

Urban Strider

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‘Urban Strider’ Instructions

※If you meet any problem, please check if they are mentioned in the instructions first.

1. Warning:

Job Mod creation takes much time and effort.

So Please :

DO NOT share it to others or on public platform.

Do NOT re-sales. This will seriously affect the enthusiasm of mod producers.

Don't modify this mod again and spread it. It doesn't matter if you only modify it for yourself.

Don't do some high-risk behavior with this mod is activated, including but not limited to: screenshots with your ID, uploading screen recordings with your ID to the public platform, live stream with your ID, etc. You will be responsible for the consequences.

2. Installing: Penumbra

Use Penumbra ✨ (Recommend!)

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.carrd.co/#installpenumbra>.

3.I highly recommend going through Penumbra's tutorial to learn how to use it properly. It's quick and easy to follow.

About Textools

TexTools can't support some new mod features, and will applies VFX to other players/enemies, also it modifies game files, which let you risks breaking the game on updates, and it is hard to troubleshoot. So don't use it for Job mods unless necessary.

You're responsible for any consequences.

3. Packaging Notes

UI elements and skill animations are packaged separately for quick UI edits.

File list:

[Alter DNC-"Urban Strider" Job Remake = Urban Strider Job Pack.pmp]

Main mod pack with skill effects, animations & audio.

[Alter DNC-"Urban Strider" UI Collection = Urban Strider Icon & Gauge Pack.pmp]

Standalone UI mod pack with all icons and job gauges.

[Folder: Multihit Preset = Multihit Presets]

Bilingual (Chinese/English) Multihit preset files.

[Folder: NamingWay Preset = NamingWay Presets]

Bilingual (Chinese/English) NamingWay preset files.

4. Multi-Hit Setup: Install the Multihit Plugin

Multihit splits damage numbers into segments to boost combat feedback. Install it via Dalamud first, then apply the provided presets:

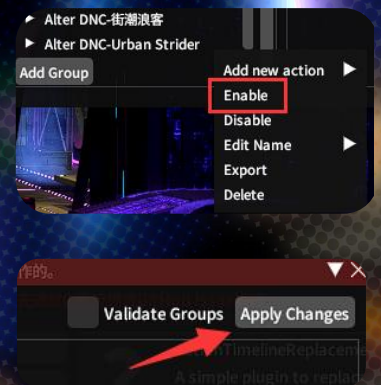
Installation Steps :

1. Search for "Multihit" in Dalamud's main plugin repository and install it.
2. Open Multihit, click "Import" to load the JSON preset files (in [Folder: Multihit Presets]).
3. Right-click the imported preset, select "Enable" to activate it, then click "Apply Changes" in the top-right to save.

Note: After Patch 7.1, PvP damage calculation logic changed. Multihit can't adjust PvP damage number timing, causing delays. Disable it during PvP.

For more help, check the Multihit official release page.

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



5. Customize Skill/Buf Names: Install Namingway

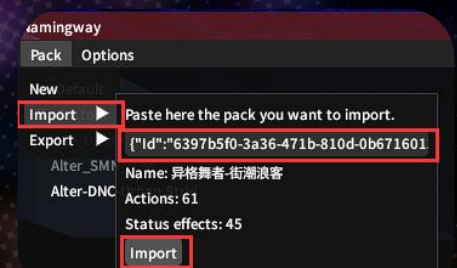
Namingway lets you edit skill names across skill bars and tooltips—unlike Multihit, which only modifies damage display text. The two plugins work well together.

Installation Steps :

1. Search for "Namingway" in Dalamud's main repository and install it.
2. Open the preset file in [Folder: NamingWay Presets], select all text and copy it.
3. Open Namingway, click Import under the Pack tab. Paste the copied text into the pop-up field, then click the new Import button to finish importing.

Find the **Urban Strider** preset in the list below, right-click it and select **Enable** to activate.

Note: After renaming skills with Namingway, update the corresponding skill names in your macros—otherwise the macros will fail to work.

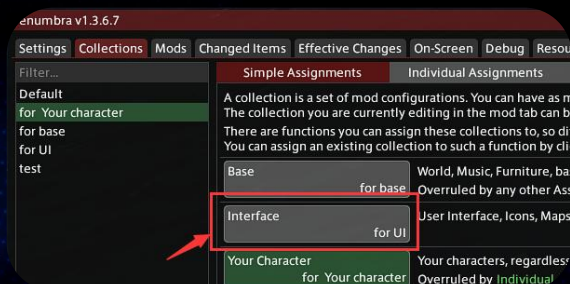


6. Additional Notes

1. Icons & Gauges :

To modify gauges and icons: Go to **Collection Settings > Simple Assignment > Interface** to assign a collection, then enable the UI pack in it. For details, refer to the Penumbra Full Installation Guide at the start of this document.

After importing the UI pack, enabling it and redrawing, switch your job once to refresh all UI elements for the changes to take effect.



2. Controller Vibration :

All damage skills in this mod support controller vibration (including PS controllers and others). The **[Controller Vibration]** option in the mod only controls vibration for non-PS controllers. For PS controllers (DualSense/DUALSHOCK 4), adjust vibration via the system settings: **System Configuration > Gamepad Settings > Enable DualSense/DUAL SHOCK 4 functionality**

3. Custom & Special Options

Most options are standard on/off toggles with descriptive labels where applicable. Two special options require extra steps:

[Improvisation - BGM Change]

Due to current Penumbra limitations, this BGM will not apply to your character by default. To fix this: enable it in **Collection Settings > Simple Assignment > Basic** using collection.

(Disable unrelated options in the collection to avoid affecting NPCs and party members.)

This issue has been reported to the Penumbra dev team and will be fixed in a future update.

Note: The BGM plays on the game's BGM track—you won't hear it if BGM is muted.

[Devilment - Partner Effects]

Similar to the above, but this issue cannot be fixed in future. Follow the same steps to enable this option and the **texture option**. If you are using **male/female players assignment** for other players, also enable them in these assignment, or your partner will retain the default effects. If you only enable this option for your own character, the modified effects will still apply to your character when a teammate **Dancer** selects you as their partner and casts **Devilment** on you.

4. Skeleton issue :

If your DJ machine is **stuck on the ground or won't show up**, it's probably a skeleton mod issue. SE updated the player skeleton in Patch 7.4 — outdated skeleton mods like **IVCS** or **YAS** will break VFX which bind to the player's center. If you have any of these outdated mods (or somebody mods with built-in skeletons), **head to their official pages and grab the latest updates**.

Thanks for reading! If you enjoy my mods, check out more free skill mods on my XMA.

<https://www.xivmodarchive.com/user/192152>

You can also find premium paid mods—including the rest of the **Alter Series** and **DMC Series**—on my Ko-fi: <https://ko-fi.com/papapapachin>

Donations are greatly appreciated and will fuel more mod creation!

Thanks for your support, and enjoy!

