

MORTIS TARGET WINDOW ADD-ON FOR PROFITUI REBORN

Current Revision

v3.1

Release Date

December 16, 2006

Included Files

eq2ui_mainhud_target.xml

eq2ui_mainhud_impliedtarget.xml

ReadMe.pdf

Description

I play on 1280x1024, and have my bags go across the top of the screen just below the windows across the top. When my bags were open and an NPC or node was targeted, the target windows would overlap part of the bag. This mod forces the target and implied target windows to remain at the same height as the rest of the windows across the top unless the target actually has buffs to show, and even then only expands enough to only show as many buffs as the target has (the default window expands to full when anything is targeted).

Installation

This is an add-on window for [ProfitUI Reborn v3.0](#).

History

16 Dec. 2006

v3.1

- Added Implied Target window.

24 Nov. 2006

v3.0

- Public release.