



■ Via TexTools

- 1. Download and install TexTools using this link: <https://www.ffxiv-texttools.net>
- 2. Once TexTools is installed, double click on the .ttmp2 modpack you want to install.
- 3. Open the game and the mod will be ready to use!

■ Via Penumbra

- ◆ 1. To have access to Dalamud and its plugins, you'll need to download XIV Launcher from this website: <https://goatcorp.github.io/faq/>.
- ◆ 2. After setting up XIV Launcher, install Penumbra following this website: <https://reniguide.info/#installpenumbra>.
- ◆ 3. I highly recommend going through Penumbra's tutorial to learn how to use it properly. It's quick and easy to follow.

◆ Which one should I use, Penumbra or TexTools?

Penumbra is the more convenient option for using mods. With Penumbra, you don't need to close the game to enable or disable mods. However, it requires some configuration and can be a little buggy with its collections. Keep in mind that Penumbra is still experimental and is constantly being updated.

TexTools, on the other hand, is easier to install and get started with. However, you will need to close the game to enable and disable mods. With TexTools, you should have a bug-free experience.

◆ Troubleshooting

If you're experiencing issues with HUD and icon mods not working properly in FFXIV, make sure to place them in the Interface Collection in Penumbra. For VFX mods, move them into the Base/Default Collections. Once you've done this, switch to another job and move to another map, and then switch back to the previous job to redraw the data. If the issue still persists, try restarting your game after following the instructions above.

If you still encounter problems, don't hesitate to contact me via Discord at Amon Illus#0523 for further assistance.