Currently the FHD UI reads following files:

function	**FHD UI (.lst)**	**XGA UI (.lst)**
LoadMainWindow	main_res_fhd main_scf_fhd	main_res main_scf
LoadTacticalWindows	te_res_fhd te_scf_fhd	te_res te_scf
LoadCampaignWindows	cp_res_fhd cp_scf_fhd	cp_res cp_scf
LoadDogFightWindows	df_res_fhd df_scf_fhd	df_res df_scf
LoadSetupWindows	st_res_fhd st_scf_fhd	st_res st_scf
LoadCampaignSelectWindows	cs_res_fhd cs_scf_fhd	cs_res cs_scf
LoadTacEngSelectWindows	ts_res_fhd ts_scf_fhd	ts_res ts_scf
LoadInstantActionWindows	ia_res_fhd ia_scf_fhd	ia_res ia_scf
LoadPlannerWindows	pln_res_fhd pln_scf_fhd	pln_res pln_scf
LoadTacticalReferenceWindows	ref_res_fhd ref_scf_fhd	ref_res ref_scf

These files should be at <FalconUIArtThrDirectory> which is defined as <artdir> at each theaters <*.tdf> file.

Each .lst file defines which Art data to read so you can put FHD UI data anywhere you want... for KTO I put them to Art/_FHD, but you can put them to anywhere.

Currently KTO Art/_FHD is copying UI data folders from Art/ no matter they include files that new <*_fhd.lst> file is looking for or not.

So there can be serveral data that are not used for niether FHD/XGA mode.