

```

; HUD status bars.ini
; =====
;
; Version: 6.3.2
; Author: Ole Boe / TheNiceOne / Forli
;
;
; ===== Health bar
; Display current health of PC

    set tnoHSB.hud_max to sv_Construct          "$GetHealthMax2"
    set tnoHSB.hud_val to sv_Construct          "##$GetHealthCur"

    set tnoHSB.hud_visible to sv_Construct      "IsInCombat || tnoHSB.frac < 0.5 || tnoHSB.bFunctionKeyPressed"
    set tnoHSB.hud_visible_on to sv_construct   "##$GetBarFrac"
    set tnoHSB.hud_visible_time to              5
    set tnoHSB.hud_color to sv_Construct        "2 + 7*(GetDisease > 0)"
    set tnoHSB.hud_x to                         HUDbars
    set tnoHSB.hud_y to                         HUDbarsHigh
    set tnoHSB.hud_x_adjust to                  124
    set tnoHSB.hud_y_adjust to                  -20

;
    set tnoHSB.hud_speed to 1
    set tnoHSB.hud_fade_in to 0.25
    set tnoHSB.hud_fade_out to 1
    set tnoHSB.hud_popup_in to 0.25
    set tnoHSB.hud_popup_out to 16
    set tnoHSB.hud_popup_dirin to HUDbarsBelow
    set tnoHSB.hud_popup_dirout to HUDbarsLeft
    set tnoHSB.hud_blink to sv_Construct        "0.25 * (tnoHSB.frac < 0.25)"

    set tnoHSB.hud_textDisplay to               HUDtxtValueOfMax
    set tnoHSB.hud_textColor to sv_Construct    "13"
    set tnoHSB.hud_textShadowColor to sv_Construct "15"
    set tnoHSB.hud_textPos_x to                HUDtxtRight
    set tnoHSB.hud_textPos_y to                HUDtxtCenter

    set tnoHSB.hud_updateInterval to            0.25
    set tnoHSB.hud_store_pos to                 1

    SetStage tnoHSB 10

; ===== Magicka bar
; Display current magicka of PC

    set tnoHSB.hud_max to sv_Construct          "$GetMagickaMax2"
    set tnoHSB.hud_val to sv_Construct          "##$GetMagickaCur"

    set tnoHSB.hud_visible to sv_Construct      "IsInCombat || tnoHSB.frac < 0.5 || tnoHSB.bFunctionKeyPressed"
    set tnoHSB.hud_visible_on to sv_construct   "##$GetBarFrac"
    set tnoHSB.hud_visible_time to              5
    set tnoHSB.hud_color to sv_Construct        "3 + 11*(GetAV Silence > 0)"
    set tnoHSB.hud_x to                         HUDprevBar
    set tnoHSB.hud_y to                         HUDprevBarBelow

;
    set tnoHSB.hud_speed to 1
    set tnoHSB.hud_fade_in to 0.25
    set tnoHSB.hud_fade_out to 1
    set tnoHSB.hud_popup_in to 0.25
    set tnoHSB.hud_popup_out to 16
    set tnoHSB.hud_popup_dirin to HUDbarsBelow
    set tnoHSB.hud_popup_dirout to HUDbarsRight
    set tnoHSB.hud_blink to sv_Construct        "0.50 * (tnoHSB.frac < 0.25)"

    set tnoHSB.hud_textDisplay to               HUDtxtValueOfMax
    set tnoHSB.hud_textColor to sv_Construct    "13"
    set tnoHSB.hud_textShadowColor to sv_Construct "15"
    set tnoHSB.hud_textPos_x to                HUDtxtRight
    set tnoHSB.hud_textPos_y to                HUDtxtCenter

```

```

set tnoHSB.hud_updateInterval to 0.1

SetStage tnoHSB 10

; ===== Fatigue bar
; Display current fatigue of PC

set tnoHSB.hud_max to sv_Construct "$GetFatigueMax2"
set tnoHSB.hud_val to sv_Construct "##$GetFatigueCur"

set tnoHSB.hud_visible to sv_Construct "IsInCombat || tnoHSB.frac < 0.5 || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct "##$GetBarFrac"
set tnoHSB.hud_visible_time to 5
set tnoHSB.hud_color to sv_Construct "1"
set tnoHSB.hud_x to HUDprevBar
set tnoHSB.hud_y to HUDprevBarBelow

;
set tnoHSB.hud_speed to 1
set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 16
set tnoHSB.hud_popup_dirin to HUDdefault
set tnoHSB.hud_popup_dirout to HUDbarsBelow
set tnoHSB.hud_blink to sv_Construct "0.50 * (tnoHSB.frac < 0.25)"

set tnoHSB.hud_textDisplay to HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to HUDtxtRight
set tnoHSB.hud_textPos_y to HUDtxtCenter

set tnoHSB.hud_updateInterval to 0.1

SetStage tnoHSB 10

; ===== Horse health

set tnoHSB.hud_ref to sv_Construct "$GetHorse"
set tnoHSB.hud_max to sv_Construct "$GetHealthMax"
set tnoHSB.hud_val to sv_Construct "##$GetHealthCur"

set tnoHSB.hud_visible to sv_Construct "P$IsRidingHorse"
set tnoHSB.hud_visible_first to 1
set tnoHSB.hud_color to sv_Construct "5"
set tnoHSB.hud_x to HUDprevBar
set tnoHSB.hud_y to HUDbarsAbove

;
set tnoHSB.hud_speed to 1
set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_blink to sv_Construct "0.25 * (tnoHSB.frac < 0.35)"

set tnoHSB.hud_name to sv_Construct "hud_ref: "
set tnoHSB.hud_textDisplay to HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to HUDtxtLeft
set tnoHSB.hud_textPos_y to HUDtxtAbove
set tnoHSB.hud_textAdjust_y to -1

set tnoHSB.hud_updateInterval to 0.1

SetStage tnoHSB 10

; ===== Shield / Offhand weapon icon
; Display icon for equipped shield / offhand weapon. Hide bar if you don't have any equipped.

```

```

set tnoHSB.hud_ref to sv_Construct "$GetShield"
set tnoHSB.hud_val to sv_Construct "##"

set tnoHSB.hud_visible to sv_Construct "Player.IsShieldOut || Player.IsInCombat || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct "##hud_ref"
set tnoHSB.hud_visible_time to 5
set tnoHSB.hud_type to HUDbarRefIcon
set tnoHSB.hud_size to HUDweaponWidth
set tnoHSB.hud_x to HUDweaponCenter
set tnoHSB.hud_y to HUDweaponCenter
set tnoHSB.hud_y_adjust to -30

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsBelow
set tnoHSB.hud_popup_dirout to HUDbarsBelow

set tnoHSB.hud_textDisplay to HUDtxtNoValue
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to 8
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtAbove
set tnoHSB.hud_textAdjust_y to -1

set tnoHSB.hud_updateInterval to 0.25
set tnoHSB.hud_store_pos to 1

SetStage tnoHSB 10

```

; ===== Shield / Offhand weapon health
; Display health for equipped shield / offhand weapon. Hide bar if you don't have any equipped (or it doesn't show in your hands).

```

set tnoHSB.hud_ref to sv_Construct "$GetShield"
set tnoHSB.hud_max to sv_Construct "P$GetShieldHealthMaxArmorer"
set tnoHSB.hud_val to sv_Construct "##P$GetShieldHealthCur"

set tnoHSB.hud_visible to sv_Construct "Player.IsShieldOut || Player.IsInCombat || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct "##hud_ref"
set tnoHSB.hud_visible_time to 5
set tnoHSB.hud_color_min to HUDcolorRed
set tnoHSB.hud_color_half to HUDcolorYellow
set tnoHSB.hud_color_max to HUDcolorGreen
set tnoHSB.hud_color_full to HUDcolorBlue
set tnoHSB.hud_color_low to 20 ;Red when <= 20%
set tnoHSB.hud_color_midLow to 40 ;Red-Yellow when > 20% and < 40%
set tnoHSB.hud_color_midHigh to 60 ;Green-Yellow when > 60% and < 80%
set tnoHSB.hud_color_high to 80 ;Green when when >= 80% and < 100%
set tnoHSB.hud_size to HUDweaponWidth
set tnoHSB.hud_x to HUDweaponCenter
set tnoHSB.hud_y to HUDprevBarBelow

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsBelow
set tnoHSB.hud_popup_dirout to HUDbarsBelow
set tnoHSB.hud_blink to sv_Construct "0.25 * (tnoHSB.frac < 0.35)"

set tnoHSB.hud_textDisplay to HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtAbove
set tnoHSB.hud_textAdjust_y to 1

set tnoHSB.hud_updateInterval to 0.25

```

SetStage tnoHSB 10

; ===== Weapon icon
; Display icon for equipped weapon.

```
set tnoHSB.hud_ref to sv_Construct "$GetWeapon"
set tnoHSB.hud_val to sv_Construct "###"

set tnoHSB.hud_visible to sv_Construct "Player.IsWeaponOut || Player.IsInCombat || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct "###hud_ref"
set tnoHSB.hud_visible_time to 5
set tnoHSB.hud_type to HUDbarRefIcon
set tnoHSB.hud_size to HUDweaponWidth
set tnoHSB.hud_x to HUDmagicCenter
set tnoHSB.hud_y to HUDbarsHigh

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsBelow
set tnoHSB.hud_popup_dirout to HUDbarsBelow

set tnoHSB.hud_textDisplay to HUDtxtNoValue
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to 8
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtAbove
set tnoHSB.hud_textAdjust_y to -1

set tnoHSB.hud_updateInterval to 0.25
set tnoHSB.hud_store_pos to 1
```

SetStage tnoHSB 10

; ===== Weapon health
; Display health for equipped weapon. Hide bar if you don't have a weapon equipped.

```
set tnoHSB.hud_ref to sv_Construct "$GetWeapon"
set tnoHSB.hud_max to sv_Construct "P$GetWeaponHealthMaxArmorer"
set tnoHSB.hud_val to sv_Construct "##P$GetWeaponHealthCur"

set tnoHSB.hud_visible to sv_Construct "Player.IsWeaponOut || Player.IsInCombat || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_Construct "###hud_ref"
set tnoHSB.hud_visible_time to 5
set tnoHSB.hud_color_min to HUDcolorRed
set tnoHSB.hud_color_half to HUDcolorYellow
set tnoHSB.hud_color_max to HUDcolorGreen
set tnoHSB.hud_color_full to HUDcolorBlue
set tnoHSB.hud_color_low to 20
set tnoHSB.hud_color_midLow to 40
set tnoHSB.hud_color_midHigh to 60
set tnoHSB.hud_color_high to 80
set tnoHSB.hud_size to HUDweaponWidth
set tnoHSB.hud_x to HUDmagicCenter
set tnoHSB.hud_y to HUDprevBarBelow

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsBelow
set tnoHSB.hud_popup_dirout to HUDbarsBelow
set tnoHSB.hud_blink to sv_Construct "0.25 * (tnoHSB.frac < 0.35)"

set tnoHSB.hud_textDisplay to HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13"
```

```

set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtAbove
set tnoHSB.hud_textAdjust_y to 1

```

```

set tnoHSB.hud_updateInterval to 0.25

```

```

SetStage tnoHSB 10

```

```

; ===== Weapon charge
; Display charge for equipped weapon. Hide bar if you don't have an enchanted weapon equipped.

```

```

set tnoHSB.hud_ref to sv_Construct "$GetWeapon"
set tnoHSB.hud_ref_2 to sv_Construct "$GetEnchantment" ;If this return 0 (no enchantment), the bar is hidden.
set tnoHSB.hud_max to sv_Construct "P$GetWeaponChargeMax"
set tnoHSB.hud_val to sv_Construct "##P$GetWeaponChargeCur"

```

```

set tnoHSB.hud_visible to sv_Construct "Player.IsWeaponOut || Player.IsInCombat || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct "##hud_ref"
set tnoHSB.hud_visible_time to 5
set tnoHSB.hud_size to HUDweaponWidth
set tnoHSB.hud_color_min to 14
set tnoHSB.hud_color_max to 4
set tnoHSB.hud_x to HUDprevBar
set tnoHSB.hud_y to HUDprevBarBelow

```

```

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsBelow
set tnoHSB.hud_popup_dirout to HUDbarsBelow
set tnoHSB.hud_blink to sv_Construct "0.25 * (tnoHSB.frac < 0.35)"

```

```

set tnoHSB.hud_textDisplay to HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtBelow
set tnoHSB.hud_textAdjust_y to 5

```

```

set tnoHSB.hud_updateInterval to 0.25

```

```

SetStage tnoHSB 10

```

```

; ===== Spell icon
; Display icon for current spell.

```

```

set tnoHSB.hud_ref to sv_Construct "$GetPlayerSpell"
set tnoHSB.hud_max to sv_Construct "1"
set tnoHSB.hud_val to sv_Construct "##P$GetSpellEffectiveness"

```

```

set tnoHSB.hud_visible to sv_Construct "Player.IsCasting || Player.IsWeaponOut || Player.IsInCombat || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct "##hud_ref"
set tnoHSB.hud_visible_time to 5
set tnoHSB.hud_type to HUDbarRefIcon
set tnoHSB.hud_size to HUDmagicWidth
set tnoHSB.hud_x to HUDprevBars
set tnoHSB.hud_y to HUDbarsHigh
set tnoHSB.hud_x_adjust to 124

```

```

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsBelow
set tnoHSB.hud_popup_dirout to HUDbarsBelow

```

```

set tnoHSB.hud_textDisplay to HUDtxtPercent

```

```

set tnoHSB.hud_textColor to sv_Construct      "5 +2*(tnoHSB.frac>.4) -6*(tnoHSB.frac>.7) +2*(tnoHSB.frac>=1)"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to                    8
set tnoHSB.hud_textPos_x to                   HUDtxtCenter
set tnoHSB.hud_textPos_y to                   HUDtxtAbove

set tnoHSB.hud_updateInterval to              0.25

SetStage tnoHSB 10

```

```

; ===== Torch icon
; Display icon for equipped torch. Hide bar if you don't have a torch equipped (or it doesn't show in your hands).

```

```

set tnoHSB.hud_ref to sv_Construct            "$GetTorch"
set tnoHSB.hud_max to sv_Construct            "P$GetTorchTimeMax"
set tnoHSB.hud_val to sv_Construct            "#P$GetTorchTimeLeft"

set tnoHSB.hud_type to                        HUDbarRefIcon
set tnoHSB.hud_size to                        HUDweaponWidth
set tnoHSB.hud_x to                           HUDweaponCenter
set tnoHSB.hud_y to                           HUDBarsAbove
set tnoHSB.hud_y_adjust to                     -48

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_blink to sv_Construct          "0.5 * (tnoHSB.frac < 0.1)"

set tnoHSB.hud_textDisplay to                 HUDtxtValue
set tnoHSB.hud_textColor to sv_Construct      "(7 + 3*(tnoHSB.frac<0.25))"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to                    8
set tnoHSB.hud_textPos_x to                   HUDtxtCenter
set tnoHSB.hud_textPos_y to                   HUDtxtAbove
set tnoHSB.hud_textAdjust_y to                -1

set tnoHSB.hud_updateInterval to              0.25
set tnoHSB.hud_store_pos to                   1

SetStage tnoHSB 10

```

```

; ==== Ammo icon
; Display icon for current ammo.

```

```

set tnoHSB.hud_ref to sv_Construct            "$GetAmmo"
set tnoHSB.hud_max to sv_Construct            "$GetWeaponIsType 5"      ;If this return 0, min and max are both 0 ==> bar hidden.
set tnoHSB.hud_val to sv_Construct            "##$GetItemCount"

set tnoHSB.hud_visible to sv_Construct        "Player.IsWeaponOut || Player.IsInCombat || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct      "##hud_ref"
set tnoHSB.hud_visible_time to                5
set tnoHSB.hud_type to                        HUDbarRefIcon
set tnoHSB.hud_size to                        HUDweaponWidth
set tnoHSB.hud_x to                           HUDmagicCenter
set tnoHSB.hud_y to                           HUDbarsHigh

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_blink to sv_Construct          "0.25#0.5 * (tnoHSB.val == 0)"

set tnoHSB.hud_textDisplay to                 HUDtxtValue
set tnoHSB.hud_textColor to sv_Construct      "13 - 3*(tnoHSB.val <= 10)"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to                    8
set tnoHSB.hud_textPos_x to                   HUDtxtCenter
set tnoHSB.hud_textPos_y to                   HUDtxtAbove
set tnoHSB.hud_textAdjust_y to                -1

set tnoHSB.hud_updateInterval to              0.25

```


SetStage tnoHSB 10

; ===== Gold

```
set tnoHSB.hud_val to sv_Construct      "$GetGold"

set tnoHSB.hud_visible to sv_Construct  "$GetQuestKeyPressed"
set tnoHSB.hud_visible_on to sv_Construct "$GetBarVal"
set tnoHSB.hud_visible_time to          5
set tnoHSB.hud_custom to sv_Construct   "Misc\gold"
set tnoHSB.hud_x to                     HUDweaponCenter
set tnoHSB.hud_y to                     HUDbarsAbove
set tnoHSB.hud_y_adjust to              -32
```

```
;
set tnoHSB.hud_speed to 3
set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsLeft
set tnoHSB.hud_popup_dirout to HUDbarsLeft
```

```
set tnoHSB.hud_textDisplay to          HUDtxtValue
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to             12
set tnoHSB.hud_textPos_x to             HUDtxtCenter
set tnoHSB.hud_textPos_y to             HUDtxtBelow
set tnoHSB.hud_textAdjust_y to          3
```

```
set tnoHSB.hud_updateInterval to        0.5
```

SetStage tnoHSB 10

; ===== Display current Encumbrance. Bar is full when you carry nothing. Color is yellow, but changes gradually to red as your encumbrance increases.

```
set tnoHSB.hud_max to sv_Construct      "$GetEncumbranceMax"
set tnoHSB.hud_val to sv_Construct      "$GetEncumbranceCur"

set tnoHSB.hud_visible to sv_Construct  "tnoHSB.frac > 0.8 || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_Construct "$GetBarVal"
set tnoHSB.hud_visible_time to          5
set tnoHSB.hud_custom to sv_Construct   "Misc\weight"
set tnoHSB.hud_x to                     HUDmagicCenter
set tnoHSB.hud_y to                     HUDprevBar
```

```
set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsLeft
set tnoHSB.hud_popup_dirout to HUDbarsLeft
set tnoHSB.hud_blink to sv_Construct     "1#1 * (tnoHSB.frac > 0.8)"
```

```
set tnoHSB.hud_textDisplay to          HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13 -6*(tnoHSB.frac >= 0.8) -2*(tnoHSB.frac > 1)"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to             12
set tnoHSB.hud_textPos_x to             HUDtxtCenter
set tnoHSB.hud_textPos_y to             HUDtxtBelow
set tnoHSB.hud_textAdjust_y to          3
```

```
set tnoHSB.hud_updateInterval to        0.5
```

SetStage tnoHSB 10

; ===== Summon icon. Hidden if you don't have a summoned creature.

```

set tnoHSB.hud_ref to sv_Construct      "hud_summon 1"
set tnoHSB.hud_val to sv_Construct      "#"

set tnoHSB.hud_type to                  HUDbarRefIcon
set tnoHSB.hud_x to                     2
set tnoHSB.hud_y to                     15

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsLeft
set tnoHSB.hud_popup_dirout to HUDbarsLeft

set tnoHSB.hud_updateInterval to        0.25
set tnoHSB.hud_store_pos to              1

SetStage tnoHSB 10

```

; ===== Summon
; Display health of your summoned creature, as summon icon + health. Bar is invisible when no creature is currently summoned
; If using a mod that allows you multiple summons, you may want to copy the entire bar settings, but replace the "1" in "hud_summon 1" with "2", "3", etc.

```

set tnoHSB.hud_ref to sv_Construct      "hud_summon 1"
set tnoHSB.hud_max to sv_Construct      "$GetHealthMax"
set tnoHSB.hud_val to sv_Construct      "$GetHealthCur"

set tnoHSB.hud_color_min to             HUDcolorRed
set tnoHSB.hud_color_half to            HUDcolorYellow
set tnoHSB.hud_color_max to             HUDcolorGreen
set tnoHSB.hud_color_low to             20           ;Red when <= 20%
set tnoHSB.hud_color_midLow to          40           ;Yellow when when >= 40% and <= 60%
set tnoHSB.hud_color_midHigh to         60           ;
set tnoHSB.hud_color_high to            80           ;Green when >= 80%
set tnoHSB.hud_x to                     HUDprevBarRight
set tnoHSB.hud_y to                     HUDprevBar

```

```

; set tnoHSB.hud_speed to 1
set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsLeft
set tnoHSB.hud_popup_dirout to HUDbarsLeft

```

```

set tnoHSB.hud_name to sv_Construct      "hud_ref: "
set tnoHSB.hud_textDisplay to            HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to             HUDtxtLeft
set tnoHSB.hud_textPos_y to             HUDtxtAbove

set tnoHSB.hud_updateInterval to        0.25

SetStage tnoHSB 10

```

; === Target health bar, displaying when you have a wounded actor in your crosshair.

```

set tnoHSB.hud_ref to sv_Construct      "$GetCrosshairRef"
set tnoHSB.hud_tmp to sv_Construct      "$IsPoisoned"
set tnoHSB.hud_max to sv_Construct      "$GetHealthMax"
set tnoHSB.hud_val to sv_Construct      "$GetHealthCur"

set tnoSHB.hud_visible to sv_Construct "$GetWounded 1" ;If cur/max health fraction is below 1...
set tnoSHB.hud_visible_on to sv_Construct "##"
set tnoSHB.hud_visible_to to sv_Construct 5
set tnoHSB.hud_color_min to             HUDcolorRed
set tnoHSB.hud_color_half to            HUDcolorYellow

```



```

set tnoHSB.hud_color_max to HUDcolorGreen
set tnoHSB.hud_color_low to 20
set tnoHSB.hud_color_midLow to 40
set tnoHSB.hud_color_midHigh to 60
set tnoHSB.hud_color_high to 80
set tnoHSB.hud_custom to sv_Construct "HealthArc\HA"
set tnoHSB.hud_type to 41
set tnoHSB.hud_custom_w to 128
set tnoHSB.hud_custom_h to 32
set tnoHSB.hud_size to 75
set tnoHSB.hud_x to 50
set tnoHSB.hud_y to 46

; set tnoHSB.hud_speed to 1
set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1

set tnoHSB.hud_name to sv_Construct "hud_ref: "
set tnoHSB.hud_textDisplay to HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13 - 4*(tnoHSB.tmp)"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtAbove

set tnoHSB.hud_updateInterval to 0.1

SetStage tnoHSB 10

; === Enemy health bar

set tnoHSB.hud_ref to sv_Construct "hud_enemy"
set tnoHSB.hud_tmp to sv_Construct "$GetLevel"
set tnoHSB.hud_tmp_2 to sv_Construct "$IsPoisoned"
set tnoHSB.hud_max to sv_Construct "$GetHealthMax"
set tnoHSB.hud_val to sv_Construct "##$GetHealthCur"

set tnoHSB.hud_visible to sv_Construct "$GetPlayerKnowsEnemy"
set tnoHSB.hud_visible_first to 1
set tnoHSB.hud_color_min to HUDcolorRed
set tnoHSB.hud_color_half to HUDcolorYellow
set tnoHSB.hud_color_max to HUDcolorGreen
set tnoHSB.hud_color_low to 20
set tnoHSB.hud_color_midLow to 40
set tnoHSB.hud_color_midHigh to 60
set tnoHSB.hud_color_high to 80
set tnoHSB.hud_direction to HUDdirBoth
set tnoHSB.hud_size to 150
set tnoHSB.hud_x to 50
set tnoHSB.hud_y to 5

; set tnoHSB.hud_speed to 1
set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsAbove
set tnoHSB.hud_popup_dirout to HUDbarsAbove

set tnoHSB.hud_name to sv_Construct "$[hud_ref (Lv %%%%.0f): ]$ tnoHSB.tmp"
set tnoHSB.hud_textDisplay to HUDtxtValueOfMax
set tnoHSB.hud_textColor to sv_Construct "13 - 4*(tnoHSB.tmp)"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtAbove

set tnoHSB.hud_updateInterval to 0.1

SetStage tnoHSB 10

```

; ==== A bar displaying current amount of light falling on the player. The more filled the bar is the more light is falling on you. Pontentially usefule information for thieves.

```
set tnoHSB.hud_max to sv_Construct          "100"
set tnoHSB.hud_val to sv_Construct          "##$GetActorLightAmount"

set tnoHSB.hud_visible to sv_Construct      "$IsSneaking"
set tnoHSB.hud_visible_first to             1
set tnoHSB.hud_custom to sv_Construct      "HealthArcRev\HA"
set tnoHSB.hud_type to                     41
set tnoHSB.hud_custom_w to                 128
set tnoHSB.hud_custom_h to                 32
set tnoHSB.hud_size to                     75
set tnoHSB.hud_color to sv_Construct       "HUDcolorYellow"
set tnoHSB.hud_x to                        50
set tnoHSB.hud_y to                        53
set tnoHSB.hud_x_adjust to                 -1

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1

set tnoHSB.hud_textDisplay to              HUDtxtPercent
set tnoHSB.hud_textColor to sv_Construct   "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to                HUDtxtCenter
set tnoHSB.hud_textPos_y to                HUDtxtBelow
set tnoHSB.hud_textAdjust_y to             3

set tnoHSB.hud_updateInterval to           0.05

SetStage tnoHSB 10
```

; ===== Sneak icon

; Transparency goes from transparent in low light to opaque in much light, and is yellow (7) when not detected and red (5) when detected

```
set tnoHSB.hud_tmp to sv_Construct          "$GetPlayerIsDetected"
set tnoHSB.hud_max to sv_Construct          "100"
set tnoHSB.hud_val to sv_Construct          "##$GetActorLightAmount"

set tnoHSB.hud_visible to sv_Construct      "$IsSneaking"
set tnoHSB.hud_visible_first to             1
set tnoHSB.hud_color to sv_Construct        "3+2*(tnoHSB.tmp)"
set tnoHSB.hud_custom to sv_Construct      "Misc\sneak_eye"
set tnoHSB.hud_type to                     1
set tnoHSB.hud_custom_w to                 64
set tnoHSB.hud_custom_h to                 50
set tnoHSB.hud_size to                     HUDmagicWidth

set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 0.25
set tnoHSB.hud_blink to sv_Construct        "tnoHSB.tmp"

set tnoHSB.hud_alpha to                    255
set tnoHSB.hud_alpha_min to                50
set tnoHSB.hud_alpha_inv to                0
set tnoHSB.hud_alpha_vis to                100

set tnoHSB.hud_x to                        50
set tnoHSB.hud_y to                        50
set tnoHSB.hud_x_adjust to                 1

set tnoHSB.hud_updateInterval to           0.05

SetStage tnoHSB 10
```

; ==== Game Clock

```
set tnoHSB.hud_val to sv_Construct          "##$GameHour"
```

```
set tnoHSB.hud_type to HUDtxtNoBar
set tnoHSB.hud_x to 92
set tnoHSB.hud_y to 96

set tnoHSB.hud_textDisplay to HUDtxtTime2
set tnoHSB.hud_textColor to sv_Construct "3 +1*(tnoHSB.val>=6 && tnoHSB.val<18)"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to 14
set tnoHSB.hud_textPos_x to HUDtxtCenter

set tnoHSB.hud_updateInterval to 0.5

SetStage tnoHSB 10

; ==== Real Clock

set tnoHSB.hud_val to sv_Construct "$RealHour"

set tnoHSB.hud_type to HUDtxtNoBar
set tnoHSB.hud_x to 99
set tnoHSB.hud_y to 96

set tnoHSB.hud_textDisplay to HUDtxtTime2
set tnoHSB.hud_textColor to sv_Construct "3 +1*(tnoHSB.val>=6 && tnoHSB.val<18)"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textSize to 14
set tnoHSB.hud_textPos_x to HUDtxtCenter

set tnoHSB.hud_updateInterval to 0.5
set tnoHSB.hud_store_pos to 1

SetStage tnoHSB 10

; ===== Health bar follower 0
; Display current health of nth follower

set tnoHSB.hud_ref to sv_Construct "GetFollower 0"
set tnoHSB.hud_max to sv_Construct "$GetHealthMax"
set tnoHSB.hud_val to sv_Construct "$GetHealthCur"

set tnoHSB.hud_visible to sv_Construct "IsInCombat || tnoHSB.frac < 0.3 || tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct "$GetBarFrac"
set tnoHSB.hud_visible_time to 5
set tnoHSB.hud_color to sv_Construct "2"

set tnoHSB.hud_size to 65
set tnoHSB.hud_x to HUDbars
set tnoHSB.hud_y to 60
set tnoHSB.hud_x_adjust to 60
set tnoHSB.hud_y_adjust to 0

;
set tnoHSB.hud_speed to 1
set tnoHSB.hud_fade_in to 0.25
set tnoHSB.hud_fade_out to 1
set tnoHSB.hud_popup_in to 0.25
set tnoHSB.hud_popup_out to 1
set tnoHSB.hud_popup_dirin to HUDbarsRight
set tnoHSB.hud_popup_dirout to HUDbarsRight
set tnoHSB.hud_blink to sv_Construct "0.5 * (tnoHSB.frac < 0.35)"

set tnoHSB.hud_name to sv_Construct "hud_ref"
set tnoSHB.hud_textDisplay to HUDtxtNoValue
set tnoHSB.hud_textColor to sv_Construct "13"
set tnoHSB.hud_textShadowColor to sv_Construct "15"
set tnoHSB.hud_textPos_x to HUDtxtCenter
set tnoHSB.hud_textPos_y to HUDtxtAbove

set tnoHSB.hud_updateInterval to 0.2
set tnoHSB.hud_store_pos to 1
```

SetStage tnoHSB 10

; ===== Health bar follower 1
; Display current health of nth follower

set tnoHSB.hud_ref to sv_Construct	"GetFollower 1"
set tnoHSB.hud_max to sv_Construct	"\$GetHealthMax"
set tnoHSB.hud_val to sv_Construct	"##\$GetHealthCur"
set tnoHSB.hud_visible to sv_Construct	"!sInCombat tnoHSB.frac < 0.3 tnoHSB.bFunctionKeyPressed"
set tnoHSB.hud_visible_on to sv_construct	"##\$GetBarFrac"
set tnoHSB.hud_visible_time to	5
set tnoHSB.hud_color to sv_Construct	"2"
set tnoHSB.hud_size to	65
set tnoHSB.hud_x to	HUDprevBar
set tnoHSB.hud_y to	HUDprevBarAbove
; set tnoHSB.hud_speed to 1	
set tnoHSB.hud_fade_in to 0.25	
set tnoHSB.hud_fade_out to 1	
set tnoHSB.hud_popup_in to 0.25	
set tnoHSB.hud_popup_out to 1	
set tnoHSB.hud_popup_dirin to HUDbarsRight	
set tnoHSB.hud_popup_dirout to HUDbarsRight	
set tnoHSB.hud_blink to sv_Construct	"0.5 * (tnoHSB.frac < 0.35)"
set tnoHSB.hud_name to sv_Construct	"hud_ref"
set tnoSHB.hud_textDisplay to	HUDtxtNoValue
set tnoHSB.hud_textColor to sv_Construct	"13"
set tnoHSB.hud_textShadowColor to sv_Construct	"15"
set tnoHSB.hud_textPos_x to	HUDtxtCenter
set tnoHSB.hud_textPos_y to	HUDtxtAbove
set tnoHSB.hud_updateInterval to	0.2

SetStage tnoHSB 10