

# Dante theme for DRK

## Instructions:

※Please read this instruction carefully before installing this mod.  
If you have problems, please check whether it has been mentioned in the instruction first.

### 1. WARNING:

- ① It is NOT EASY to create this mod.  
Please do NOT share it in public. Do NOT or make it available for secondary dissemination. Do NOT sales. This will seriously affect the enthusiasm of mod producers.
  - ② Please don't modify this mod again and spread it. It doesn't matter if you use it yourself.
  - ③ Please don't perform 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 broadcasts with your ID, etc. You will be responsible for the consequences.
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### 2. Installation: Penumbra or Textools

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.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, such as my Nero,Vergil theme you can avoid conflict warnings by casually setting different priorities for them.

#### Use 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!
4. If it show you a window which need you "Choose Destination Items",just click continue.

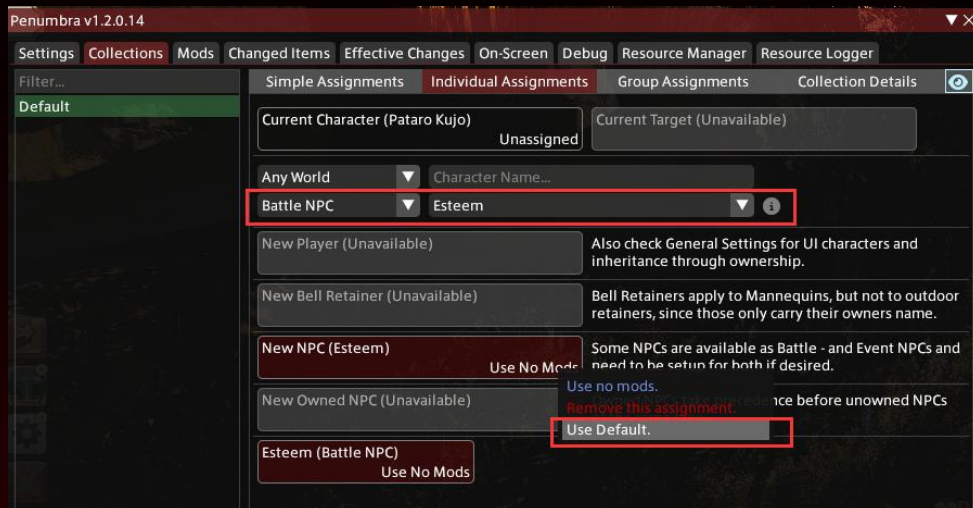
### 3.About Esteem ( Living shadow )

If you want to change “Living Shadow”to”Dr. Faust”,you need to do three things:

1. Enable the “Living shadow” option in penumbra.



2. Make a new individual assignment for Esteem and set your using collection for it.  
If you are using “Default”Collection for “your character”,then set “Default”for Esteem.

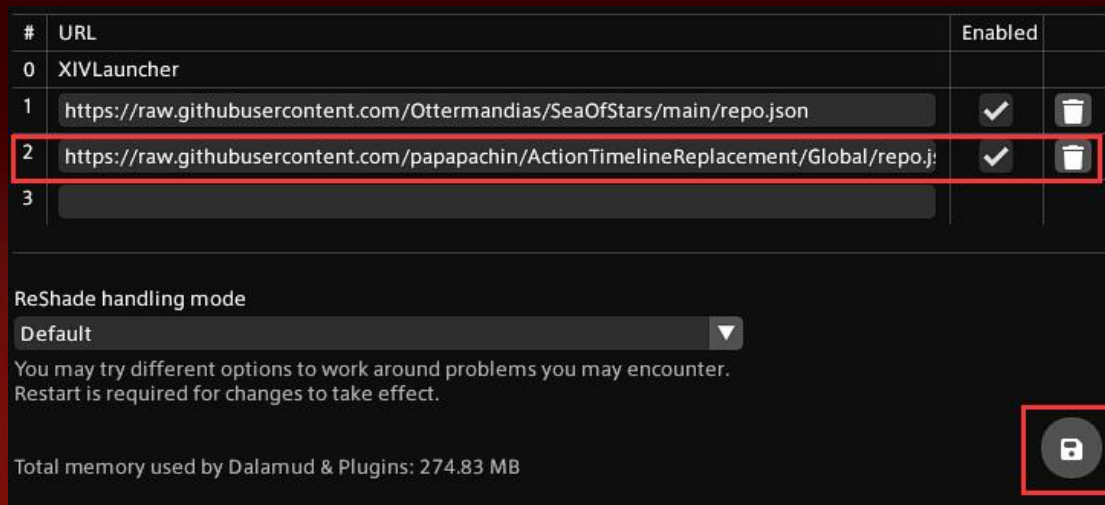


3. You also need to use a plugin called “AnimationTimelineReplacement”(shortened to ATR) with Dalamud to load “Esteem Base”preset to make Esteem’s skills different from your character.

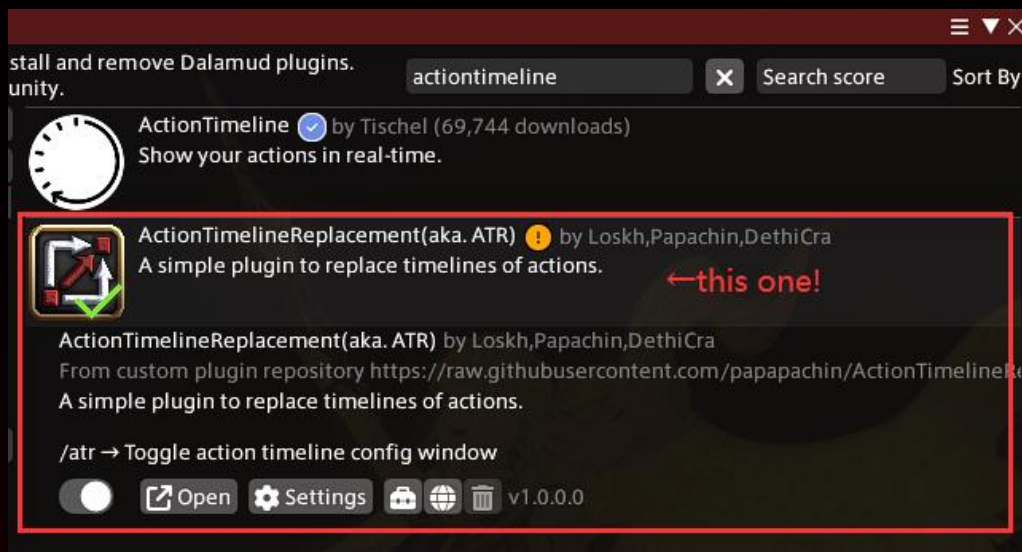
Please follow the steps to install:

- ①add the plugin 3<sup>rd</sup> repo into dalamud custom plugin repositories,enable it,and click save.

<https://raw.githubusercontent.com/papapachin/ActionTimelineReplacement/Global/repo.json>



② Search it and install the plugin in Dalamud plugin list.



③ Open the plugin config window and then click "Import" to load the preset json file in the "ATR Preset=动画交换预设" folder from the mod folder.



After the presets are imported, they are enabled by default. Each option can be toggled on and off independently. Generally, any changes take effect immediately. If the changes don't take effect, you can try clicking the "Redraw" button at the top.

⑤ **Finished!** Now your Esteem's skills is different from your character and the living shadow option will work on it.

This plug-in currently has relatively simple functions and it will also affect the of other players' esteem. And cannot be synchronized through Mar



## 4.About UI/Icons

If you use penumbra,please ensure you put the modpack into the"interface collection" and redraw the resource and switch your job after installation.



BTW, in mod page, You can switch which collection you are setting for easily by the button in right picture!

It is recomended to make a individual collection only for control UI stuff.(like the collection in picture which I set the name "for UI" for it).Then you can disable the whole mod to disable all icon stuff or disable some options to control certain skills's icons.



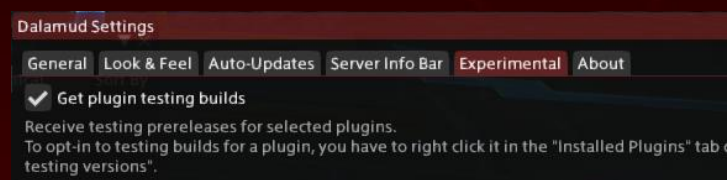
If you use texttools and want to uninstall all the icons , you can install the mod in **[All icons uninstall-assist 一键卸载图标辅助]** after completing the installation of all the above mods. This mod will overwrite all the icon files and collect them into a new mod file, and then manually disable this mod, you can uninstall all the icons at one time.

## 5.About Multihit:

Multihit is a plugin that can split flytext into several hits to enhance game combat feedback.

If you want use multihit function,Please follow the following steps:

1.Search the "multihit" in dalamud main plugin library,if you can not find,try to enable



If you need more help with plugins, please refer to.

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

2.Enable Multhit Adaptation options in modpack.

Use multihit plugin to load the json files in "Multhit Presets=分段伤害预设" folder.

**Notice:** Not all skills with multihit preset have the "multihit" option in modpack, you just need to activate those with the option.

If you ensure that you follow the correct steps to install and use multihit, but the time of flytext still cannot match the action, please check your network latency. Multihit isn't recommended for use at high network delay environments.

※ Attention: 7.1 has changed the flytext show underlying logic of PVP,so the start time of flytext in pvp can no longer be changed,so some multihit preset will not suitable for PVP skills any more. It is recommended to disable the multihit during PVP if you get weird feeling with delayed flytext.

## 6.Others

Some skills will use gunbreaker's sound effect. If you prefer get the sound effect experience completely equal as the preview video.

I recommend installing the GNB sfx mod (mix version) from

<https://www.xivmodarchive.com/modid/8724>

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Thank you for reading the instructions. If you like my mods, you can find more free skill mod from I made on <https://www.xivmodarchive.com/user/192152>

You can also find other high-quality paid mods I made on <https://ko-fi.com/papapapachin>, such as the Vergil theme for Samurai mod and Nero theme for GNB.

If you are willing to donate to support me, I will be very glad and have more motivation to create more mods. Finally, thank you for your love and may you enjoy it~