

# Fancy Action Bar + User Guide

*The fanciest dang action bar you ever did see!*

## ACTIONBAR SIZE & POSITION

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

### 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.
- Enable Actionbar Reposition (default: OFF) enables the button to “Unlock Actionbar” to allow repositioning the action bar element on screen.

### 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.
- Enable Actionbar Reposition (default: OFF) enables the button to “Unlock Actionbar” to allow repositioning the action bar element on screen.

### Adjust Quickslot Position

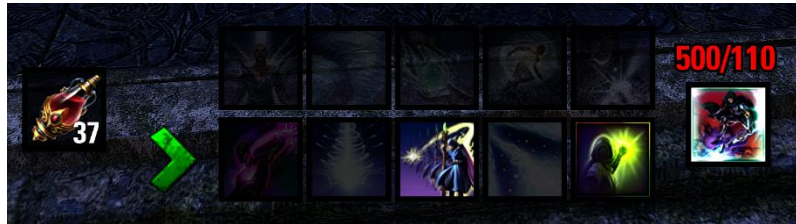
Applies an offset to the quickslot position. Applies to both keyboard UI and Gamepad UI

- 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 both keyboard UI and Gamepad UI. 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.



## GENERAL

### Front & Back Bars Position

Sets the position of the front and back actionbars. 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

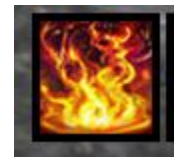
Show hotkeys (default: ON) – show the hotkeys under the action bar icons.

## UI CUSTOMIZATION

### Button Frames

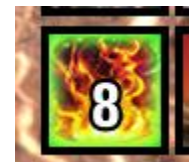
These options only apply to keyboard UI

- Show frames (default: ON) – show a colored frame around the action bar icons
- 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



### 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

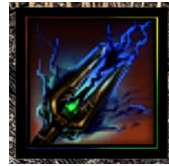
Fancy Action Bar uses an arrow icon to indicate the active bar. Changes take effect after weapon swapping

- 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 Quick Slot placement (default: ON) - move Quick Slot 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

- Show gamepad ult hotkeys (default: ON) – Show the LB RB labels for gamepad UI. Set this to OFF to allow quickslot placement adjustments in gamepad UI
- 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.

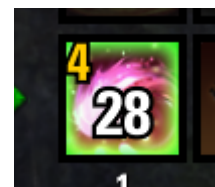


Ulfild's Contingency variants will display a special stack icon (⌘ symbol) to indicate that the initial effect has been cast and is available to be consumed.

- 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
- Adjust stacks 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).
- Stack color (default: R:255;G:204;B:0 – Gold) – adjust the color of the stack counter

## 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
- Adjust targets 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).
- Target color (default: R:255;G:204;B:0 – Gold) – adjust the color of the target counter

### 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: OFF) – 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)

### QUICK SLOT DISPLAY SETTINGS

- Quick Slot cooldown duration (default: ON) – show the time remaining until the quick slot item is available to be used again
- Quick Slot timer font (default: Univers 67) – select which font to use to display the quick slot cooldown
- Quick Slot timer font size (default: 24) – adjust the font size of the quick slot timer
- Quick Slot timer font style (default: outline) – adjust font effects for the quick slot timer





- Quick Slot timer color (default: R:255;G:128;B:51 – Tangerine) – adjust the color of the quick slot timer
- Vertical (default: 10) – adjust the vertical offset of the quick slot timer (negative values shift the timer down, positive values shift it up)
- Horizontal (default: 0) – adjust the horizontal offset of the quick slot timer (positive values shift the timer right, negative values shift it left)

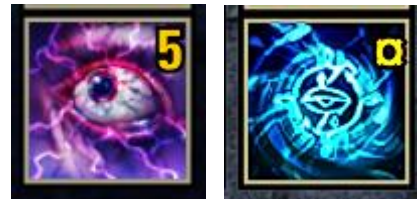
## GAMEPAD UI

### *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
- Adjust stacks 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).
- Stack color (default: R:255;G:204;B:0 – Gold) – adjust the color of the stack counter



### TARGETS DISPLAY SETTINGS

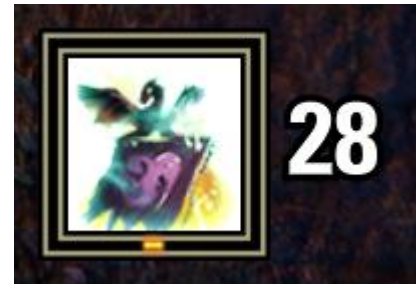
Abilities can display a counter showing the number of targets that this ability has been applied to. These settings configure the display settings for the stack counter. More options for configuring the behavior of this counter are located under: ADDITIONAL TRACKING OPTIONS > Multitarget Effect Tracking 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
- Adjust targets 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).
- Target color (default: R:255;G:204;B:0 – Gold) – adjust the color of the target counter

### 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)

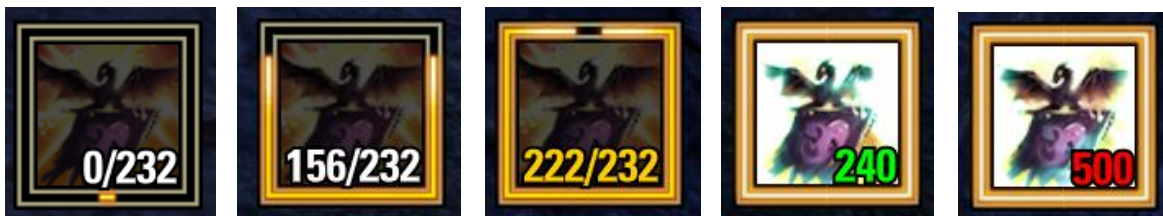
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Options for configuring display of your current ultimate value

- Display ultimate number (default: OFF) – display the current ultimate value
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“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.



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)

### QUICK SLOT DISPLAY SETTINGS

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



### KEYBOARD & GAMEPAD 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.

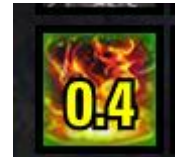
- Decimals threshold – (default: 2 seconds) the time remaining thresholds below which abilities will display decimals if “Enable timer decimals” is set to “expire”

### *Display Changes for Expiring Effects*

- Expiring timer threshold (default: 2 seconds) – the color of durations and highlights will change when timers 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)



## 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
- Skill ID – enter the ID of the skill you want to change the configuration for

- 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:

**Saved Changes**

Skill Name for Skill ID: Currently Tracked effect (Currently Tracked Effect ID)

**Skill ID**  
40336

**Selected Skill:**  
Silver Leash: Taunt (38254)

**Change Type**  
New ID

**New Effect ID**  
40336

**Selected Effect:**  
Silver Leash

New Effect Name to Track (from ID)

Confirm Change

## 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

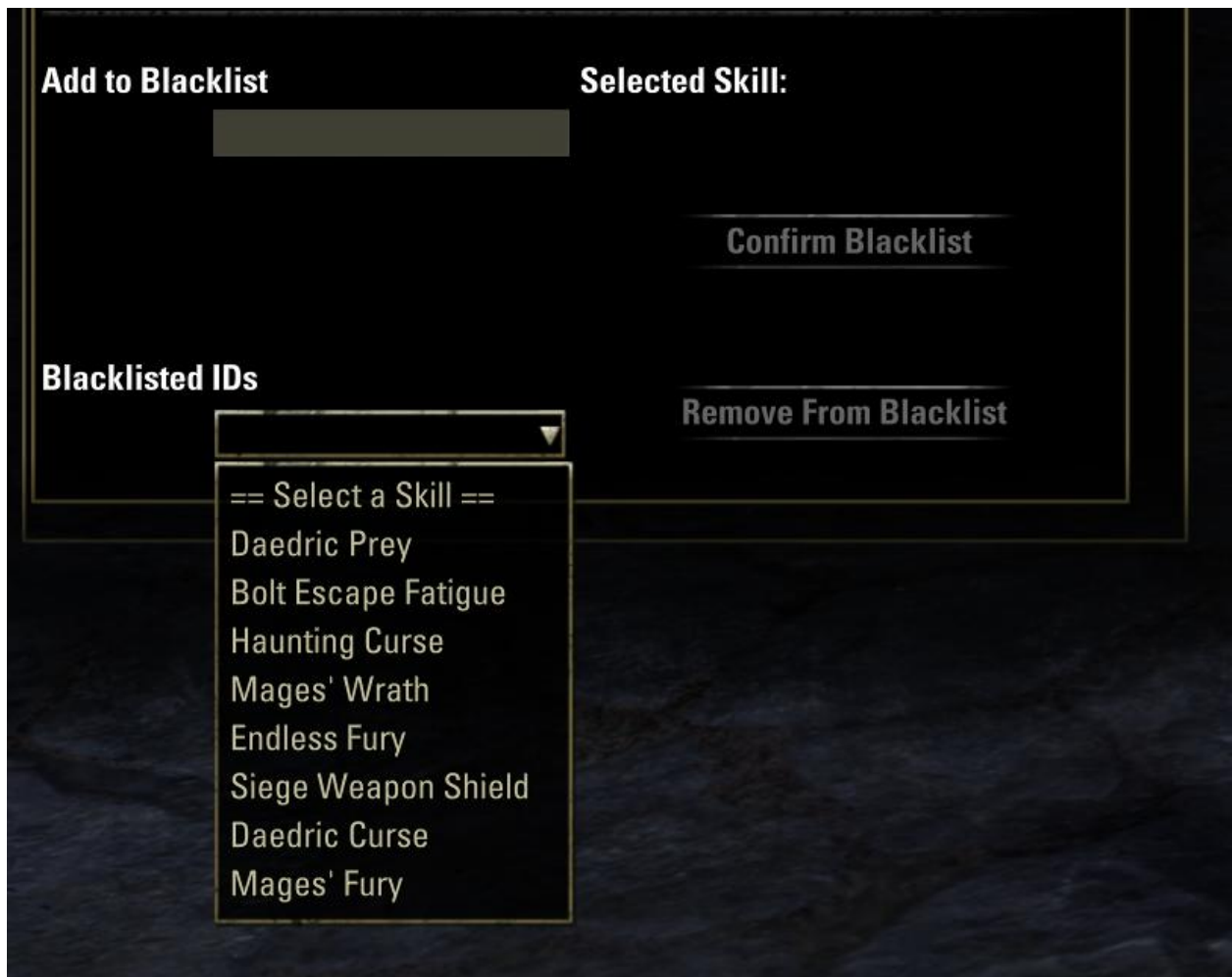
- Minimum (default: 2 seconds) – effects with timers shorter than this duration will not show on the action bar
- Maximum (default: 120 seconds) – effects with timers longer than this duration will not show on the action bar
- Show Cast/Channel Times on Action Slots (default: ON) – If an ability has a cast or channel time, it will display that duration on the slot while the ability is being cast/channeled

## 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 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”





## 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.

### 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)

