

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:

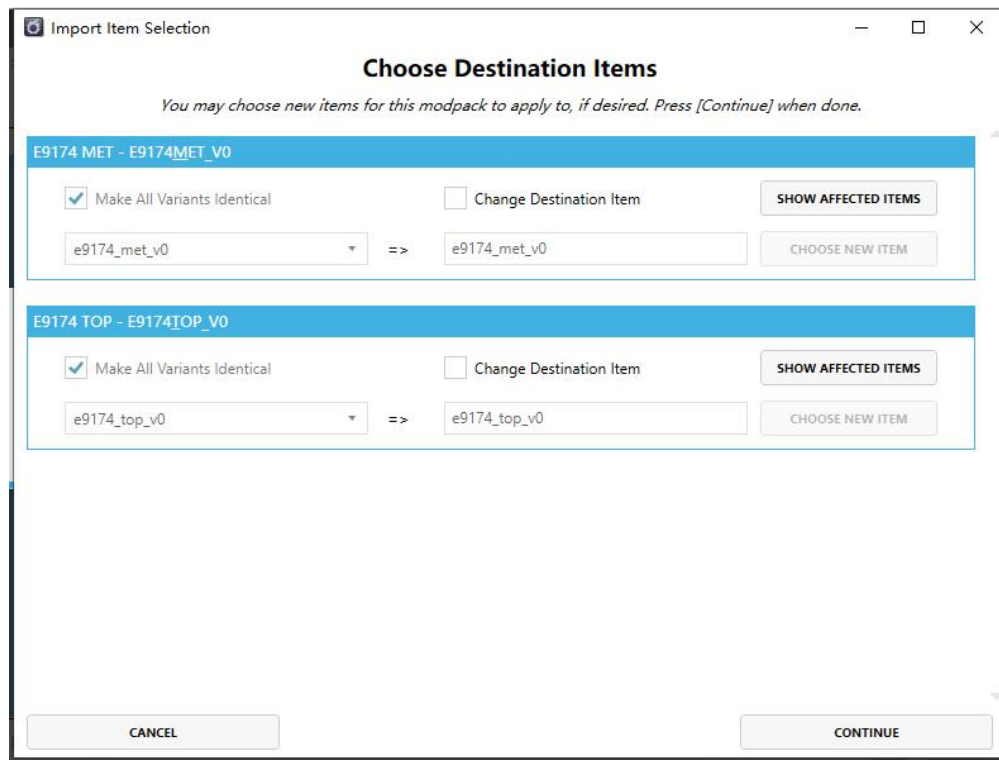
- ① It is **NOT EASY** to create this mod. Please do **NOT** share it in public. Do **NOT** or make it available for secondary dissemination. Do **NOT** sales. This will seriously affect the enthusiasm of mod producers.
 - ② Please do **NOT** modify this mod again and spread it. It doesn't matter if you use it yourself.
 - ③ Please do **NOT** 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:

This mod has been packed in full packages and separate packages, which means you can choose how to install on your own.

PENUMBRA may remind you that this mod conflicts with my other mods. Generally speaking, it may be the texture to hiding Gauss barrel and the skeleton of the Male viera. That doesn't matter! Just set different priorities.

The interface shown in the figure below may appear during installation with texttools. Just click continue.



① [DMC]Dante theme for DRK[vx.xx]

4. The Full patch can install all skills, limitbreak,emotes and pose at one time, but does not include Fray base patch, check“**4.About Fray Base**“ for the reason and more details.

There are many options in it,you can choose what you like.

※ For more details of different options, please read the "**EN-About Customize**" file.

② Separate pack

Since the advanced full pack can switch each skills and has many options,separate pack is no more needed.

3. About Customization:

This mod contains a large number of customization parts, which can be chose according to your preferences. As mentioned above, please read the "**EN-About Customize**" file located in the "**Customize 自定义**" folder for more details.

4. About Fray Base plugin version (Living shadow)

If you want to change “Living Shadow”to”Dr. Faust”,besides install the “Living shadow”pack,you also need to use a 3rd plugin with Dalamud to load “Fray Base”preset to make shadow’s actions different from your character.

※ Attention : with Fraybase(plugin version),we will no longer need to distinguish different language or upgrade the version of Fray's base package with the game version

Please follow the steps to install:

①Extract the folder inside **ActionTimelineReplacement.rar** into the dalamud installedplugins folder.

X:\...\XIVLauncher\Roaming\installedPlugins

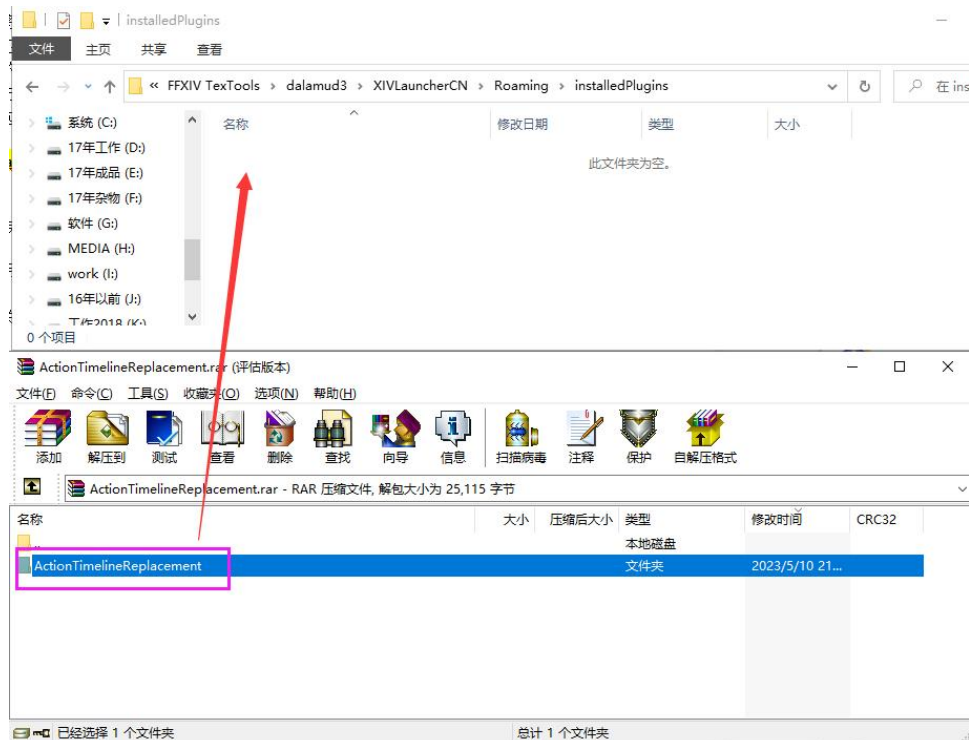


图 1 Extract the folder inside **ActionTimelineReplacement.rar** into the dalamud installedplugins folder.

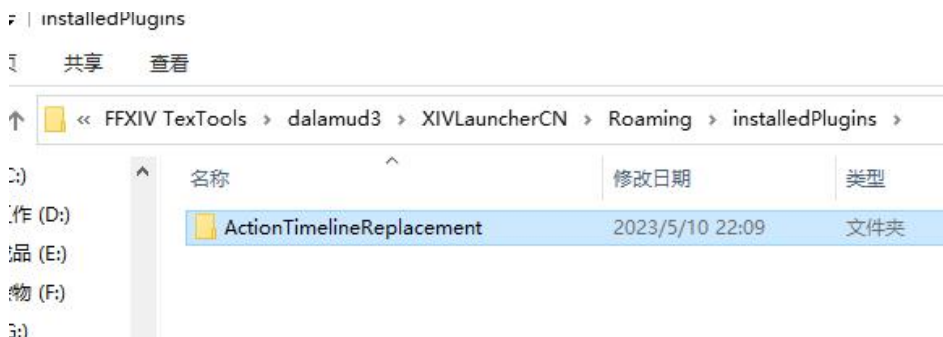
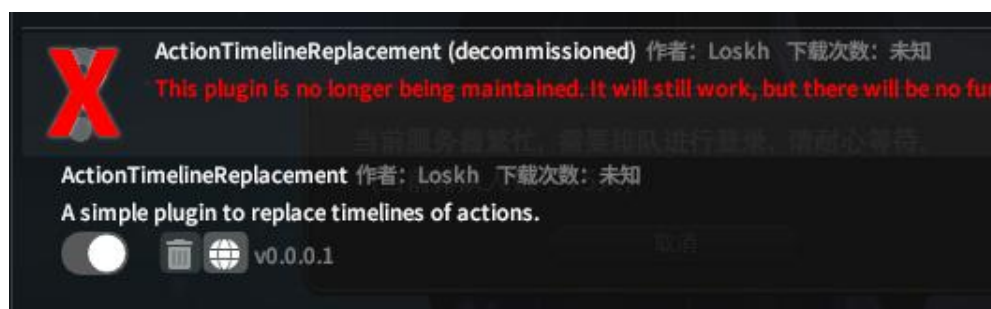


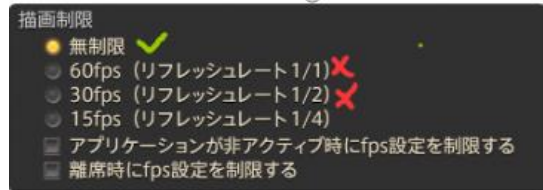
图 2 finished !

② After logging in to the game and opening the Dalamud plugin manager, you can find that the following plugins have been installed, but the following prompt will be displayed. Don't worry, it means that the installation has been successful.



③The preset files for the new Fray base have also been placed in the preset folder of the plugin in advance, so you only need to complete the above steps.

④ In addition, Dr Faust's flight shooting orbs skill may cause the orbs to fail to shoot due to different frame rate settings, which usually occurs at a fixed multiple frame rate of 30fps. The solution is to **set the unlimited frame rate or non-30fps multiple frame rate**.



5. 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.

If you don't need all them, just remove it from your "interface" using collection.

If you just need disable some of icons but keep their vfx/animation working, you can disable these skills options in your UI(interface) collection but enable them in your base/character collection.

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.

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>

Thank you for reading the instructions. If you like my mods, you can find more free skill modules 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~