


**Efxiv hud layout resize**

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# Ffxiv hud layout resize



In the long term, Wow Player, I am used to having a clean interface. I want to change the size of my action bars so they do not occupy 15% of my screen, but the only option that could find affected the size of the entire interface. Is it possible to change the size of my action bars? Page 2 6 Comments Graphic User Interface or User Interface or Heads Up Screen 1. Part List The list of the part shows the vital statistics of all current match members, with the information of your character that always appears at the top. Members of the individual party can be targeted by clicking on their names. If you want to hide the party list when you are not at a party, you access the party list tab in the configuration of the user interface on the Character Settings menu and select "Hide the list list when only". This option is activated at ON by default. 2. Registration of the Registration Window Dialogue, System Messages, Conversations with other players and are displayed more in the log window. You start the game with three fully customizable. General, Battle and Event, but you can create more as you see fit. General includes the chat registration, and most of the actions of non-battle players. Final Fantasy XIV: A Reborn Kingdom can be played only using this tab. The battle includes all the messages related to the battle. Birthday on screen known as "flight text", eliminate the need to rely on the battle record while it is in combat. However, this record is useful when it performs the analysis after the battle of the strategies of your party, only. The event includes all the NPC dialog, including search recreations. The submenusection can be shown by right clicking on the name of another player in the log window, or by selecting the name of it and pressing X in the text filters that appear on each tab of the registration window can be customized, allowing players to hide or show information as they find themselves. To access the log filters, select the tab you want to edit on the General tab of the log window configuration in the Character Settings menu. 3. The actions of Hotbar players, emotes, items, macros and target bookmarks can be configured on these slots so that they can be accessed by selecting the icon. The number indicated in the lower left corner of the icon is the number of TP (tactical points), MP (magic points), CP (creation points), or GP (meeting points) needed to execute the command. CP (Points of elaboration): CP is used by the Disciples of the Hand during the synthesis. GP (Meeting Points): GP is used by the Disciples of Earth during the meeting. Lock Bar New commands can be added to the access bar at any time by dragging and dropping them into the desired slot. Clicking on the lock blocks the actions of the bar, preventing accidental movement or discarding of an icon. The position of the Hotbar icon is saved for each class, regardless of whether the Lock Bar function is enabled or not. The lock configuration for hot bars is independent of the cross bars configuration. 4. Parameter bar The parameter bar shows the current progress of HP, MP/CP/GP, TP and level. Rested Bonus When you enter a sanctuary, such as an inn room or aetherite camp, this icon will appear below the experience bar, indicating that you are currently accumulating a rested bonus. Accumulated bonus. Accumulated bonus beyond the current level. 5. Minimap Shows your character's current location, as well as the location of nearby places of interest such as shops, aetherites, and mission destinations. It also shows the location of enemies (red dots) and allies (blue dots). In addition, the icon of the sun bordering the minimap moves to represent the time of day. To see the map when using the mouse and keyboard, click on the minimap at the top right of the screen. When using a controller, press X. 6. Task List Shows the titles and objectives of active missions. Clicking on the title of the mission opens the location of those targets on the map. 7. Gear Grid and Inventory The set of dots on the left represent your character's gear slots. The set of points on the right, your inventory. Clicking on the sets opens the respective menus. 8. Main menu Some characteristic features It is accessed until they are unlocked, so they may not be available at the beginning of the game. SHEATHE Position / Drill your main arm. Actions and features See and administer the actions and features available for your character, as well as confirmed them in their fast access bars. Currency list shows information about all currencies in possession. CARTER Displays detailed information about your character, including attributes, equipment, class levels, background data and more. Armoury Chest displays the equipment stored in your Armoury Chest. All gears obtained are automatically transferred to the chest and are classified by type. From here it can be equipped, repair or return to your inventory. Inventory shows a list of all the crystals and articles of your inventory. From this list, articles can be equipped, use, discard or classify. Companies shows information about your conservative companies, including level, class and available actions. This function is unlocked after progressing to a certain point. Mounting guide shows detailed information about the mounts you have acquired. Minion Guide shows detailed information about the henchmen you have collected. PROFILE OF PVP See the PVP information for your character, such as Range and Performance records, as well as registering PVP actions in its hot bar. This function is unlocked after progressing to a certain point. Register of It shows information about your previous catches, as well as locations of fishing holes categorized by area. This function is unlocked after progressing to a certain point. Fishing guide shows details of all the fish he has captured, where he has captured them, as well as his personal records. This is unlocked after progressing to a certain point. Orchestration's list shows information on orchestral rolls obtained. This feature is unlocked after progressing to a certain point. Challenge log shows a list of challenges you can undertake. Information about progress and rewards is also available. Progress is restored weekly. This feature is unlocked after progressing to a certain point. The travel link currents show tuning information for the ether currents. This feature is unlocked after progressing to a certain point. Mounting Speed Shows the speed of mounting motion for each area. This feature is unlocked after progressing to a certain point. The map opens the map of your current location. The maps contain information about party members, aetherites, shops, guilds and search destinations. Maps can also be expanded or exchanged or exchanged with region or world maps. Teleport instantly, travel to any Aetherite you are previously tuned to. A fee will be collected on arrival. This feature is unlocked after progressing to a certain point. Go back instantly to your current starting point (or dungeon start point). Aetherite usage fee is not required, but you can only use the spell once every 15 minutes (Earth Time). This feature is unlocked after progressing to a certain point. Party Summary Party members show a list of their current party members. From this list, you can change the membership order, and if you are a leader, kick other players or dissolve the party altogether. The party finder shows the speed of movement of the assembly for each area. This feature is unlocked after progressing to a certain point. The signals mark the objectives with Different signs to make them easier than members of the Party and the Alliance are distinguished. Waymarks Place markers to guide your party and members of the Alliance to a destination. Ready Verification Confirm the preparation of other parts and / or members of the Alliance. Set of countdown and shows a numbean countdown visible by all members of the Party and the Alliance. Social social Search for other players using variables, such as name, class, level, and online status. Emotes Displays a list of available emote commands that can be run from the list, or set to your hotbar. The free company opens the Free Company Interface, where you can access the company's information, view and leave messages, and run the company's commands. This menu is unlocked when joining a free business company opens the housing interface, where you can view and manage your estate. This option is available when you unlock the housing. LinkShells displays a list of all LinkShell members for all their parts. This menu is unlocked when you join a parkshell. The friends list displays a list of players in your friends list. From this list, you can send/tell messages or invite players to a part. Contacts show a list of players you have most recently split with. Players on your global server can be sent/indicated or added to your friends list. Blacklist Displays a list of players you have added to your blacklist. Not only will the text of these players be hidden, but they will not be able to trade with you or invite you to the Parties. System Support Desktop Search for answers to frequently asked questions, report issues, and confirm messages from the Final Fantasy XIV support team. Playguide displays a list of all active help tutorials viewed above. Character Configuration Adjust the character-related settings, such as camera type, orientation functionality, Hotbar commands, and chat log preferences. System Configuration Adjust system-related settings, such as graphics, sound, gamepad functionality, and more. HUD Design Adjust the location, size and display status of all components of the HUD user and save them in templates. User Macros Create and save multi-step macros

to execute complex commands with a single button Press. Macros can be assigned icons and set to their Hotbar bar for easy access. They can also be set to an individual character or shared by several. Map of KeyBind Various in the game game to your keyboard to better adapt to your style of play. License Shows the end user license agreement FINAL FANTASY XIV. Close session Close session and return to the title screen. Exit the game Exit and exit the game. 9. Status Effects Both enhancement effects and debilitating effects are displayed as icons, with the duration of each status effect below. Any enhancement effect can be removed instantly by right-clicking on its icon. The Ten Notifications All pending requests from friends, party invitations, etc., are shown here. Clicking on the alert will display the confirmation message. 11. Target bar Displays information about the object, character or the currently target enemy. The bar directly to the right of the target bar indicates the character with which the target is interacting. 12. Enemy List Indicates the enmity levels of the target you are engaged with. 13. Progress bar Indicates the progress of any action (spell, use of elements, etc.) that is not instantaneous. 14. Focus bar Displays the name, HP, and level of your current focus target. In addition to your current target, you can also keep an eye on other enemies or allies by making them focus on targets. This is a good way to keep track of the HP of one target while dealing with another. You can designate a focus target by clicking on the target and selecting Focus Target from the submenu, or by pressing Shift+F. You can change your main target to the focus target by clicking the focus target bar or pressing F10. 15. Flying Text Messages and real-time information that indicate your character's actions (scrolls up), as well as the actions performed on your character (scrolls down). Flying text Description Damage treated Critical damage Direct damage by direct hit Critical damage by blow Daals received Critical Damages by Direct Strike Received Critical Damages by Direct Strike Received TP Treaties TP TP Received HP Recovered Critical Sanación MP Recovered TP Recovered Partial Evadido Attack or Totally Lost Attack Experience Experience The number in parentheses indicates what percentage of the total experience points was a bonus added to the base reward. Item found The name, quantity and quality of the item is shown in your general record. Applied Improvement Effect All the improvement effect icons point upwards. Applied harmful effect All harmful effect icons point downwards. Effect removed or expired Synthesis progress increased Synthesis quality increased Flying text that indicates actions of the party and the enemy is distinguished by color. Flying Text Description Party Member Actions Enemy Actions Effect Enhancement and Restorative Actions Show Name Color Flying Text Description Yellow Unclaimed (Exp / credit on hunting log / search objects / button granted if claimed and defeated) Red Claimed by you or your party (Exp / credit on hunting log / search objects / boot awarded after defeat) Orange Unclaimed, but attacking or your match (Exp / credit on the hunting log / search objects / boot awarded if claimed and defeated) Purple Claimed by another party or individual (Exp/credit on the hunting log / search items awarded if enough damage was provided) View name Icons shown about NPCs and PCs Flying Text Description Shown about players with mentor status, offering help and advice to new ones. It is displayed on players with the status of battle mentor. It is displayed on players with commercial mentor status. It is displayed on players with the PvP mentor status. It shows players with the new status of adventurer, who have recently started their adventures in Eorzea. It is shown on players with returned status, who have at least one class at level 50 or higher, and have not visited Eorzea for more than 45 days. It is shown about the players who participate in the RPG.. Shown about NPCs that Main Scenario Missions. Shown about NPCs offering side missions. It shows about NPCs that offer missions that unlock new functions or functions. Viewed on NPCs offering missions related to the Novice Hall. Novice. about NPCs that offer cam missions. It is shown in NPCs offering guild hests. It is shown on NPCs that offer complementary information. Shown on NPCs initiating FATES. It is shown on NPCs that play Triple Triad. Shown on NPCs initiating GATES. Icons Shown about Enemies Flying Text Description Shown about passive enemies that will not attack unless provoked. Shown about aggressive enemies that will attack when they are within their reach. Shown over enemies that are the target of FATES. It is shown over enemies who are the target of the main stage missions. Shown over enemies who are the target of side missions. Shown over enemies that are the target of missions that unlock new functions or functions. It is shown about enemies who are the target of the log entry hunt. Shown over enemies who are the target of dike missions. It is shown about enemies who are the target of the treasure hunts. It is shown about the enemies who are the target of the Hunt. Hunting.

