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04-01-2019 12:37 PM #1 Kinda was surprised by having a big, official subject to it. As cramps as the screen can feel and all that goes on there, I'm sure people would enjoy seeing others' tricks of placement and size to clear up the clutter. Unfortunately, Roulette fell me into a judgment with no debuff for the main tank or Clemency cast to show positions of disposal on where 302 cured it would go. 04-01-2019 02:24 PM #2 Couldn't be any great one, official HUD Layout thread, but there are already several quite large... 04-01-2019 02:33 PM #3 Yes, there are threads on which to subject. But can you imagine the worry about 'neicroing' an old thread? The horror! Heaven prevents us from keeping things beautiful and clean in a thread showing their power that it is a long, better done a million threads on the same subject. Exclusive to me about going about something that annoys me about these forums. 04-01-2019 05:53 PM #4 This has a nice title though, matches with your 'Show Your X' naming conventions we've gone on. Anyway, me: Actually tweaked ever a little since taking this off, but the overall plan is still the same. With the extra hotbars hidden: 04-01-2019 07:36 PM #5 no ui. memory your hotbars and cooldowns like a man 04-01-2019 08:29 PM #6 nothing too fancy. Big ol' 34 inch widescreen, so much in space. Blank space left of 3 main bars is for low pets. 04-02-2019 01:07 AM #7 Nothing special, really. The vacancies on the left between the chat and my hotbars is where the enemy list goes, as Chaos/Light is now down for the DC divide I can't grab an in-combat downtime. 04-02-2019 08:58 AM #8 04-02-2019 09:23 AM #9 originally posted by Nightroad Yes, there are threads on which subject. But can you imagine the worry about 'neicroing' an old thread? The horror! Heaven prevents us from keeping things beautiful and clean in a thread showing their power that it is a long, better done a million threads on the same subject. Exclusive to me about going about something that annoys me about these forums. I actually searched topic titles for HUD and don't see any that made it past two pages in size. My own fault for supposed trends in your Show \_\_\_\_\_ would have put HUD in the platform and not dug deep enough, I would believe. Excuse me. 04-02-2019 09:29 AM #10 the class selection bar collapse. As do my LB Big Red Button A quick guide to the fancy HUD by Fennek F (Warning: I'm not claiming to have come up with all of this on my own, these are just things I picked up over the years. There are a lot of tutorials how to do the fancy HUD, this is just my version of it.) Are you tired of having too few hotbars? Tired of your screen being cluttered with task icons, markers, macros and other things you don't need all the time, but removing them would mean you have to look for every time? Then little boy has the solution for you! In this guide I will explain different ways to make a clean, more accessible HUD. How exactly you apply it will be up to you, but here you'll find the tools you need to make your life easier. Where to start: First of all, you need at least two of three shared hotbars. Generally, the warm movement you have, the better, but you're not forced to use many of them. Go to Your System Settings &gt; HUD Layout and get the numeric index of the hotbars you'd like to use. It doesn't matter who you use, but for all examples of this guide I will use the number hotbars 7, 8 and 9 Make up yourself how you want to use each hotbar, which will make configuring it all a lot easier on. Hide Hotbars: A good place to start is probably a main hidden menu. We want Hotbar 7 to be one that is always displayed, and that holds the menu button. Hotbar 8 is going to be the main menu itself, and hotbar 9 will be the submenu. Let's make ourselves a macro realize this idea! We will use the command/hotbar display text to display and hide the menu and hotbar bra as we want. We want the menu button to activate visibility in the main menu, and disable the visibility of the submenu. That way, when we hide the main menu, the sub menu will also collapse. This works as follows: Main Menu: / hotbar display 8 / hotbar display 9 at Now, for the submenus we could use the same trick. However, that way we would need a new hotbar for every sub menu we create. But there's an easier way! With the / hotbar copy command, we can copy the contents from one hotbar to another. We'll use this to avoid running out of hotbars! Switching to a class you never play, I recommend using base classes such as marauder, gladiator, puglist and so on for that. Put what you want in the submenu on one of the specific task hotbars. Let's say you want a hand to show you all the tank tasks. Drag and drop gear to lay on, for example, hotbar 1 to the arcanist class, which in my case is specific task. Then we create ourselves a little macro which read something like this: Tank / hotbar display 9 on / hotbar copy arcanist 1 share 9 This copy contents of the hotbar 1 for arcanist to share hotbar 9. Copy Hotbars: You can also achieve the main menu in this way, by cycling in two different copied hotbars. This way you can find out the menu buttons and the buttons on one shared hotbar. In this example I set the two menu hotbars on hotbar to 1 and 2 in the gladiator class. Expand Menu/Chobar display 8 on/hotbar display 9 off/hotbar copy gladate 2 share 7Collapse menu/hotbar show 8 off/hotbar display 9 off/hotbar copy gladiator 1 share 7 which of these you prefer is up to you. Manually assign hotbar content: Another way to assign the content to they are for variety of subcommands / hotbar offers. There are a lot of them, so I'll just give you a nice brief on the commands, what to do and how they are used. You can get a more detailed explanation of the Commands Text directory in the Macros User menu. subcommandWhat it makes: EgzanpactionSets a specific hotbar slot to a specific sign./hotbar action Aetherflow 8 Lemory sets a specific hotbar slot to a specific hemiser./hotbar emote makes eight 1minionSets a specific hotbar slot in a specific minion./hotbar minion Morpho 8 lmountSetsets a specific hotbar slot in a specific mount./hotbar mount Al Rote Roite 8 Lenemysign A specific hotbar slot in a specific marker./hotbar entice Target attacks one eight lwaymarkssets a specific hotbar slot in a specific way./hot pharmacological A 81 genSets a specific chobar slot in a specific general action./hotbar General 8 1 Hide and display HUD elements: Another cool thing you can do is hide and display certain HUD elements. For example the duty list. There's the option to hide it when you are inside a duty, however even outside of one it can become a little annoying to have this on the side of your screen. Toggle the visibility of the HUD element we use the /hud command. Assignment list / hud Duty List / hotbar display 8 cut / hotbar display 9 in Add a backlog and auto-collapse menu: If you want your menu to disappear under certain conditions, you can modify the macros for this purpose. Say, if you don't select any sub-menus after 5s, the main menu toms back on its own. To do so, just add after the last line in the Expand the macro menu and copy the content of &lt;wait.5&gt;Collapse Menu macro after it. Expand menu/hotbar display 8 off/hotbar display 9 off/hotbar copy 2 shared 7/hotbar display &lt;wait.5&gt;8 off/hotbar display 9 off/hud duty list of /hotbar copy gladiator 1 share 7 In case any sub-menu opens after the main menu, the game will start a new macro and cancel the current one. So the menu won't disappear. If you would, for example want your menu to disappear no matter what, add wait statements and Collapse Menu macros to all the sub-menu macros as well. Change a Macros Icon: (Not my common request to add this as well) There are a couple of ways to change the icon of a macro. The first and easiest way is by clicking the macro icon in the Macro User menu while editing it. You will introduce with multiple preset macros, and it's hard to see but the selection actually contains multiple pages. Other way is to use the command/micon anywhere in the macro, followed by the name of an action (task, role or general) that you want the macro icon to be. For example, /micon Aetherflow will make it seem like Aetherflow skills, but with a small kog wheel in the corner to identify it as a macro. I hope this can help some in &lt;wait.5&gt;&lt;wait.5&gt;organize your HUD better. If you have any additions, how to do things different or better, let me know, either on reddit of the Hello comments, everyone! Zhexos here with an exciting update for you all! Patch 4.1 is around the edge to bring new content and improve the feature life quality of the HUD layout as part of user edge update. During the letter from the producer LIVE XXXIX Party, some of this has been shown in gameplay, but there's so much to go on! We felt we needed to give you all some sort of these mechanical guide UI-Yes, let's call it the HUD Layout (Extreme). If you're playing now, look at your screen, now back to me below, now back to your screen, now back to me. Unfortunately, your HUD layout isn't me, but when you update to 4.1, you could seem like me to. Notice anything different? Come, take a closer look. Not really, put your face right up to the image. You will notice that: \* The maximum display size for a HUD element has been increased from 140% to 200\* target information can now be divided into three separated information windows \* The improvements (commonly referred to as buffs) and infections (referred to as debuffs) information also can be divided into three separate information windows. Up to now, all the individual HUD layout changes (including sizes), show status (show/hide), details about the HUD element, and display was mostly done in the Character Setup window. As in Patch 4.1, these settings will be done in the HUD Layout Settings pane. Please note that all updates presented in this article are the ones that can be customized from the HUD layout settings screen, and not available in the character setup screen! \*Opening the individual HUD Settings let's open the HUD Layout pane and choose which HUD element we want to set. \* You can either click the HUD element or select from the drop down list. Now here you will notice a new UI element icon has been added. Click it to open up the individual HUD settings. When choosing HUD elements, such as the minimap or the alliance list, you'll see an option to change hud's size (already CTRL+Home or R3 button), and display the status to either show or hide the HUD (previously right clicked or Y/Triangle button). Along with this, you can now select three additional HUD sizes, 160,180%, and 200%. Personally, I like how you can now select the size from the drop down list. Customizing options for the Hotbar When selecting a hotbar, you will have the option to select the size, display status, and the display format as well. You can do that by right clicking the hotbar number on the regular gameplay screen as well. \*To avoid this issue option won't be available if the hotbar is closed. Personalizing options for Your Target Information is now able to separate the target progress bar, low, information upgrades/infection status and put them anywhere, and at different sizes if you want! I'm sure some of you increase the size of the enemy improvement and defatation information so you don't miss it, but have finished sacrificing precious screen real estate and the size of the target HP's bar increases along with it. Well these days are about my friends, because you can now separate them! The image above shows the progress bar of 200,HP bar at 100%, with improvement/status improvement of 140%. With this great progress bar, I'm sure you won't miss it! (I hope...) Customizing options for the Amendments/Information on the status for arthroscopy and infection HUDs, you will be able to change the size, display status, can separate them into three separate shows, and also customize the details being displayed. Selecting Show as Single Element will keep the previous display method, and selecting the Split Elements in Group 3 will separate the information by uppercase, infection, and other categories. For the armed window, you'll be able to choose from: \*Default display \* The display priority of the handmaids you applied first \* Show others armed in 3 groups, which means other players' improvements will be moved to the third section You will only see infections in their windows, and, by default, you will see things such as mountain icons or feed status icons in other windows. In addition, selecting the option to separate the display allows improvements to be displayed in different formats, and have it filled in from the right, instead of the left! \* The maximum number of upgrades and infections may appear still 30, and this number will not be changed even if you separate the display. Here's what it looks like if we choose the filling option from the right. This should help some organize HUD's layout so it looks simple and clean! And just like the target HUD information, you're able to adjust the size of the individual displays once separated. With this new option, you can customize it in a way so that the company shares and feed buffs are displayed in an edge, while keeping self-implemented improvements close to your work measures to look and keep them up! When capturing the image above, I had swapped their position of improvement playing each other with the enemy infections, but it seemed like it was going to take some getting used to it! (Laughs) Oh, and talking about improvements and infections, we mentioned this in our previous blog, but till now, you could only see up to five improvements and infections next to the party list. From Patch 4.1, you now have the option to show up to 10 total! This setting is done in the character confirmation windows, so don't forget to check it out! Below is an image showing all hud elements explaining this along with the HUD cover layer to give you a better idea of how it works. Congratulations! You survived the HUD Layout (extreme) and you're ready to release a newfound power. The feature will be unlocked once you go to Patch Post 4.1 (come in a week!), so make sure to open up your HUD layout (or type/hudlayout) and make it your own! If you have an amazing layout you'd like to share with us, and everyone else, make sure to tag it with #FFXIV with @us on Twitter! - Zhexos Community Team

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