You can change the **Controls Indicator Box** position and size fairly easy, will need a bit of experimenting for different sizes.

**Line 29** changes the position: **base.init\_pos       = {(-1\*aspect + 1.5\*size),(1 - 1.3\*size)}**

**Line 12** changes the width of the box: **local size          = 0.15**

**Line 15**changes the height of the box:**local box\_height                    = 0.2**

Changing  **(-1\*aspect + 1.5\*size)** move the box across the screen, **you only need to change the bit after +**. Example **1.5\*size**, change the **1**gives big jumps and the **5** smaller adjustments

Changing the second part **(1 - 1.3\*size)**moves the box down the screen, as above you only need to alter **1.3\*size,**change the **1**gives big jumps and the **3** smaller adjustments

This is mine, based on a resolution of **2560 x 1440** so minor adjustments will be needed for 4K and 1080p.

**base.init\_pos       = {(-1\*aspect + 17.2\*size),(1 - 16.8\*size)}   [This is Line 29]**

**local size          = 0.11    [This is Line 12]**

**local box\_height                    = 0.1    [This is Line 15]**

and this is the result of the alterations

[](https://forum.dcs.world/uploads/monthly_2024_11/DCSWorldSteamEdition_2024_11.13-17_45.png.cd001298d675203cfe40e77dd58fc6cb.png)

Compared to the original

[](https://forum.dcs.world/uploads/monthly_2024_11/DCSWorldSteamEdition_2024_11.13-18_14.png.3207b0672d6d1a119ed0a07d55293c52.png)

If you are happy with the box size and use **2560 x 1440**you can use these sizes, I've tested by just changing**Line 29.** This gives an example of changing the settings as well to give you a rough idea where they are compared to the original and also smaller one.

[](https://forum.dcs.world/uploads/monthly_2024_11/DCSWorldSteamEdition_2024_11.13-18_19.png.8ad64217da9c0907f0ae89e7db6edd82.png)

**base.init\_pos       = {(-1\*aspect + 1.5\*size),(1 - 12.1\*size)}** -- Bottom Left corner

[](https://forum.dcs.world/uploads/monthly_2024_11/DCSWorldSteamEdition_2024_11.13-18_21.png.276268d201896677ec0a05ae6419300b.png)

**base.init\_pos       = {(-1\*aspect + 22.7\*size),(1 - 11.1\*size)}**-- Bottom Right corner just above Grenades Display

[](https://forum.dcs.world/uploads/monthly_2024_11/DCSWorldSteamEdition_2024_11.13-18_23.png.357317f42ed7f008e7389d9d18f99684.png)

**base.init\_pos       = {(-1\*aspect + 13.2\*size),(1 - 12.1\*size)}** -- Bottom next to controls in the window

A4E (bottom left)

base.init\_pos = {(-1 \* aspect + 1.5 \* sizeX), -(1 - 6.85 \* sizeX)}

base.init\_pos = {(-1 \* aspect + 12.8 \* sizeX), -(1 - 6.85 \* sizeX)} (bottom right)

F/A-18C bottom left

base.init\_pos = {-0.1,-(.5 - 3.8\*size\_x)}

AH-64D

base.init\_pos = {-.83, -(.52 - 1.4\*size)}

F-15E

base.init\_pos = {-.08,-(.21 - 1.5\*size\_x)}

OH-58D upper right

base.init\_pos = {1.76,1.7}

clear background

red background