

Fancy Action Bar + User Guide – Version 2.14.8

Fancy Action Bar+ builds on the original Fancy Action Bar by @andy.s, (enhanced by @nogetrandom) to add a large amount of customization in ability tracking including tracking for multiple instances of effects, stack tracking, tracking for debuffs on specific targets, timers for cast and channeled abilities, UI customization and much, much more!

Changes in 2.14.8

- Support for tracking Daedric mines
- Back end work for DK Deep Breath (and morphs) and Necro Teather abilities morphs
- Implement “Hide default frames” in Gamepad UI
- Move “Use thin frames (gamepad)” to “Button Frames” menu section from Miscellaneous section (renamed from “Use thin gamepad button frame borders”)
- Renamed “Show frames” to “Custom frames (keyboard)”

Changes in 2.14.7

- Add full blacklisting support for Fallback Timers
- Minor back-end code adjustments

Changes in 2.14.6

- Small bugfixes for Daedric Prey and Netch timers
- Fix issue with menu dropdowns maximum dimensions

Changes in 2.14.5

- Added menu option to “Use Azurah Actionbar Mover” instead of FAB+’s
 - o This option will only appear if FAB detects that Azurah is installed, or this option has previously been enabled while Azurah was installed. Enabling this option will disable FAB+’s action bar movement and resizing options, allowing Azurah’s controls to be used without introducing conflicting position instructions.
- Enable channel timer for Templar Beam
- Bugfix OnSlotChanged triggering updates of the wrong action bar icons
- Fix Templar Ritual (again)
- Fix Crux stacks for Tentacular Dread

Changes in 2.14.4

- Fix Templar Ritual

Changes in 2.14.3

- Fix back bar icon desaturation settings getting overridden in some edge cases
- Add Crux stacks for Tentacular Dread as it is a Crux spender

Changes in 2.14.2

- Fix for new Contingency IDs

Changes in 2.14.1

- Support for Subclassing
- Console Support
- Renamed KEYBOARD & GAMEPAD SHARED menu section “Expiration Settings (Shared)” to clean up console menu
- Fix timers for channeled ultimates
- Rework detection for destro staff ability icons
- Fixes for some timers being overwritten by other player’s abilities
- Move action bar initialization into XML for performance

Changes in 2.14.0

- Fixed some menu issues with scribed skills (it should now auto-populate the script combination being edited in the ability config dialogue if one isn't specified)
- FAB+ should now be adjust to changes in game window scale.
- Fixed issue with stack counts clearing incorrectly for stackable buffs
- Fix issue with backbar toggles not appearing correctly in ADR-like mode
- Compatibility fix with ZO_ActionBar_CanUseActionSlots

Full documentation of all menu options:

UI Presets

Set a preset UI configuration from a list of options. Includes a “Default UI” preset that will reset the action bar visual configuration (but not custom ability configurations) to default settings, a “Dev's Preferred UI” that toggles a number of non-default settings including forcing the gamepad action bar UI, enabling the

“soonest expiring” timers configuration, displaying toggle tick rates, and more, and an “ADR-like UI” (in development), that configures the action bar to have the inactive bar slots on top, and hidden when there isn’t a timer active for those slots (Hide inactive slots on inactive bars) setting.

ACTIONBAR SIZE & POSITION

Options for changing the size and position of the action bar, quickslot and ultimate slot

- Use Azurah Actionbar Mover (default: OFF) – this option will only appear if FAB detects that Azurah is installed, or this option has previously been enabled while Azurah was installed. Enabling this option will disable FAB+’s action bar movement and resizing options, allowing Azurah’s controls to be used without introducing conflicting position instructions.

Keyboard UI

- Enable Action Bar Resize (default: OFF) – enables the slider to change the actionbar size
- Actionbar size (default: 100%) slider to change the actionbar scale, supports making the actionbar smaller down to 30% of the default size, or up to 250% larger than the default size.
- Unlock Actionbar Position (Keyboard) (default: OFF) – switch to ON to allow changing the action bar position on screen when in keyboard mode. Will not affect the gamepad ui action bar position. Switch back to OFF when satisfied with the position.

Gamepad UI

Same options as Keyboard UI, but applies to gamepad mode

- Enable Action Bar Resize (default: OFF) – enables the slider to change the actionbar size
- Actionbar size (default: 100%) slider to change the actionbar scale, supports making the actionbar smaller down to 30% of the default size, or up to 250% larger than the default size.
- Unlock Actionbar Position (Gamepad) (default: OFF) – switch to ON to allow changing the action bar position on screen when in gamepad mode. Will not affect the keyboard ui action bar position. Switch back to OFF when satisfied with the position.

Additional Shared Options

- Center Horizontally – Will center the action bar position horizontally on the screen
- Center Vertically – Will center the action bar position vertically on the screen
- Undo Last Move – Resets the action bar to the position it was in prior to last being repositioned by the user (after the initial Undo operation, will toggle between the moved and undone positions)
- Reset Actionbar Position – Resets the action bar to the default Fancy Action Bar+ UI position

Adjust Quickslot Position

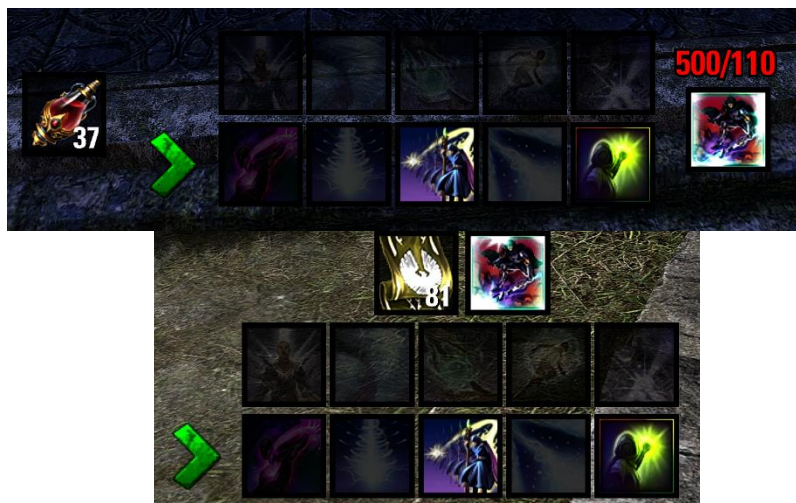
Applies an offset to the quickslot position. Applies to Keyboard UI or Gamepad UI depending on which UI mode is active.

- Horizontal (X) Position (default: 0), negative values move the slot left, positive values move it right.
- Vertical (Y) Position (default: 0), negative values move the slot up, positive values move it down.

Adjust Ultimate Slot Position

Applies an offset to the ultimate slot position. Applies to Keyboard UI or Gamepad UI depending on which UI mode is active. Companion Ultimates will appear to the right of wherever the ultimate slot is placed

- Horizontal (X) Position (default: 0), negative values move the slot left, positive values move it right.
- Vertical (Y) Position (default: 0), negative values move the slot up, positive values move it down.



Adjust Bar Spacing and Offset

- Horizontal (X) Position (default: 0) - Adjusts the relative position of the front and back action bars with respect to each other along the X (horizontal) axis (changing this value will shift the top bar left, and the bottom bar right, or vice versa)
- Vertical (Y) Position (default: 0) - Adjusts the relative position of the front and back action bars along the Y (vertical) axis. This setting effectively changes the gap between the top and bottom bar. Recommended setting: 4 for a gap that matches the gap between action buttons.
- Button (X) Spacing (default: 4 keyboard; 10 gamepad) – Adjusts the spacing between action buttons within the action bar.

GENERAL

Front & Back Bars Position

Sets the position of the front and back action bars. By default, the front bar is on the bottom and the back bar is on the top

- Static bar positions (default: ON) – when swapping weapons, the action bars do not change position. If disabled, the active bar will always be on the bottom, and the inactive bar on top.
- Front bar on top (only for static bars) (default: OFF), by default the front bar is on the bottom and the back bar is on the top. If enabled, the back bar will be on top and the front bar on the bottom.
- Active bar on top (not for static bars) (default: OFF) by default when static bar positions are off, the active bar is on the bottom and the inactive bar is on the top. Enabling this setting will put the active bar on top and the inactive bar on the bottom

Back Bar Visibility

- Inactive bar alpha (default: 20) sets the transparency of the inactive bar ability icons. 0 will set the backbar icons completely transparent, 100 will disable backbar icon transparency.
- Inactive bar desaturation (default: 50) sets the desaturation (greyscale) level for the inactive bar icons. 0 will set the back bar icons to be the same level of saturation as the front bar icons, 100 will set the back bar icons to be completely greyscale.

Hotkey Text

Show hotkeys (default: ON) – show the hotkeys under the action bar icons.

UI CUSTOMIZATION

Button Frames

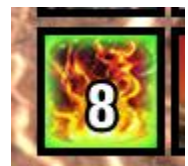
These options only apply to keyboard UI

- Custom frames (keyboard) (default: ON) – show a colored frame around the action bar icons. Only affects the Keyboard and Mouse action bar style.
- Frame color (default: R:0;G:0;B:0;A:255 – Black) – allows customization of the ability frame color
- Hide default frames (default: OFF) – if “Show Frames” is disabled, then the default ESO action bar frames will be shown around ability icons. If both show frames is off, and hide default frames is on, then ability icons will be shown entirely without frame borders
- Use thin frames (gamepad) (default: OFF) – Replaces the default gamepad frames with a minimal 1px black frame border with no backdrop.



Active Ability Highlight

- Show highlight (default: ON) abilities will show a highlight glow while they are active
- Highlight color (default: R:0;G:255;B:0;A:179 – Green)



Active Bar Arrow

Fancy Action Bar uses an arrow icon to indicate the active bar. Changes take effect after weapon swapping

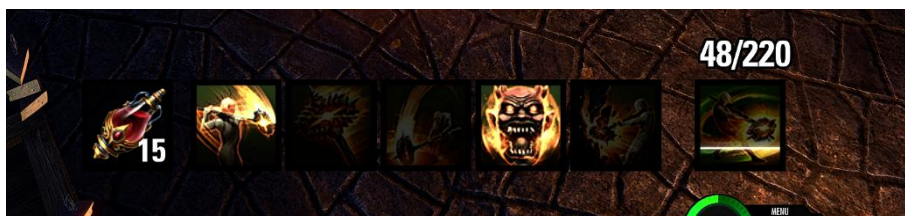
- Show arrow (default: ON) – show the arrow icon to indicate the active bar

- Arrow color (default: R:0;G:255;B:0;A:255 – Green)
- Adjust Quickslot placement (default: ON) - move Quickslot closer to the Action Bar if the arrow is hidden. For gamepad UI this will also adjust the gap between normal skill buttons and the ultimate button, as well as the gap between the ultimate button and the companion ultimate button ONLY if gamepad ult hotkeys are hidden).



Miscellaneous

- Force enable gamepad Action Bar style (default: OFF) – The gamepad UI enables additional action bar animations and styling, by default this is only available when using a controller, or after enabling Accessibility Mode. This setting force enables these additional UI elements. Adapted with permission from Animated Action Bar by @Geldis1306 and @undcdd.
- Show gamepad ultimate hotkeys (default: ON) – Show the LB RB labels for gamepad UI. Set this to OFF to allow quickslot placement adjustments in gamepad UI
- Hide companion ultimate slot (default: OFF) – When enabled, the companion ultimate slot, normally anchored to the right of the player ultimate slot when a companion has an ultimate ability slotted will always be hidden
- Hide locked Action bars (default: ON) – When enabled if an effect locks the ability to barswap (such as equipping the Oakensoul ring, transforming into a Werewolf, picking up Volendrung, or various effects in dungeons or Trials such as the Ghost light Transformation in Lucent Citadel) the UI will switch to a “one bar” mode that only shows the active bar.



- Reposition active bar when locked (default: ON) - When the locked action bar is hidden the ui will reposition the active bar to center it, aligned with the default quickslot and ult slot positions. If disabled, the inactive bar will be hidden but the action bar will not be repositioned (this does not work properly for when the back bar is the active bar.)
- Hide inactive slots on inactive bars (default: OFF) - Hide inactive action bar slots (slots without an active timer) on the inactive action bar. This is designed to work in conjunction with several other settings as part of the “ADR-like” UI Preset.



- Apply Skill Styles to Action Bar Slots (default: ON) – by default Fancy Action Bar + will apply the icons for skill style ability overrides to the icon on the action bar. Note that different ability morphs share the same skill icon which can make determining slotted skill morphs difficult. For maximum compatibility with skill style icon overrides, it is recommended to also install the separate “Action Bar Skill Styles” addon



Toggled Ability Highlight

By default, toggled abilities will show the same highlight color as the Active Ability Highlight. These options allow toggled abilities to show a custom color

Note that toggled abilities that apply stacks currently only “pulse” the ability highlight when a stack is added

- Toggled highlight (default: OFF) – show a custom highlight color for toggled abilities
- Toggled highlight color (default: R:255;G:255;B:255;A:179 – White)

TIMER DISPLAY

KEYBOARD UI

TIMER DISPLAY SETTINGS

- Timer font (default: Univers 67) – select which font to use to display ability timers
- Timer font size (default: 34) – adjust the font size of ability timers
- Font style (default: thick-outline) – adjust font effects for ability timers
- Adjust timer height (default: 0) – adjust the vertical alignment of the ability timer on the action slot (set positive values to shift the timer up, negative values to shift the timer down).
- Timer color (default: R:255;G:255;B:255 – White) – adjust the color of the ability timer (when not overridden by expiration settings)

STACKS DISPLAY SETTINGS

Abilities that can “stack” effects (e.g. charges on crystal weapon, damage stacks on simmering frenzy, instances of echoing vigor applied by allies, etc.) can display a counter showing the value of these effects. These settings configure the display settings for the stack counter.

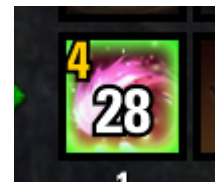


Ulfild's Contingency variants will display a special stack icon (⌘ symbol) to indicate that the initial effect has been cast and is available to be consumed.

- Stacks font (default: Univers 67) – select which font to use to display the stack counter
- Stacks font size (default: 20) – adjust the font size of the stack counter
- Stacks font style (default: thick-outline) – adjust font effects for the stack counter
- Stack color (default: R:255;G:204;B:0 – Gold) – adjust the color of the stack counter
- Horizontal position (default: 37, right aligned) – adjust the horizontal alignment of the stack counter on the action slot (smaller values shift the counter left, larger values shift it right).
- Vertical position (default: 1, top aligned) adjust the vertical alignment of the stack counter on the action slot (smaller values shift the counter up, larger values shift it down).

TARGETS DISPLAY SETTINGS

Abilities can display a counter showing the number of targets that this ability has been applied to. These settings configure the display settings for the stack counter. More options for configuring the behavior of this counter are located under: ADDITIONAL TRACKING OPTIONS >



Multitarget Effect Tracking Options

- Targets font (default: Univers 67) – select which font to use to display the targets counter
- Targets font size (default: 20) – adjust the font size of the targets counter
- Targets font style (default: thick-outline) – adjust font effects for the target counter
- Target color (default: R:255;G:204;B:0 – Gold) – adjust the color of the target counter
- Horizontal Position (default: 3, left aligned) adjust the horizontal alignment of the target counter on the action slot (smaller values shift the counter left, larger values shift it right).

- Vertical Position (default: 1, top aligned) adjust the vertical alignment of the target counter on the action slot (smaller values shift the counter up, larger values shift it down).

ULTIMATE TIMER SETTINGS

Options for displaying a timer for active Ultimate effects. If more than one ultimate is active it will show the timer for the current bar's ultimate, otherwise it will show the timer for any active ultimate and will persist through barswap.



- Display Ultimate Timer (default: ON) – display a timer for active ultimates
- Ultimate timer font (default: Univers 67) – select which font to use to display the ultimate timer
- Ultimate timer font size (default: 24) – adjust the font size of the ultimate timer
- Ultimate timer font style (default: thick-outline) – adjust font effects for the ultimate timer
- Ultimate timer color (default: R:255;G:255;B:255 – White) – adjust the color of the ultimate timer
- Vertical (default: 0) – adjust the vertical offset of the ultimate timer (negative values shift the timer down, positive values shift it up)
- Horizontal (default: 37) – adjust the horizontal offset of the ultimate timer (positive values shift the timer right, negative values shift it left, default is aligned to the outside right border of the ultimate slot)

ULTIMATE VALUE SETTINGS

Options for configuring display of your current ultimate value

- Display ultimate number (default: ON) – display the current ultimate value
- Display Mode (default: current) – display options for the current ultimate value. “Current” displays the current ultimate value. “Current / Cost (dynamic)” displays the current value / ultimate cost when the current value is less than the cost, but switches to just displaying the current value if the current value is enough to cast the ultimate. “Current / Cost (static)” always displays both the current value and the cost of the ultimate
- Ultimate value font (default: Univers 67) – select which font to use to display the ultimate value
- Ultimate value font size (default: 24) – adjust the font size of the ultimate value

- Ultimate value font style (default: thick-outline) – adjust font effects for the ultimate value
- Vertical (default: -5) – adjust the vertical offset of the ultimate value (negative values shift the timer down, positive values shift it up)
- Horizontal (default: -2) – adjust the horizontal offset of the ultimate timer (positive values shift the timer right, negative values shift it left).

Default is aligned to the inside bottom right border of the ultimate slot

- Ult Value Base Color (default: R:255;G:255;B:255 – White) – Color to use for ultimate values if no other condition is met.
- Ult Usable Value Color (default: R:0;G:255;B:0 – Green) – Switch to this color from Ult Value Base Color when the Ultimate becomes usable
- Ult Max Value Color (default: R:255;G:0;B:0 – Red) – Switch to this color as maximum ultimate (500 ult)
- Ult ‘Almost Ready’ Value Color (default: R:255;G:204;B:0 – Gold) – Switch to this color when the ultimate value is above the “Ult ‘Almost Ready’ Threshold %”, but is below the value needed to cast the ult.
- Ult ‘Almost Ready’ Threshold % (default: 90%) – percentage of the ultimate cost used to switch to the “Ult ‘Almost Ready’ Value Color.



Companion Ultimate Settings – the companion ultimate value will inherit font and size (but not color) of the player ultimate. Position of the companion ultimate slot can be adjusted.

- Display ultimate number for companion (default: ON)
- Vertical (default: 0) adjust the vertical offset of the companion ultimate slot with respect to the player ultimate slot (negative values shift the slot down, positive values shift it up)
- Horizontal (default: 0) adjust the horizontal offset of the companion ultimate slot with respect to the player ultimate slot (negative values shift the slot left, positive values shift it right)

QUICKSLOT DISPLAY SETTINGS

- Quickslot cooldown duration (default: ON) – show the time remaining until the quickslot item is available to be used again
- Quickslot timer font (default: Univers 67) – select which font to use to display the quickslot cooldown
- Quickslot timer font size (default: 24) – adjust the font size of the quickslot timer
- Quickslot timer font style (default: outline) – adjust font effects for the quickslot timer
- Quickslot timer color (default: R:255;G:128;B:51 – Tangerine) – adjust the color of the quickslot timer
- Vertical (default: 10) – adjust the vertical offset of the quickslot timer (negative values shift the timer down, positive values shift it up)
- Horizontal (default: 0) – adjust the horizontal offset of the quickslot timer (positive values shift the timer right, negative values shift it left)
- Quickslot stack font (default: Univers 67) – select which font to use to display the quickslot stack count
- Quickslot stack font size (default: 18) – adjust the font size of the quickslot stack count
- Quickslot stack font style (default: soft-shadow-thin) – adjust font effects for the quickslot stack count
- Quickslot stack color (default: R:255;G: 255;B: 255 – White) – adjust the color of the quickslot stack count



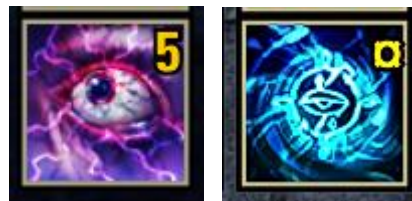
GAMEPAD UI

TIMER DISPLAY SETTINGS

- Timer font (default: Univers 67) – select which font to use to display ability timers
- Timer font size (default: 34) – adjust the font size of ability timers
- Font style (default: thick-outline) – adjust font effects for ability timers
- Adjust timer height (default: 0) adjust the vertical alignment of the ability timer on the action slot (set positive values to shift the timer up, negative values to shift the timer down).
- Timer color (default: R:255;G:255;B:255 – White) – adjust the color of the ability timer (when not overridden by expiration settings)

STACKS DISPLAY SETTINGS

Abilities that can “stack” effects (e.g. charges on crystal weapon, damage stacks on simmering frenzy, instances of echoing vigor applied by allies, etc.) can display a counter showing the value of these effects. These settings configure the display settings for the stack counter.



Ulfild's Contingency variants will display a special stack icon (⌘ symbol) to indicate that the initial effect has been cast and is available to be consumed.

- Stacks font (default: Univers 67) – select which font to use to display the stack counter
- Stacks font size (default: 22) – adjust the font size of the stack counter
- Stacks font style (default: thick-outline) – adjust font effects for the stack counter
- Stack color (default: R:255;G:204;B:0 – Gold) – adjust the color of the stack counter
- Horizontal position (default: 37, right aligned) adjust the horizontal alignment of the stack counter on the action slot (smaller values shift the counter left, larger values shift it right).
- Vertical position (default: 1, top aligned) adjust the vertical alignment of the stack counter on the action slot (smaller values shift the counter up, larger values shift it down).

TARGETS DISPLAY SETTINGS

Abilities can display a counter showing the number of targets that this ability has been applied to. These settings configure the display settings for the stack counter. More options for configuring the behavior of this counter are located under: ADDITIONAL TRACKING OPTIONS > Multitarget Effect Tracking Options



- Targets font (default: Univers 67) – select which font to use to display the targets counter
- Targets font size (default: 22) – adjust the font size of the targets counter
- Targets font style (default: thick-outline) – adjust font effects for the target counter
- Target color (default: R:255;G:204;B:0 – Gold) – adjust the color of the target counter

- Horizontal position (default: 3, left aligned) adjust the horizontal alignment of the target counter on the action slot (smaller values shift the counter left, larger values shift it right).
- Vertical Position (default: 1, top aligned) adjust the vertical alignment of the target counter on the action slot (smaller values shift the counter up, larger values shift it down).

ULTIMATE TIMER SETTINGS

Options for displaying a timer for active Ultimate effects. If more than one ultimate is active it will show the timer for the current bar's ultimate, otherwise it will show the timer for any active ultimate and will persist through barswap.



- Display Ultimate Timer (default: ON) – display a timer for active ultimates
- Ultimate timer font (default: Univers 67) – select which font to use to display the ultimate timer
- Ultimate timer font size (default: 40) – adjust the font size of the ultimate timer
- Ultimate timer font style (default: thick-outline) – adjust font effects for the ultimate timer
- Ultimate timer color (default: R:255;G:255;B:255 – White) – adjust the color of the ultimate timer
- Vertical (default: 0) – adjust the vertical offset of the ultimate timer (negative values shift the timer down, positive values shift it up)
- Horizontal (default: 70) – adjust the horizontal offset of the ultimate timer (positive values shift the timer right, negative values shift it left, default is aligned to the outside right border of the ultimate slot)

ULTIMATE VALUE SETTINGS

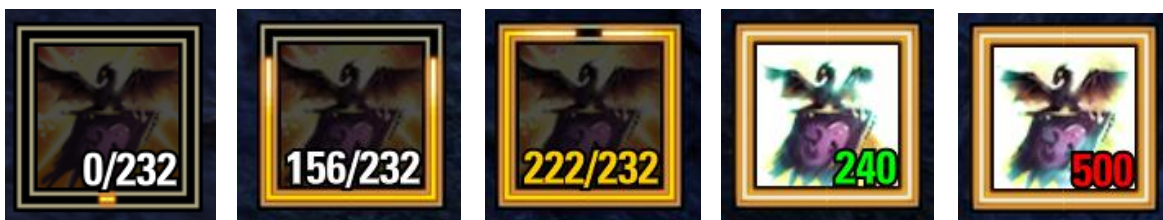
Options for configuring display of your current ultimate value

- Display ultimate number (default: ON) – display the current ultimate value
- Display Mode (default: current) – display options for the current ultimate value. “Current” displays the current ultimate value. “Current / Cost (dynamic)” displays the current value / ultimate cost when the current value is less than the cost, but switches to just displaying the current value if the current value is enough to cast the ultimate. “Current / Cost (static)” always displays both the current value and the cost of the ultimate

- Ultimate value font (default: Univers 67) – select which font to use to display the ultimate value
- Ultimate value font size (default: 22) – adjust the font size of the ultimate value
- Ultimate value font style (default: outline) – adjust font effects for the ultimate value
- Vertical (default: -2) – adjust the vertical offset of the ultimate value (negative values shift the timer down, positive values shift it up)
- Horizontal (default: -5) – adjust the horizontal offset of the ultimate timer (positive values shift the timer right, negative values shift it left).

Default is aligned to the inside bottom right border of the ultimate slot

- Ult Value Base Color (default: R:255;G:255;B:255 – White) – Color to use for ultimate values if no other condition is met.
- Ult Usable Value Color (default: R:0;G:255;B:0 – Green) – Switch to this color from Ult Value Base Color when the Ultimate becomes usable
- Ult Max Value Color (default: R:255;G:0;B:0 – Red) – Switch to this color as maximum ultimate (500 ult)
- Ult ‘Almost Ready’ Value Color (default: R:255;G:204;B:0 – Gold) – Switch to this color when the ultimate value is above the “Ult ‘Almost Ready’ Threshold %”, but is below the value needed to cast the ult.
- Ult ‘Almost Ready’ Threshold % (default: 90%) – percentage of the ultimate cost used to switch to the “Ult ‘Almost Ready’ Value Color.



Ult Fill Frame Transparency

- Ult Fill Frame Alpha (% , default: 100) – Percentage value for setting the opacity (alpha) of the backdrop behind the ult fill frame. Also applies to companion ultimate.



- Ult Fill Bar Alpha (% , default: 100) – Percentage value for setting the opacity (alpha) of the gold loop ult fill bar. Also applies to companion ultimate.

Companion Ultimate Settings – the companion ultimate value will inherit font and size (but not color) of the player ultimate. Position of the companion ultimate slot can be adjusted.

- Display ultimate number for companion (default: ON)
- Vertical (default: 0) adjust the vertical offset of the companion ultimate slot with respect to the player ultimate slot (negative values shift the slot down, positive values shift it up)
- Horizontal (default: 0) adjust the horizontal offset of the companion ultimate slot with respect to the player ultimate slot (negative values shift the slot left, positive values shift it right)

QUICKSLOT DISPLAY SETTINGS

- Quickslot cooldown duration (default: ON) – show the time remaining until the quickslot item is available to be used again
- Quickslot timer font (default: Univers 67) – select which font to use to display the quickslot cooldown
- Quickslot timer font size (default: 34) – adjust the font size of the quickslot timer
- Quickslot timer font style (default: outline) – adjust font effects for the quickslot timer
- Quickslot timer color (default: R:255;G:128;B:51 – Tangerine) – adjust the color of the quickslot timer
- Vertical (default: 10) – adjust the vertical offset of the quickslot timer (negative values shift the timer down, positive values shift it up)
- Horizontal (default: 0) – adjust the horizontal offset of the quickslot timer (positive values shift the timer right, negative values shift it left)
- Quickslot stack font (default: Univers 67) – select which font to use to display the quickslot stack count
- Quickslot stack font size (default: 24) – adjust the font size of the quickslot stack count
- Quickslot stack font style (default: soft-shadow-thin) – adjust font effects for the quickslot stack count
- Quickslot stack color (default: R:255;G: 255;B: 255 – White) – adjust the color of the quickslot stack count



Expiration Settings (Shared)

Timer Fade

- Delay timer fade (default: ON) – Allow the timer label to display 0 for a set duration as a reminder that the ability has expired
- Fade delay (default: 2 seconds) – duration to keep the 0 timer if “Delay timer fade” is on

Duration Display Decimals

- Enable timer decimals (default: Expire) – Options: Always; will always display decimals for the ability timer. Expire; show ability timer decimals when abilities are near expiration.
- Decimals threshold – (default: 2 seconds) the time remaining thresholds below which abilities will display decimals if “Enable timer decimals” is set to “expire”

Display Changes for Expiring Effects

- Expiring timer threshold (default: 2 seconds) – timers will be considered “expiring” and change to display decimals, or change their highlight color, when they fall below the selected amount of seconds remaining if their individual settings are enabled.

Timer Text

- Change expiring timer text color (default: ON) – change the timer text color when the ability timer is below the “Expiring timer threshold” value.
- Select timer text color for expiring effect (default: R:255; G:255;B:0 – Yellow)



Highlight

- Change expiring timer highlight color (default: OFF) – when enabled the ability highlight will change color when the effect duration is below the “Expiring timer threshold” value
- Select highlight color for expiring effects (default: R:255;G:0;B:0;A:179 – Red)



Display Changes for Toggled Effects

- Show Tick Rate for Toggles (default: OFF) – Some toggled abilities have effects that `tick` while the ability is toggled, such as the resource return on Meditate. If enabled, the action bar will attempt to show the timer until the next tick. Load screens can cause this timer to desync from the game engine timer until the ability is retoggled.

- Tick alert threshold (default: 2 seconds) – The color of durations and highlights will change when timers fall below selected amount of seconds remaining, if their individual settings are enabled

Toggle Timer Text

- Change tick alert text color (default: OFF) – change timer text color when the tick alert threshold is reached, or a toggled effect becomes untoggled. If set to OFF, but Change expiring timer text color is ON the timer text will change to the text color for expiring effects when abilities become untoggled
- Select timer text color for tick alert effect (default: R:255; G:255;B:0 – Yellow)

ABILITY CONFIGURATION

CURRENTLY SLOTTED ABILITY IDS

Lists the currently slotted skill names and ability IDs for the skills on each action bar

TRACKED EFFECTS

Here you can edit which effect you want the timer for a specific skill to track. To track a different effect, make sure to enter the ID of the skill and the ID of the new effect, before clicking the button to confirm.

- Accountwide Skill Settings (default: ON, requires reloadui) – by default skill configuration changes will be applied to all characters.
- Saved Changes – A list of saved skill tracking configuration changes. Selecting a Skill from the dropdown menu will automatically populate it's Skill ID. Selecting a configured scribed skill will also populate a script combination based on either the previously configured scripts.
- Skill ID – enter the ID of the skill you want to change the configuration for. This can be a simple ability ID or an ability ID for a scribing skill suffixed with the script combination e.g. 12345 or 12345-12_34_56 where 12, 34, 56 are the specific script IDs for the version of ability ID 12345 you want to edit the tracking on. If a scribed skill is entered without a script combination, the currently scribed scripts will be used.
- Change Type – Options: Disable (Disable tracking for this skill), Reset (Resets the skill configuration to the FAB+ Default), New ID (assign a new effect to track to this skill)

- New Effect ID – the ability id for the new effect that you want the selected skill to track. If Change Type is “Reset” or “Disable” leave this blank.

Confirm Change – after entering the configuration changes, select confirm change to apply the new configuration. Configuration changes will print a message to the chatbox describing the change made when confirmed

Example configuration change:

The screenshot shows a configuration window with a dark background. It contains several input fields and labels:

- Saved Changes:** A dropdown menu with a downward arrow.
- Skill ID:** A text input field containing the value "40336".
- Change Type:** A dropdown menu with the value "New ID" selected.
- New Effect ID:** A text input field containing the value "40336".
- Selected Skill:** A label followed by the text "Silver Leash: Taunt (38254)".
- Selected Effect:** A label followed by the text "Silver Leash".
- Confirm Change:** A button at the bottom right.

There are two callout boxes with white backgrounds and blue borders:

- One next to the **Saved Changes** dropdown, containing the text: "Skill Name for Skill ID: Currently Tracked effect (Currently Tracked Effect ID)".
- Another next to the **Selected Effect:** label, containing the text: "New Effect Name to Track (from ID)".

BUFFS GAINED FROM OTHERS

Enable ability timers to track the duration of buffs gained from allies. You can also select which effects you do not want to have tracked if you are not the source.

- Track Buffs From Others (default: OFF) – by default only effect durations for effects applied by you will be tracked
- Blacklisting Options for Buffs Gained from Others
 - Add to Blacklist – requires the ability id of the effect to be blacklisted. To blacklist an ability enter the ability id and click “Confirm Blacklist”
 - Blacklisted IDs – contains the names of abilities that have been blacklisted (defaults: Restoration Staff Abilities, Vigor, other common buffs). Blacklisted

abilities can be removed by selecting an ability from the list and clicking “Remove from Blacklist”

DEBUFFS ON TARGET

By default FancyActionBar+ configures effect timers to track the basic ability duration. This feature enables an alternative behavior where the timers for debuffs will instead track durations for the given debuff on the specific enemy being targeted

- Debuff timers for current target (default: OFF) – enable the alternative “debuff on target” tracking behavior
- Keep Timers For Last Target (default: ON) – with this enabled, when you move your reticle away from the debuffed target it will keep the active duration for the target until a new enemy is targeted. With this OFF, the timer will only show while the reticle is on the debuffed target.
- Show Stack Count for Overtaunt Debuff (default: OFF) - Multiple taunt sources can cause an enemy to gain taunt immunity, this enables a stack counter to track the status of this debuff on skills that can taunt. Note, this feature is experimental.

ADDITIONAL TRACKING OPTIONS

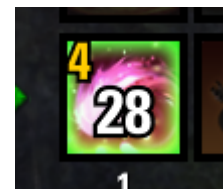
Effect Duration Thresholds

Set the limits for when to ignore effects based on their duration

- Minimum (default: 2 seconds) – effects with timers shorter than this duration will not show on the action bar
- Maximum (default: 120 seconds) – effects with timers longer than this duration will not show on the action bar

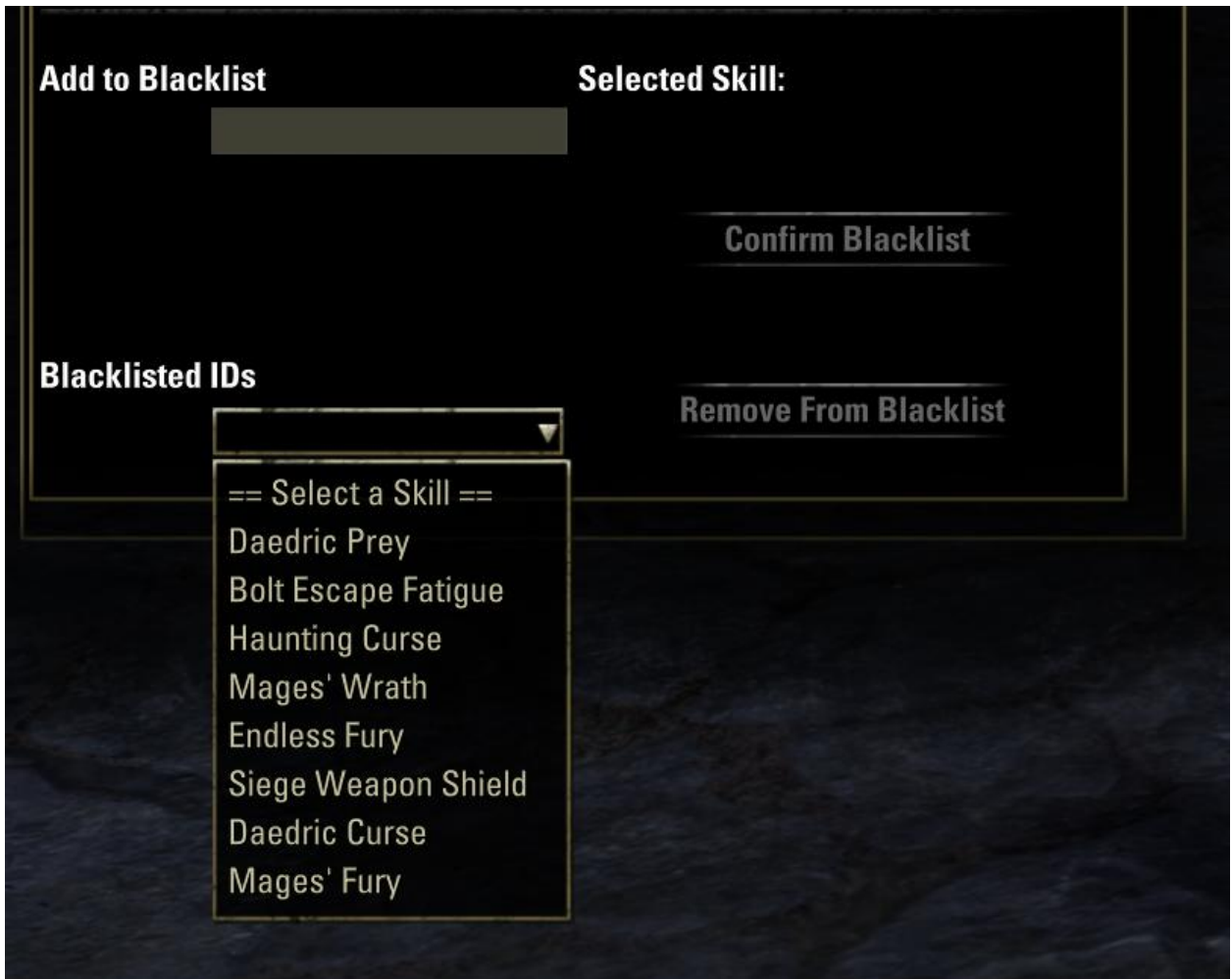
Multitarget Effect Tracking Options

Effects that can be applied to targets will show a counter that tracks the number of active instances of the effect. This tracker is located on the top left of the ability icon by default.



- Show Target Instance Counter (default: ON)
- Show Instance Counter for One Active Instance (default: OFF) - by default the instance counter will be hidden if there is only one instance of an effect active
- Blacklisting Options for the Multitarget Instance counter

- Add to Blacklist – requires the ability id of the effect to be blacklisted. To blacklist an ability enter the ability id and click “Confirm Blacklist”
- Blacklisted IDs – contains the names of abilities that have been blacklisted (defaults shown). Blacklisted abilities can be removed by selecting an ability from the list and clicking “Remove from Blacklist”



Fallback Timers Options

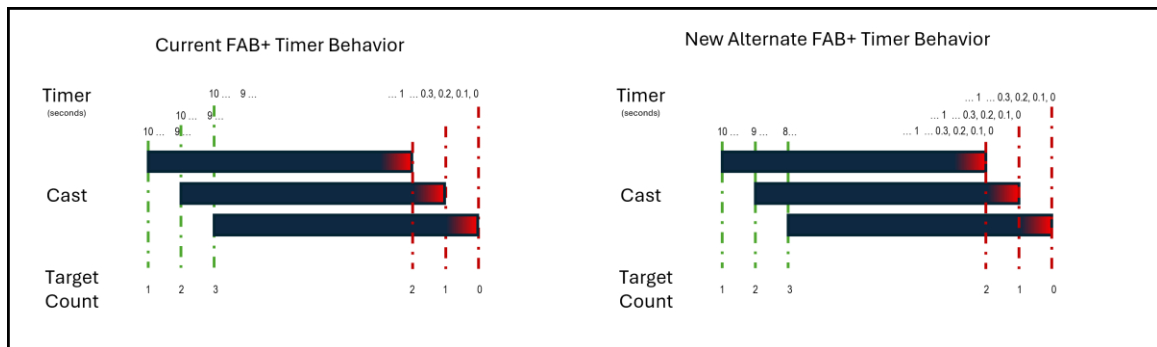
Fallback timers allow ability slots to display additional effect timers associated with the parent ability ID as determined by ZOS's API. These, in effect, represent the basegame timers that would normally be displayed on the basegame action slots. Here you can enable or disable the display of these timers, and blacklist specific abilities that shouldn't display them even if the overall setting is enabled. Note that many scribed abilities are not configured by default and require this setting to function unless they are manually configured.

- Allow Fallback Timers (default: OFF) – By default only durations for the specific effect will be tracked for configured abilities. When tracking an effect ID that is a shorter duration than the game’s duration for the “parent” (slotted) ability, allow the action bar timer to fallback to the parent ability timer for the remaining duration. This will also cause the slot to swap to the expiring effect highlight (but not timer) color when this changeover occurs.
- Blacklisting Options for Fallback Timers
 - Add to Blacklist – requires the ability id of the effect to be blacklisted. To blacklist an ability enter the ability id and click “Confirm Blacklist”
 - Blacklisted IDs – contains the names of abilities that have been blacklisted (defaults shown). Blacklisted abilities can be removed by selecting an ability from the list and clicking “Remove from Blacklist”

Miscellaneous Options

Additional settings for configuring ability tracking

- Show Stack Counter (default: ON) – Show stack count for abilities that can have multiple stacks, or can stack multiple times.
- Show Cast/Channel Times on Action Slots (default: ON) – If an ability has a cast or channel time, it will display that duration on the slot while the ability is being cast/channeled
- Ignore Initial Trap Placement (default: OFF) - By default 'Trap' effects, such as Trap Beast and Scalding Rune display an initial timer and stack when placed, and switch to tracking the DOT when triggered. Toggle ON to only track the DOT.\
- Show Timer For Soonest Expiring Target (default: OFF) - By default an ability timer will show the duration for the last cast of the ability, with this option enabled it will show the duration for the soonest expiring target instead.



- Ignore Ungrouped Allies (default: OFF) - By default FAB will track buffs applied to all allied players. With this setting enabled only buffs applied to group members will be

tracked. If you are not grouped this setting will be ignored and buffs will be tracked on all players.

MISCELLANEOUS

Main Options:

- Show bar while dead (default: OFF)
- Prevent casting in trade (default: ON)
- Enable Perfect Weave (default: OFF, requires ReloadUI) – enables compatibility support for the Perfect Weave addon.
- Adjust Health Bar (default: ON, requires ReloadUI) - The scale of Fancy Action Bar+ can cause it to overlap the health bar in its default position. When enabled, if FAB is in its default position, it will reanchor the default health bar to be above the action bar. If FAB is moved, it will not adjust the health bar. Disabling this setting will require reloading the UI. Installation of Azurah will cause this setting to be ignored
- Adjust Mag/Stam Bars (default: OFF, requires ReloadUI) - Also adjust the position of the magicka and stamina bars to align with health bar.

Enemy Markers

- Show Enemy Markers (default: OFF) – display a red arrow over the head of enemies you are currently in combat with (this replicates a similar feature found in the untaunted addon)
- Enemy Marker Size (default: 26) – size customization for the enemy markers

GLOBAL COOLDOWN TRACKER

- Enable GCT (default: OFF) – show a global cooldown tracker UI element
- Only in combat (default: OFF) – only show the global cooldown tracker while in combat
- Height (default: 50) – height adjustment for the cooldown tracker
- Width (default: 50) - width adjustment for the cooldown tracker
- Fill color (default: R:51;G:153;B:255;A:255)
- Edge color (default: R:0;G:0;B:0;A:255)

