

Thank you for using this mod. Please be sure to carefully read the instructions, as they will help you avoid common issues.

Do not publicly promote or showcase the mod (including screenshots, livestreams, etc.), and do not redistribute it.

This mod requires the use of any IVCS2-based skeleton mod; without it animation for certain races may not function properly.

Part of this manual is referenced from @Papachin. Special thanks to them for their support and guidance !

1. Installing the Mod

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.
4. If it prompts you that this mod has some file conflicts with other mods, you can avoid conflict warnings by setting them different priorities.

2. Installing Required Skeleton Mod

The most widely compatible option is IVCS2 (short for Illusio Vitae Custom Skeletons V2). You can download it directly from here

https://drive.google.com/file/d/1XYTcR4zUwE2M_XKYDVpHSdIUPlsAlyRr

3. UI (Icons)

Apart from the main file (VFX) there is another file which changes UI elements (Icon). Activate the Icon file in the **Interface collection** in collection tab to active all UI/icon elements.

After you make change with UI/Icon element, please switch you job to refresh UI. Sometimes restarting the game is also needed.

More in the next page

4. Multihit

Multihit is an extra plugin that allows for segmented display of damage, aiming to enhance the hit feeling in combat. You need to use it to install the Multihit preset and enable the multihit adaptation within the mod.


How to install:

1. You can directly search for "multihit" in the Dalamud main library to install. If you can't find it, try activating "Get Plugin Test Version" in the settings and search again.

If you need further assistance, you can visit the release page website of multihit below

<https://github.com/Bluefissure/MultiHit>

2. Use the multihit plugin to read the provided JSON preset file, which is included in your zip file.
3. Right-click on the filename you imported, then click "Enable" to activate the preset, and click "Apply Changes" in the top right corner to apply the modifications to the game. Any subsequent customizations and modifications will only take effect after clicking this button.

The background of the entire page is an abstract, swirling pattern of green smoke or mist. The smoke is most concentrated in the center and upper right, with wispy tendrils drifting downwards and outwards. The color is a vibrant, slightly neon green, contrasting sharply with the solid black background.

If you ensure that you have installed and enabled the multhit plugin according to the correct steps, but the damage numbers still do not match the action effects, please check the network latency. Multhit needs to run in a low-latency environment.

Note: Due to the special damage calculation in PvP mode, Multihit presets may not function properly. To ensure a better gaming experience, it is recommended to temporarily disable the presets during PvP matches.

Once again, thank you for your purchase and support. May you enjoy using this mod!