



This is a mod that replace Machinist's Automaton Queen with 2B (*No.2 Type B*). This mod is made by Izumi.

[Preview video] <https://youtu.be/GxfnurzGnAs>

[Download] <https://ko-fi.com/s/764fb60af8>

This pack is a r[E]fined ver., which is an improved pack that include things that [B]asic ver. doesn't include. Multiple options are provided so you can choose to install all of them or just some of them.

> izumi's video channel: [izumi ktisis](https://www.youtube.com/channel/UCk9EAYfRKW)

> izumi's ko-fi: [ko-fi.com/izumi96](https://ko-fi.com/izumi96)

If you still have unanswered questions after reading this PDF, you can contact me via private messages on Ko-fi, or join our Discord server so ask:

> <https://discord.gg/Jn9EAYfRKW>

**If you enjoy my work, feel free to support me on Ko-fi!** This will be the Dynamis of my creation! (๑\*˘˘\*๑)

# How to Install

## For players who try to install mods for the first time:

You are recommended to use Penumbra on Dalamud to install the mods. Dalamud is a plugin development framework of FFXIV, which is meant to be used in conjunction with FFXIVQuickLauncher.

Here is the page of FFXIVQuickLauncher (global server): <https://goatcorp.github.io/>

After installing the Launcher successfully, you can open the system menu in-game by pressing escape, and then you'll see "Dalamud Plugins" there. Click it and then you can search and install Penumbra in the pop-up menu.

You are not recommended to use FFXIV Textool. If you are going to use it, please note the version of Textool you downloaded. If you are in CN or KR server, you will need to choose a version of Textool before 3.0 to install because Textool 3.0 is specialized for Dawntrail: [https://github.com/TeXTools/FFXIV\\_TexTools\\_UI/releases](https://github.com/TeXTools/FFXIV_TexTools_UI/releases)

## For those who are familiar with mods:

Just simply installing the files in Penumbra. Remember to active the "skill icon.pmp" in your interface collection.

### > 2B's outfit

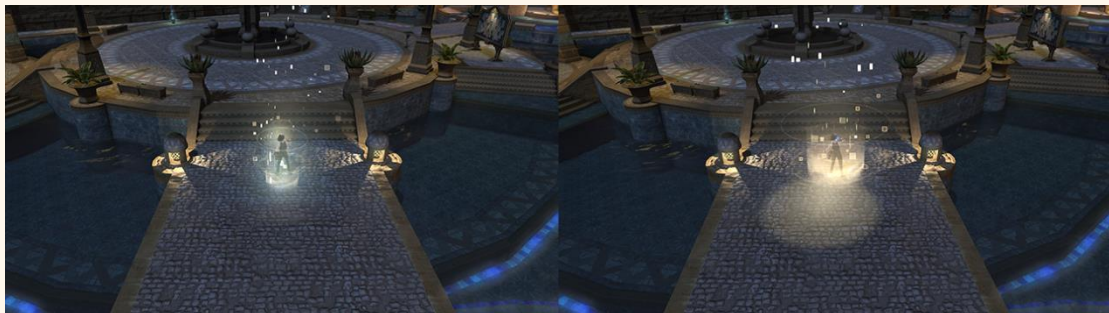
[ **Common** ] The outfit 2B wears most often.

[ **Self-destructed** ] The outfit that 2B will change into when she uses self-destruct in *Nier: Automata*. At this time, her skirt will be blown off.

### > VFX style

Here provide style options for player's battle VFX when summon 2B and 2B's battle VFX.

[ **Minimalistic** ] Most of the modified VFXs will be hided or simplified, such as all pop-up screen windows, 2B' s blade light, etc.



[Normal] Some of the modified vfxs will be or simplified, such as most of the pop-up screen windows (only show one windows), some of 2B' s blade light, etc.



[Full] All modified VFXs will be showed.



## > End skill

You can choose 2B' s end skill, which is the one that she uses at the end of Summon 2B.

[Blade Attack] After a short charge, 2B whirling and attack the enemies with her blade in hand. (This skill is called Balanced Edge in game)

[Self-destructed] 2B performs the self-destruct, creating an explosion in place. (This will not change her outfit like in *Nier: Automata*)

## > Skill icons

You can choose to install the modified icons of players and 2B if you want. Modified icons have been showed in the preview video (Link on first page of this PDF).

[None] No modified icons will be installed. The icons will keep vanilla.

[Nier style] Will install Nier: Automata style icons.

[FFXIV style] Will install FFXIV style icons featuring 2B

# Namingway reference

You can use Namingway plug-in on Dalamud to change the skill names in game. This is a reference for you. You can just copy the code below, choose Import and paste it in Namingway to complete the import.

```
{"Id": "09067d6a-3555-4d5b-ad5b-32d0ed158be6", "Name": "2B Automaton Queen Replacement", "Actions": {"16501": "Automata 2B", "16502": "2B Overdrive", "17206": "Dancing Blade", "16503": "Blade Flurry", "16504": "Weighted Blade", "25787": "Balanced Edge"}, "Statuses": {}}
```

## Things to aware of

1. The size of the summoned 2B model will be slightly larger than the players, and some model details will be slightly different from the one in FFXIV.
2. If you find something doesn't work after you installing this mod by Penumbra, you can try switch to another job and move to another map, then switch back to the previous job, or switching your mod collection to another one and then switch back to refresh your character data.
3. Not sure whether it will conflict with other author's mod or still work properly in future patches, but I'll update this mod as soon as possible!

If you still have any questions or find any issues after reading this PDF, you can join our Discord and tell us.

> <https://discord.gg/Jn9EAYfRKW>

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Thanks for your support and wish you a happy game!