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Our friendly community is waiting to help! 25,637 142,382 29/12/20 07:38 Confused with weird error news? Ask our tech wizards for a helping hand! 13,184 61,763 29/12/20 22:31 All help, feedback and discussion about clans runescape 14,582 546,601 28/12/20 10:46 Here you will find your clan's discussion thread 22794 1527., 527 26/12/20 06:06 193185 1591125 29/12/20 07:54 New clans? Getting started with our under 100 Combat clans 51,699 4,585,574 28/12/20 00:32 Battle-hardened veterans looking for new members over 100 fight 51,215 6,215 120,497 29/12/20 08:46 Clans that focus on Skills or have a qualification level requirement 4861 851216 29/12/20 08:08 Clans, who wants to socialize and does not have entry requirements 14027 1144156 29/12/20 08:49 Clans so specialist, that they are not suitable for any other forum! 48,489 3,300,878 29/12/20 08:12 UI redirects here. For the arches of the islands see Unmarked islands. With the release of RuneScape 3, players are given the opportunity to customize the layout of their interface. You can move, resize, combine, and hide most windows. In addition to the layout, players are able to change more technical information such as keybinds and huds. Overview Default minimap You can move and resize each window on the screen, and almost all of them can be removed. Windows and poles that cannot be removed provide access to other interfaces or game mechanics. Ribbon - This bar is the main hub for accessing all other interfaces. Chat - This includes all chat windows. You can also hide chat windows from your main group in your chat settings. Action bar - The action bar controls your player fight. For this reason, the operating band can only be reduced at a minimum, but not closed. Additional action bars (up to 5) can be displayed simultaneously, toggling them under Settings->Gameplay-> Action Bar Settings Minimap - Shows minimaps and contains non-customizable sub-buttons (see image on the right). When you opt out, the button displays a pop-up window to exit the lobby or log on after you click. The button does not appear when Slim Headers, Hide title bar when locked and Lock interface customization is checked; Clicking the Option Menu is the secondary way to exit the game. The compass shows the direction the camera is facing and turns the camera north when the player clicks on it. Right-click to rotate the camera south. The Run Power button shows the player's current run power level and switches to run on and off if the player clicks on it. Right-click to rest to restore power. The home teleport button opens the lodestone network interface. Click to teleport to the last lodestone used. The Map of the World button opens the world map in full screen view. Right-click opens the World Hopping Interface. Ribbon is the main bar where the player can open other interfaces. The buttons it contains are listed below: In addition, during special events, the group interface button turns to the following: During the 2017 Valentine's Day event everything under the community became pink: click on the image to increase the anger during the event agents, everything below the community became orange: Click on the image to increase the hero hero interface containing different information about your in-game character. Summary Summary Interface First, is a summary tab that contains general information about your character: The Overall Level Combat Level Common Experience Membership Status Money in your money bag Quests progress Progress Overview of your skill level and experience pattern of your character in its current national Skills interface This tab contains the skills above guide (or up to tables) for all 27 skills. You will find information here about what you unlock in each level for a particular skill. Just click on the skills menu on the left side of the interface that you want to know more about, then you will see a list of what you have and not unlocked yet. Unlocked items and actions appear with an icon that indicates what's already unlocked. For items that you haven't unlocked yet, there's a lock icon on the left side of the row. There's also a difference between free and pay-to-play items: pay-to-play unlockables will have an additional icon next to them. Loadout Hero (Loadout) interface Backpack (or Inventory) shows items being carried, and some parts about them when you hover over them. Battle values, display health points and prayer points you currently have, your defense rating, prayer values and health points bonus. You will also be able to view the total offensive stats in your main hand and off-hand items, as well as hit bonus & odds against creatures at a certain level and fight style. Worn equipment shows an overview of your character as well as items you're currently equipped for. You can also access the Tool belt and items kept in the Death interface from on the bottom icon. Presets Main article: The bank's pre-Presets interface After the Quick Presets and Drag & Drop update, the player can create and name presets. These are combinations of equipped items or items in a warehouse that can be quickly accessed by selecting this standard in the bank. Two presets can be set as fast presets (marked 1 and 2), allowing the player to equip these presets quickly from the same icon in the bank interface. To equip the remaining standards, the player must go to the Gear tab using the Open preset setup menu button on the same toolbar. Initially, 5 pre-set slots are available to the player, naming or buying another 5 with loyalty points, bonds or RuneCoins. Achievements Interface Achievements This tab contains all the information about achievements. The FastTab provides an overview of the achievements completed, including up to four recent achievements, two semi-completed achievements and access to the road system. The Achievements tab lists all available achievements grouped by skill, domain, pvm, and finisher categories. There is also a shift to hide completed achievements that also apply to the aforementioned road system. According to skills, you can find milestones for all skills. Below the areas, area achievements can be found. They are grouped into different areas of achievement. Under pvm pvm achievements can be found. They are grouped solo PvM, a group of PVM, raids, and overall achievements. Under completion you can look at the remaining requirements for the completion of the cloak, completed cloak (t), and master in search of the cloak. For a list of the requirements required for these capes, please visit the settlements main page. Finally, there is the Tracker tab, which lists the overall progress in the field of PvM, the last, and skills. It also shows no more than three pinned achievements. Customization The customization interface contains information about the various options for customizing your character, including override of equipment, (facial) hair styles, all animations that you can change, names to display with the character name and specific pets. Closet Main Article: Cosmetics ignore This tab contains all your cosmetic ignores, and ignores that you haven't unlocked yet. Most of these outfits can be purchased at Solomon's General Store. Some are unlocked with different content in-game (some of which are interrupted). Most can be reopted by clicking the recolobus button when override is selected. In the menu on the left you can find the following categories: Reset outfit, this category is used to disable all currently displayed overrides. Just click the item that you no longer want to show, and save your changes. Full outfit allow you to provide a complete outfit right away. Dragon Memorabilia box, this section contains all the items you have saved with dragon memorabilia key to be used as an override. In other sections, these sections are used to change the appearance of an item in only one slot. On the right side of this tab, you can see an overview of how your character looks. Using the mouse, you can rotate it around by clicking and dragging. You can zoom in/out using the mouse wheel. Animations This tab contains all the custom animations for the various actions you have performed in the game. For example, you can change the home teleport animation or change the animation for wood cutting, mining, or fishing. It is also possible to change some other animation, such as death animation in your opponent's PvP situations, walk animations, and rest. The appearance of this interface you can change your character hair style, beard style and hair color. Just choose one of the hair/beard styles you want and endorse. Recolouring can be done by clicking on any of the middle section, then assuming. Some hairstyles can be 2 colors. To change the second color, first click the right mask icon above the color column, and then click the color that you want. Headings This tab contains all the headings that you can display with your name. Blocked headings are dimmed and can only be previewed. All unlocked names can be enabled to display with your character name. Pets Main article: Pets & Interface pets This tab contains information about pet selection. Legendary pets These pets are purchased from Solomon General Store by RuneCoins. They have special abilities along with the growth stages, and they can be used to ignore summons familiaris. See this page to see a list of legendary with your abilities and costs. Satellites Moons Can have 2-16 color variations and no growth stages. Most companion pets have a unique emote that can be made by interacting with it by right-clicking the dial icon on the action bar. (Near the minicard in legacy mode). Companion pets are also able to ignore the familiar. No recolourable pets are: Douglas, Jaguar kid, Kirin, Lava Hawk, Lion Cub, Postie Pete, Pumpkinrow Runefest dragonling, snow leopard cub, Tiger cub. Emoteless pets are: Jaguar cub, Lion cub, snow leopard cub, tiger cub. Follower Pets Follower pets can talk to the dialogue except banners, rhinoceros, Phoebe, Gilbert and Winston. You can do this by right-clicking the on-call icon on the Action Bar. (Near the minicard in legacy mode). Click on the image to increase Adventures Adventures, provide access to information about tasks, daily challenges, and minigames. Featured content includes your latest Daily Challenge and the latest released game content. Each of the four featured pieces of content links to more information on the subject. Quests Quests tab contains your own magazine for each quest game. They are with a color code that is not started (red), occurs (yellow) and completely (green). Clicking on the quest name opens the individual trial journal. Problems Main article: Challenge System Challenges are short tasks related to one of RuneScape's skills. Challenges are focused on your level, so if you have a higher level of skills, recommended and daily problems will be at a similar level. Minigames Main Articles: Minigames and Distractions and Diversion Minigames tab contains information about each RuneScape minigames and D&D; Ds. It's also a teleportport option that will take you to the nearest lodestone for the action. Path The Path tab contains beginner tasks that new accounts can perform for reward. The Beasts Beasts tab contains an overview of all the non-searchable repeatable bosses in-game, how much you've killed and how quickly you killed them. It also contains about the number of times you were killed by the most popular killer creatures. The Powers tab contains access to the capabilities of each skill and prayer selection screen. Screen, Here, abilities and prayers can be dragged to the action bar for quick use or pulled to the center for a full breakdown of abilities. In this window, you can also select where to focus your combat experience. Click on the image to increase the Combat Experience option allowing players to choose which skills they would like to get experience from each of the three different types of combat. It replaces the previous combat style interface. The options are: The Melee Community Community interface focuses on interacting with other RuneScape players, including conversation. Vote now! Main article: Player Power This tab shows current Player Power surveys. Players can vote for upcoming updates or give feedback here. HiScores The HiScores tab shows its rankings compared to the rest of the game members. There are 3 categories: Seasonal HiScores - Various Challenges in Terms of Game Skills - Rankings by Level and Overall Experience for Each Skill and Common Level Minigames - Rankings for participation and ranks in different minigames. Social This tab shows the player's Clan Chat, Emotes, Friends Chat, Friends List and Notes all at once. Notes are a window that you can move from outside the game window. It's a place to write text messages or reminders. You can add up to 30 notes, each with a maximum length of 50 characters. Notes color is subject to change and content is edited after you create them. You can also delete notes. The number of words and phrases is automatically converted to other words or phrases, all of which are either real-world hints or inside jagex. Main article of the grouping system: Grouping system This is where players form a group for event selection. Twitch This tab allows players to stream while they play. Click the image to enlarge the enhancement of enhancements for enhancements that provide access to information about out-of-game details. From here you can get information about the membership subscription; and the window provides access to the Solomon General And Treasure Hunter. Each of these separate tabs includes links to the official RuneScape website for additional information or in-game purchases (for the case of Solomon General Store and Treasure Hunter). The Options Menu is the main hub for adjusting the interface, which is not the layout interface. From here you can access the Game, Interface, Controls, Graphics and Audio tabs; editor mode; and quick save/load layouts. You can also use this menu to log off or return to the lobby. Fast load and save quick load option allows you to instantly change the interface layout to one of 9 options - 5 default options and 4 custom. There are 4 slots reserved for order layouts. They are useful to maintain the desired specific layout. The situation when you use this could be a minigame; You prefer a specific overall game layout, but you find that it's not suitable for a particular action. In a quick layout, you can have your overall game layout saved and then adjust it without having to worry about losing it. When you're done, you can reload the layout that you want. As RuneScape sometimes loses its layout information, a quick load can save you superior to the tuning of your interface. Game play includes customization options for the overall game, as well as coverage of the adventure magazine. This tab also includes home options and access to the notes window. General game General game contains customization of general input and interfaces. A single-button game refers to mouse input. Once it's checked, all the mouse clicks will be treated as a right-click on the standard two-button mouse. When unchecked, the game is distinguished by left and right clicks. Accept support allows you to use the Assist System with other players. It also allows you to accept items in some minigames and activities, such as Stealing Creation, and affects groups of target spells such as Cure Group. When toggled off, other players can't ask for help from you, nor can they give you items using them on you minigames. Taking it off also hide the option so you can ask for help from other players on the right click menu. Hide familiar options switched, or you see a window that provides information about your dialed familiar or pet. Guidance System recommendations are in-game information windows focused on new players who provide basic information about what to do or what can be done. Toggle Instant Chat decides whether you want to access the Instant Messaging system. Adventurer's Log Main article: Adventurer's Log Every option in Adventurer's Log selects what will be displayed on the Last Action section of your adventure magazine. Note that the activity is recorded as it happens and will remain in feed afterwards; for example, killing the boss dungeoneering, but the opportunity to show what is about will force you to kill your section. Home settings Only apply to members. Rooms for you, how much a second time is built in a house owned by a scroll. Building mode can only be switched when your POH. Teleport to: The option decides whether casting teleport to the house places you inside your house, or outside the home portal where your house is located. The door option decides whether the door in your POH will be open or closed by default when entering your house. Banish Guests kicks every other player out of their house. This option can only be used by your own POH. Leave the House space for you outside the home portal to pooh you have. This option can only be used inside the POH. The Interface tab contains options for customizing interfaces and HUDs and how they are displayed. Interface Customization Slin headers can be used to toggle the size of the top tabs. Hide title bars when locked, completely hide headers at top of tabs adjustment is blocked. This option also overrides thin headers if customization is blocked. Clicking chat boxes switches, or you can click the chat part in the chat and tab chat part. It is the same as clicking on the tape lock. Transparency determines how an opaque interface background is. Having a slider all the way to the left will make the background completely solid and having it on the right will make it completely transparent. Interface options This section is incomplete. You can help by expanding it. HUD above the monster's target information window. Circles under foot are the target of reticles. Always show the target information makes the combat information always appear above the monster you have to fight with. If this option is turned off, the information can still be accessed by hovering over the monster. The white text on the left is the name of your target. To the right of the name is an icon that indicates the weakness of the target. If you do not recognize the symbol by placing it on top of it with the mouse, it will create weakness in words. Boxed number on top right is the target combat level. This number is color coded by comparing it with your combat level. Different shades of green and yellowish green indicate the target level is lower than yours. The greener the figure, the greater the difference. Yellow indicates that the goal is right at your level. Different shades of orange and red indicate the target level is higher than yours. The more alkaline the room, the greater the difference. A green bar with a yellow number is the target's life points. As their living points go down, the size of the green bar decreases, and the red bar that begins on the right side of the top. All battle ailments or effects such as stuns or stat modifications are listed under the main HUD window image form. As with target weakness, you can hover over these symbols to find out what they think. By default, HUD is locked and will appear above your target. You can unlock it by clicking on the lock in the upper left corner and then moving around freely. HUD again blocking it in such a position that it was moved; lock will return it appears above the targets. Target reticles are colored circles that appear below the target. A yellow circle indicates that the monster is actively involved in the fight. A red circle indicates your current target. All attacks and capabilities will be used for your target; However, you can switch targets by choosing to attack another target. When a task is completed, pop-ups appear on the screen each time the task is completed in the Make-X progress window, which is a more graphical representation of the current Make-X task. The Task Information window is a window that explains your current active task Divide private chat, whether private e-mail messages and online status changes appear in or outside the chat box. Xp There are numbers that pop-up from your avatar when the experience is gained. Editing mode This section is incomplete. You can help by expanding it. Edit mode allows you to customize all available windows even if they are not available. Edit mode allows you to do three things: move hidden interfaces, save or load layouts, and reset or cancel any changes you make. The More Options section lets you navigate and resize the interface areas that are usually hidden from view. This includes interfaces that appear during minigames or when you open your bank. The 3D World Editing check box, ticking, will allow you to move and change the game view window that shows your avatar and your surroundings in the game. The minigame HUD Editing tickbox will, when marked, allow you to move and resize the window where any minigame interfaces will appear. For example, the event interface during the Lumbridge battle will appear in this box. The game HUDs Editing tickbox will, when tagged, allows you to move and resize different HUDs similar to those listed below: Subscribe to HUD - the button that appears that allows you to subscribe (this HUD only shows non-member accounts). New task hud - if you are given a new task, it will appear here. Buff Bar HUD - if you are given buffs while fighting, they will appear here. It also indicates the current battle mode (Full Manual, Revolution or Momentum). Debuff Bar HUD - if you are given any debuffs while fighting, they will appear here. The game Dialog HUD - when chatting with NPC, their dialogue and your dialogue choices will appear here. Crafting Progress HUD - when you make an item your progress will be shown here. Bank HUD - when opening a bank or bank chest, the interface to interact with these items will be displayed here. Task completed HUD - when you finish the task, a warning will appear here. Central Interface HUD - you will be shown all the information that is not your HUD. This includes interfaces such as quest puzzles. Grave Interface HUD - Retrieving your items from the grave, the interface will appear here. Grave Timer HUD - When you are dead, the time left until your grave collapses will appear here. XP Tracker hud - if you have XP Tracker activated, it will show you here. Area Status Hud - entering the desert or duel arena, it will show here. XP tracker XP tracker can be switched to show the experience gained in 3 different separate skills or together. It cannot be switched during battle, and hats at XP 214,748,364.7. The control interface contains customization options for entering the game. This settings tab covers keybinds and camera sensitivity and behavior. Default keybinds There are many actions that can be executed using one of the many keybinds. Many actions already have a default keybind, but almost all of them can be changed to another keybind or removed completely. For a list of default bindings, see Options#Controls. keybinds These keybinds are the same for each player; they cannot be changed. Constant keybind action up arrow (↑) Moves the camera upwards down (↓) Moves the camera downwards right (→) Moves the camera right left (←) Moves the camera left Navigation keybind actions Esc settings menu Change keybinds These keybinds are the default action. They can be freely changed or cleaned. Interchangeable keybinds Camera Keybind action PgUp Zooms camera PgDn Zooms camera up W Moves camera down D Moves camera right Moving camera left Action bar Keybind Action 1 Action bar slot 1 2 Action bar slot 2 3 Action bar slot 3 4 Action bar slot 4 5 Action bar slot 5 6 Action bar slot 6 7 Action bar slot 7 8 Action bar slot 8 9 Action bar slot 9 0 Action Bar Slot 10 - Action bar slot 12 Shift + Q Action bar Shift + E Next Action Bar Shift + 1 Action bar 1 Shift + 2 Action bar 2 Shift + 3 Action bar 3 Shift + 4 Action bar 4 Shift + 5 Action Bar 5* (Un) sheath weapons Navigation Keybind action F1 Hero tab F2 Gear tab F3 Adventures tab F4 Powers tab F5 Community tab F6 Extras tab F7 RS3 helper R Toggle run M World map T Home teleport Ctrl + T Previous home teleport Location H Skills J Active task tab B Backpack tab N Prayers tab U Magic capabilities I Melee capabilities G Group members Audio Keybind action Ctrl + G Global Dumb Unallocated activities These are actions that are not keybind by default, but can be assigned. Unallocated action bar Action bar 6 Action bar 7 Action bar 8 Action bar 9 Action bar 10 Fast Heal Quick Prayer Familiar action Switch auto-revenge Navigation Emotes tab Music player Notes tab Friends list Clan options All chat Private chat Chat And Help Group chat Audio Mute ambient sounds sounds Sounds Mute Main keybinds All above steps other than those listed in the first table above may have been customized or removed. To change the keybind, you just need to click on the large box to the right of the action, and you will be prompted to enter the keybind. Keybind must have one key; there is also the option to include a single modifier key. Almost every standard keyboard key will work; however, there are some limitations. As keybind can not use the following keys, and will cause invalid key error: Esc, ←, →, ↑, ↓, Backspace key, Tab, Space, ~, §, f10, f11, f12. In addition, the system does not even recognize the following keys and will not even offer an error: Caps Lock, Num Lock, Fn Lock, Scroll Lock. The following keys can be used in conjunction with another key to form a dual keybind, but they cannot be used on their own: Shift, Alt, Control. When you enter and use these modifiers on keybinds, the keys are held at the same time, nospoils seciđi. A A can only be associated with one action. If you enter keybind and it already exists, then the old action will have its keybind removed and you will get an Unbound Action alert. The old keybind will be replaced with a dialog box that also says Action Is Not Binding. This warning doesn't tell until you leave the controls tab or click the alert. Just as keybinds can be changed, they can be clarified as well. To clear the key binding, point the mouse to the right. A red X will appear; clicking it will remove the keybind for this operation. Graphics Main article: Graphics settings have many graphical features of the game that can be changed using the Graphics interface. This includes whether the ground finish should be turned on or off, anti-aliasing would be off, about 2x, or on 4x, or if the roofs of buildings are always hidden. The first option to run auto-setback will change the graphics options to the default settings. Default settings are considered the highest detail, except that they do not include anti-aliasing and bloom (because they are not always visible to the entire computer). There are other default graphical options that you can get by clicking any of the five options (min, low, middle, high, custom). Custom one, of course, allows you to choose any options you want to enable. Finally, there are options to change the screen. The fixed size keeps the game interface exactly the same size, whether you're expanding the game window or not. A variable size allows you to make the game window larger or smaller, which adjusts every other interface to cope well with the changed window. Finally, full screen size allows you to play RuneScape with the largest size. This option is enabled for members only. Audio Audio interface is where you can manage the volume of music playback, where it plays from, and what music you want to play. If you want to disable all audio during playback, you can turn off all types of audio (music tracks, sound effects, ambient sounds, and voice transfers) globally. Otherwise, you can enable audio playback using a single speaker (mono) or multiple (stereo). The volume of each audio category can be adjusted with sliders, where the loudest right point is the loudest volume, and the extreme left turn off the corresponding audio category. Between them you can choose one of nearly a thousand music tracks (assuming they're unlocked) and play using the music player. Songs are unlocked either by default or from access to new areas throughout RuneScape, and can be added to a playlist where selective music can be played randomly. Change the layout The interface has two main ones: locked and unlocked. It is most switched by clicking on the small suspended lock in the upper-right corner of the ribbon. Clicking on this lock will be a short animation that shows the interface is (and) locked. After locking (padlock: cannot be moved or resized, and window headers will be dimmed. If hide headers is selected, the headers will be hidden in this state. When unlocked (the padlock is open), windows can be moved and resized freely, and window headers will be brown. Window header when unlockedWindow header when locked with hide header optionNoska mr image to enlarge Moving windows Each window can be moved through freely. To move a window, click and hold the left mouse button to the window header. Note that an orange-yellow outline appears around the window. While still holding down the mouse button, you can drag the cursor to move the window. You will notice that the window leaves behind a grey box of contours in its original state as well. Note that windows cannot be placed directly where you want them. There is an invisible grid that divides the screen and determines exactly where the windows can go. If you move a window to a location that doesn't match the grid, it automatically locks to the nearest eligible location. Most windows should not overlap. When you place a window over another that it can't overlap with one of the two things to happen: either it will move to the nearest location where it doesn't cover anything, or it will swap the location for two windows. When the windows are swapped, you will see a transparent blue box that appears in the original window location you are moving. This box will pop up while you are still dragging the window, and if you release the button while it is