

# PLAYER WINDOW MOD

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## Current Revision

v2.2.1 (TSS)

## Included Files

ReadMe.pdf  
EQUI\_PlayerWindow.xml  
player.tga  
AttackIndicator.tga  
Options\AttackIndicator.tga  
Options\pala.ttf  
Options\Hybrid\EQUI\_PlayerWindow.xml  
Options\Caster\EQUI\_PlayerWindow.xml  
Options\Melee\EQUI\_PlayerWindow.xml

## Features

Adds Stats, Resists, and xp gauges to your Player Window.

## Installation

Extract all files to your custom UI folder (ie "C:\Program Files\EverQuest\uifiles\mortis")

Default installation includes the Hybrid version of the Player Window. If the Caster or Melee version is desired, copy that file from the Options folder into the main ui folder. (ie copy "C:\Program Files\EverQuest\uifiles\mortis\Options\Caster\EQUI\_PlayerWindow.xml" to "C:\Program Files\EverQuest\uifiles\mortis\EQUI\_PlayerWindow.xml")

The standard setting will show the attack indicator as an outline along the border. The optional AttackIndicator.tga file found in the Options folder will display a smaller attack indicator box that incloses only the Player HP area. If you prefer to use the smaller indicator, copy the file out of the Options folder into the main ui folder (ie copy "C:\Program Files\EverQuest\uifiles\mortis\Options\AttackIndicator.tga" to "C:\Program Files\EverQuest\uifiles\mortis\AttackIndicator.tga")

If you are experiencing difficulty with the text cutting off, try using an alternate font. The pictures are taken using Palatino Lithotype, a font included in Windows XP. If you do not have this font, you can install it from the Options folder included in this mod.

\*\*If this window was added to an existing mod and you changed your existing EQUI.xml file, remove the following line from your EQUI.xml:  
<Include>MOD\_Mortis.xml</Include>

## History

27 September 2006

v2.2.1

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Fixed Combat Timer Label. (Didn't know it's function and had it sized to 1-100, not for time.)

24 September 2006

v2.2 (TSS)

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Added Combat Timer Gauge and Combat State Animation.

Added Resist Corrupt.

Restored Rounded Borders.

New Resist Icons.

Removed Surname and Deity Labels.

08 July 2004

v2.1

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Moved Endurance Gauge. Added Mana and Endurance numbers.

Created optional Caster and Melee versions.

15 January 2004

v2.0

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Reworked code to combine into one file.

Added statbox for weight.

Changed gauge right endcap to match left.

01 January 2004

v1.3

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Added new AttackIndicator.tga and optional AttackIndicator.tga.

Edited graphics to indicate E for endurance replacing the S for Stamina.

21 December 2003

v1.2

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Added new code and cleaned up existing code to prevent XML error message.

17 May 2003

v1.1

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Changed the size of the player name and surname. With long names they were overlapping into the level and deity labels.