" Studio UI. At the bare minimum give us a fully functional option to use the existing UI, and don't deprecate support for it in the future either. More options for developers this time, Roblox staff. 3 Likes No. However, I already see atleast 10 other replies also asking for the option to use the existing UI, and don't deprecate support for it in the future either. More options for developers this time, Roblox staff. 3 Likes No. However, I already see atleast 10 other replies also asking for the option to use the existing UI, and don't deprecate support for it in the future either. More options for developers this time, Roblox staff.
do I turn it off? I never asked for my studio to be forced to look different in a way I do not like. If this new "look" is forced, I might reconsider switching to UE5 for the 23987th time. 4 Likes My only real issue with it currently is no way to hide/show it like the old Ribbon bar. It currently just takes up too much space for me to be able to keep it enabled
Sorta? On MacOS, you automatically get a search option in the Help menu. This is provided by the OS so there isn't a windows equivalent. Where you thinking a lot more space and no way to collapse this ribbon. Might be temporary regression. Not all of us can
afford to have 1080p, 1440p or 4K (i have 1080p but yeah, takes more space compared to old) 3 Likes That's a reasonable concern. Do you utilize shortcut keys today? 2 Likes We have discovered a crash with what appears to be older plugins that
make a call to a deprecated function. Not something we could've caught with our testing (and we do test against popular community plugins) Hotfix is in progress. 2 Likes Next Gen Studio UI Preview is here! [Beta] Announcements
We have discovered a crash with what appears to be older plugins that make a call to a deprecated function. Not something we could've caught with our testing (and we do test against popular community plugins) Hotfix is in progress. 2 Likes Also not a big deal, but the main center nav doesn't warp so on small screens might create some issues 4
Likes sparkl3: IMO, it's essential for the in-game other Studio UI to be updated to align with the current design. The new UI is great, but i think that the docks (like Toolbox, Explorer, ...) don't look like the topbar, with the rounded
corners and icons. There is work in progress 4 Likes Page 15 Almost certainly, yes. Ultimately we want to Studio to be flexible enough to be useable without a ribbon at all. 7 Likes I'd also like to bring up concerns about having no access to view selector, outlines and some other features which are rather miscellaneous (outline selection, screen shot
video record, etc.). Elttob specifically mentioned screen shot missing (apparently its bound to Clear so go apple keyboard or go home? What about Quick Access? I have some plugins like light editor or load character there and I don't wanna spend extra clicks going to my custom toolbar just to use it. I assume all of this is under consideration, I've
tried it but haven't stumbled across major/catastrophic issues so far while testing it. Performance is better than before FFlag version too. 2 Likes The New UI is very good, i hope the current font on studio will be replaced by "Builder font" and the homepage must be redesigned to match with creator dashboard UI style 1 Like View selector is here:
Some options are indeed missing though. I noticed that Reload script is not there too. 3 Likes apparently it's due to plugins. try disabling some 1 Like This is unrelated to the TOS update. They just happened to get released around the same time. 1 Like I don't really like the way the buttons at the top look, they look weird to me but the icons look good
and I like the idea of a new look 1 Like If you don't like a modernized, bulky ui then buddy you'll HATE ue5. 4 Likes can we not shrink the top bar anymore?? i hope this changes (i can't test cause it just instacrashes) it's actually not good to have LESS screen real estate vertically, most monitors are wider than taller, and that's the last place i'd want
waste 2 Likes For some reason whenever I hover over any of the items on the top bar, the drop-down menu that appears when you hover over them, keeps vibrating very violently You can't see it in this image, But I can assure you that it definitely does shake in studio. 2 Likes honestly i agree with why people are criticizing this. i really don't like how
this is some new ui but its still blended with the "older" Qt ui, it just feels and looks weird. i honestly don't even think this change was necessary at all, studio is fine as is. replacing the ribbon just seems useless. if you are going to actually implement this please keep a toggle for the "legacy" qtribbon. as im sure not everyone will want to use this. 2
Likes roblox studio is NOT roblox studio is NOT roblox studioing anymore (closes itself when I try to open a place) 2 Like Honestly, a blender 2.8 styled approach would be great. Saw it in some of the concepts for this overhaul, and having the toolbar be inside of the viewport like blender would help a
LOT. Honestly, blender 2.8+ is the kind of direction id love to see this go. Love the new UI so far, but I'll probably not switch to it until all of the missing features mentioned in the original post are back. Example pic: 8 Likes The only issue I have with this is that its more confusing to navigate and find some options that were normally easy to find and
use on the old UI. For example, the Device button used to be easy accessible, now its located within small button in the corner of the window. Its cool and all that this is here, its been a needed feature for so many years now, but in my opinion the UI should still maintain the same accessibility and convinience as the old UI while also improving upon
what made it bad, as opposed to a change in layout with features seemingly missing or placed somewhere only a few people who just started. In general, the UI is mix of good things that are well done which was very much needed, and bad things that
make studio more inconvinient to navigate. 2 Likes We definitely want to get back to improving the docking system but it will be independent of this work. 1 Like Seems unrelated but I'm unable to clear my custom icon dir? Every time I right click or press it prompts me to add a new one. 1 Like It's probably not a performance crash but likely due to a
known issue with certain older plugins. The team is actively working on a fix for this. 2 Likes Paul: We will provide a combination of modern UI components that match Studio's UI, or does it mean GUI elements that mimic their behavior? I don't really use
React for much but I do like my UI to look nice, so some clarification would be nice, haha. 2 Likes Page 16 There are features missing such as Import 3D (The one that can handle up to 20k tris) unless I'm blind. 1 Like Everything is there, if not try the Window menu 1 Like Suggestion: add custom skins to Roblox studio so we are free to customize
studio 2 Likes it def its there under File 2 Likes I do have issues with the Drop down menu, especially when you try to create a part, trying to re-open the dropdown by clicking again does nothing, you have to move your mouse to a different button then move it back again to have the change of opening the drop down again once. Muscle memory issues
on my end because you guys moved Rotate increments at the bottom and Move increments at the bottom and Move increments at the back? The awful and ableist builder font should not be implemented into studio. Its readability is awful. 3 Likes Try View Menu > View
Selector toggle. It's not a very intuitive name, in my opinion but that's what it's always been called. We looked at the usage of the screenshot and video recording tools. Is there a reason you prefer the ones in Studio? 3 Likes It would be nice to use the
ones in studio but I think we have all been conditioned to use stuff like OBS because the screen recorders in studio and the client suck And idk if this was ever changed since the last time I ever used them was 4 years ago I loaded studio, set the Next Gen to enabled, it asked if I wanted to restart, and then it tried to restart and totally closed out. I tried
to then just start studio again, and it totally closes out. Tell me, I can undo this without having to reinstall studio. You can use device emulation and Screenshot feature to generate a higher resolution photo. Or capture its the viewport via OBS (Game Capture) to record something in 1080p or more. The usecase I've seen was recording Moon Animator
playback. My usecase is getting crispier photo without upgrading my monitor (helps avoiding aliased surface GUI's if you scale down photo to desired resolution) It is rather specific, but it does have a use case in some scenarios. But I expect anything rough to be smoothened out in the future. It just needs time and feedback. 2 Likes The one's in
studio are extremely useful for high quality screenshots. For example, you create a new device with 4K resolution and then set it to show as actual resolution. When you then take a screenshot with Roblox Studio's feature, you get an uncompressed 4K image. OS Screenshot tools are harder to use (cut out, time, resolution). Please bring it back 3 Likes
my studio always crash when i try loading any place Idk if this is out of scope for the feature but it would be really useful to have studio automatically switch to a specific "test layout" that you have designed. For example when playtesting my games
I would like for studio to automatically close opened widgets, currently to enlarge my resolution I have to close widgets and other windows and doing this everytime I playtest does get tedious. Also, you don't seem to be able to make the topbar disappear? With the old UI you could click a little arrow to make the top portion of the UI mostly disappear
but it seems removed now? 2 Likes Current one is better but this new one can be way better if ux team listen to the feedback. Lets not forget what happened when they switched explorer icons, it was terrible but eventually they got it right. I like the new icons, but why is there so much unused space? I feel like it should maximize the viewport - here's
an idea of what I think it should look like instead, which would eliminate the wasted space and would also keep the play button on the right. It could also be a good idea to put an Output button in the blank space on the very left, since that's something people use a lot. Accidentally sent before I talked about the modularity though - love that part of the
update a lot and look forward to playing with it. 17 Likes Tell me you didn't read the announcement notes without telling me... This screenshot you show is the goal we are working towards. More detail: We couldn't change the rest
of the UI to the darker background without all sorts of issues. Example would be some dev at some point used a random, hardcoded color value for a text label that's very close to the new dark background. So when we switched on the background color, some text "disappeared" — not impossible to resolve but will take a lot of time testing and fixing.
need to reinstall Studio to resolve this. I like that the new icons are color-coded for more accessibility. Reduced clutter is always welcome, too. But my brain will inevitably need a few days to associate the new buttons/layout with their functions. Muscle memory takes time to adjust. 2 Likes Next Gen Studio UI Preview is here! [Beta] Announcements
There is a known issue with certain older plugins causing a crash on place open. This is the only crash we are aware of at this time. We are working on a fix for this but in the mean time you can either disable this Beta or turn off any plugins you think may be causing the crash. You do NOT need to reinstall Studio to resolve this. Page 17 Next Gen
reinstall Studio to resolve this. Getting all of Studio moved over to the new styling is a much bigger project than you can imagine. But we do plan to do it once we have the styling more settled. 1 Like The biggest issue I have by far with this re-design is how much more space is taken for the same amount of info. I like the compactness of the current
UI, and I don't like having big rounded buttons that pop out. 3 Likes Will minimized ribbons be possible? Yes Is there a timeline for 'Test' tab integration? We are integrating various parts of the UI ready for it in time of this release but
it will come out sooner than later. With custom tabs you are welcome to build your own "Test" tab and put whatever tools/buttons you'd like on it. Thanks for the questions and suggestions! 4 Likes Ok, that looks really good! It's a mix of not being
visually overwhelming like current studio, while being space efficient. Keeps the main design ideas of the new ui, while being compact. Good to hear! I'm glad, Sounds exciting! Step 1 is to get all of Studio using a single "background color" value and implement background coloring in the same way That will take a while, sadly. But I do think if we do
this properly, themes and deep customization becomes highly possible. 7 Likes Is a there a place I can find the source code to this ribbon (luau)? One simple question if you mind, but are we able to make custom skins for Studio and put them on so we have custom UI we'd like to have? 1 Like Since the new UI is being built in Luau, I feel like we could
end up seeing programs to mod the look of the UI completely. I know it would be much easier, but also still complex. 1 Like Not anytime soon. Things will be under heavy development for a while and then there's some work to get it into "open source" shape (not just the code but the repo set up and workflow for reviewing PRs, etc.) But a definite
possibility in the future! 5 Likes Hosting studio UI under GitHub would be insane, and I would 100% be making some contributions there 1 Like Just want to be sure, each window (explorer, toolbox, properties) has their own team, right? And if that's the case, will there be a separate announcement post when the teams update their windows? Or will
you guys just update this thread? Quick question Paul, I'm guessing the current menu bar that is in the beta release is only temporary, right? Since in the RDC announcement there was a completely different looking one On a side note: it would be really nice to see these buttons moved into the title bar like VSC does it; 10 Likes Edit * I found out how
to disable the beta from the 'new place' screen when studio loads. So I am able to get into studio again, I still think maybe a warning might be nice. Saw this message too late, and the reinstall didn't help any. So I would disable plugins, except I can't open studio to disable them. How can I disable the plugins outside of studio. Also, maybe a heads up
in the original post, saying this might happen, and give instructions on how to disable plugins Thanks Sorry to ruin your feedback is consistent with a lot of other folks! Many weeks of updates coming before this becomes the default and hopefully we'll make every day better for
you. 3 Likes they may keep the OG one up for like a year or two, but I can't see them keeping it around forever. i'm pretty sure this new one is the direction Roblox wants to go in for Studio, adding features on both the OG and new one
would be a nightmare for them. It's a reason why most companies don't give you the choice. (all those reasons, plus money!!) 3 Likes Two questions; A; Should we expect an overhaul to how we create UI similar to how its displayed in this photo B; I personally like the bar on the side so is that functionality on the planning board to make its way into
this new UI 8 Likes Thank you! Yes I can't stress enough that we know this initial release will likely not work well for advanced creators and we fully expect customization to fill the gaps. We won't ship as the default until those capabilities exist. 1-5 manipulation shortcuts are not new to this release but I'm glad you found them! I use them all the time
small changes I'd like to see before I can leave this beta enabled without switching often. Thank you for the extraordinary amount of contact to the community here. I'm glad you're doing this! Page 18 Yeah these are brand new tooltips and I agree the timing is weird on them. 4 Likes In my very opinion, its seems not worthy to use it and must
improved (like reducing margin) for me. Modern design attempts is good, but devs need 'useablity' instead of just design. i really like it! i actually like it! i actually like the padding. it easy to see where everything is at a glance. it could be a bit less but i didn't think there was enough in the current ui. i also like how its using luau ui 1 Like I've read the other comments.
in this thread (and I've also came to realize that my comment was actually read when I saw the "Roblox Staff" next to the reply in the email) I'm happy to see that you are planning to take into consideration more advanced creators and I'm far too protective of
my workflow, especially since I basically use Studio at a professional level now Wonderful day to you & thank you for being active in the community! 1 Like Theres no option to start a local server testing anymore. 1 Like Mr Grobterm: crash It is listed in "Known Issues" that third party plugins might cause it to crash. You have to disable your plugins
to avoid it. Ooh that's cool! I'm definitely enabling this! - Riley The height of the new one is higher than the old one yep I need full customization however since u guys use Lua over Qt These separate windows ... OBS and etc. don't even capture it. But I'd love if there would be more Qt hook to Lua... well if it wouldn't crash Studio for
using those Hooks i love react i love my ui being based on laggy lua code rather than Qt give me all the react (/j this update is pretty good actually, was playing around with it by flipping an fflag) This looks interesting, but I'll try it when it's out of beta. Thanks Roblox! Is there a way to disable this without being able to access the beta settings tab? I
enabled this today on my laptop and now I can't load any experience in studio including new baseplates. I have tried uninstalling studio, deleting studio temp files, and reinstalling studio. This hasn't resolved the issue. I have also tried closing everything before opening studio temp files, and reinstalling studio, deleting studio temp files, and reinstalling studio temp files, and rei
anyone can think of a quick solution I haven't yet tried, PLEASE let me know, thank you! 1 Like my studio closes instantly when I have this feature activated 1 Like i lowkey wished it used a modern library like fusion, the react-lua codebase is just straight bloat one time I tried finding the source of a type and I had to sort through 4 modules to find the
base of it Right now swapping between Geometric and Physical drag modes will cause the top bar to shift because the text is changing. It's not too big of a deal, but it feels a bit odd to see. //devforum-uploads.s3.dualstack.us-east-2.amazonaws.com/uploads/original/5X/f/9/b/f9bb8dc5e1637dcf281f13d00674a20be3e37dcf.mp4 Also, from what I've
seen, there's no way to open the Insert Basic Objects widget at the moment. Just want to make sure that one is not forgotten. One thing about the new UI is that everything is more spread out, meaning I need to move my mouse more to accomplish what I used to do with smaller mouse movements. For example, swapping between the Select tool and
just for these buttons What is roblox-cli analyze w/o --project thinks mdiInstance is optional alr I am starting to understand local Plugin = plugin :: Plugin local test = Plugin : Plugin local test = Plugin :: Plugin | Plugi
MinSize = Vector2.new(640, 129); Id = "Ribbon2"; Title = "Ribbon2"; Title = "Ribbon2"; Modal = false; }) local text = Instance.new("TextLabel", test) text. Size = UDim2.new(1, 0, 1, 0) text. Text = "Hello, I am also some type of Ribbon1"; Title = "Ribbon2"; Ti
please. This has caused a great deal of stress as I can't afford to lose money right now. Here I made a full review YouTube video that discusses in detail and at length about the Roblox Studio New UI Update but only the Ribbon UI, not the main UI and I speak in Indonesian, if you don't understand what I'm saying in the video, just turn on Subtitles
This is the video link: 2 Likes My studio wont let me view my game at all. How do I fix this? And yes I did reinstall it. 1 Like The UI gives a bunch of new icons for studio and I do like that, but everything is completely wrong. Almost everything has changed for the worse. Please, make an option to change this back when it is released in the future. 1
Like Page 19 This has been answered, disable your plugins. the post says that some plugins cause crashing, y'all have to start reading the post before filling the replies I enrolled in the beta and when I launch to edit a game on studio, it keeps crashing how do I fix this? Its in roblox studio settings I'm pretty sure, had this problem a few times. problem
that im dealing with this: studio won't properly load, and it will also close itself Omg... Never thought I would see the day that Roblox actually follows macOS Human Interface Guidelines. Im going to try to start using this new Studio, and we will see how it goes. Im extremely curious on how writing the UI in LuaU works, like will it be possible to write
our own Mac/Windows apps with LuaU in the near future? Also will it be possible to get a macOS App Icon when the new UI comes out for all? 6 Likes After turning on the feature it crashes upon opening a place. 1 Like I have the same problem. RE-installing doesn't help. 1 Like Please tell me this is will be an optional feature. It looks more like a
ripoff of Roblox Studio than a new 'intuitive' design. I hope by 'flexible UI system', you mean this will be optional- The old UI was perfectly fine, but adding all of these unnecessary features honestly just overwhelms us developers. 3 Likes CallMeCrazy: Please tell me this is will be an optional feature. Supporting 2 completely different codebases would
be a hassle for the engineers 4 Likes To the people having problems with the new beta, just open studio normally without opening a game, go to Beta Settings and deselect the beta 2 Likes I think this makes studio look bloated, like me after having a lot of bread. The amount of padding around the tabs and buttons is excessive and wastes a
considerable amount of space. Studio is a tool for developers. If you want the interface to look pretty at the expense of ease-of-usability, you should make this update just for Apple like the rest of their interface. 1 Like This might be a bit hard to see because I use a widescreen monitor but I don't like how plugins aren't separated by dividing lines
anymore, it feels really odd and feels super unorganized/cluttered to see all plugins just kind of grouped up like this. Essentially what I mean is this: Feels a lot more organized and easy to look at. Maybe this is planned and currently unintentional, or maybe this might happen automatically when we're able to customize our own tabs, but currently this
bugs me and thought I'd mention this anyway just in case. 3 Likes I really do love how the new UI takes advantage of the macOS menu bar. Will definitely speed up my workflow a little bit as most applications I use have menu bar buttons. 3 Likes A very cool update but im not able to open my studio using this it just crashes FloofyPlasma: I really do
love how the new UI takes advantage of the macOS menu bar. Sad we didn't get this on Windows, that topbar is really useful and is an eye candy, might consider switching to macos because of that. Most programs don't do this on windows, but integration would be interesting. Here's Notepad for example: 1 Like And Roblox's old UI has major
problems 1 Like i personally don't see any problems with it Not a fan of having more wasted space on the top bar. I prefer information dense UI not something that looks pretty... 5 Likes It just came out, give it time. 1 Like Page 20 Exactly, they're problems you don't see, problems on the codebase side. The old UI codebase is the cause of serious
problems, hence why they can't go back. 1 Like This is caused by some plugins to try the beta and wait for the fix. 4 Likes I already like the UI a lot - but for me one thing that could be changed is that right-clicking dropdowns, such as the part button, does nothing
I think this could be changed to open the dropdown instead of having to click the triangle in the corner. I swear we were able to do this before in the old UI - but even after going back I can't. Does anyone else remember this or is it just me? Am I going crazy? 2 Likes Really like this! Been waiting for well over half a year! I very truly saw this while
marking my notifications as read and gasped so hard xD I basically have no real muscle memory in Studio, so all reasons for complaint against this by other people are nullified for me lol. 1 Like Sorry bro but I think you're tripping. Just saying. 2 Likes Maybe it would be a good idea to also redesign the toolbox, explorer, properties and other windows
to match the style 1 Like Paul: It will take time and coordination with other teams to migrate old UI to the new UI frameworks. I'm not 100% sure, but I think this includes the toolbox/explorer/etc... 3 Likes Oh my god my bad im so blind 2 Likes I really like this! It just needs some more spacework and organization because there's a lot of empty
space... 1 Like I read about the plugins earlier however, it wasn't any made by other developers. Turned out to be my own and I had missed the folder when cleaning temp files and such earlier as Roblox stores them in a separate area. Problem has been resolved now however, I will need to find a solution to my plugins when I have free time to look at
them. Where is "Go to Script Error"? 3 Likes Studio keeps on crashing when loading up a baseplate 1 Like 2 Likes Next Gen Studio UI Preview is here! [Beta] Announcements This is caused by some plugins calling an API. Fix is forthcoming, but you can disable some plugins to try the beta and wait for the fix. found a little bug with
the plugin dropbar, when you have too much plugins, it's going offscreen and there's no way to access the offscreen plugins, like you can't scroll to the bottom of the list 3 Likes just updated, i love this. thank you! The UI looks nice but the topbar is too big and it lacks the ability to close and resize. 2 Likes the weird tab thing looks really bulky, i do not
like it. how do i start a local server test lets FREAKING GO! i've been waiting for this ever since i heard it would be a possibility some time ago, it looks really nice, as a bit of a UI designer myself, i've honestly got no complaints atm. Page 21 for adding new tabs it would be awesome if you added a ui tab like the one in unreal and unity 1 Like Please
tell me this will be optional, I cannot imagine using this. This new UI is so unintuitive 2 Likes Read the thread. It's not on by default and will not be for at least a year, you should give feedback if you want improvement. 1 Like Yeah, it's optional for the time being, my concern is when it comes out of beta. Roblox has a tendency to force certain updates
1 Like Of course, it will be the default and the old systems will be thrown away once the preview beta ends and it releases properly. This update is not just a new UI, the backend is completely rewritten from the ground up with a new framework that will allow engineers to implement new features with ease, and it will possibly speed up the process.
Even if you don't like it at the time of the release, it will still be out. That's how updates work, something new gets created, it goes into the beta stage, on the areas that you think
need improvement, so we can all get something that we like and enjoy using at the end of the day. 2 Likes Is there anyone still unable to access like me? So I know this is beta but it's weird that it still doesn't work. When opened the project loads but there are
issues with the new UI The amount of dropdowns in the new UI really stalls development, and it's harder to find what you are looking for. I use unions a LOT for my models and builds and having half the union operations be placed in dropdowns is extremely inconvenient. The amount of padding and empty space can be reduced to comfortably fit
everything that's in dropdowns 3 Likes I would say it's a very good update and I know it's in beta. Although I have suggestion to make the '+' symbol more bigger and visible because it's quite hard to see and I didn't notice until I stared for it long. 2 Likes Really appreciate all the hard work you and your team do. 1 Like How about just remove the top
it's just useless space, Just do what FireFox is doing and make the tab space that contains "File", "Edit", etc. This will make everything look normal and use less vertical space. 1 Like They should make it similar to blender, the test buttons shouldn't be there, they should be moved down so that my muscle memory doesn't have to get
readjusted to some really small icons. Roblox should keep the same vertical size for the buttons down and style them like the buttons on the far right. 2 Likes They should disappear as soon as I move my mouse. I wonder which plugins are causing the crash The UI takes up a ton less space than the
main functionality. I doubt there is two different builds. few things i don't like, way too much padding on the top, i prefer the "home, model, avatar..." on the left, the only thing that is changed is the top bar, would be nice if everything else was changed to fit, this is probally already the case just needs to be updated though the new ui feels
oversimplified to be honest, however new tabs is a feature I can get behind, I just wonder how it'll work or they can place a bevelled square outline around it to make it somewhat standout?? Please we NEED an option to change studio theme colors, it would be very nice 2 Likes reminder, you can still use the CTRL+SHIFT+N and CTR
and CTRL+SHIFT+I for unions negates and intersecting however i can agree that dropdowns are wayyy to excessive 1 Like on a scale on 1 to where-the-heck-is-that-button how would u rate it? Page 22 Hey, I've been watching your yt channel for almost 2 years, you really helped me to learn how to script, thanks for providing such as a great content
Custom themes for roblox studio would be a nice feature tho 1 Like Every time I open the new studio update; studio instantly closes itself and crashes so I have not tried it yet. Looks neat though. 1 Like There doesn't seem to be a way of closing the ribbon. I really like the UI but the fact that I can't close the ribbon makes developing very awkward,
 especially when dealing with U!! My screen size is 1366x768 and so is for many other people. I'm sure this isn't intended and will be added back eventually but this is a dealbreaker for me, I'm kinda disappointed I have to revert back immediately after just trying it out. Hope this'll get fixed asap 1 Like I can't edit any game with the beta enabled.
instantly crashes and closes studio when loading any place file. Windows 10 64-bit 16GB ram Samsung SSD GTX 1660 S Ryzen 5 3600 1920x1080p 144hz 1 Like HealthyKarl: How do you enable the Snippets button? I kinda guessed something was supposed to be there is an extra separator line at the end of the Script tab: None of the
other tabs have this. Also, not related to the person Im replying to, but I found a bug on startup: Wow... This is amazing I've heard there's a few bugs but I'm on holiday right now... Hopefully when I get back in early August it'll be all fixed 1 Like There is yet some issues sadly in the new UI for some reason, I litterally had to hop onto an alt with no
plugins to get this up and working. 1 Like Next Gen Studio UI Preview is here! [Beta] Announcements There's an issue with an API call and some specific plugins (mostly older). Disabling plugins will allow you into the beta until we roll a fix. Trying to keep this at the bottom (and at the top). Also @endlessfun @Excel @mythisticnoob 2 Likes You may
want to edit the post and emphasize that Roblox is aware of the crashing bug on top. Replied to the wrong person. I meant to say this to @MeshOfPaul. 3 Likes Thank you for taking the time to provide this! 12 Likes screenshotting this so I can laugh at it later. 7 Likes Yes. Before we go full release the documentation team will need to make tons of
new documents and update old ones. But it doesn't make sense to do that until we've stopped making a comeback. We just couldn't get it done in time for this first release. 2 Likes Recent files will be making a comeback. We just couldn't get it done in time for this first release. 4 Likes Right now the only crash we are aware of is
related to out of date third party plugins. Is the crash you're seeing on place open? If it's still happening can you send us logs? 2 Likes Now that we are in Lua and stylesheet land, we have a lot more options for "fancy" than we ever have. But it's taken all of our effort to get everything working together and we don't want to over invest in polish until
we know all of the big, chunky elements are in a good place. 5 Likes I noticed there were no "test" tab and I couldn't test the game with multiple players. 2 Likes I've also been experiencing crashes when opening a place in studio, and it just closes without warning. Heres a screenshot taken from the Windows Event Viewer tool: 1 Like Yes we will
eventually get everything moved over to modern and globally consistent color palettes. First we've got to get allll of the Studio UI using color values in the same, consistent manner. You'd be shocked at how much work this actually is. This is why I when people keep saying "reskinned UI" — I can only dream of a Studio that can be simply reskinned!
But yeah the dark theme background will only get more dark from this point. 8 Likes Please see the OP for the latest on known crash issues. There's only one we are aware of at this time. 2 Likes Please note the data use policy that launched this week is completely separate from the Next Gen Preview UI. These are not connected in any way.
The crash you're seeing is likely due to out of date plugins. Please see the OP for details. 1 Like Yeah it was caused by plugins, I had no idea that the post had been edited to inform the issue. Thanks! 2 Likes I turned off all the plugins and only used the ui one, still same issue, However the "Plugins" tab is now completely blank. It is mentioned that the
issue was caused by a deprecated function call, but could there be another issue where Studio is unable to add the plugins to the tab because it is possibly missing a critical UI element? Asuming that the old ui will no longer be accessable? 1 Like I guess but it should stay, new ui just crashes regardless how many plugins I have on. Viewport pop out
came back with the updated docking release a few months ago. Simply drag it out of the Studio window. We are purposely putting out a simplified UI in this initial release for a few different reasons. The last thing we want to do is slow down experienced creators. This new UI system has far more flexibility than we've ever had and we are excited to
tap into all of these new options available to us! 3 Likes you can't drag it, that's the thing. I honestly hope they don't tbh, or migrate the UI to the new UI will be quite hard to work with. 1 Like I would be fine with a graphics change, but layout wise
the old one works better. 1 Like simply drag this tab (I marked it in red). works in both the old and the new Studio UI Yeah, I really agree with ya, I must say. 2 Likes the issue is it crahses before loading, so I cannot. Not all plugins cause the crash. You can try turning on just the ones you need and see if they work. We do have a fix ready for next
week's release. scripted_wolf: you can't drag it, that's the thing. then don't claim that it does not work Hey Paul, just a little curious, that's all. And also, will it ever get announced here? We don't have an explicit plan to eliminate Qt
completely as it does provide a lot of native interactions with the OS. But we are going to be building less and less UI in Qt. 1 Like as I said, I turned all of the plugins off, only UI one was enabled, but still caused crashing. Page 24 The underlying tech, where the bulk of this effort was spent, is 1000 steps forward. I can't begin to describe how much
tech and design debt we've paid back here., We can build back in old and new features so much faster going forward. 3 Likes Thank you for the sympathy We actually see a not too far off future where we share the same core UI workflow in LuaApp (player), Studio, and experiences. When we inevitably improve the tooling and capabilities, we all see
the benefits. 3 Likes We looked into that and there didn't seem to be a reliable way to do it with our Qt implementation. We saw examples but they were very hacky demos. Hey @MeshOfPaul, I just noticed another feature your team might want to add back. We used to be able to scroll (with the mouse wheel) through the tabs. This is no longer
 possible, but it was guite useful. Other programs, like Word also use it, so some people (including me) might expect it to be available here too. TL;DR One used to bring back this feature. thank you 4 Likes This is likely a crash caused by outdated plugins. A fix is
coming but see the OP for the latest details. 1 Like Yeah we know about this one. We haven't done a ton of work on responsive layout but we have so much more capability here with Lua/Stylesheets. 1 Like Do the built in OS screen capture tools not meet your needs? Honestly we weren't seeing a lot of usage of the screenshot and video record tools so
we didn't think they would be missed. Known issue with various third party plugins making deprecated function calls. The fix is ready for next week's release and in the meantime you can disable all or certain plugins. Reinstall is not required and won't help. Next Gen Studio UI Preview is here! [Beta] Announcements Known issue with various third
party plugins making deprecated function calls. The fix is ready for next week's release and in the meantime you can disable all or certain plugins. Great to know! Thank you for the extra detail. How do I add someone to team create??? I can't find button. It's a little out of scope for this specific effort but it's still my team and something I'm very keen
to do. I imagine a not far off future where custom layouts and toolbars working together to support whatever your current workflow is. We are getting all the pieces in place to do this. New studio has a big forehead. Make the ribbon smaller please! 5 Likes The RDC sneak peek was purely a design mock up and concept (for those thinking we've had all
of this working since back then!) We've gone through a couple iterations on the top level menus to get where it is today. So feel free to give us feedback on what you see there now. 1 Like Yes! I forgot we showed some of this but it is what we are eventually building our way towards. It will be a long road but we are setting everything in place to get
there. 1 Like A documented known issue in the OP. It will be there soon. Great feedback and similar to what others have said. Thank you! Yeah still a decent amount of work to be done here. If that dropdown scrolled, would that be best vs scrolling the entire tab left/right? I'm mostly impressed you have that many plugins that aren't causing the crash
bug others are seeing. It didn't make it in this release but it's coming soon. Please see the OP release notes. Next Gen Studio UI Preview is here! [Beta] Announcements Known issue with various third party plugins making deprecated function calls. The fix is ready for next week's release and in the meantime you can disable all or certain plugins.
Page 25 Tell us how you would like it to work. Shortcut keys are such an underrated capability! We do have plans to improve the UX of managing shortcuts eventually. Ribbon show/hide option will be coming very soon. Known issue documented in the OP. Local server testing will appear sooner than later. 1 Like You still have some plugins in enabled
but the plugins tab is blank? Is the Plugins menu also blank? If you can share logs that would be helpful! 1 Like Bless you guys for aiming to do a better job than Unity lol. Unity just went and hardcoded everything into textures for exclusively two themes. 2 Likes Great call out and it seems totally doable. Thank you! 4 Likes This might be a bit off topic
but it relates to your reply. If you guys do end up overhauling the UI editor with the tools to the left as shown in the images, I hope you will consider that this UI is taking up screen space and will hurt the overall UI workflow, it does appear that you can move it around but this doesn't really help if you're forced to temporarily move it on top of other
existing UI and having to constantly move it around seems tedious. I'm sure that this will be toggleable but it might turn people away that do actually want to utilize a feature like this. 1 Like well personally I would like the ability to add custom shortcuts like for example the ability to weld two parts together without the use of plugins (of course you
would have to have the user script it) and stuff from other tabs being able to be pulled into the custom tab, you should also make it so you can hotkey the custom shortcuts by the way I think that would be pretty useful 1 Like Team Create / Collaborator UI will be coming back to the upper right very soon. For now it's a known issue that it's not there.
1 Like I love this floating toolbar in other software. I would love for Studio to leave room for plugin API expansion in this space in the future. In Unity I can add stuff to this little floating plugins, special geometry tools for mirroring, edge aligning,
material flipping, etc. 5 Likes I have question, the UI is nice but with the new UI it is more optimized than the old one? Since on my old potato pc, sometimes I'm very laggy to dev and that very annoying 1 Like I enabled the feature
yesterday, put my computer on sleep mode, and woke up to this madness: Many windows were being created trying to reconnect to my place, and when I opened my computer all the tabs opened at once and the memory peaked at 14 gb, that's pretty insane. So this is unstable right now, enable at your own risk. 3 Likes Any plans on making this
centered to better align the buttons above? 1 Like The crash on open place is a known issue (see top of thread) caused by some older plugins. We have this solved on our side for the next release. You can disable some or all plugins to resolve, or disable the beta until the patch arrives. The windowing issues seem possibly unrelated as the ribbon beta
doesn't really dive into docking or place open code. I'd see if it continues to occur and file a separate bug if you see continual repro. 3 Likes Our approach is to embrace "toolbars" in general. Toolbars can be ribbon tabs, anchored to the Viewport, docked somewhere in the Studio window, floating, etc... Whatever your preference. If you want to keep
your Viewport completely free and clear, you should be able to do that. If you want certain toolbars to appear depending on what you're doing or your want to temporarily clear your Viewport, you should be able to do that too. That's the long term goal, at least. 2 Likes We're striving for parity at the moment performance wise, so I would not say it is
more optimized. We have tested on a few "potatoes" of our own, but would be interested in hearing what your experience is as the code is new and we can only do so much internal testing compared to the combinations of HW in the open. 1 Like Hello again, just noticed another thing while using the Preview! While editing a script or UI, the respective
tabs (UI/Script) do not open automatically anymore. Would make sense to have them open automatically to allow direct access to the specific features, for example script formatting. Thank you! We have some exciting ideas around exactly this that I'm hoping we get to next year. Page 26 We've talked about this and it gets more complicated with
custom tabs. For example, what if you build your own tab that works better for your UI or scripting workflow? It would be frustrating if we kept forcing the question of do we just have this behavior for Scripts and UI elements or can we
make it more flexible where you could set it up for any selection to highlight any tab? This sounds like the best approach to me but it will require a decent amount of design work to figure out. Nothing is impossible, just takes time. This is the joys and fun of product management. 2 Likes also im just wondering, are you going to tie the custom tabs and
keybinds to studio.exe or the account? if you tie it to studio.exe the stuff will be easily share-able (I hope so if you go down this route) whereas tying it to the account makes it so you do not lose them if you have to reinstall studio (or if you're using a different device) Funny enough we are also talking about this now. A major settings overhaul is in the
early planning phases and one thing I would like to explore is allowing certain settings/customizations to be attached to local install, creator account, team, and/or place. It could get REALLY confusing and tricky with the team stuff in particular so we need to dig in further. I didn't enabled yet, due to the crash problem with plugin but if I have bad
performance when enabling it, I will tell you! As long as not too many button locations change I wont really mind this update, good job. To drop my thoughts in here: I personally really liked being able to scroll the whole ribbon left and right. The only thing that I didn't like about the previous scrolling implementation was that it was a clunky
implementation of the idea. I'm very much interested in being able to two-finger swipe on my trackpad - or use the second scroll wheel on my mouse - to pan across options if they can't be compressed to fit on the screen. It saves me from having to target a small hit region precisely and issue a click, then scan a vertical menu along the vertical axis of
my screen that has much less available space. I wonder if others here have thoughts on that? 2 Likes While we're at this topic, was wondering if you guys could add a search bar on top of the Plugins Management Rn it's annoying having to scroll through to look for a specific plugin if you have a ton 7 Likes just a question: will y'all add the recording
and screenshotting features back? also i'll probably switch my mode to dark when this feature gets forced next sping, since light mode with this feature just looks awkward also this is like really laggy when i open a place with this feature just looks awkward also this is like really laggy when i open a place with this feature just looks awkward also this is like really laggy when i open a place with this new ui other than that, nice work! Paul: But then it brings up the question of do we just have this behavior for Scripts and
UI elements or can we make it more flexible where you could set it up for any selection to highlight any tab? While this allows for the most customization, I do think that this approach includes a lot of additional work for your team towards a feature that only a very small amount of people will actually use. It is possible to do that, but would require too
much work. Instead of doing that, just allow for customizing the existing tabs in the ribbon as well, so that we can add our own functions to the tabs. Or simply allow us to enable/disable the automatic opening of the UI and Script tabs (that's how Word does it when you are editing a diagram). 2 Likes That sounds like a great idea! 4 Likes I think it'd
take too much work to maintain both of the UI's after each update. So they probably wont. 2 Likes what the how am i supposed to edit collaborators lol (cant wait to see whats in store...) 1 Like (Yeah well of course it wouldn't make sense making a brand new studio UI and then not releasing it lol) The current one top level menu template looks
outdated as well it doesn't really match the new top bar, so I made what I think would look the best for the new Studio UI; Moving the top level buttons (File, Edit, View) up in the title bar, (like Visual Studio) would free up a lot of space, I also moved the username label, and the buttons beside it next to the window control buttons, to free up even
more space and make the top bar less chunky. I made the dropdown buttons larger and used the new RDL background color There is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also there is a gitcode called TrueFramelessWindow for implementing this in Qt for whatever reason Also the property for the prope
this UI, but I'm guessing we can add our own tabs later on? I hope we can have the Test tab back, because I don't want to keep pressing the play button drop down to run a script. I may accidentally play the game. Looks nice, hope it's not too different from the original though. I will miss the old look, i would find it pretty awesome if a section of the
toolbox was added for custom tab features (however to prevent people causing mass destruction, each custom tab feature uploaded has to have the ability to view source in browser/toolbox tabes) back from tab feature uploaded has to have the ability to view source in browser/toolbox tabes) back from tab feature uploaded has to have the ability to view source in browser/toolbox tabes) back from tab feature uploaded has to have the ability to view source in browser/toolbox tabes) back from tab feature uploaded has to have the ability to view source in browser/toolbox tabes) back from tab feature uploaded has to have the ability to view source in browser/toolbox tab and to be free, if you have to add the ability to view source in browser/toolbox tab and to be free, if you have to add the ability to view source in browser/toolbox tab and to be free, if you have to add the ability to view source in browser/toolbox tab and to be free, if you have to add the ability to view source in browser/toolbox tab and to be free, if you have to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and to be free to add the ability to view source in browser/toolbox tab and the ability to view source in browser/toolbox tab and the ability to view source in
the purchase and to prevent people from abusing this you have to make it so its 70% of what they originally paid for not the current price) adding on, you should most likely make it age verified only to upload, alt accounts could be a problem for an infestation of viruses (like we already have for obscure modules in toolbox) moving on, what somebody
else has said you should allow for theme changes to be more accessible, to start color pickers/hex codes is a good beginning and allowing for gradients could make it local to allow for images that
wouldn't get through moderation be allowed as the theme change (this is unhinged I quess however its localized, you arent uploading it to roblox and so I do not think it can harm children in any way as they would have to already have the image saved to their computer) as well as adding the rendering features (default and pixelated, allow for
pixelated to how far it goes be customisable since its not based on studs) and ImageRectOffset + the other one and finally to have the ability to make it so that the image overlay gets the color change with gradients and have the
gradients be able to be rotated. Thats all I can think of for a good range of customisation, please let me know if something cannot be accepted! My thoughts: I've been using this new generation of UI for the last couple of hours, and while it looks much more pleasing and modernized, I have noticed some flaws that may slow down workflow for
developers. Some features are missing from the buttons, and moving the view tab makes navigation more difficult. On the positive side, I really like the new window tab for opening different windows, and adding color to the icons makes it easier to identify what I'm clicking on. Overall, I hope some major changes are made before the beta release is
finished, but it's a great start! (I also cannot find game settings,) I would love for Studio to leave room for plugin API expansion in this space in the future. A lot of the "special case" stuff
that goes on (and the Ribbon is a hub for this) such that the entirety of Studio is driven from simple APIs. Right now plugins only have a sliver of the access that internal modules/plugins have. So a natural effect is that as we progress here it becomes much more possible to allow extensions from plugins to all points of the UI - all menus, toolbars, UI
elements, etc. Of course, there's some safety considerations etc, so these changes will lag behind the UI changes, but its certainly in our minds in doing this and on the horizon. 5 Likes Hey creators, You can now manage your Group revenue within Creator Hub. This includes single payouts to your collaborators, as well as recurring percentage splits.
Moreover, you can also define your percentage splits per Experience, rather than for the battle - you need to make sure that you are fairly sharing the success of all your hard work as well. This is why we've been overhauling all the revenue management
features, improving and building upon them as we move them to Creator Hub. Payouts overview If you are the owner of the Group you've selected, you will notice a new 'Payouts' page under 'Finances'. Here, you can send one-time payouts, as well as define percentage splits with other members. Some Groups may not have this page unlocked initially
due to a number of possible reasons (ie the Group has no funds). One-Time Payout When you want to give your collaborators a set amount of Robux from the Group fund, you can use one-time payouts. This allows you to select multiple members eligible for payouts, defining a set amount for each of them. You can then batch send all of these payouts
with the click of a single button! This overhauled feature includes 2FA challenges, confirmation dialogues, and safety features around the eligibility of members being paid this way to help ensure that your Group's fund remains safe. Recurring Splits You can also define recurring splits at the Group level, much like before. By default, the Group fund
takes 100% of everything the Group makes, but this can be spread amongst eligible members of the Group owns, you can define brand new percentage splits. Everything your Experience makes (ie Game Passes, Avatar Items sold within it,
Engagement-Based Payouts) will be impacted by this. By default, 100% goes to the Group level, you can distribute that to eligible members of your Group splits: Experience splits:
Member 1: 10% Member 2: 40% When the Experience makes a sale for 100 Robux, Member 1 will take 40 Robux, and Member 2 will take 40 Robux, and Member 2 will take 40 Robux, and the remaining 50%), to be distributed at the Group fund.
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Note that Robux is not a fractional system (you can't give 0.1 Robux to someone). As a result, any remaining Robux stays within the Group's revenue, and it makes a sale for 4 Robux, you take 1 Robux (technically 25% of this specific transaction) and the
remaining 3 go to the Group fund. Final note; Private Server subscriptions do not update when you change the recurring splits in the future. If one of your users subscription every month, even after you update the revenue splits in the
future. This is how Group payouts have always been calculated, but is something we're actively investigating to change. In Conclusion We have many, many more features in the works to make collaboration access and Group revenue easier. In the theme of revenue management specifically, we are planning on: Adding a permission so you can make a
role to manage Group payouts and revenue Enabling per-item (ie a Game Pass) recurring splits As always, please throw us any and all feedback and suggestions! We read everything in the thread, and really appreciate the conversation
around everything we do. Thanks, Creator Success team 389 Likes This topic was automatically opened after 10 minutes. Took a while but absolute W update, I love this, a 10/10 Does the 5 mil robux come with it? 139 Likes Finally! This is huge for the platform with how large development teams have gotten also let me get a slice of those 5 million
group funds /s 42 Likes This has been one of the big things holding back our team from working on new games. Gone are the days of needing 15 different groups due to each group having it's own team members. Super excited for this amazing change. I did notice this issue where it counts as the 0% going towards the group as a split. This isn't very
intuitive for the end user, to me it at first glance I thought I accidentally added another user. I also noticed that when I enter my 2FA code, it produces an error, and I have to submit again. This is non-intuitive as well. The last thing is that my team members no longer have a way to view their percentages to my knowledge. Their only indicator is the
of life for its developers. 32 Likes This new payout system is amazing! Much more organized, and it looks very detailed. (Also that 5M looks quite nice wink wink) 26 Likes This is awesome! Happy to see Roblox making it easier to pay people in groups with multiple experiences 21 Likes Big W, however when you guys finally get around to adding
permission roles for people to manage group payouts and revenue, I can see this being a big W for bad actors who use groups to scam people since they could just manage money from different accounts and not have to worry about the main one holding the groups they own. Its
good and bad but I hope it doesn't lead to any large scale scams when that happens. But overall this is a big W I feel like these things especially with companies on Roblox should have been a thing ages ago, happy to see this is released I love this. 20 Likes This has honestly been so long overdue. Having to create a new group for each different
development team felt so unorganised. Considering how mature the platform has become in the past couple of years, it's weird how this wasn't implemented way earlier. Nice update! 13 Likes Very long awaited for update and I'm glad it's here, thanks ROBLOX. 18 Likes Amazing work Roblox, this has opened up SO MANY POSSIBILITIES! 18 Likes
Dude ROBLOX isn't missing with this updates lately 15 Likes If you want some further testing, I am completely available at any time. I'll join the group in the screenshot and we can probably test with about 20%. being split to me. 18 Likes W update next: please do this for developer and edit access to only allow certain experiences to be accessible for
editing 18 Likes Kid named PandaDev: 19 Likes Hoofer: The last thing is that my team members no longer have a way to view their percentages to my knowledge. This sort of info as a % holder? Thanks for overall thoughts (flagged a few things with the
team). Regarding this one specifically - if someone has been given a split, they should be able to come to Payouts page in that group, and see just their split to validate that. 19 Likes I'm being told by them that they are not able to see the payouts tab. They do have a payout percentage for multiple experiences apart of this group. This is a screenshot
provided by them: 13 Likes This is something I've been looking forward to for a while, thank you very much to the team that made this possible! Could we see a way to transfer funds from our personal account to groups in the future (without facing 30% fee)? 18 Likes Page 2 Great to hear my feature request was finally listened to, this will insanely
improve groups that manage multiple teams. 11 Likes Thank you for this update Roblox! 11 Likes Pros: I'm glad to see this is finally implemented this will help a lot for creating games. Cons: So are UGC developers just forgotten about or am I missing something? It would be nice to have UGC revenue split calculation as well as of now I don't think
people even get 50% of the Resell revenue either if they are taking a percentage of the group. Someone correct me If I'm wrong but this is what I've personally experience! Amazing
 work! 7 Likes Are you making roblox adult game? or child's game? i have no idea but you guys are making roblox like it is for adults 5 Likes This is an insanely good update, especially for studios with multiple game? with different teams working on each game, boosts work flow immensely. I was wondering if we would ever see something similar with
clothing / UGC items? Not as needed as this update, but it would be nice for a feature to be there for big groups that want to split recurring payouts for certain developer products / game passes. Thanks a lot for the feature tho!! 6 Likes I've been waiting
for this update for so long, I still don't understand why it took so long to be implemented because it's so important, anyway thanks and really W updateee!!! [thx god finally happened 6 Likes At last... this change was long overdue. 9 Likes Any plans to add per-experience dev permissions for groups? eg. Role 1 can manage/team create Experience 1
and Role 2 can manage/team create Experience 2, but Role 1 cannot manage Experience 2 (and vice versa) both under the same group. As far as I'm aware, this is currently not possible; would love to be corrected. 7 Likes But here come's the annoying part where I ask for more This feature is almost good. In every project I've worked on, I have never
used the splitting functionality because of this "complicated" fractional issue. We always do monthly payouts instead, and will still continue to do so. Doing payouts at the end of the month is also helpful for studios that split only the profits that the game(s) make; after calculating all the expenses, reimbursements, outside incomes (brand deals), ect.
There is a multitude of other reasons that this is more effective, but I won't waste time explaining them all. Just think we should also focus on making detailed breakdowns of income as well. The majority of
studios that "make it the big leagues" will never use splits. It's just not practical enough. There are always too many variables that come into play to just arbitrarily split profits like that. As of right now, the transactions page in the group's creator dashboard is showing personal transactions instead of group transactions. And the "other transactions"
button just links you to the group's transaction page on the regular site. I'm assuming this is going to be overhauled soon, but at the moment, it makes no sense. (should probably also not show the devex tab in the group's finance dropdown) To further advance the idea of 'per-game' revenue share, I propose the idea of adding detailed income break
downs to the group's transactions page. For example: Group Funds: 1,200,000 Date Range: Past 30 Days (or custom) (drop down box of all the group games) Game 1: Dev Products = 100,000 Premium Payouts =
= 600,000 Game 2: Dev Products = 100,000 Premium Payouts = 100,000 Premium Payouts = 100,000 Premium Payouts = 100,000 Premium Payouts = 100,000 Fremium Payouts = 100,000 Premium Payouts = 100,000 Fremium Payouts = 100,000 Fre
game, but it's just a hassle to do it that way) Thanks for reading my entire spiel lol 14 Likes This is super organize and really clean! Amazing update looking forward to see more. 4 Likes Yes - sorry, I misspoke here. The ability for people to see their own payouts is not live yet. I'm working with the team to find a path to get it out! 7 Likes The new UI
looks nice, and the ability to set payouts on a per-experience is extremely helpful with managing groups within the same team. Jed: If you are the owner of the Group you've selected, you will notice a new 'Payouts' page under 'Finances'. Here, you can send one-time payouts, as well as
define percentage splits with other members. A permission to allow read-only access to the Payouts page would be appreciated. Many groups tend to only have one account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions for security reasons, but only that account that has payout permissions and the permission of the permis
income is through developer statistics which is fine, but being able to see what the current funds overall isn't possible unless the user is given permission to also spend funds. 6 Likes Awesome, thank you for addressing it! Our team is loving the new revenue features. 5 Likes This is great. Is there any plan to enable splitting experience profit for non-
group experiences? 3 Likes wow this is actually a really good update. I know lots of devs have to make multiple groups for their games and now they can store them all into one group which is a lot easier 3 Likes This is great! The Creator Hub is becoming better and better, and more useful. 4 Likes Something I would like to see added to this is splits
of revenue for specific UGC items for UGC groups so if you collaborate with others especially a big UGC group they could offer % of sales for all future sales of a specific item on catalog or in-experience. I think that would be a great way to encourage more collaboration on the platform where small creators can work with big groups and potentially
get some bigger sales on their items working with known creators who can help boost their sales for their items in their established groups etc. 5 Likes Page 3 Fantastic update! Is it possible to make this system pay out on a recurring basis, such as the first of every month? I think the % revenue split pays out instantly, but it is nice to keep some fundset.
in the group for one-time payments to contractors when needed. 3 Likes W Update! And W for supercool games having 5 millions funds 2 Likes This is amazing, I've wanted something like this for years. So glad it's finally a reality! 1 Like Per-item recurring
splits would be insane Patiently waiting for group-owned groups and experience ownership transfer as well 2 Likes Cool to see stuff dev QOL stuff like this + asset security coming in. 1 Like Now that this amazing update has been released the only thing left is to make it so you can give certain people access to edit different games under one singular
group!!! As of now the only way you can achieve this is to share the different people. 2 Likes I can't believe I missed this DevForum post! Roblox... continue to cook. This feature will make managing bigger groups MUCH easier for creators. Thank you so much for working on stuff like that, and I wish you ALL the luck developing it!
4 Likes With this update you're allowed to assign certain roles to only access edit permission on certain experiences on that group and I was wondering if you are still obtain a verified checkmark and when receiving it, it will only count the game you
have access to as a contribution or if it will count the whole groups games. 1 Like Could we get the option for payouts to go to affiliated group? I remember, for basically years, you could either let people edit group games or not let people edit group
games, in the group rank system. This really broke down any attempt to have different projects. I would HOPE that'd have been implemented by now, if you're going as far as to make a per-game split system, so if anyone can let me know that'd be great (Otherwise, that is just funny!) 2 Likes This topic was automatically
closed 120 days after the last reply. New replies are no longer allowed. Last year at RDC, we announced an ambitious project to power the creation of immersive 3D objects and scenes in Roblox. Today, we are excited to launch Cube 3D, a 1.8B parameter foundation model for 3D creation trained on 1.5M 3D assets—including the beta of its first
capability, text-to-3D mesh generation, also known as the Mesh Generation API. Roblox Cube, our core generation tools in the future. Learn more about the technical details of our model (GitHub) (Technical Report). Expanding Creative
Possibilities with 3D Generation Since launching Assistant to everyone using Studio, we're ready to take things a step further with 3D generation. Using our Cube 3D model, we're providing you new tools to make 3D
creation more efficient. Think of generative AI as your copilot helping you iterate prototypes and concept art or props quickly, so you can focus on the creative AI is simply there when you want it. Beyond aiding your creation, our mesh generation API also lets yours; generative AI is simply there when you want it. Beyond aiding your creation, our mesh generative AI is simply there when you want it.
users create personalized items in-experience in real time, unlocking higher engagement. In feedback sessions with creators, some of the novel use cases shared include the ability for a user to customize a room in their own style, or allowing a user to generate a custom reward at the end of a quest. In-experience generative AI opens the door to a new
wave of creativity for millions of Roblox users, making gameplay even more personalized and interactive. Currently, there are two ways to leverage 3D generation: In Experience and props with a simple text prompt. For example,
they can describe objects like "brown leather moto jacket" and see it come to life. Assistant in Studio, you can easily create a mesh and texture object in seconds with the "/generate" prompt. For example, if you are building a race track scene, you could type "/generate a motorcycle" and have the object created in seconds and
ready to be placed into an experience. The Mesh Generation API can take text input and generate single 3D mesh and texture objects. You and your users to generate a single object like pink sunglasses within an experience:
 /secure-uploads/uploads/original/5X/2/1/0/b/210b0fa53c3e43de832e724c38569d9cb112a61d.mp4 We built this Cube 3D Play Experience for you to test out generation Template for creators as a reference API implementation
You can go to experience details and click on the "..." to edit it in Studio. How to Enable the Mesh Generation API | Documentation - Roblox Creator Hub Enabling Mesh Generation API in-experience: To enable this feature you need to enable Editable
Mesh / Editable Image APIs by going to Studio File > Game Settings > Security and selecting the following: Enabling Mesh Generation API for Assistant in Studio: Important Safety systems to ensure the content
complies with our Community Standards. Our safety tools can surface any policy violations quickly and help determine what is safe and appropriate to publish in an experiences, developers will not be held responsible for potentially violative output if they have not actively attempted to violate our policies,
which includes keeping output visible only to the user that generated it. When using Assistant, creators remain responsible for all of their creations, including 3D generated output, and how they are used in their experience. To avoid consequences for violating Roblox's policies, creators should ensure all experience components align with our
Community Standards. Open-Sourcing the Cube 3D Foundational Model We're open-sourcing Cube 3D for research and academic usage so anyone in the industry can experiment, fine-tune or train it on their own data to suit their needs. We are making the model weights and inference code available under an OpenRAIL license. This resource is
accessible outside of Roblox through GitHub / Hugging Face. What's Next Later this year, Cube 3D will not only take inputs from text, but also images. It will also extend to scene generation and understanding, going beyond placing objects into a scene to understanding the context and relationships between objects. With this understanding of objects
and scenes, we'll be able to serve users the experiences they're most interested in and augment scenes by adding objects in context that is consistent with the rest of the scene. For example, in an experience with fall foliage to indicate the season changing. These
generative tools react to your requests, helping you rapidly create, adapt, and scale your experiences. Share Your Feedback We're excited to see what you and your users create using this beta for the Mesh Generation API. We expect the output of the Cube 3D model to get better over time as we continually work to improve output quality and add
more ways to control mesh resolution. Please use this form to share your planned generative AI use cases, which additional features you'd find most beneficial, and any additional thoughts that could help shape the future of 3D generation. Your feedback will directly contribute to refining and enhancing our models. FAQs Currently, assets generated
in-experience do not persist outside of the experience, are not added to a user's inventory and will not be listed in Marketplace. However, assets generated in Studio's Toolbox. We expect the Cube 3D model capabilities to improve over time; however, at launch there are some
limitations we want to acknowledge as follows: Developers and their users will only be able to generate single objects. We are working on making both part and scene generation available next. The object scale will require user manipulation to get to the desired size. There is no cost. However, during this beta release, each experience is currently
limited to 5 generations per minute. When this limit is reached, an error message that the developer can customize will be returned to the user. As we get started during the beta, the usage limits are low. In the future, this rate limit will be adjusted to account for concurrent users. The model for 3D generation is trained on 1.5M 3D assets that utilize
a combination of licensed and publicly available datasets, as well as the free data assets that are available in our Creator Store. It does not include experience data. We have a responsibility to build tools that reduce the barrier to creation while also respecting the intellectual property rights of all creators. The creator data used to train the Cube 3D
model is part of our AI data sharing program, which allows creators to control their preferences with respect to how their data is used. We also implement output filters to reduce the likelihood that Cube 3D generates content that is similar to copyrighted works. Finally, Rights Manager allows creators to report content they believe is copyrighted.
infringing and file a removal request. We are continually refining our approach to minimize any IP-infringing content that may be generated from our AI models. At Roblox we aim to provide artists and content creators with new tools that expand and augment their capabilities. For example, the mesh generation tools introduced today may help
creators rapidly iterate on ideas and explore more concepts (i.e., generate initial versions of assets for concepting and ideation) or quickly populate experiences with set dressing or background objects, allowing them to focus their experiences with set dressing or background objects.
a wider community of potential creators that have unique ideas for experiences to create and stories to focus on their creators are essential provide new opportunities for both novice creators and highly skilled artists to focus on their creators are essential
for crafting the most compelling and engaging content on the Roblox platform. 165 Likes This topic was automatically opened after 10 minutes. You will be happy about it. Open-sourcing it is a good step in the right direction though, how powerful of a rig do I need to run the model locally? 40 Likes Continuing the discussion
from [Beta] Cube 3D Generation Tools and APIs for Creators: Karun: currently limited to 5 generations per minute. HOW? Where are the resources for this coming from?! I'm genuinely Impressive though. Very cool. 46 Likes
Karun: However, during this beta release, each experience is currently limited to 5 generations per minute. This is INSANE. When texture/image generation was introduced, it was limited to 1 generations per minute to 5 generations per minute. This is INSANE. When texture/image generation was introduced, it was limited to 1 generations per minute. This is INSANE. When texture/image generation was introduced, it was limited to 5 generations per minute. This is INSANE. When texture/image generation was introduced, it was limited to 1 generations per minute. This is INSANE.
modeler and I will largely benefict from a such feature for small things. Like, let's say, you want to add some details in your game and add junk: use this and you'll get a sufficently good mesh. Otherwisely, is it necessary to upload the mesh? I didn't see it being mentioned in this topic. Anyway, that's a very interesting project. I will try generating a
shape and show the result in some time. EDIT: Karun: To enable Editable Mesh / Editable Image APIs by going to Studio File > Game Settings > Security and selecting the following: Aww, come on! This is somewhat blocked behind ID verification. EDIT 2: Look at my more recent answer. Not that good infact. 8 Likes
With all this push for AI, are you going to be making sure all this AI content is properly labeled? If not, Spain would like a strong word 54 Likes Karun: However, assets generated in Studio via Assistant are added to a creator's inventory and accessible via Studio's Toolbox. Are these assets added to your inventory automatically? If so, will your account
be moderated for it? 10 Likes The mesh quality and consistency is surprising! It would be nice if the texture quality was improved as it can hide bad geometry sometimes, and it is what kind of breaks the final result at the moment. For simple objects this works neat! For complex objects it is limited by the 10k triangle limit /mesh (I assume) and the
fact that the whole object needs to be 1 mesh 6 Likes crazyInsaneEven11111: Are these assets added to your inventory automatically? Karun: Currently, assets generated in experience do not persist outside of the experience, are not added to your inventory automatically? Karun: Currently, assets generated in Studio via Assistant
are added to a creator's inventory and accessible via Studio's Toolbox. Just quoting it for you. It shouldn't automatically upload it, it will stay in the experience and will probably generate a uploading prompt when you publish your experience. 4 Likes It's not too bad mesh wise, but the textures are definitely not decent... good start, though I don't
know of a [good] use for it... Prompts were: "Realistic police challenger", "easter bunny with a basket of chocolate", "police officer", & "realistic oak tree" Bonus Edit: tried "titanic" & "spongebob": why does spongebob": why does spongebob have a belly button... 45 Likes Not even 15 prompts in and it's giving me a sonic the hedgehog mesh slightly squished, despite that
not being even remotely close what I asked for... 27 Likes personally i think there's better features to spend development!! Keep on doing these! Also, please work on moderation though. there are a lot of better things you can add like gpu access, Ui blur, motion blur etc. Please make
ROBLOX better 4 Likes If AI ends up being the future other engines will have to catch up with Roblox, they are really betting on this 2 Likes As an artist, I feel some such way about the application of this API, but it is very cool!
Hopefully the generation limit is increased as time goes on. 4 Likes Very interesting, I've generated some basic shapes such as swords and planes and the mesh looked decent. But the texturing needs to be worked on. I am excited to see how this turns out after a few years. (for some controversy) I fully support Roblox stepping into AI and innovating.
Many people seem to whine about AI, but remember that you can use this in your projects for free, from Roblox. Why not take advantage of it? Once textures are fully figured out, with more customization and accuracy, I believe this will become a qo-to for many developers. I will always commission experienced devs because AI won't replace their
 "Dragon head", and it gave me a near 1:1 copy of Roblox's classic dragon heads. AI output: The items it nearly 1:1 cloned: Roblox Customize your avatar with the Brinsop of the Black Heart and millions of other items. Mix & match this hat with other items to create an avatar that is unique to you! Roblox Customize your avatar with the Chrysophylax
and millions of other items. Mix & match this hat with other items to create an avatar that is unique to you! Roblox Customize your avatar with the Aer Draco and millions of other items. Mix & match this hat with other items. Mix & match this hat with other items to create an avatar that is unique to you! Roblox Customize your avatar with the Aer Draco and millions of other items. Mix & match this hat with other items.
match this hat with other items to create an avatar that is unique to you! 12 Likes Wonderful 12 Likes Wonderful 12 Likes Wonderful 12 Likes Wonderful 12 Likes Page 2 the moderation seems to be a bit goofy? I was testing out generating animals and noticed they were at 10K triangles minimum so I wanted to get it to make a low poly and apparently that is against. Turns out doing "/generate pig" fails but
doing "/generate a pig" works fine. This seems to have gone crazy now I can hardly generate anything without it saying it is a violation 8 Likes Uhm, it might be a bit too easy to bypass IP. When you for example type speedy blue hedgehog, it works. The model might need some fine tuning 24 Likes arxy: image296×552 49.3 KB Wh... it generated
nearly the exact same sword for me. 7 Likes Our cat models are almost the same 1:1 replica, very creative 8 Likes Wtf? so does it just generate the same models for everyone or something? That's crazy 3 Likes I'll be very honest and open with my opinion here. Usually I am not into the AI related stuff, especially since most of them only seem to be
made to attract more share holders, which I understand (I have no huge problem with that since it doesn't directly affect me in a bad way). But this is impressive and considering the fact that using this tool is completely free breaks my mind. I want to thank the team who worked on this huge tool, I will definitely use this. I also don't think there is any
other platform or engine which has a free to use api that generates objects. Edit: After some rough testing, none and I mean really none of the Ai generated meshes where good enough to be used for something. There is always some weird error occurring with the models it generates: Not following prompt, missing textures, very low quality, very
weird looking mesh. In general it just looks like made by Ai 100% of the time. Welp I take back what I previously said 3 Likes So excited for the future of slop on the platform! This is certainly a great change to promote low quality, rushed, and soulless content! Hey at least the bottom line will improve with literal babies being able to generate full
games in the near-ish future. "Jokes" aside, it would be nice if you guys spent a fraction of the effort you are putting into AI features into other parts of the platform, like making Studio not constantly bug out, crash, etc. Or releasing genre sorting in a reasonable timeframe. Or properly moderating UGC. The technology is impressive, but that's all the
good things I have to say about it. 38 Likes This is a nice feature and all of that but aren't there other things to be spending your time working on apart from AI driven things? To me it seems like many of the things in the other posts would be receiving much more positive feedback if they were made into a real thing in studio than things like this. This is a nice feature and all of that but aren't there other things to be spending your time working on apart from AI driven things? To me it seems like many of the things in the other posts would be receiving much more positive feedback if they were made into a real thing in studio than things like this.
is basically another feature that nobody will be using on Roblox as it seems really unoptimized and really just unusable in a real game. I'll use Doors and Pressure as an example since they both have the same "Roblox" or "Low Poly" style in them. Bigger game developers like this aren't going to use stuff like this at all for their games as opposed to
something like higher range on lights or lighting upgrades or possibly things like Sky updates / QOL changes. (I don't know how things work at Roblox over there but personally I would prioritize stuff like this as it'll receive much more positive feedback from the developers who make this platforms popularity possible.) You would think that they'd be
prioritizing stuff like this already but unfortunately that isn't the case as 3D bad mesh optimization tools release before stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working on stuff like this actually if instead of working of w
 systems, Possibly volumetric fog or something like that, larger range of lights, and possibly even light bouncing I bet they'd have already figured out a way to do at least 1 of these things even if it's in Beta still and not officially released. (Short Version): AI Mesh generator really bad optimization came before other better features that bigger
developers would actually use in their games that make this platform possible. Really unfortunate. 6 Likes Can't get enough of that sweet, sweet AI garbage. "High fidelity kokiri emerald from ocarina of time" was the prompt and it made me an emerald stewie Edit: tried another one. The prompt was "spaceship with wings and four rear-mounted
engines" It just made an x-wing. 14 Likes Siegward/Siegmeyer from Dark Souls?? 7 Likes 99999th ai tool that needs strict requirements (cant allow people to have fun) 3 Likes moririririri: This is a nice feature and all of that but aren't there other things to be spending your time working on apart from AI driven things? This is all I want to know. Why
was all the feedback given over all the recent announcements just discarded without any mention??? 9 Likes +1 While I'm not against AI being used as a tool to speed up minimal processes in your workflow, the way this is promoted incentivizes the idea that you don't need proficiency or even an attempt at certain skills to make a complete game, even
if it isn't the initial goal, it undoubtedly will end up promoting laziness 22 Likes this is what the engineers have been doing instead of adding texture filtering to meshparts? TOO BAD. WELCOME OUR 9999TH NEW AI TOOL THAT NEEDS UR ID FOR GOD'S SAKE! 17 Likes I'd love to like a new Studio addition. I really,
really don't like this. It sucks the creativity and process out of making something, and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something, and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way. It's promoting laziness and eliminates another step in learning something along the way.
technologies that aren't AI. Something new for people to play with that isn't hinging on AI technology barely presentable in its current state from how early on it is. No AI. No prompts. Look at other games, anything. Shaders, visual effects, filters, just something new to play with. Texture artists and 3D modellers have been
begging for base features to be incorporated into existing technology to no avail, leading to dozens of workarounds for features like EmissiveMaps and transparent MaterialVariants. The overhauls to ParticleSystems and more additions to SurfaceAppearance tinting was a step in the right direction, giving more tools to artists to figure out how to use
them and translate their ideas into ROBLOX more seamlessly, even small. People aren't going to use this as concepting, and will only be using Blender, for example. There's hundreds of free tools and tutorials showing you complex and simple ways to work around not having money or little knowledge of a program
Please promote creativity instead of a means to an end. I sound like a broken record for these things, but my frustrations stem deep into the program. I'm for innovation. Not for AI generation. 28 Likes If this unironically requires an ID im gonna crash out right here on the spot 7 Likes so weird and strict... Mesh Texture Pixel Art cant have a good
pixel gun remake on roblox so might aswell make the 9999th ai feature 4 Likes this option can only be enabled by people who are id verified your welcome 5 Likes Broken Spawn: If this unironically requires an ID im gonna crash out right here on the
spot Fun fact: It does. Look at my older reply: SoftlockedAt151: karunamat9ta: To enable this feature you need to enable Editable Mesh / Editable Image APIs by going to Studio File > Game Settings > Security and selecting the following: Aww, come on! This is somewhat blocked behind ID verification. That was so obvious... 4 Likes Page 3 I feel like
the only games that will make any real use of this are the ones that were already low effort cash grab slop that were already using AI "art" in their dev product popups Though I'm biased against gen AI stuff so ig that's just me 9 Likes Am i part of the Cat Gang too? 6 Likes Nobody is going to remember this thing exists in a week, we have bigger
issues with ID verification. This is not one of them. 4 Likes no clue why it marked my previous post as a reply, probably was gonna say somthing else to the person i replied to and forgot anyways, don't think that's how a hand works... 2 Likes I am mourning the tens upon tens of thousands of engineering hours that were completely wasted on
designing and creating this thing when those hours could have been spent on literally anything useful. Think of all the awesome anything we could have gotten in its place. Think of all the anything useful. Think of all the awesome anything we could have gotten in its place. Think of all the anything useful.
funnels into it alongside the fact it mutilates any pixel art at a higher resolution when it could just be fixed with a button 4 Likes Who locks a feature meant to help a mass amount of developers behind an ID? I wasn't even gonna comment because I would probably actually use this feature once in a while, but there always has to be a dumb as hell ID
block for every feature that's useful to developers. What encourages you to spend time making ts??? I could probably go online right now and search "mesh generator free" and do the same damn thing. All you're doing with this is inconveniencing developers that want to use this directly from studio while simultaneously limiting who can even use the
feature significantly. Waste of resources. What even is your goal? What are you trying to gain from creating this? More people who verify using their ID? I don't even expect a response at this point with how the recent announcements have been going but this feature 100% does not need to be locked behind an ID. 3 Likes prompt: frog 5 Likes Bringing
Studio and the client to Linux is a waste of time and resources but this isn't 12 Likes You honestly don't even need to spend 10 seconds on the UGC Accessories tab before finding a rug with a woman wearing a shirt with her breasts showing. No like really you can quite literally just go on accessories and see. THIS was approved by moderation.
There's no way something like this could even be bypassed when the thumbnail LITERALLY shows it. (This is censored by the way). Just goes to show how bad UGC moderation really is yet they're over here spending their time creating AI generation. 12 Likes no admin will answer the prayer of having texture filtering so have fun asking for it btw 1
Like i've already prayed to the developers for emissivemaps long enough i can't take another hit 3 Likes Mesh generator before even the basic conventional ability to view the triangle count of a singular Mesh FYI 5 Likes Correct, but I highly doubt that this is the last we'll ever see of the AI Generation features on this platform. I'm guessing next we'l
have AI-Generated object placing as shown a few years ago which I'm surprised hasn't even been added yet. 4 Likes Karun: This resource is accessible for free outside of Roblox (and I think open-sourced), so 99% sure they're
PURPOSEFULLY inconveniencing people who want to use it directly from Roblox without ID verification. 1 Like Im predicting that the answer is indeed yes, looking at past examples of features that automatically upload assets under your name... will the moderation robots spare us if its AI generated you wouldn't remove your own kind would you
guys 2 Likes No thanks, we don't really need it. i will never forget what they took from us 24 Likes middle aged men somewhere in the united states thinking "money well spent" as they see more "AI" plastered all over the new roblox features 13 Likes new update: ai anims oh hell nah i gave them an idea 2 Likes Page 4 so amazing btw 4 Likes the
bottom of this unicorn looks so disturbing 2 Likes kostis: the bottom of this unicorn looks so disturbing Because Lamarr the headcrab and unicorn both got a r in them, so Roblox decided to put them together. Just kidding, those are the average errors of use of AI in creativity: well, at least it creates problems! since we're all sharing characters: I'll
take creepy copyrighted characters with no clothes on and/or messed up whatever you want to call them for 500 Alex. for the record, cinderella has her rear showing under the dress [without texture of course, but still] [and the other half of her arm is attached to her leg...] 8 Likes Broken Spawn: kalet14: This is a nice feature and all of that but aren't
there other things to be spending your time working on apart from AI driven things? This is all I want to know. Why was all the feedback given over all the recent announcements just discarded without any mention??? Different teams work at Roblox—different individuals and different jobs. The Research article Roblox put out linked by the OP shows
it's by the "Foundation AI Group at Roblox." It's their whole job to work on AI-generated software and whatnot. The not taking in -or at least responding to- feedback they take in and how they act upon that. Well, it might be based on their managers (PM) to an extent, but
yeah. Edit: just wanted to add that the OP has a history of actually replying to people to an extent from 2020 to 2023. I'd assume they've moved to different teams throughout the years. Also, the feedback for AI products though in opposition to the products being worked on- they're not going to be listened to. The development of AI in a software
company like Roblox is there, and it's growing. We can't stop that. It's a thing of if we don't, someone else will. to an extent. There's also the whole Metaverse vision -recently on the down-low- from the CEO which plays a role. 5 Likes Tried to mess with this a bit, and got a somewhat ok result: 1 Like On this, I feel like the whole ID verification thing is
for legal safety when using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. You'd be feeding their model -if user data for certain ages. 
from there. 2 Likes Spooky. some progress has been made, but this isn't more convincing (to me, an end-user with zero technical knowledge on AI) than models that were being shown off over a year ago. The improvements to textures are neat but the topology is very obviously lacking in both visual quality and optimization. Many objects in the demo
were genuinely unsettling to look at or at the very least would be immersion breaking in any game. Releasing this now as a public beta seems premature at best. I'm all for lowering barriers of entry to making games, something roblox has been great for. But the utility/benefits promised here with Cube are still unproven and I worry about selling a
toolset like this especially to an audience of new developers. There are also concerns about AI and climate change. Could we ever expect information? If so, why is roblox seemingly trying to obfuscate this information? Are they
aware of all the complaints behind the abundance of ID locked features? I swear they have been at least somewhat upfront with if a feature requires it or not, mentioning it somewhere on the update post How come roblox is focusing on random AI features
instead of just fixing the moderation system and optimizing the engine? (this is kinda the same as the previous one, but all the topbar and TextChatService hackery roblox has done is just stealing a big chunk of performance, which just sucks for low spec devices) I would love to have all those questions answered Reditect: On this, I feel like the whole
ID verification thing is for legal safety when using it on Roblox. Like COPPA laws and whatnot about collecting user data for certain ages. You'd be feeding their model -if using it on Roblox. by using it from what it looks like. Yet users can turn on data collection for games (and forced to have it for creator store scripts) without ID verification? Also,
doesn't that only count for personalized information? 2 Likes Didn't know that; good to know. To the 2nd thing, probably. I feel like it'd be extra work to require verification (maybe just one if-statement?), so there's gotta be a reason. 1 Like Yea this definetely needs more work. 6 Likes what was the prompt to even come up with this were you trying to
generate a bloxidi toilet 2 Likes vintage toilet to be more exact. The fact that it did this is quite... Interesting 2 Likes The 3D models look really good, but the textures aren't very high quality . 2 Likes Very much appreciate Roblox open-sourcing this, really hope Roblox continues in this direction! 1 Like It's actually not that horrible I spoke too soon 7
 Likes bloody hell this is the worst beta feature i've ever seen, the fact you guys think that this visual representation of a migraine is even close to worthy of being released to the public is insane and really shows your priorities of putting ai garbage over literally anything else and i'm seriously disappointed it is 7am and my day is already ruined 15
quality then it's always best to do it yourself, but tools like this which depend on a specially trained system are solid resources for indie developers who don't have the expertise, or developers that do not have the time to invest into learning another area of
development. Logically there's not a lot of reason - potential IP infringement aside - to hate on this. It's free to use commercially, doesn't require a lot of time investment on your part, and it's open source which allows other parties to reuse or even contribute to the tool. seems not really accurate, my first prompt was "bugatti bolide"
and it gave me a chiron and my second prompt was "koenigsegg jesko absolut" and it gave me the body of a chiron with a cursed texture 1 Like I appreciate the transparent sourcing of training data, but it's hard to see how this technology won't be detrimental to the platform in the long run. The stated goal is to achieve full-scene generation with
interactive, high-fidelity elements. My fear is that young creators will increasingly rely on this to interpret their creative vision and orchestrate their ideas. I see this as a transition to passive creation, where individual style falls by the wayside. When you start from a functionally complete output, you're faced with fewer decisions and opportunities to
learn & grow. I'd argue that it's much better to encounter ambiguities in the creative process because it leads you to make meaningful and deliberate iterations. 6 Likes Finally. No more spending money hiring 3d artists who take 2 weeks making a project when I can just generate it within seconds. Taylor Swift. For some reason she has a beard. 1
Like The models aren't "professional quality," but, most developers and players won't care. I'm just afraid that the generated assets will be considered "good enough" by many developers and they'll move on to the rest of their experience without bothering to consult a human for cleanup. There are a lot of funny generations being posted in the
replies, but I'm sure that with some phrase tweaking and patience, you can get something usable. Spooce: My fear is that young creators will increasingly rely on this to interpret their creative vision and orchestrate their ideas. A much more succinct way to put it, yes. 1 Like I love this tech but please please please, make AI assisted creation on the
studio side first class! Every single new AI feature on Roblox is a complete start to finish black box with any sort of mid-phase user control bolted on as an afterthought, if it exists at all. We are developers. None of this AI tech works for us for real game dev applications right out of an untunable black box. Every step of the generation process should
be available for us to export and tweak and re-inject back into the generation pipeline. These textures are often simply atrocious, but there's no first class way for us export them and adjust them. There's even PBR generation in there somewhere, but this is not accessible to us! There are intermediate images or preview/seed images generated for
some things in Roblox's AI pipelines, but there's no way for us to use our own, or modify what Roblox generates to correct errors. This makes all of this tech unusably rigid and frustrating to use. AI assisted creation is the future of game dev moreso than entirely AI generated creation. With this model, Roblox has enough of a portfolio of AI tech to
satisfy. Let's aim some of these engineers at making these demo technologies actually useful for gamedev. 9 Likes Person at the beach. 3 Likes 100% agree, it will become an unused tool because as of now the models it produces are clearly AI-made, which players don't really like, and it doesn't have the "cartoony" high contrast aesthetic that would
bring players that don't mind AI either. I wonder when will focusing on AI backfire to all of the companies that try to push it as hard as they can just because it has "AI" in it. 1 Like //devforum-uploads.s3.dualstack.us-east-2.amazonaws.com/uploads/original/5X/8/5/1/f/851fdc5b2e51625c169c17639f8e3b6fecb9db7b.mp4 A duck on wheels a bat
drinking cola a zombie with bat wings an icecream pizza an ice cream gun a glass spaceship a cat eating a burger (lol) a chicken eating a pizza this is a great tool when given reasonable prompts 9 Likes this ai is so cursed 3 Likes Roblox do you know that amount of editable meshes are limited to 7? I prompted it with "steak". 0/10 13 Likes Aw man
I've just been learning 3D modeling for over 5 years and I'm already being replaced! The robots are taking over!!! Hah, just kidding, I actually think this is super cool. The amount of work and steps taken behind this is quite impressive. They even went so far as to create a copyright detector AND open-source this AI model? I can respect that. Can I
train this thing with my own data to improve the overall generation quality for all the people that use it? I don't intend to use it because I loooove 3D modeling things myself, but I like helping out where I can. Lowkey feeling a bit honored when something I create is deemed high quality enough that people want to use it. Neat stuff! Please don't make
more sloppy simulator games, I want to see some cool things being made with this. 3 Likes Great tool! 7 Likes After so long i finally learned how to use blender so i can make models FOR ME!!! ok no, sorry... i just dont know about this...
Even though AI can do alot, dosnt mean it has to be used. I dont want to see a game where its full of this stuff. Im starting to feel like Roblox is slowly turning into an AI Platform with many features on Roblox Studio that uses AI. Whats next... put some text in a box to create AI VFX in Studio...? or maybe Animations...? I see alot of "Powering with
AI"... no Imagination... Im not saying that AI shouldnt be used at all, but 3D models? im sorry but thats a no... 2 Likes Another example of sloppy AI moderation 4 Likes There's a reason for AI generated imagery to look like that. AI generates images by utilizing noise, which is often a image that contains an even amount of dark and bright colors.
Because of the sharp contrast between dark and bright, all textures generated with AI will also have this property which can result in deep-fried or oversaturated imagery with very sharp or otherwise weird-looking colors. It is something almost every AI has and it is extremely hard to get around which is why all images need to be edited. If you
inspect individual noise channels on a AI generated image (red, green, blue) you will also notice weird compression artifacts that are even present in black and white images and noise patterns looking consistent across all color channels. 1 Like Page 6 Corpze TheDeadestOne: Please don't make more sloppy simulator games, I want to see some cool
things being made with this. You know full well that this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how this is exactly going to be the vast majority of how the vast majo
ideas with high-quality models like what you see from other Als such as Meshy, ai. Analyzing the advertisement, the new feature is far away. Depending on the complexity of what you are looking for, the Al tries to reproduce adding textures, but the topology of the asset doesn't look natural; It feels like a bunch of sculpted decimated geometries: I
understand that this AI has been training a lot based on models that creators like us made through projects and/or are accessible through creator Store, but I feel like it is not perfect enough to use for experiences if it can't provide models with good texture and optimized topology. Now, I'm saying this is all based on the advertisement. With this nev
announcement, I can test in real-time and make my own prompts to generate models: I started creating prompts such as "Roblox Logo", "Cybertruck", "David Baszucki", "Ferris Wheel" and most of them came with appearances that you can say it is 90% odd, bizarre, creepy and 10% is not what you are looking for and it will end up failing to processing the processing the same with appearance and it will end up failing to process.
due to moderation, leaving it to be grey: Fun fact, the feature will provide the same creation if you use the same prompt instead of creating a variant or at least, another type of mesh with texture. That said if I were to use the same prompt from @IGOBOOM123, I would have the same results: Overall, it is sadly not powerful enough... It consists of
having bad creations that will most likely end up being a joke under social media posts such as in Reddit communities. 4 Likes i like this feature but are we seriously locking it behind id verification (on roblox) when it's open sourced: 1 Like It is not easier to just create a meshpart editor?? 1
Like This is an incredible feature that will surely change how Roblox game development is done. all the ai tools are amazing but they need to be improved for the tiny details for it to be usable Don't worry 3d modellers, y'all are safe (for now). Anyway - with no disrespect to anyone specifically, just the feature - this is overall not a good thing to be
        oublic and a complete disrespect to 3d modelers in my opinion. Resources should've been used elsewhere given the engine's current state. You (Roblox as a whole) should be encouraging people to create things for themselves instead of generating AI slop and slapping "game asset" onto it. At the end of the day, who is even benefitting from
this? AI is not the answer to everything. Certainly not for game assets. 34 Likes I prompted "Vikko151" and it gave me this as a result: Face reveal I guess. BONUS: Here's the result with something of copyrighted: TF2 scout 2 Likes This is probably where half of the Roblox budget is being spent. Instead of giving us useful features that have we been
long waiting for. Such as the comment above Instead, you're going to give us some AI tool That may or may not rip the company apart 13 Likes 5 Likes Nintendo would like to know your current location. 2 Likes Aight I just got some questions: Why is roblox suddenly obfuscating the ID verification
part? Are they aware of the complaints and just trying to hide mentions of it now? In the past, im pretty sure they have always declared that somewhere on the update post Why is roblox not optimizing and further improving their platform? Stuff like the forced TextChatService still run like trash, just casually eating up performance And how can roblox
afford to run all this AI stuff? Aren't they just going to lose even more money from this? 2 Likes Wheatly199: Why is roblox suddenly obfuscating the ID verification part? WDYM by this? Are you asking why it wasn't clarified in the post? If so, beats me. Wheatly199: Are they aware of the complaints Yes Wheatly199: trying to hide mentions of it now?
Doubt it, it's already far too late. Wheatly 199: And how can roblox afford to run all this AI stuff? good question actually yeah i do mean the lack of clarification for that first one but like why can't someone just
forcefully motivate that other team into improving the platform, stopping the performance leaks that they themselves forced onto us, and just fix the platform into being semi reliable for once? 1 Like Did you even look at his post, with all due respect such topology should never be used in any projects, it would only set you up for unoptimized failure,
especially those who don't know what they're doing. As previously mentioned it encourages taking the easiest laziest route instead of properly learning the basics to get better results, it removes incentive to learn the basics of these
skills regardless, all this does is prolong that realization process for new developers 6 Likes i swear the ai is going to misread one of my prompts and get my account deleted... no thank you. 2 Likes With all due respect, it's my opinion, of course it's going to be biased. Inexperienced individuals have online resources to become experienced. I won't be
responding further 1 Like Wheatly199: Why is roblox not optimizing and further improving their platform? Stuff like the forced TextChatService still run like trash, just casually eating up performance On the topic of TextChatService still run like trash, just casually eating up performance On the topic of TextChatService, that's the 'Roblox Chat Team' as stated by one of their announcements. @be_nj hasn't responded to feature requests,
but has quite a bit on bug reports like this: (so they're working on it.) Script CoreScripts/ExperienceChatMain Very Slow Engine Bugs I also noticed a lot of waste here, especially when flags were living for a long while. 100 flags being called per
frame)! I merged a change a few weeks ago that should have been released this week that cleans up a lot of these calls to FFlags. If you have a particular thing you think Roblox should be "optimizing and further improving", I could also look into that. I assume more staff read what we say than we think. They just don't usually respond. 1 Like Page 7 I
tested the AI out and it's not the best. It will take years of training the ai for it to improve. 1 Like I do think this feature will be good for some people, or people who just want to mess around with it. But i wouldve rather you guys put more time into other parts of the site instead of this. It's not the worst thing ever, but it just feels unnecessary right
now. i take it back. use all your resources on this actually 8 Likes This is the beginning of the end for 3d artists. We all thought AI wasn't going to replace us. Look what's happening!!! It's unlikely that it will takeover 3d artists jobs currently, but it might in the near future. Prompt: Roblox They tried making of Roblox r6 character (It looks exactly like
a r6 model), but the Roblox characters texture was moderated. We will never know what roblox avatar looked like lol 3 Likes Some engineering directors at Roblox -and the CEO- are optimistic. 2 Likes I mean it kind of looks like a Toyota? Prompt: "Realistic
Blue, Toyota Camry Sedan" 2 Likes Looks more like a Bloxda to me. 1 Like Remember what happened with image creation will likely happen to the 3d ai creation system. 3D artists are safe for now but not so sure in the next 2 years. Prompt:
Create nightmare fuel It did a ok job, would scare anyone below the age of 5 years old if animated 1 Like that topology is HORRENDOUS i have my fair share of messed up things i did blender, but this takes the cake i wonder how these ai generated models would work with rigging 2 Likes Roblox reminds me of myself when I don't take my ADHD
meds. An unorganized mess, starting new project when I have 100 unfinished ones. What happened to Clouds Phase 3 (It's been four years)? What about terrain decoration painting (6 years)? Like I see you guys are trying to stay ahead of the game with AI, but can you also work on some of the many features that you promised or some of the tools in
studio that are easily out of date by 10 years? It took you guys 4/5 years to give us the ability to change the length of grass globally. 5 Likes That's good visually (maybe not polycount or topology-wise). I'm sure the generative AI here will get better, to clarify I'm not arguing the contrary. I'm saying game developers are going to be out of a job in some
instances. Why hire me when you can get an AI to do it for you? Quality, performance? Maybe now, but that argument will likely go away with time. We as humans would need to value human creation over efficiency and individual personal control. I fear society will not value human ity in things before it's too late to be effective. Weird to say it now,
but it sounds like there's a market for AI-created games out there. Will both human-made and AI-made games be able to co-exist? We'll have to wait and see, I got a mario Prompt: Create a plumber named Martin. He wears a red shirt, blue overalls, and a hat that has his initial on it. He has brown hair and blue eyes, 11 Likes Is there any filters or
security checks in place? I asked it to make me Lloyd from Ninjago as a test and it created a very accurate one. Can it create anything with no restrictions? What is the use case for participating in these ridiculous fads in an desperate attempt to make the company's stock price go up? Maybe you (OP) didn't have a choice, but none of this will be of any
benefit in the long-term as you'll only be teaching the millions of tech illiterate zoomers on Roblox that they too can (try) to make their favorite front page game by using AI. This is why they wanted developers to "opt in" to their extremely invasive data collection and force-enabled the script assistant on them, FYI. Oh, don't worry about the countless
performance issues that plague modern Roblox, don't notice those features which have been stuck in eternal beta mode for years at this point, and CERTAINLY do NOT take a particular look at the politicians and old men who are investing into $RBLX right now... 3 Likes The texture can be moderated, but not the mesh I don't think. If you wanna try it
out: Cube 3D Play Experience - Roblox 1 Like I tested it, but it doesn't compare to 3d models created by real people (not yet). Trying to create guns or gun attachments causes it to exagerate some proportions such as length or often messes up textures. 1 Like I love how out of nowhere you immediately started out by saying my entire post was a
"conspiracy", even going so far to the point where you decide to ping some random dude on the devforum in an attempt to back yourself up in some imaginative debate. I didn't even know Blackrock invested in $RBLX a while back, but if Blackrock is
doing it... I think it's painfully obvious what's going on here. I will not fill this thread up with garbage, so I will leave it at this: Why would these powerful people be interested in an platform filled with hundreds of thousands of easily impressionable children? 3 Likes Page 8 So I tested this out, and its super cool! Just wanted to let ya'll know though,
that whenever you try to generate a tv, the screen shows up on both sides. Idk 1 Like Cool, but the thing is, having many of these generated models takes ALOT of resouces on my device, i hope this gets improved an the performance gets better over time. I love how there's people complaining about AI, but AI will be utilized in the future for sure. This
is just the bare beginning. There will come a time where humans are able to prompt experiences like Star Trek's Halo deck. I can also see future humans talking about how earlier humans are able to prompt experiences like Star Trek's Halo deck. I can also see future humans (us) loved to do things slow and manual. Which takes up precious time we can be doing other higher quality things in life. But that's just my 2 cents The world has
only gotten worse in the past 40 years you think we're heading towards Star Trek? Bestie we're heading towards Elysium. Future humans are going to look back at us and be like "they didn't have to subscribe to Amazon Quench to swallow water?" 3 Likes I saw this link in a dev discussion post and didn't pay attention to the date so I thought this was
already out. I was thinking, "why haven't I used it yet?" Didn't see this was new. This is actually so cool! I'd still rather make my own models and get better at that skill but this is there if I want it! You are looking too literal into the example. I'm talking about the use of technology and the way of doing things here, nothing else. And that has nothing to
do with how better or worse life is outside of coding and technology. AI will come to a point where it can be utilized somewhat like they utilized somewhat like they utilized it in Star Trek, don't think too literal on that example. But if you've ever seen an episode of it being used, you would understand the power and capabilities at which I'm speculating. We are showing early
signs of generation by prompts. We already have people accustomed to talking to devices such as Alexa. It's not far-fetched to speculate how AI will be seen as vintage because it's time consuming and tedious. 3D asset creation is just as consuming. We also already
have Virtual Reality and Augmented Reality, precursors to something even better that has yet to be realized. Among the many things future humans will look back and scoff at us about, when it comes to coding, game developing, and experience making, they will definitely be thankful for the advancements the same way we are thankful for today's
advancements compared to how life was in the 1930s, the first computer built was called the Z1 and it wasn't for the public. Could the Cube 3D Play Experience - Roblox Place be downloadable? Would be very helpful With no respect in this reply, this is a terrible way for
people who don't have experience to "Make their own 3D models". It's much better and easier to start from scratch as someone with no modeling experience up until the last three months I have been able to model "professionally" with no tutorials. (However I did have multiple years of Blender experience but I've only used it for animating.) All you
need is 15 minutes and Blender which is free. 15 minutes of Blender each day minimum and in about a year or less you'll be able to model almost EVERYTHING you need for a Roblox game, but definitely not a real game outside the platform. 1 Like Reditect: On this, I feel like the whole ID verification thing is for legal safety The ID verification thing
might be because they cannot guarantee that the model won't generate anything inappropriate results. 3 Likes It is undoubtedly important to encourage companies that integrate technology and
innovation into their products. The use of artificial intelligence in software solutions can be a valuable tool for beginner developers, helping them implement their ideas, learn, and improve their skills, including beyond the platform. However, artificial intelligence is not and cannot be a source of creativity; it should serve a supporting role rather than
replacing development stages. Those concerned about the impact of artificial intelligence on the creative process should pay attention to the quality of the generated content and study at least the basic principles of how neural networks operate and perceive the world. In its current state, artificial intelligence holds no value for experienced
developers and will not be able to replace their work in the future. 2 Likes TreyOwns: This is meant for users who don't have experienced. It's not hard. Blender and YouTube are free and have resources available to get you started. This entire 'idea' does nothing but show this company's true colors. They mean little when they
claim that they support UGC and experience creators when they put out horrid generative ai models on their platform as if anyone asked for this versus actual content we should get or need. None of the content generated looks good and it can't be used for high quality experiences, anyway, so this is just a complete waste of resources and a great look
at this company's preferences and focus. 5 Likes lol I can't generate "Roblox character" or "Noob" 1 Like Will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will there be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will the will be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will the will be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will be a beta for other features not related to AI, such as multiple terrain colors? 1 Like will be a beta for other features not related to AI, such as multiple terrain colors not a beta features not a beta featu
while for it to finally click for me, try letting blender marinate in your brain for a month and come back to it, that's what worked for me 2 Likes all this ai stuff is just gonna make people hire less artists and make more low quality games for money. It's very impressive, but there could be way more important things to work on. 1 Like Awesome feature!
cant wait for image to 3d 1 Like "We got Pikachu at home" The Pikachu at home: 6 Likes Awesome tool for fun use. However, i fear for optimization because it creates so much unnecessary triangles and gives absolutely no control over creating mesh which is what mesh part for (Well, it won't probably adjust mesh for your use which is a big problem
and let's mentions some glitchy looking texture and mesh itself). I'm still impressed of it actually generating decent, but i advise to not use it for serious projects 1 Like Cube 3D + Avatar Auto Setup CAN make bundles that validate! I made one. //devforum-uploads.s3.dualstack.us-east-
2.amazonaws.com/uploads/original/5X/c/9/d/a/c9da9d1205f2144a3662d58c882b697fd653ec87.mp4 It took a couple of tries. Went for something as humanoid as possible that wasn't a human, to avoid any textured on clothes or lack of modesty layer. Might be the first ever published bundle made 100% in studio! Only took about 7 minutes from
prompting to on sale. Certainly a contender for the fastest bundle ever created from scratch. Check it out: Roblox Customize your avatar with the AI Robot and millions of other items. Mix & match this bundle ever created from scratch. Check it out: Roblox Customize your avatar with the AI Robot and millions of other items. Mix & match this bundle ever created from scratch.
being replaced right now. Your job is actually much easier to replace now than 3D modelling. Good luck. This is likely not gonna happen for quite a long time. LLMs aren't powerful enough to fit an entire codebase and all of its dependencies in a single context window at once yet and as we can see in this thread 3D model generation AI is not even
remotely there yet to fully replace a real 3D artist. 5 Likes The point here is that it'll eventually happen. Being a programmer myself, I hate seeing other programmer, but I honestly couldn't care less) act smug about others potentially losing their job
especially considering that OUR job security is at a much higher risk than 3D modellers right now, even if it isn't going to happen immediately. The fact that this thing can generate and has knowledge of famously strictly protected intellectual properties from many large companies such as Nintendo says a lot about the data set used to train it. Just
because something is "publicly available" doesn't mean it's free to use. Beyond a myriad of other ethical concerns with generative AI, using any asset created from this model, no matter how original, feels like a potential future legal liability given how many precedents have yet to be established in this field. It seems like the end result here, especially
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in the short term, is just going to be enabling the further flooding all aspects the platform with half-usable poorly optimized bootleg sludge. 6 Likes I can vouch for this. Blender is my number 1 opp and I hope it dies in a fire 3 Likes A very good opportunity to help developers In terms of optimizing the platform, a serverside method of bringing the old
topbar back and limiting the performance drain of the TextChatService would be nice, as well as any other forced services that may just be eating up precious performance in terms of improvement, manual controls or even a way to disable all this automated stuff might be nice, so you could manually assign graphics or remove annoying banners 2
Likes wtf, didnt know roblox made their own ai though... What is the assistant's llm made out of tho? Finetuned Llama 3.1? who knows. 1 Like Prepare for a new generation of brainless slop moneygrabs made with minimal developer involvement. Generate 3D models using AI, ask ChatGPT to write the code, generate a thumbnail and you've got
yourself the dull, soulless simulacrum of a game. Being a game developer, like anything else requires hard work and effort, the desire to create your dream game should be a driving force to underpin your growth as a creator and ultimately a person but that requires hard work and patience. Let's give developers tools that they can work with instead
of harbouring an environment of laziness and creative bankruptcy. Sure, jumping on the most recent tech bro bandwagon could appease shareholders for a short while, people who'll easily accept whatever flashy, sci-fi reminiscent fad as the "next big thing", but don't forget that it's developers keeping your platform afloat. 9 Likes And of those
developers, a lot of smaller ones probably have given up due to roblox focusing on popular or money generating games, meanwhile the good popular games are being driven out by garbage or something else that just makes them money, and then some of those larger developers are simply suspicious Despite being around 20 years old, the platform
still feels underbaked in certain aspects I am even going to mention some lacking aspects in this edit: Searching: there is no way to filter by popularity, and there simply aren't enough search filters, if any, while certain terms will randomly get redacted, even if they're harmless Game visibility: there is no way to hide games, meanwhile high quality
games get left in the dust if they don't have enough players or earnings (or their search terms could simply be blocked, even if harmless) Genres: the genres are too broad, and the 3 month cooldown is way too restrictive (like why is there no sci fi genre anymore?) Graphics: there is no way to manually set graphics, while pretty much all other gaming
related things have individual graphics settings, so you're at the mercy of what roblox thinks is best for a certain graphics level Moderation: do I even need to explain this? Moderation either is severely lacking or extremely sensitive, and there are way too few moderators for the amount of users they have (this might have been fine 10 years ago, but it
certainly ain't fine now) Development tools: there are still certain tools/features missing from studio, which means you need to use various external programs to supplement those features, even if native support for those tools are locked behind ID verification or have so many
limitations that workarounds using other tools are better) Customizability: it is severely lacking, I don't want the platform to look like sensory overload, but I also don't want it to be full of 1 singular color or full of buttons and menus that take up tons of space and that you can't remove Community feedback: it's practically nonexistant, apart from that
one time where backlash stopped a very restrictive feature from being launched 3 Likes this topology nightmare vomit generation will scare away blender artists, 3d modellers and others alike. one step closer to dystopian ai singularity. great job roblox 2 Likes I think this feature is really cool and interesting. However it indeed needs more testing and
                                                                                                                 Only time will tell lil bro. Great demo! I must ask where is that Attachment Tool from? Seems super useful 1 Like Juan: These are horrifying to look at... 2 Likes It is a conspiracy according to Google. This made me audibly laugh. I tried it out myself and
you're right, 10k tris for a cube that should have 12. Looks like the assistant needs to ask itself what limited dissolve is. 1 Like Decent results: Inputs warehouse factory warehouse coral battle plane dinosaurus Spinosaurus Spinosau
bottle egg with a face, legs and arms tiny city with a lot of buildings wolfspider Bad results: Inputs: Yellow Sponge Isn't this copyright or something? Seaweed in cartoon style keyboard Final: Out of all attempts I did, only 3 bad results and most being decent. It's not bad at animals and vehicles, trees are decent. 6 Likes not so cute... (input: black cute
cat) why is it bitting a tail... (input: orange cat) 3 Likes Sort of neat, but the system REALLY needs to realize that I don't want all the textures looking like they come from a grainy televison. However, assets generated in Studio via Assistant are added to a creator's inventory and accessible via Studio's Toolbox. Is there a confirmation for if we want to
add it to our inventory at least? 2 Likes Page 10 Overall, a 8/10. Although this could make the modeler job harder, at least if theres a model that I cannot create because I need resources like Blender which I don't have and don't use at all. But yeah very cool AI feature! I will be using the Assistant feature a lot now! Modelers can add a script, make
better texture and blah blah on a model which the Ai can't really cool, although most models look like 90s video games, give it a few more
years, this will be really cool. We could have entirely new experiences we never thought of powered by this, such as an infinite city with unique models as you go. I don't like the comments saying its a waste of time, i think its great a company is finally exploring 3d model generation by prompts. 3d modellers will be needed for years to come, because
ultimately you still need original models to even train the AI, and you can't train AI on AI made content as you get model collapse. there will likely always be a need for 3d modeller artistic vision Is it possible at this time to use the GenerationService within a publish game to generate a mesh and then show it on multiple clients at the same time? How
about generating a mesh and then saving it into a datastore and loading it later on? I cannot seem to figure out how to do this Karun: are proactively moderated by Roblox's AI safety systems Ai moderated by Roblox's AI moderated by Roblox's AI safety systems AI moderated by Roblox's AI 
something so doesn't want to make. Broken Spawn: it is pretty difficult to "get experience on it, but it's one of the easier 3D programs to learn versus programs to learn 
in all, willingness or lack thereof is not an excuse to suddenly lean on generative AI as if it's perfect either. It's unnecessary on a platform like Roblox with a slogan like "Powering Imagination": It doesn't power anything but the pockets of the company. 1 Like Everything I am about to write is directed towards the people at Roblox who have (and have
abused) the executive ability to make decisions like dedicating serious development resources to a half-baked model generator and announcing its beta with their whole chest. Roblox, to me, is one of the biggest opportunities I've had in my life. Roblox is the only place I can see where a completely unassuming person can make an account in about 1
minute, work quietly in the background, and freely release a full game of any scale they want. Multiplayer or not; with free, permanent server hosting; free moderation; etc. I'd take a guess that Roblox probably has the easiest implementation of multiplayer or any proprietary game engine. But, considering that things like Cube 3D are where
development resources are going, I'll settle on another quess that you don't care. Long yearned for engine features behind literal ID verification, genre search should've been added back multiple years ago, discovery still doesn't bring any games that aren't already massively popular to peoples'
attention, the past few events have been nothing more than "go get tokens in these games and we'll give you some wings", and a staggering amount of the games that are officially presented in these said events turn out to be slop, because it seems like the only requirements to make it in an event are to be a popular game and be multi-platform, so
looking your best is an afterthought to nearly everyone involved. I guess Roblox jumping on the AI bandwagon was an inevitable next step, for more quick money and power and influence that they really, really could not need less. Just like so many other massive companies now (the list really goes on), the end goal is for nobody to care about making
an original thought for themselves, and just let their innovative AI features do all the thinking for them! Money! This really is a waste of time. It's really irritating that resources are being wasted on features do all the thinking for them rest of
eternity, when those exact resources could've gone towards actually giving traditional resources that work to the people who do, when there are about a million features in the pipeline that you could implement for a fraction of the cost as it would've taken to fart this
completely meaningless generator out. Even if this does make it to a proper release, in the end the majority of people who don't care about using it to shoot out ideas, don't care how good the model actually looks, and barely care about their playerbase in general. The
generation result will be their final answer. They're going to release another barely modified template they found to an audience of 8 year olds, but this time it'll have an AI Spongebob and skibidi toilet thing floating over the map. The remaining people will immediately realize how loathsome and samey all of the models it generates look, and instead
settle for taking from the vast, vast majority of deliberately created free models that are designed with human intent and make sense in either the Toolbox or somewhere around the internet. Please stop developing this. Don't change it, don't ""apologize"" for the """confusion"", I am asking you to stop making this and add emission maps or
something. 9 Likes Roblox has a team of Data Scientists for AI's those people aren't able to work on the actual Engine because they studied how to make AI's Roblox isn't wasting resources. 1 Like My sister's been playing with this, and I gotta say this is pretty funny! It's a nice and cool technology, however I don't know if there's any good use for this
as everything this generates looks very weird & the textures look ugly (there's a lot of unnecessary noising and i don't think anybody would enjoy wearing something like this on roblox) Models also got an unnecessary amount of vertices & triangles in them. This is a cool concept, cool technology, but I don't think this will be able to replace anybody's
job or be better than a real modeler. If you're looking to make an easy starter game to start your career, I think this might be helpful, but in no way this is going to help big developers with a big budget. My reccomandation for everyone would be to keep paying real human artists to make 3d & 2d assets if you're looking for assets. This AI thing should
only be used as a fun tool when you're bored. Assets like these are not usable for high budget games or games that you're expecting to make a lot of money out of. Here's an easy comparison betwen human-made assets and ai-assets within the same game: (human) (AI) There's a significant different in details & geometry. This example is coming from
the DEMO place Roblox Come generate and decorate! Check out Roblox's new 3D Foundation mesh generation AI model Cube 3D. 1 Like checkersoda: It's unnecessary on a platform like Roblox with a slogan like "Powering Imagination": Not the slogan anymore (unfortunately.) Roblox's slogan is "Reimagining the way people come together." 3 Likes
Very cool idea! However as everyone's noticed, the AI isn't very ready for real-world applications. Nice demo though. checkersoda: "Powering Imagination": It doesn't power anything but the pockets of the company. While I personally am an advocate for people getting a real 3D artist to make models, you need to understand the use cases this tech
has for developers who don't have connections with or the money to pay a 3D artist to make models for them. This is absolutely "Powering Imagination" for any developer who cannot afford an artist if the tech gets improved upon. 1 Like Didn't know their way of bringing people together is just dumping AI everywhere, gatekeeping stuff behind ID
verification, and seemingly gaslighting themselves into believing that roblox is much better than it actually is 5 Likes Reapimus: the use cases this tech has for developers who don't have connections with or the money to pay a 3D artist to make models for them Again, Blender is free and with effort and time put into it, you can put out better quality
3d models and 2d textures than whatever this AI slop is. i haven't seen the context for this, is this about the floating point 2 model. Just because "oh you can do it yourself with free programs" does not mean that should be the
only route available for you. checkersoda: you can put out better quality 3d models and 2d textures than whatever this AI slop is. Sure in its current state it isn't the greatest thing but with time this tech will only become better and more useful. Reapimus: not everyone has the time or patience to invest in learning how to 3D model. If you have the time
to develop an experience, script various features, create UI, etc., but don't have the time or patience to 3D model, you may not have your priorities in check. This feature promotes laziness and it's been proven by various other companies who were caught with it. I don't care whether it'll create slop or picasso, it should not be available here. 7 Likes I
dislike AI taking over people's job— I'm still using it anyways, because it's much better than what I could do. Cool stuff for sure I Would have a use for this. That use being background assets and stuff that doesnt need high quality textures, however, the current implementation with the high poly count makes me really not want to use it. Im sure this.
can be made better in the future, sorry to your team for all the people who either dont see the great use of this technology, or are too rich to care. Hopefully that poly count can be brought down especially for simple models. Thanks! Page 11 Everyone should be happy that this thing isn't doing as good as human modelers because then it wouldn't
replace the job of Modeling. This feature is helpful for developers that don't even know how to somehow model. And this will help save people's time from downloading Blender and taking a very long time to make a single model. I give this new AI feature is helpful for developers that don't even know how to somehow model. And this will help save people's time from downloading Blender and taking a very long time to make a new reply because it
realized that I should have made this as a reply to idel's post. So yeah the now deleted post in the topic had the exact same text before the parenthesis start.) The consensus seems to be that this tool is only going to lower the overall level of quality in games. This garbage does not even deserve to exist on the same platform with other games that have
taken actual human effort and time to develop 4 Likes idelww: Models also got an unnecessary amount of vertices & triangles in them. wait until you see the vertices in an ai cube... 1 Like Great, another tool enabling more sloppily made games. Long gone are the days where making your own thing was encouraged now that you can just lazily type
what you want and get it handed to you in a silver platter. 1 Like Very cool. Imagine infinity craft but 3d. stormeus: Great, another tool enabling more sloppily made games. Long gone are the days where making your own thing was encouraged now that you can just lazily type what you want and get it handed to you in a silver platter. Its useful. You
can make your game more immersive. Together with the Text AI you can for example have infinity unique crops for a farm game. Imagine Infinity craft but 3d. The model is great, but the texture looks like a bad LIDAR scan. What??? 16 Likes Thats cool but it'd be better if you kept peoples' jobs (i bet some of them are doing it for a living) and NOT kill
it with AI. It'd be better if you made people LEARN how to model and texture, not the AI. AI should be only used for learning and finding info. Nothing else. This update feels like a spit on the face for 3D modellers and builders like me. 1 Like Misterx113: Imagine infinity craft but 3d. The moderation, the time it generates in and the limit makes it
almost impossible though as a 3d and digital artist, this is genuinely beyond disgusting and disrespectful to all of the artists using their own time and energy to keep this game platform afloat. This should be scrapped. This isn't a "new era" this is enabling the ever-growing amount of slop games. This budget should've been allocated for anything else,
like upgrading future lighting, adding more proccessing effects (even ones that were featured in hack week 2015), better code documentation, code "templates" for beginners, a man-made texture/material library or more variants for existing materials, reviewing games to discourage slop game made to scam kids... ANYTHING but not more ai
features. no one wants them and no one truly needs them. 10 Likes Don't really want this update but not much I can do about it. At least when this goes into effect it better have REALLY good auto moderation. Uhhh, needs a lot of work... Prompt: SIG Sauer XM7 assault rife Output: Impressive, but that's very much not this: Also, how do I get Assistant
to generate models? It's refused to create anything other than scripts, importing toolbox models, or vague part "recreations". photorealistic bunny rabbit with a gun he is egg 2 Likes FPS Enjoyer: get Assistant to generate models? I believe that is one of the Beta features you need to enable in Studio in File > Beta Features 1 Like Oh, I should have
clarified that I enabled the beta. Does it not describe some kind of keyword in the beta feature description? I think it was /generate 1 Like As an environmental science major, I want to know. How much electricity and water does this use per generation? Hm? Seeing as this has a limit of 5 generations per MINUTE, I'd imagine very little. AI's gotten a
lot more efficient in the last few months. Let's play a quick game of which item was made by a human (me). Axe (Far left) Baseball Bat (Second from right) Electric Guitar (Middle) Stop Sign (Second from right) Sword (Far Right) I promise that I actually modeled and textured one of these. 1 Like interesting update for a company whos slogan is
 "powering imagination" The model for 3D generation is trained on 1.5M 3D assets that utilize a combination of licensed and publicly available datasets, as well as the free data assets that are available in our Creator Store. It does not include experience data. 3D models being free for use on the marketplace doesn't mean you can just steal them and
frankenstein them into ugly poorly optimised nightmares omg 6 Likes And Roblox's CEO is currently using this bundle on their avatar. I guess it must be nice to see that they're supporting this. 4 Likes Page 12 That's brilliant. I'm glad people are using this tech and pushing it forward. 2 Likes not only that, these generators produce worse results than
having to manually model it yourself for example, i used meshy.ai and generated a simple sci-fi cube all was good until you noticed that the model doesn't look consistent, contained typical AI artifacting, bad topology, all for a grand total of 227,540 tris... for a simple sci-fi cube decimating it to lower the tri count did help, but it caused so much
artifacting you might as well model your own - which i did and managed to get 1.6k tris these ai's don't care about the actual process of modeling, they only guess where each vertices go... which is NOT what you want when you're making models for REAL TIME GRAPHICS, ESPECIALLY ON THIS PLATFORM. what i see happening is inexperienced
people scratching their heads wondering why their games perform crap, yeah because you used an AI generator that spat out garbage 9 Likes blender took me roughly a few weeks to get used to and another month to start actually making some sick models, to me it looks like people not wanting to put any effort into a game and then being shocked
when it doesn't end well Obviously it isn't completely ready to use yet, it's working in progress. It's brilliant we've gotten this far. It's the start. 3 Likes dude, when they re used by industry professions with YEARS of experience blender
isn't hard as people make it out to be, it's the most accessible than the former mentioned. with getting ahold of blender, or even life in general 2 Likes More features to suck the life out of creation I guess. I think we all know very well these features will never
just be used for "prototyping" especially if they get better. In 2025 you can code without modeling and make art without caring. You are powering slop not imagination. 3 Likes the start of more job security for us 3d artists when people start to complain why their 100k tri ai generated 3d models wont work properly. likewise
with the whole vibe coding stuff in regards to programming & cybersecurity, even then, we literally I cant even comprehend how this is seen as useful at all. Literally the engine has so many features missing and we get this... 3 Likes This is great!! It helps a
lot to visualize ideas being materialized. It improves the coding experience by enabling a tangible asset (quite close to what we have in mind, despite not being perfect) to replace a random part when programming. I've tried downloading Cube and couldn't use the EngineFast on my RTX 3060 Ti with 8GB VRAM. Engine works fine, although it takes
about 15 minutes to generate an asset. Any suggestions on how to update parameters for a faster generation? It also comes without any texture. I assume Cube doesn't provide textures, they are made only in Roblox Studio using the texture generation. Is this correct or am I doing something wrong? Looking forward to more innovations like this that
help developers bring ideas to life! The implementation seems super scuffed, if you use /generate it just pulls assets out of the Toolbox and the only other option seems to be the API which you can't really use while in edit mode I don't get why there isn't an option to generate meshes similar to the texture generator Did you enable the "Assistance"
Mesh Generation" beta feature? 2 Likes There needs to be better simplification. This is "a cube with sharp edges": 6 Likes I do actually agree this is just going to make actual developers more useful. But, I view these AI advancements like free model. There is no problem with somebody using a free model, and AI will probably replace these free model
eventually. While real developers will remain in demand. 2 Likes Nox: personally i think there's better features to spend development time on but oh well This is likely a separate division than the studio team, since they would have need a different skillset. 1 Like My personal feedback is... Some of the things cube 3D generated are really low quality
now there are a few things that look pretty good, I believe it needs a little more improvement but this is progress. 3 Likes Great, more garbage AI. I already see how great Meshly is performing. I can already see how great their time into
much more useful and resourceful things to improve the platform instead of this—a silly AI that could potentially take jobs. Roblox doesn't even realize it, but this could actually cause their funds to go down. Hiring someone and paying them a small amount of Robux.
2 Likes I don't think the quality is good enough to be used in real games, but it is shocking how close it is to being at that quality. I'm not sure how long it'll be until then, or if it'll even happen, but it is pretty good. It's great meshes and 3D models are becoming more accessible to beginners and people who can't afford to hire anyone, but also a bit
scary for people who have it as a job? 2 Likes cool. when are we going to get shaders??? 6 Likes Page 13 I don't get the arguments against AI People who hate it say that it makes low quality work yet fear that its so good that their jobs will be taken? Like pick a side man 5 Likes performance > good models (10000 tris for a cube ) CrazedBrick1: People
who hate it say that it makes low quality work yet fear that its so good that their jobs will be taken? I think that's just cope tbh 3 Likes Training it off toolbox models may not be the best idea. When I asked for a scary monster, it just gave me retextured versions of sirenhead, the blue dude from poppy playtime, and some what seemed to be piggy
characters. Also any time it say to generate water, it makes a gun. Other generate water wat
left/right dress shoe of the same style!!) Edit: another model 500 tris again, seems like they added an lod sort of thing thats dependent on the complexity of the mesh My friend is messing around in the same studio place as me and the meshes im sending are all still 10k for him. NO IDEA how this works or why but I have the upgrade version of this again, seems like they added an lod sort of thing that seems like they added an lod sort of this works or why but I have the upgrade version of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again, seems like they added an lod sort of this again.
feature I guess lol This version of the tool makes my vision of a museum map possible without costing 10 trillion robux for 100+ background models!!! 6 Likes smashman65: image515×687 64.8 KB i cant even lie (with our current marketplace) this is honestly almost sellable 3 Likes Almost? Your standards are too high! If we can sell a literal Blender
Cube, we can sell this AI model. 8 Likes Broken Spawn: performance > good models My concern is... what makes a game functional? Part of that is actually having visual rather than just out right alienating 3D poly-shapes that seems unrecognizable. I also don't get how a cube would take 10k, and I agree that'd ef up the performance, but there's
always a room for change. I might also have to do a better job than AI. 3 Likes What AI spews out now is the worst it will be. Chances are it will just become better and better looking. And, as long as it's making money, no one cares whether it looks low quality. That's why so many businesses in real life use AI generated images despite looking.
abysmal. 3 Likes This is really good, but I think you should make some features not locked of ID verify, but I try this feature and I generate a cat with top hat, it work! Seems like Roblox is just testing new waters in order to "improve" the development experience. I wouldn't worry about it. consistency and creativity will always out perform AI. We set
the standard while AI plays catch-up. 4 Likes r/topologygore moment Ima be real... this looks really bad... When you released image generation it was a bit iffy at first but had actual uses. This does not simply because the quality of meshes it produces is crap. Looks not bad now but I see potential 1 Like It generated the laptop right, except... What
is this mess. 8 Likes Wrong place but i totally agree. i need shaders 1 Like A solution to not being able to hire someone you enjoy and being hired for it. yeeaaah chief this aint it, I think we would rather something like custom shader support. 1 Like Can we get a blender plugin so they can be
modified easily? 1 Like There's multiple solutions not just one. Wow, it make unicorn 2 Likes Page 14 I would suggest lowering your expectations for modeling efficiency for now; after all, it is in beta, and that must be considered. 1 Like While I do think this is a great feature, what's unfortunate is that the mesh/image api is locked behind an ID
verification wall. I don't understand the reason for such a requirement, and I don't see myself using it anytime soon unless this restriction is lifted. Instead of focusing on AI yall should have added more requirement, and I don't see myself using it anytime soon unless this restriction is lifted. Instead of focusing on AI yall should have added more requirement, and I don't see myself using it anytime soon unless this restriction is lifted. Instead of focusing on AI yall should have added more requirement, and I don't see myself using it anytime soon unless this restriction is lifted.
feature is. It is bad for a reason in my opinion, so it doesnt replace Modelers. This feature is still usable and fine to me. "Works" may be a bit of an overstatement... (but yes, I get what you mean lol) 6 Likes Yo guys remember Ugly Sonic? He's back in full force now! 1 Like This feature is in beta, with limited generations per minute as mentioned within
the original announcement. Every AI generation has a cost-per-request, which Roblox is waiving for free. It has its own challenges, including bad actors abusing the generation, which they have stopped a significant portion of by mandating identity verification to keep this service free. Another concern could be related to privacy and data collection, as
these services are free, which there is a saying - if a service is free, then you are the product. In this instance, by utilising the service, you're providing data to the team responsible for this project, which they will process in developing their algorithm. I do believe it will become a state where it doesn't require users to be identity verified, mostly when
ROBLOX optimises their algorithm and computational processing to reduce the cost-per-request to widen their accessibility. 1 Like These tools and services with AI-generated content widen the potential for social development. I've personally worked with educational institutions (under 13's) in allowing students to create their own creative ideas in
platforms, such as ROBLOX. These students generally have no experience with 3d modelling, or any project. We also have time constraints, as these are short courses to bring students innovative ideas into practice. ROBLOX's solutions, specifically their
AI coder, have brought success with the students I work with - and seeing how joyful they are to have their ideas for others to play is amazing. This brings amazing opportunities to introduce students to different industries much faster and allows them to develop skills in a specific field that they're interested in with direct help from Artificial
Intelligence. In the video game industry, companies are venturing into artificial intelligence tools to speed up their development pipeline. For example, a crate model with a base texture is created by a 3D Modeller. However, a game set in a battlefield will require 10 variations of this crate with different levels of destruction and aging. It will take a
significantly long time to hand-paint each texture, compared to utilising the data and lifting the work out so they can prioritise other tasks. All of these case examples bring more potential to the development space, if used correctly with the correct intentions. 3 Likes exactly!! this benefits quite literally no one lol 4 Likes I wish Roblox Corporation
would spend all the resources elsewhere, than following whatever is trendy in Silicon Valley... 4 Likes Maybe instead we should start getting updates that platform to creator revenue split as well while we're at it. 30% for something I made
AI gag out at me? Fair enough. 30% for something I spent hours, days even, modelling and texturing with my own hard work and skill? Abysmal! Ugly Sonic (2019): I'm the ugliest Sonic ever. Ugly Sonic (2019): I'm the ugliest Sonic ever. Ugly Sonic (2019): I'm the ugliest Sonic ever.
and look straight out of a mobile horror game, but there might be a day where they don't, and that's terrifying. I'm okay with AI when it comes to learning, but come on, if people don't release this update to the public, please don't continue to
encourage the trend of using AI for games. 4 Likes If people do not want AI slop games to take over Roblox then just don't give them any attention and focus on the "AI meta" would hopefully die down and people will realize that they won't
make money that way. I am certain that some developers will still maintain the decency to hire an actual person instead of utilizing AI for everything in their game. After all, AI is supposed to assist people, not replace them. 1 Like While I agree with you, I have a feeling that won't happen. At least on ROBLOX, that is. People on ROBLOX seem to
complain and make noise about things and then it immediately gets erased from their brains and then poof no one made noise about it anymore and people happily pay their monthly premium subscriptions. Due to that, now ROBLOX will most likely never fix/revert
it. If slop games use those AI models like crazy for a while, ROBLOX might think to keep doing updates like this as people were using it. I mainly just hope complaining users actually just stick to their word (not targeting anyone specific in this thread, to make that clear). 2 Likes this is NOT luffy 6 Likes I highly suggest you press the reply button on
my post next time, so I can be notified. If it weren't for someone liking my post, I never would have known that you even replied. That aside, this is Roblox. There's always gonna be some idiot(s) misusing a feature to put out crappy games. Rev: If people do not want AI slop games to take over Roblox then just don't give them any attention and focus on
the ones that aren't slop. Games will thrive if people engage with them, and vice versa. It's that simple. You don't seem to grasp the concept that young children use Roblox, and that they'll play anything that has bright flashy colors. We may not engage with them, but the larger (and younger) portion of Roblox probably will, and they will continue this
junk of AI updates since they get money from it. I think @iHA3CH4N made a good point on this. Adding onto that, everyone hated Rthro avatars, but then you have mostly those same people using hyper-realistic UGC bundles. 2 Likes Exactly, I don't get how someone can change opinions so fast. This is why ROBLOX never does anything or reverts
anything, because people will soon go along with it. How could you hate rthro but then use UGC versions? Either you don't. I get they're different styles but people literally used the complaint "realism doesn't belong on ROBLOX"...but then use other realistic bundles...? Either you wanted an update to be reverted or you don't!!! At
this point, even ROBLOX must know that they can do whatever updates they want because complaining users will soon forget and support it! I only glanced at the comments to get a consensus and replied to voice my opinion. I wasn't replying to you at all. Anyhow, I'm aware that children have no sense of quality and that is an issue that cannot be
fixed without quite literally messing with their brains. While we can avoid games like these, they won't. I failed to remember this, and I'm sorry about that. If these games do thrive and Roblox decides to push out more AI features then that's entirely on them for being a greedy company that wants to make as much money as humanly possible. These
new AI features should be tools to assist us and I have already made this point in my first reply. Roblox seriously needs to address this issue and fast, before it gets too out of hand. Also, I don't understand the Rthro comparison, as I've never seen anyone (excluding staff members) using Rthro (or other realistic bundles) unironically. To add onto this,
this game slop issue has been around for years and people still criticize it. AI will only enable developers to produce these slop games faster than before. I can't even fathom that people will soon "support" these AI games. 1 Like Page 15 Rev: Also, I don't understand the Rthro comparison, as I've never seen anyone (excluding staff members) using
Rthro (or other realistic bundles) unironically. There's literally a whole community of people that use them. Without having to name other players, many people use them. Mainly female, I've even used them "unironically". (Then again, I never personally complained about rthro.) Many users will use only the body and not the head of a realistic body
too, as they'll use a "makeup head" face accessory instead, as seen in many role play games - even in the thumbnails of them. Rev: I can't even fathom that people will soon "support" these AI games. Even if they don't straight out support it, they'll stop asking ROBLOX to stop giving us updates like this. If you stop telling ROBLOX, they'll see it as
support. ROBLOX barely reverts things as it is, let alone if people stop complaining because they can't be bothered to anymore or whatever their reasoning may be. Some developers/creators will just stop arguing their case, therefore ROBLOX will think
it's okay to keep making trash updates like this one. It all comes down to how the community reacts to ROBLOX's updates, at the end of the day. 1 Like Listening to Dave's Tech Talks "AI in Game Development" (Episode 24) Podcast brings a lot of perspective to this topic. It's rare to get a behind-the-scenes look at how companies make decisions, but
Roblox shares a surprising amount in their Tech Talk podcast series. Rev: I only glanced at the comments to get a consensus and replied to voice my opinion. I wasn't replying to you at all. Ah, apologies then! The context of your reply really did seem like you were talking to me. Rev: These new AI features should be tools to assist us and I have already
made this point in my first reply. Roblox seriously needs to address this issue and fast, before it gets too out of hand. I completely agree. And again, sorry for misunderstanding your replies. I usually read any kind of text extremely fast, skipping over important parts at times. Rev: Also, I don't understand the Rthro comparison, as I've never seen
anyone (excluding staff members) using Rthro (or other realistic bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but then they're perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly content with even uglier UGC bundles, but they are the perfectly uglier uglier UGC bundles, but they are the perfectly uglier uglie
what they actually support. P.S., sorry if I overuse quotes, and once again for the whole misunderstanding thing. 2 Likes It's all good, but the textures are low res. Overall, I can't believe this is possible... 1 Like Just wait until you see the amount of vertices and tris... In my
opinion, Performance > Quality 2 Likes Tried testing the feature out, the texture looks so odd 1 Like yes and no tools need update left handle right handle or both no use a 2 script like add motor 6D or weld constain or something else for Dual object so you dont see 3d artists, environment artists, texture artists, animators or concept artists as "actual
developers" then? I said the exact opposite of that, in fact. I said real developers will remain in demand and AI made stuff will be viewed like free models. I actually don't use AI while making 3D models but I wanted to try the Cube 3D. Seems like doors are not allowed. I don't know if it's a bug or something. Yay now we will get even more slop games
and catalog items on Roblox!
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