

About Customize

This time, there are many customization options, the details are listed as follows:

【🔥Balrog or ❄️Cerberus】

There are two versions of the following skills, using either **Barlog (fire)** or **Cerberus (ice)**:

[Carve and Spit]-(defalut: **Barlog**)

[Dark Mind] -(defalut: **Cerberus**)

[Shadow Wall]-(defalut: **Barlog**)

Among them, [Dark Mind] and [Shadow Wall] can be exchanged and used at the same time, but only one of [Carve and Spit] can be selected.

【🎩Hat】

The following skills related to hats are available in multiple versions.

[Oblation]-(defalut: Hat)

[Abyssal Drain]-(defalut: Hat)

Among them, [Hat] version fits in most races except Lalafell, male Roegadyn and Hrothgar.

[Hat-XL] is for male Roegadyn and Hrothgar.

[Hat-Lalafell] is for Lalafell.

And[no-Hat] as the name says, there will be no hat when skill is released. It is suitable for characters wearing hats or blown hair.

【💥Weak screenshake】

Considering the experience of raid play, the following skills provide a weaker screen shake version:

[Hard Slash]

[Syphon Strike]

[Souleater]

[Edge of Shadow]

[Plunge]

[Shadowbringer]

[Carve and Spit]-(Provide both **Barlog** & **Cerberus** versions)

If you dont like any screenshake, you can remove all sources of shaking from your own XIV in-game settings. Character Config, Control Settings, General, and disable "Enable camera effects when initiating actions."

【✂️ VFX Simplification】

Provide multiple simplified visual effects versions of buff skills to choose from:

1.[Delirium] :

[Full]: The default version with full visual effects.

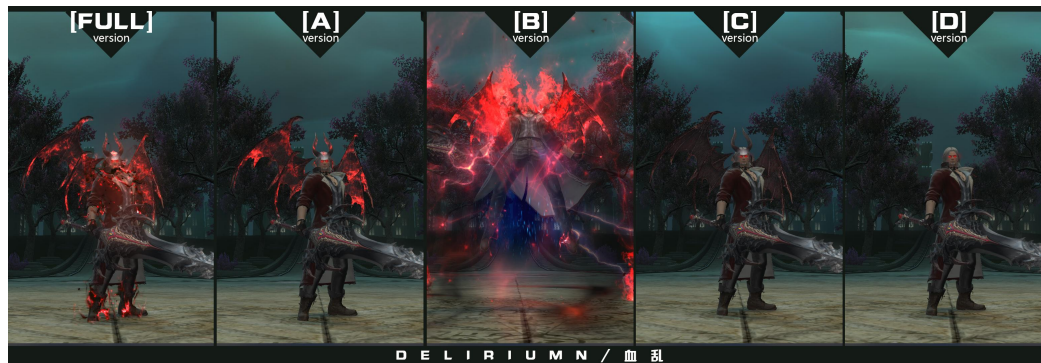
[A]:Removed the continuous red and black flame on limbs and shoulders after metamorphosis.

[B]:Removed the big Devil head appears during the metamorphosis. Others are as same as the [Full] version.

[C]:The flame on limbs, shoulders, wings and horns has been removed after the metamorphosis, which is more suitable for photo shooting.

[D]:Remove all lasting effects except red eye after metamorphosis. It may cause less chance to obscure vision during raid playing.

In addition, all the continuous effects of Delirium are set for 15 seconds, no matter you have consumed all the stacks of Delirium or not.



2.[Blood Weapon]

[Full]: The default version with full visual effects

[A] : The totem on the weapon will only flash once when casted, after that only the flame will exist for 10 seconds.

[B] : The totem instead of the flame on the weapon lasts 10 seconds.

[C]: Remove all lasting effects

In addition, all the continuous effects of Blood Weapon are set for 10 seconds, no matter you sheathe your weapons or not.



【Others】

About [Salted Earth] 's sound effect

The sound effect of [Salted Earth]'s cing-cing-cing can be disabled by manually canceling "cingcinging.scd" during installation. Or by opening "raw files" of the [Salted Earth]' in texttools mod list to disable the "cingcinging.scd" after installation.

About Skill Icons and JobHud

If you dislike changing icons or JobHud, you also can manually disable them during installation.

All icons can be manually disabled during its skill installation. Their file names are usually six digits+.tex (e.g. 003046.tex) and will be marked as icon type. If you have already installed it, you can also search the corresponding skill names in texttools main interface, find their icons and disable them.

JobHud is packed in “[DMC]Base Package=基础包[Dante]”, its file name is “jobhuddrk...tex” and the same applies to the above method.