



Phase 2 Beta Testers' Manual

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GETTING STARTED

■ Purpose of the Beta Test

Thank you for participating in the second phase of the beta test for FINAL FANTASY XIV: A Realm Reborn (hereafter referred to as "FFXIV: ARR).

FFXIV: ARR has undergone a number of significant adjustments, including, but not limited to, the servers, core systems, client system, user interface, battle system, and maps. During this testing period, we will evaluate game balance and investigate any bugs discovered in order to ensure a more enjoyable gaming experience. Please note that as the game is still under development, you may encounter unresolved technical and game-related issues.

[Read on](#) for further details.

* Phase 2 of the beta test will be limited to the Windows PC platform.

■Installing the Software

1. Launching the Installer

To launch the installer, double click **ffxivsetup.exe**. The file can be downloaded from the FINAL FANTASY XIV: A Realm Reborn Tester Forums.

* Please launch the installer using an account with administrative privileges. Windows Vista® and Windows® 7 users may be required to enter a password.

* In the event a windows security prompt is displayed, select OK to proceed with the installation.



Storage Space Requirements

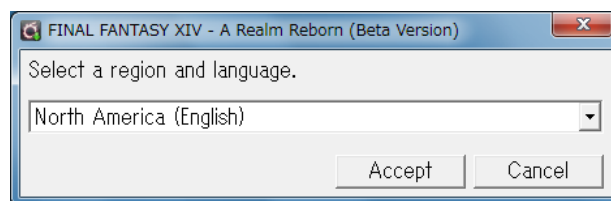
- The drive selected for installation must have at least 20 GB of free space available.
- The drive containing My Documents must have at least 2 GB of free space available.
- The drive in which Windows is installed must have at least 1 GB of free space available.

Installation Precautions

- A User Account Control prompt may be displayed for Windows Vista® and Windows® 7 users. Select **Yes** to proceed with the installation.
- Selecting a language different from the one set for your OS may cause the installer to display corrupted text.

2. Region and Language Selection

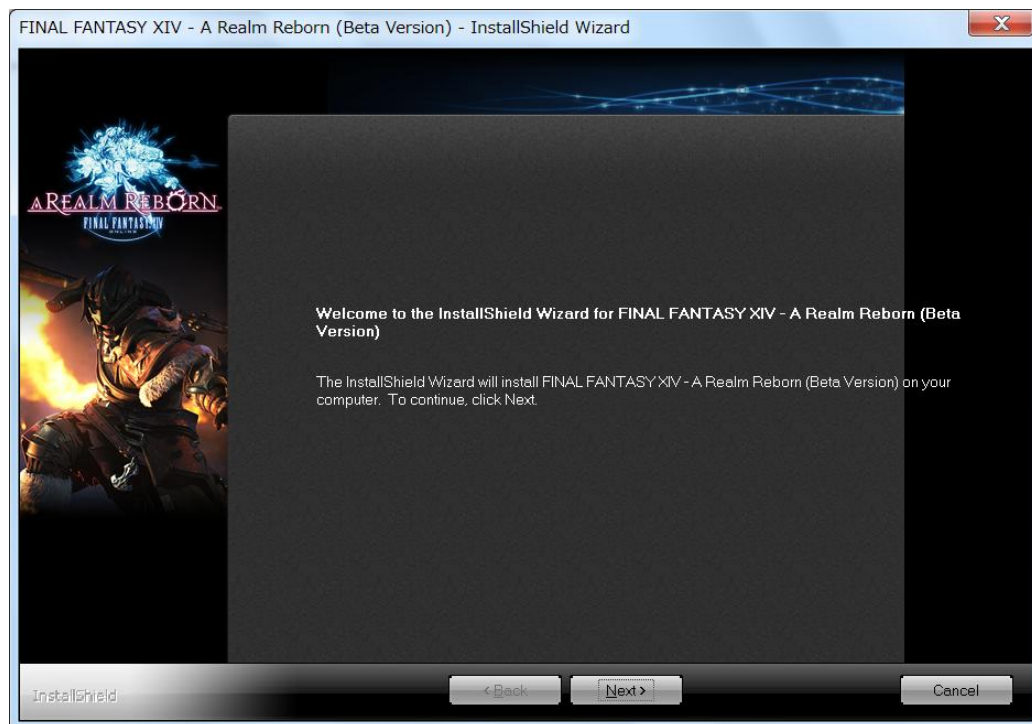
After launching the installer, the region/language selection screen will be displayed. Select your preferred language for the installer and the game. This option will be set to your Windows region/language by default.



3. Installation Setup

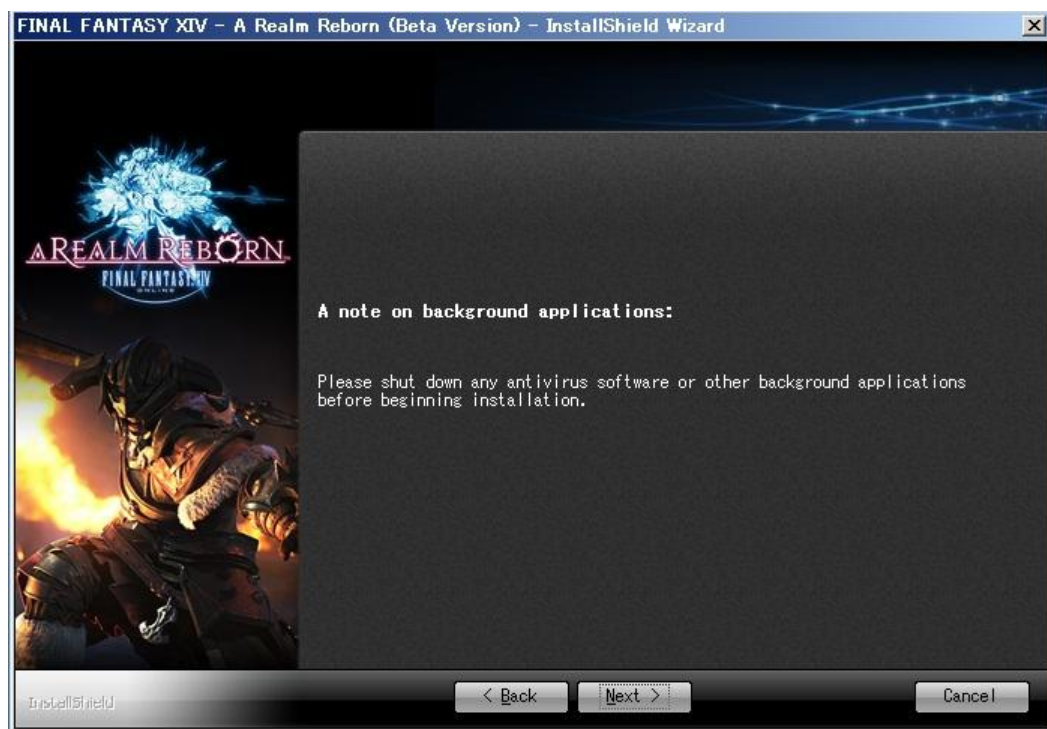
After selecting your preferred region/language, the InstallShield Wizard will launch. Click Next to begin installation.

* If your computer is not running a compatible version of Direct X, a message will appear prompting you to install an up-to-date version.



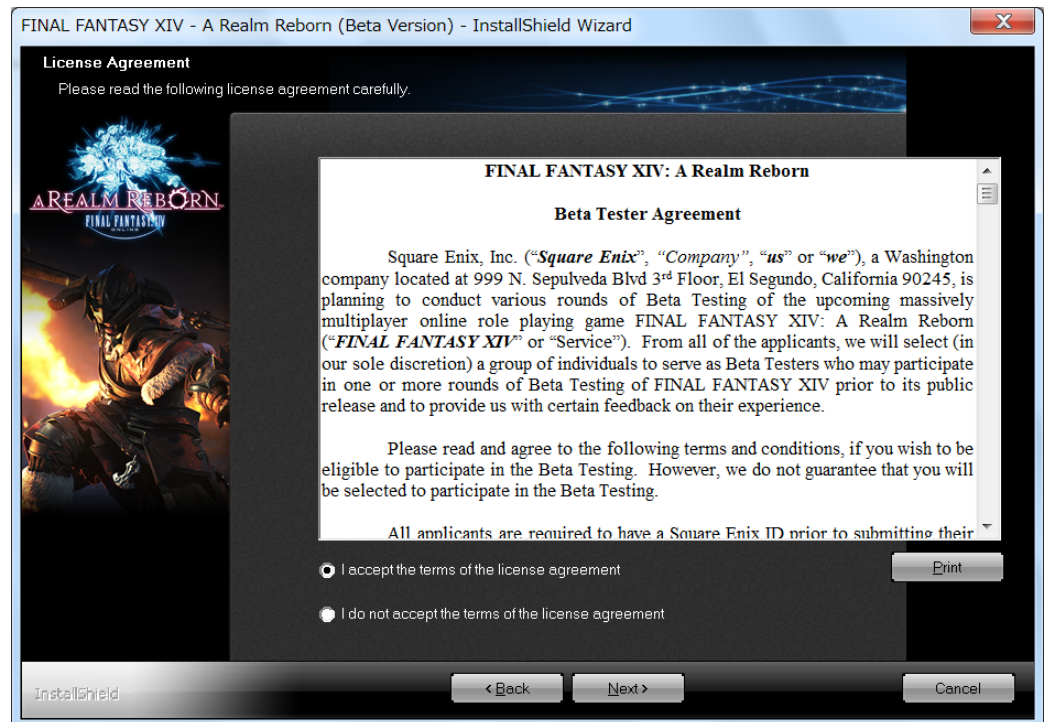
4. Note on Background Applications

Please read and follow the on-screen instructions regarding background applications and anti-virus software. Click Next when you are ready to continue.



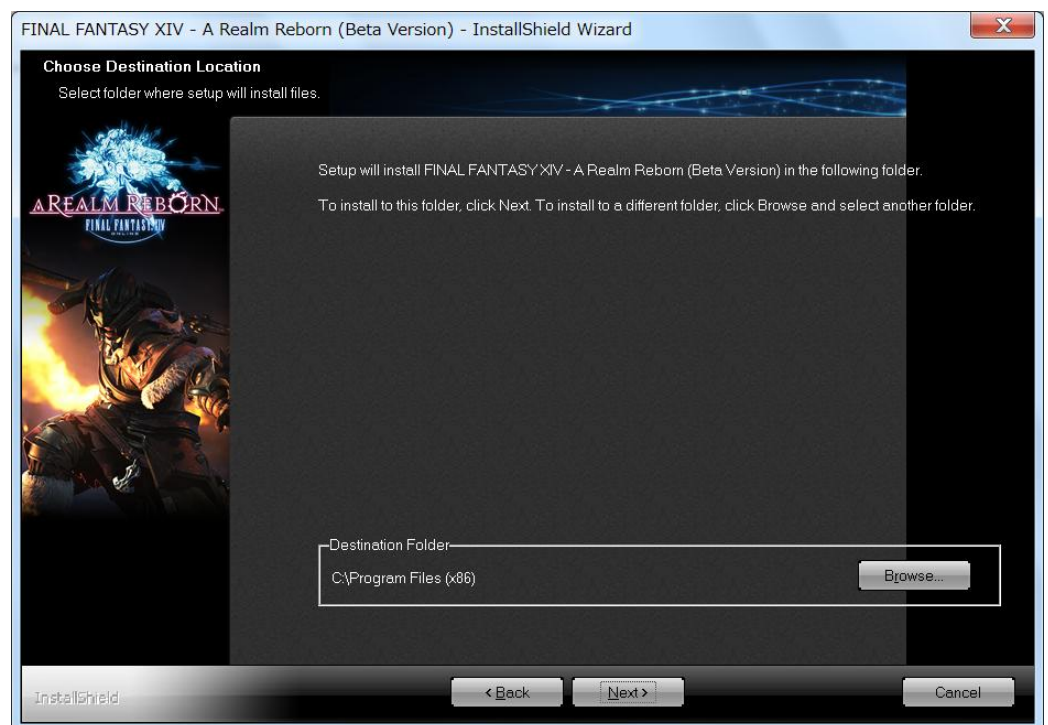
5. License Agreement

The FINAL FANTASY XIV: A Realm Reborn Tester Agreement will now be displayed. Read the agreement carefully. If you wish to proceed with the installation, check the box for "I accept the terms of the license agreement" then click Next.



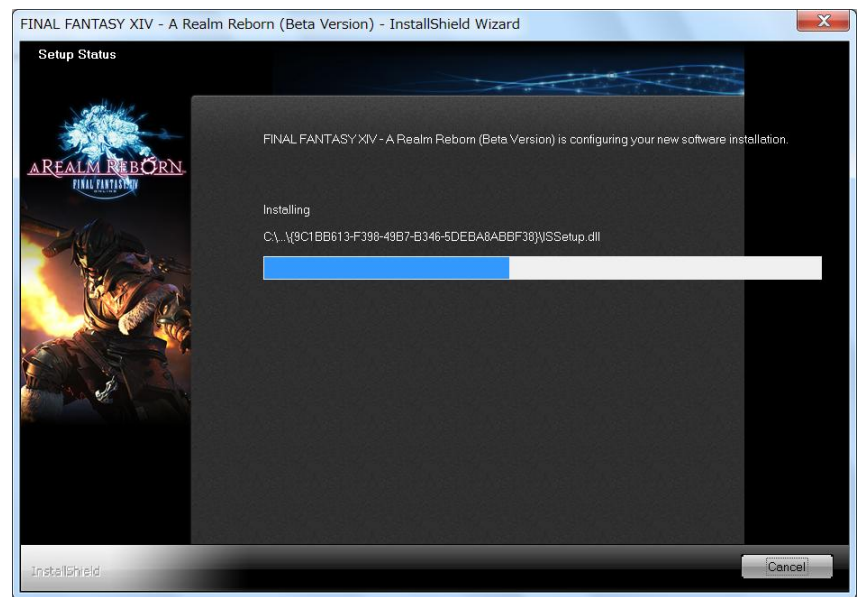
6. Choose Destination

This screen shows the destination folder to which the game data will be installed. To install to a different folder, click Browse and designate a new destination folder.



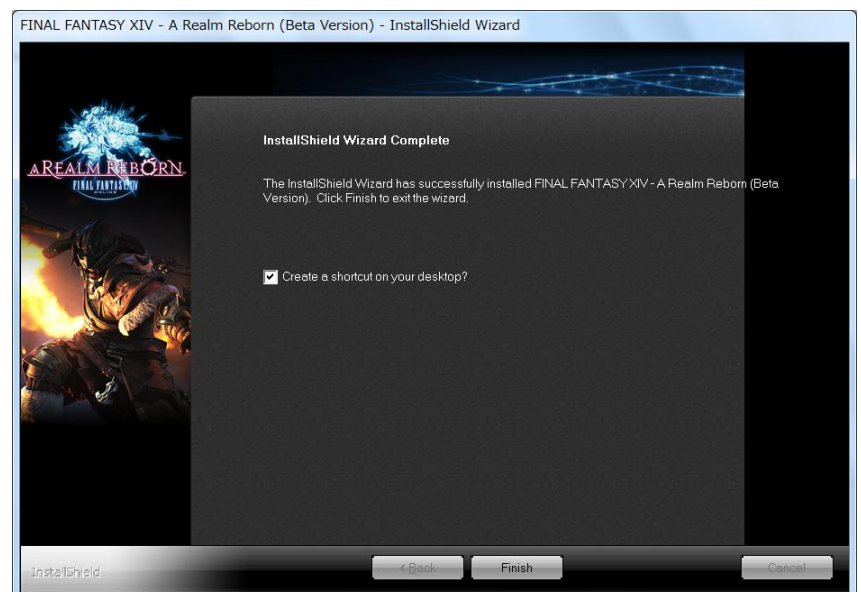
7. Start Copying Files

You now have the chance to review your settings. If you are satisfied with the settings, click **Next** to begin copying files.



8. InstallShield Wizard Complete

Check the box if you wish to create a shortcut on your desktop, then click **Finish** to complete the installation.



Windows® 7 Users

If an error requesting that you install Windows Vista Service Pack 2 occurs during installation, please follow these steps.

1. Right-click ffxivsetup.exe and open Properties
2. In the Compatibility tab, click Change settings for all users.
3. Uncheck the box for "Run this program in compatibility mode for:" and click Apply.

■ Uninstalling the Software

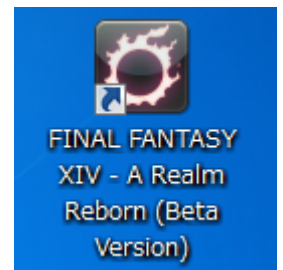
Click **Start** and then **Control Panel** from the Windows® menu. Next, select **Add or Remove Programs** for Windows® XP users, or click **Uninstall a program** under **Programs** for Windows Vista® or Windows® 7 users. Lastly, select **FINAL FANTASY XIV: A Realm Reborn (Beta Version)** from the list of programs and click either **Change/Remove** or **Uninstall**.

* If your control panel is set to category or classic view, click **Programs and Features** to view the list of installed programs.

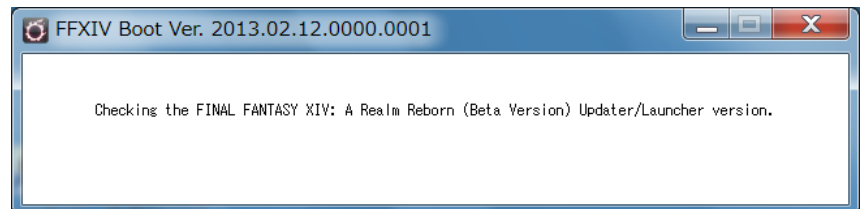
* Uninstalling the software will not remove the FINAL FANTASY XIV: A Realm Reborn (Beta Version) data located in the My Documents folder. This data must be deleted manually.

■ Uninstalling the

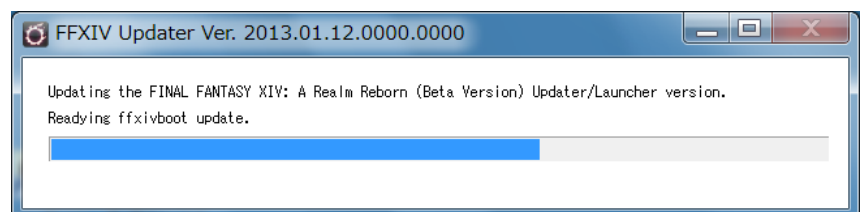
Double-click the FINAL FANTASY XIV - A Realm Reborn (Beta Version) shortcut to launch the game.



The program will first check to see if the launcher application is up to date.



The necessary data will then be downloaded from the network and the launcher will be updated to the latest version. This process may take several minutes to complete. Once the most recent version has been downloaded, the launcher will begin automatically.



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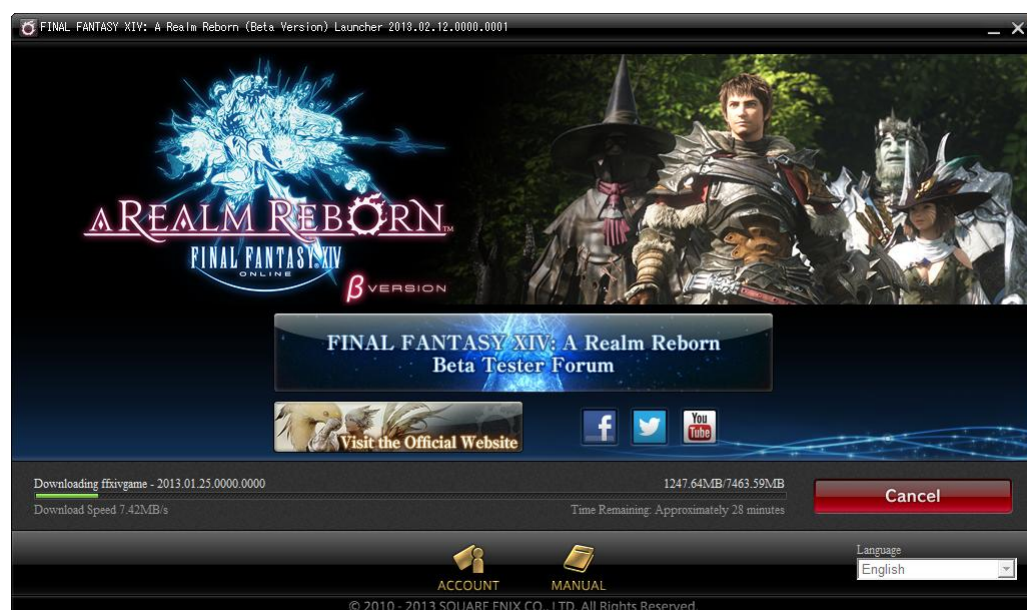


The launcher is an application that allows players to log in to the game by entering their Square Enix account ID and password. It also provides access to account and game information, as well as certain game settings.

For the beta test, we have provided links to the Beta Tester Forums, the official site for FINAL FANTASY XIV: A Realm Reborn, our official Facebook and Twitter pages, the FINAL FANTASY XIV® XIV CHANNEL on Youtube, and the Square Enix Account Manager site.

1. Log in to the Game

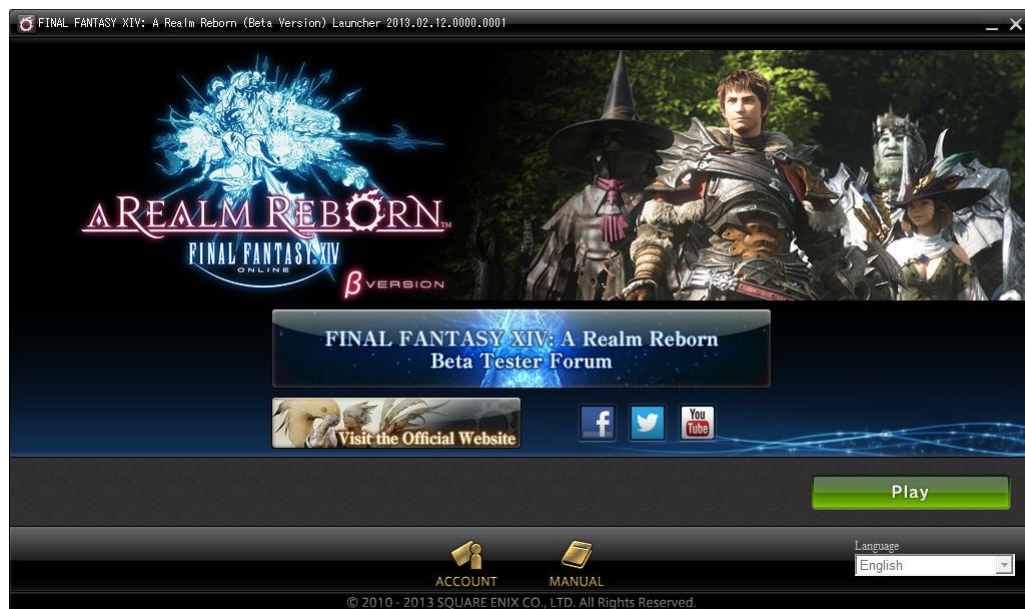
Log in using your registered Square Enix ID and password. If you have registered a security token, enter your one-time password and click **Log In**.



2. Game Update

After logging in, the application will check for the latest game data. If necessary, the latest files will be downloaded from the network, and the game will be updated to the most recent version. This process is automatic, and can take anywhere from several minutes to several hours to complete. The estimated time remaining will be displayed under the download progress bar.

3. Starting the Game



Once the game has been updated, the Play button will be displayed. Click this button to start the game.

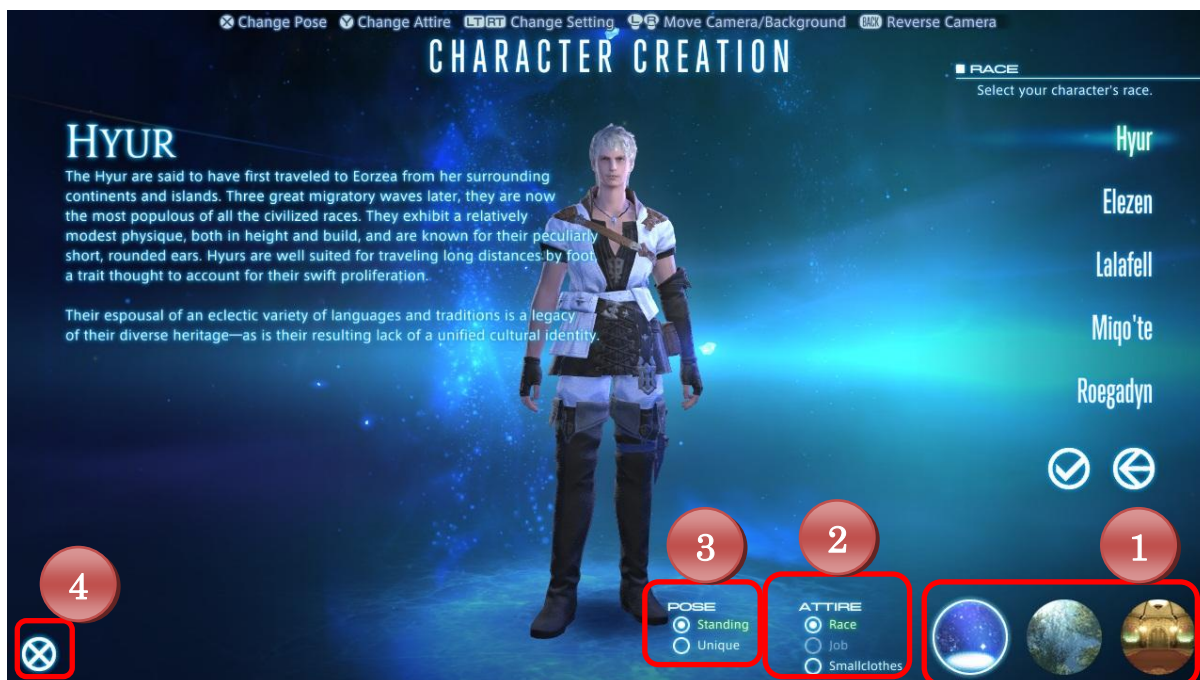
■nce the game has been updated, the Pla

As a phase 2 beta tester, you may have your own character in Version 1.0. For this phase of testing, however, we require that you create a new character by following the steps below. Furthermore, please be aware that **all characters will be deleted upon completion of phase 2.**

Mouse and Keyboard



Gamepad



Manipulating the Character Creation Screen

Dragging the mouse while holding down either the left or right mouse button will rotate the camera. You can also zoom in and out with the camera by scrolling the mouse wheel up and down. Starting from phase 2, players will be able to control their characters using a gamepad. However, a mouse is still required to complete the character creation process.

Character Creation Screen Controls

1. Change background image.
2. Change character gear.
 - Race: Displays default race gear.
 - Job: Displays job-specific gear for phase 2. (Available only after selecting a class)
 - Smallclothes: Displays undergarments. (i.e., no gear equipped)
3. Toggle between standing and unique character poses.
4. Return to the character selection screen. Current character progress will be lost.

Creating a Character

1. After logging in to the game, click **START**.

2. Click on **New Character** on the Character Selection screen.

3. Select a race, clan, and gender.

* Starting STR, DEX, VIT, INT, MND, and PIE attributes will differ depending on your race and clan. However, gender has no effect on starting attributes.

4. Customize your character's appearance.

* Phase 2: Limited range of categories and sub-categories available.

5. Select your character's birthday and patron deity.

* Starting elemental resistances will differ slightly depending on your patron deity.

6. Select your character's starting class and city-state.

* Phase 2: Class selections limited to lancer, archer, and conjurer. City-state selection limited to Gridania only.

7. Select a World server

* Phase 2: Selection restricted to beta-exclusive Worlds only.

8. Enter a forename and surname for your character, and click **Confirm**.

• In FFXIV: A Realm Reborn, names are restricted to 20 characters or less.

* Characters made in Version 1.0 can be transferred to FFXIV: A Realm Reborn regardless of name length.

9. If you are satisfied with the character you have created, click **OK** to begin adventuring in the game.

BASIC CONTROLS

As you progress through the early stages of the game, tutorial screens known as "active help windows" will provide a gradual introduction to the various controls. Please take a moment to look over these instructions as some changes have been made to the control scheme present in Version 1.0. Please note also that this manual only contains information pertinent to phase 2, and does not include explanations of every feature available in the full game.

* After the game's opening cutscene, players will be able to choose between two control schemes: mouse and keyboard, or gamepad. Once a control scheme has been selected, settings can be adjusted further in the configuration menu.

* Only the e-frontier FF-GP1, ELECOM JC-U3312BK-FF, and XInput-compatible gamepads are recommended for use during phase 2. All gamepad models will be supported from phase 3. Gamepad configuration will also be possible in phase 3.

* If multiple gamepads are connected to your computer, only the first device will be detected by the game.

Configuration Options

To change the camera and movement control settings, press the Esc key, or click System in the micro menu, and then access the Controls tab under Configuration in the System menu.

■ Mouse and Keyboard



Character Movement

Move your character forward by pressing the left and right mouse buttons at the same time. To change direction while moving, keep both buttons pressed and drag the mouse button left or right. To jump, press the spacebar on the keyboard. This can be used to leap over obstacles like small rocks or low fences. For details on other keys assigned to character movement, please refer to the Mouse Controls and Keyboard Controls sections found in the final chapter of this manual.

* When using the WASD keys to move your character, you can select Standard Type for a character-based view, or Legacy Type for a camera-based view.

Camera Controls

To control the camera, drag the mouse while pressing either the left or right button.

Left Button	Only the camera view will rotate, and not your character.
Right Button	Your character faces the direction in which you rotate the camera.

* The direction of camera rotation can be changed in the configuration menu.

Target Selection

You can target a character, or an object such as a gate or aetheryte, by moving the mouse cursor over the intended target and click the left mouse button. With a right-click, you can begin auto-attacking an enemy target, start a conversation with an NPC, or open a command submenu when the target is another player.

Ctrl

By holding down the Ctrl key, you can hide all player character names, as well as make them untargetable. This can assist with target selection when other players are present.

■ Gamepad



Starting in phase 2, players will be able to control their characters using a gamepad by selecting Gamepad under Control Presets in the Configuration menu. For details on button assignments for the gamepad, please refer to the Glossary of Gamepad Controls.

*** All button mapping within this manual is based on XInput-compatible gamepads. Please note that button mapping may vary depending on the controller.**

Character Movement

Move your character by using the left analog stick, and jump by pressing the Y button. In the Configuration menu, you can select Standard Type for a character-based view, or Legacy Type for a camera-based view.

Camera Controls

Use the right analog stick to control the camera. Analog stick camera axis can be reversed in the Configuration menu.

Target Selection

To target a character or object, first face your target and press A. When a target circle appears, press A again to confirm your target. To select a target amongst several, use the D-pad to cycle through multiple targets.



Target Circle



Selected Target

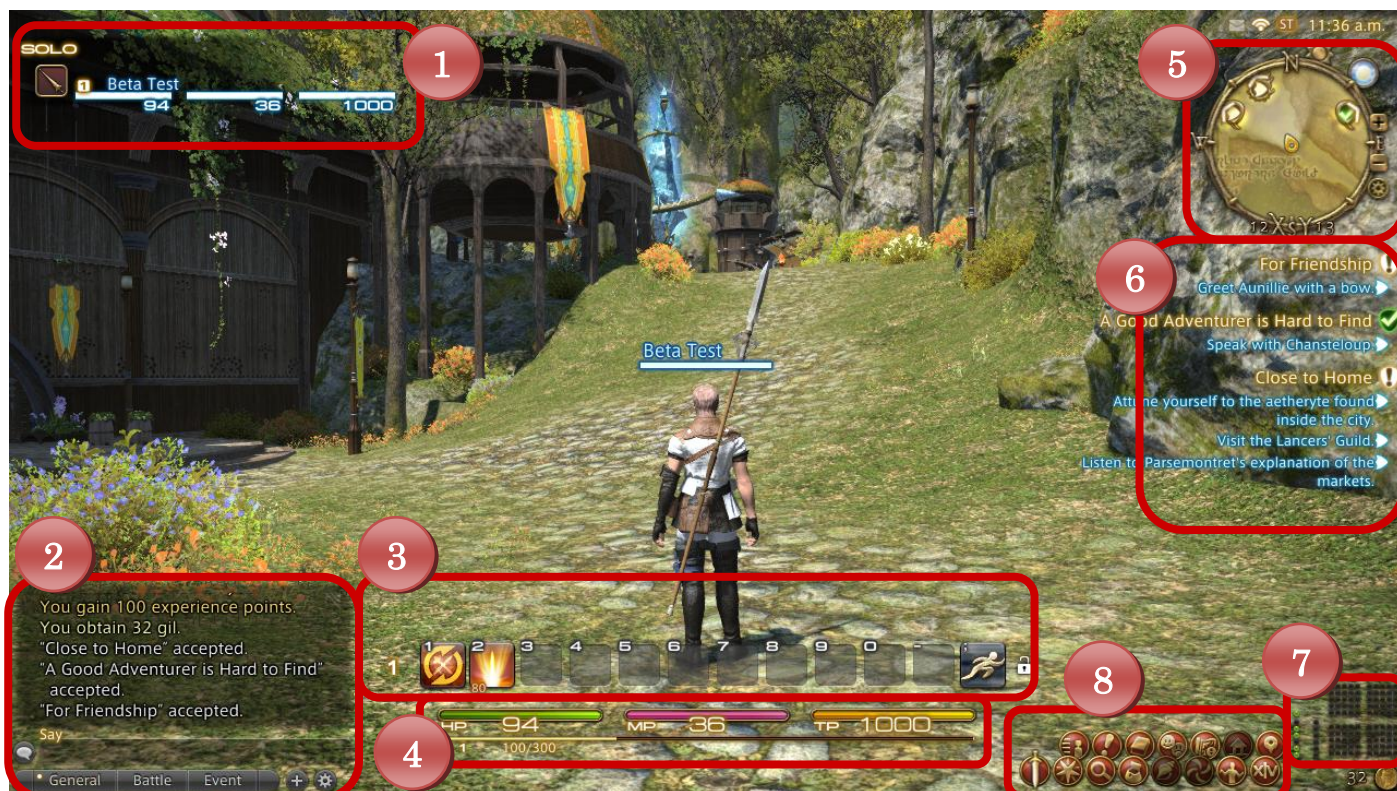
Menu Navigation

When using gamepad controls, players can navigate menus using the D-pad. Use A to confirm, B to cancel, and X to open submenus. To cycle between HUD components (P17) including the log window, minimap, and duty list, press BACK. To select the Micro Menu (P23), press START.

NAVIGATING THE GAME SCREEN

The following is a comprehensive listing of the main user interface components found on your screen.

■ Heads up Display (HUD)



1. Party List

The list displays the vital stats of all current party members, your character's information always coming at the top. Individual party members can be targeted by clicking on their names. Information on forming a party can be found on page 37.

If you wish to hide the party list when you are not in a party, access the HUD tab under **Configuration** in the System menu and select "Hide Party member list when solo."

2. Log Window

Quest dialogue, systel messages, conversations with other players, and more are displayed in the log window. You begin the game with two fully customizable main logs—General and Battle—but can create more as you see fit. Information on using the chat function can be found on page 39.


General	Includes the chat log, and most non-battle player actions. FINAL FANTASY XIV can be played using this tab alone.
Battle	Includes all battle-related messages. On screen cues known as "fly text" remove the need to rely on the Battle log while in combat. However, this log is helpful when conducting post-battle analysis of your party's strategies.
Event	Includes all NPC dialogue, including quest cutscenes.

3. Action Bars

Player actions, emotes, items, macros, and target markers can be set to these slots so that they can be accessed by simply clicking on the icon. The number indicated in the bottom left corner of the icon is the amount of TP (Tactical Points), MP (Magical Points), or GP (Gathering Points) required to execute the command.


CP is used by Disciples of the Hand during synthesis.

GP is used by Disciples of the Land during gathering.

Lock Bar 	New commands can be added to an Action Bar at any time by dragging and dropping them into the desired slot. Clicking on the padlock locks the actions to the bar, preventing the accidental movement or discarding of an icon. Action Bar icon position is saved for each class, regardless of whether or not the Lock Bar feature is activated.
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4. Parameter Bar

In addition to displaying current HP, MP/CP/GP, TP, and level progress, it also displays any status effects that your character may be experiencing. The duration of a status effect is displayed underneath its icon. Furthermore, any enhancing effect can be instantly removed by right clicking its icon.

Rested Bonus 	Upon entering a "sanctuary," such as an inn room or aetheryte camp, this icon will appear to the right of your experience bar, indicating that you are currently accruing a rested bonus.
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Experience Bar Color

Yellow: Normal

Blue: Rested bonus accrued

Red: Rested bonus accrued beyond current level

5. Minimap

Displays the current location of your character, as well as the location of nearby landmarks such as shops, aetherytes, and quest destinations. It also displays the location of enemies (red dots) and allies (blue dots). Additionally, the sun icon bordering the minimap moves to represent the time of day.

*** To view the map when using a mouse and keyboard, click the minimap at the top right of the screen. When using a gamepad, press X.**

6. Duty List

Displays active quest titles and objectives. Clicking on the quest title opens the journal, while clicking on the objectives displays the location of those objectives on your map.

7. Gear and Inventory Grid

The set of dots on the left represent your character's gear slots. The set of dots on the right, your inventory. Clicking on the sets opens the respective menus.

Dot Color

Black: Empty

Green: Gear

Red: Damaged Gear

Blue: Perishable Item

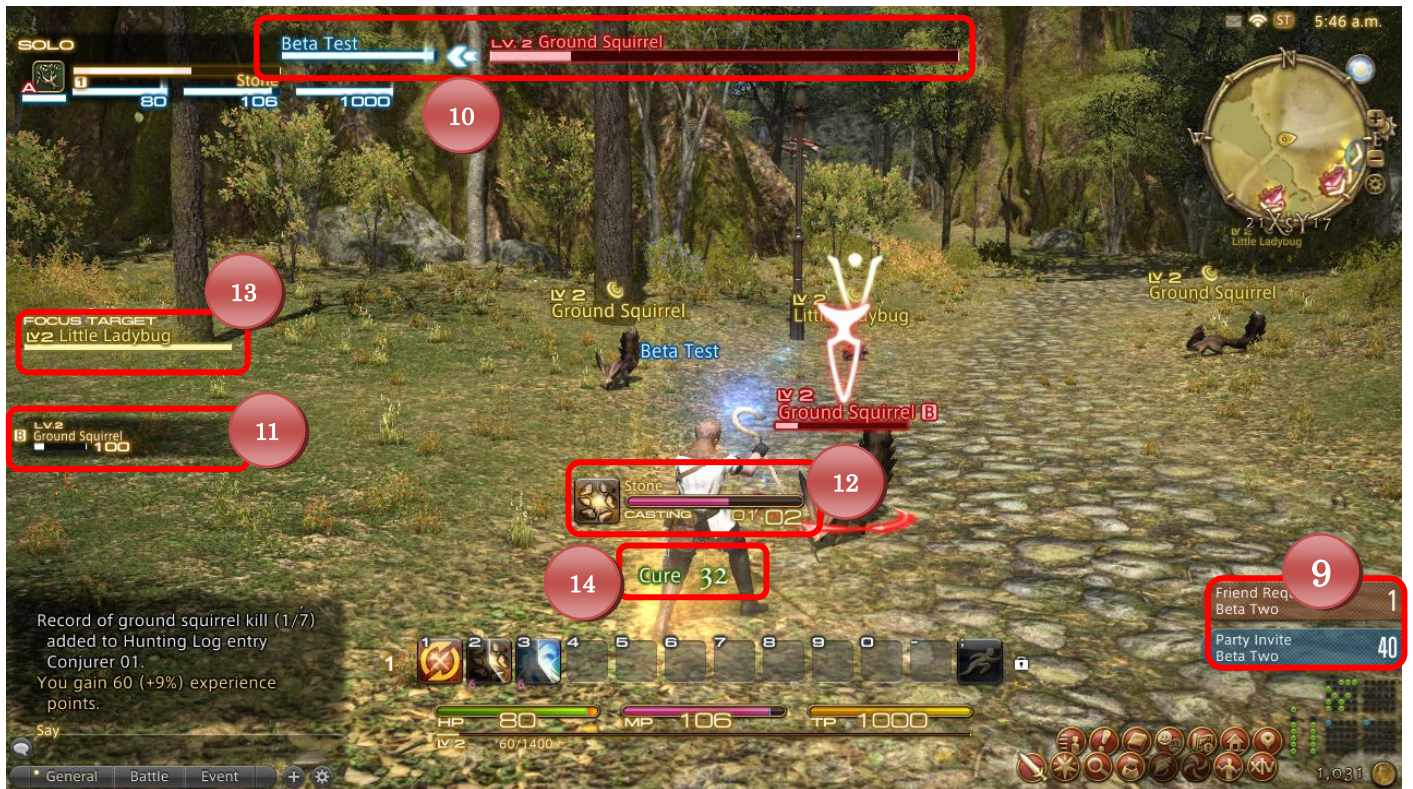
Orange: Perishable Item (Full Stack)

White: 100% Spiritbonded Gear

Grey: Minion Whistle

8. Micro Menu

The game's main commands can all be accessed via these icons. For more information on the micro menu, turn to page 22.



9. Notices

All pending friend requests, party invites, etc., are displayed here. Clicking on the notice will bring up the confirmation prompt.

10. Target Bar

Displays information on the object, character, or enemy currently targeted. The bar directly to the left of the target bar indicates the character with which the target is interacting. In the case of the screenshot above, the Level 2 ground squirrel is attacking the character, Beta Test.

11. Enmity List

Indicates the enmity levels of the target with which you are currently engaged.

12. Progress Bar

Indicates the progress of any actions (spell casting, item usage, etc.) that are not instant.













13. Focus Target Bar








Indicates the progress of any actions (spell casting, item usage, etc.) that are not instant.

In addition to your current target, you can also keep an eye on other enemies or allies by making them focus targets. This is a good way to keep track of one target's HP while dealing with another. A focus target can be designated by clicking on the target and pressing Shift+F. You can switch your main target to the focus target by clicking on the focus target bar.




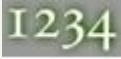
14. Flying Text

Real-time messages and information indicating your character's actions (scrolls up), as well as actions conducted on your character (scrolls down).

Text	Description
	Damage dealt
	Critical damage dealt
	Damage received
	Critical damage received
	TP damage dealt
	TP damage received
	HP recovered
	Critical Heal
	MP recovered
	TP recovered
	Attack partially or fully evaded
	Attack missed
	Target is impervious to that type of attack

	<p>Experience earned</p> <p>The number in parenthesis indicates what percentage of the experience point total was a bonus added to the base reward.</p>
	<p>Item found</p> <p>The name, quantity, and quality of the item is displayed in your General log.</p>
	<p>Enhancing effect applied</p> <p>All enhancing effect icons point upwards.</p>
	<p>Detrimental effect applied</p> <p>All detrimental effect icons point downwards.</p>
	<p>Effect removed or expired.</p>
	<p>Synthesis progress increased</p>
	<p>Synthesis quality increased</p>

Flying text indicating party and enemy actions are distinguished by color.

Party member actions	
Enemy actions	 
Enhancing effects and restorative actions	

■ Micro Menu



* Some features cannot be accessed until they are unlocked, and therefore may not be available at the game's onset.

(Upper Row, from Left to Right)

Character	<p>Displays detailed information on your character, including attributes, gear, class levels, background data, and more. Once you have unlocked the Armoury System, gear sets will become available, allowing you to save multiple gear combinations. (See page 43)</p> <p>* Gladiator is available only provisionally during phase 2; unlocking the gladiator class will not allow you to use gear sets.</p> <p>* In response to alpha tester feedback, gear set functionality will undergo significant change following phase 2.</p>
Journal	<p>Upon accepting them, all quests (including levequests) are added to your journal, where progress and objectives can be confirmed at any time. Completed quests are also listed under a separate tab.</p>
Personal Logs	<p>Opens the Crafting, Gathering, and Hunting Logs (if unlocked).</p>
Social Lists	<p>Contains the party member list, Friend List, Blacklist, and Player Search feature.</p>
Map	<p>Displays your collection of maps.</p>
Return	<p>Return to your current home point.</p> <p>* This command can only be used once every 15 minutes.</p>
Signs	<p>Select and register signs to targets.</p>

(Lower Row, from Left to Right)

Stance	Change your battle stance from Active (weapon drawn) to Passive (weapon sheathed).
Actions & Traits	Opens the Actions & Traits interface.
Timers	Displays time remaining until various content becomes available, such as leve allowances and instanced raids. * The Duty Finder is not available in phase 2.
Inventory	<p>Displays your current inventory. You begin the game with four bags, each holding a maximum of 25 items. Items can be categorized into four different types—gear, perishable items, crystals, and key items. The first two are stored in your regular inventory, whereas key items and crystals do not take up slots in your bags. These auxiliary items can be seen by clicking on the crystal and bag icons respectively. Key items cannot be traded, sold, or discarded.</p> <p>Left-clicking an item allows you to drag and drop it into another slot, a trade window, or your Action Bar. Right-clicking an icon brings up a submenu which displays options such as use, split, or discard.</p>
Linkshells	* Not available in phase 2.
Teleport	<p>Teleport to previously visited locations in exchange for gil.</p> * Anima has been abolished as of beta phase 1, and is no longer used to Teleport.
Emotes	Displays a list of emotes which can be executed directly from the list or dragged onto the Action Bar.
System	<p>Various system-related tools can be accessed via this interface, including Configuration, Keybind, Macros, and HUD Layout. Logging out is also carried out from the System menu. Refer to page 53 for details on logging out.</p> * The Active Help option is not available in phase 2.

GAME PROGRESSION

■Battle

Even if an enemy has already been claimed, players or parties who contribute sufficient damage may also receive experience points, credit in their Hunting Log, or quest items. However, only the player or party that claimed the enemy will receive any loot.

Display Name Color

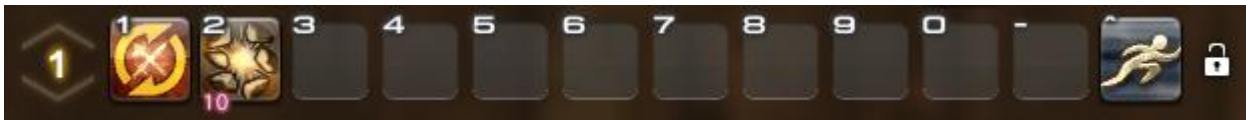


Yellow	Unclaimed (EXP / credit in Hunting Log / quest items / loot awarded if claimed and defeated)
Red	Claimed by You or Your Party (EXP / credit in Hunting Log / quest items / loot awarded upon defeat)
Orange	Unclaimed, yet Attacking You or Your Party (EXP / credit in Hunting Log / quest items / loot awarded if claimed and defeated)
Purple	Claimed by Another Party or Individual (EXP / credit in Hunting Log / quest items awarded if sufficient damage contributed)

Display Name Icons

A screenshot of a 'Diremite' enemy icon. The icon is a small, dark, circular creature with a red status icon (a circle with a diagonal line) next to it, indicating it is aggressive. The text 'Lv 10 Diremite' is visible.	Aggressive Indicates that the enemy will attack if you draw too near. Enemies without this icon are deemed 'passive' and will only attack if provoked.
A screenshot of a 'Forest Funguar' enemy icon. The icon is a small, yellow, circular creature with a yellow status icon (a circle with a question mark) next to it, indicating it is a quest target. The text 'Lv 3 Forest Funguar' is visible.	Quest Target Indicates that the target is one of your current quest objectives.

Action Bar (Mouse/Keyboard)



As you progress in level, you will acquire new actions. These will automatically be set to the next available slot in your Action Bar. Additional actions can be set to an Action Bar via drag and drop in the Action & Traits menu. Actions can be dragged to a new slot, or removed by right clicking the icon and selecting Remove.

The amount of MP (red), CP (purple), GP (blue), or TP (yellow) required to execute an action is indicated by the number in the lower-left corner of the icon. For example, in the screenshot above, the conjurer spell Stone set to Action Bar 1, slot 2, requires 10 MP to cast.

■Cross Hotbar (Gamepad)

The Cross Hotbar has been introduced in phase 2 for gamepad users. To switch to the Cross Hotbar, access the Configuration menu, then select Gamepad under Control Presets.

Like the Action Bar, actions can be set to the Cross Hotbar in the Actions & Traits menu. By holding down RB and pressing the D-Pad or one of the four main buttons, you can cycle through the available eight hotbar sets. Holding down either LT or RT will highlight the left or right side of the Cross Hotbar respectively, and the actions set to the Cross Hotbar will become available for use. Actions can then be activated by then pressing the D-Pad or one of the four main buttons. In the example below, holding down LT and pressing B will activate Sprint.

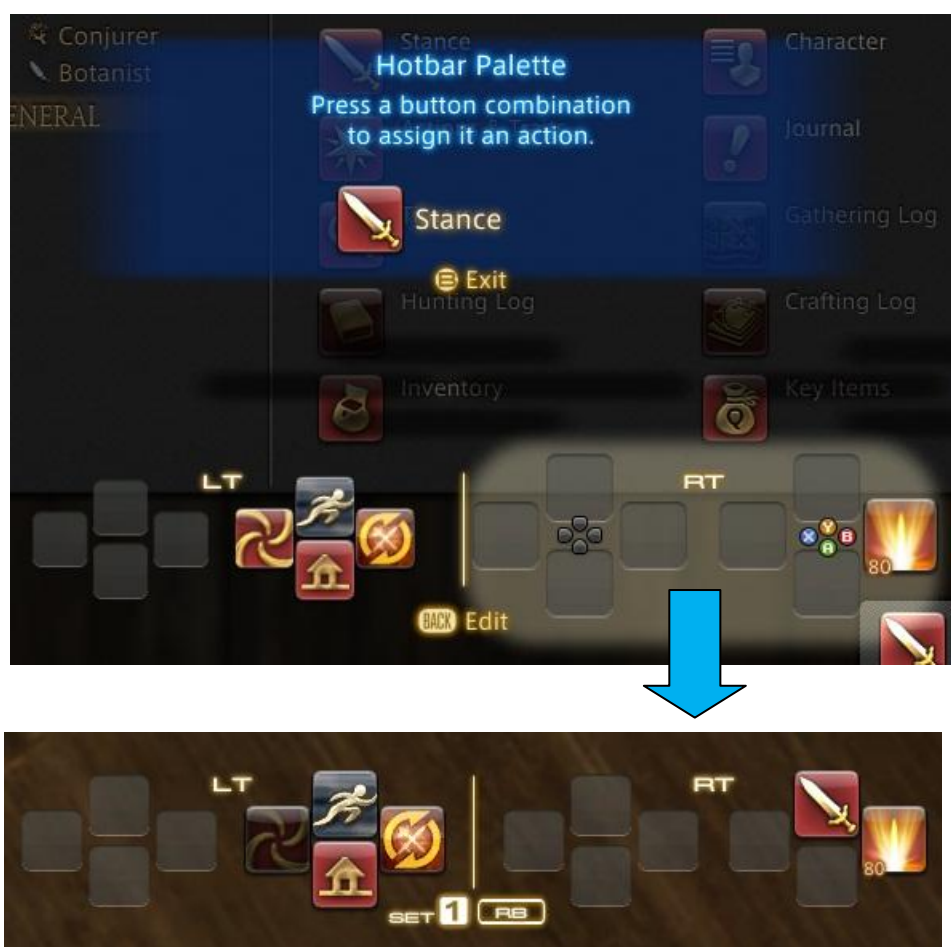


Setting Actions to the Cross Hotbar

Open the Action & Traits menu, then select an action you would like to set.



Hold LT or RT, then press the button corresponding to the desired slot.



Setting Macros to the Cross Hotbar

In User Macros under the System menu, select the macro you wish to set, then press X.



Select Set to Hotbar in the submenu, then assign the macro to a slot in the same manner that you assign an action.



Setting Emotes to the Cross Hotbar

In the Emotes menu, select the emote you would like to set, then press X.



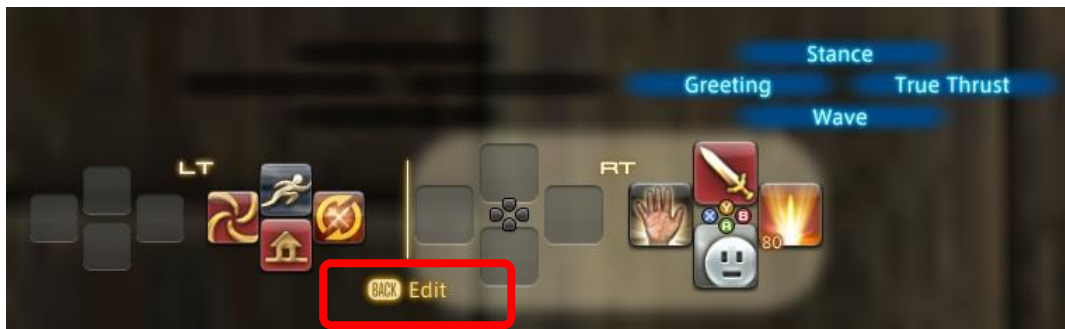
Hold LT or RT, then press the button corresponding to the desired slot.



* During phase 2, signs cannot be set to the Cross Hotbar using the gamepad. A mouse must be used to drag and drop signs to the Cross Hotbar.

Editing the Cross Hotbar

While holding down either LT or RT, pressing BACK will allow you to edit the Cross Hotbar.



After selecting an icon by pressing its button combination, you can assign it to a different slot by pressing a new button combination.



If you wish to remove that icon from the Cross Hotbar, simply press its button combination again.



Actions & Traits Menu



Additional	Actions learned by one class that can be used in conjunction with another. The higher the level of your current class, the more of these actions you can choose to set to your Action Bar. The number (0/3) indicates how many additional actions you are allowed.
Traits	Latent effects are applied automatically once acquired.
General	Basic actions shared across multiple classes.

Using Actions

Once an action is set to your Action Bar, it can be executed by either clicking the icon or pressing the shortcut key assigned to the icon's slot. Most actions have recast timers, preventing immediate reuse. Once an action has been executed, its icon will dim. Before you can access the icon again, you must first wait for its icon to brighten. In addition to recast timers, spells have casting times, which are indicated by a casting bar. If an enemy hits you while casting, or you move, the spell may be interrupted.

Auto-Attack

Mouse

Auto-attack is initiated by either right-clicking an enemy, or clicking the Auto-attack icon after designating a target.

Gamepad

After designating a target, activate Auto-attack on the Cross Hotbar, or press A.

Combos

Some actions can be linked to deal extra damage or additional status effects. A yellow glow around an action's icon indicates that it is the next step in a combo.



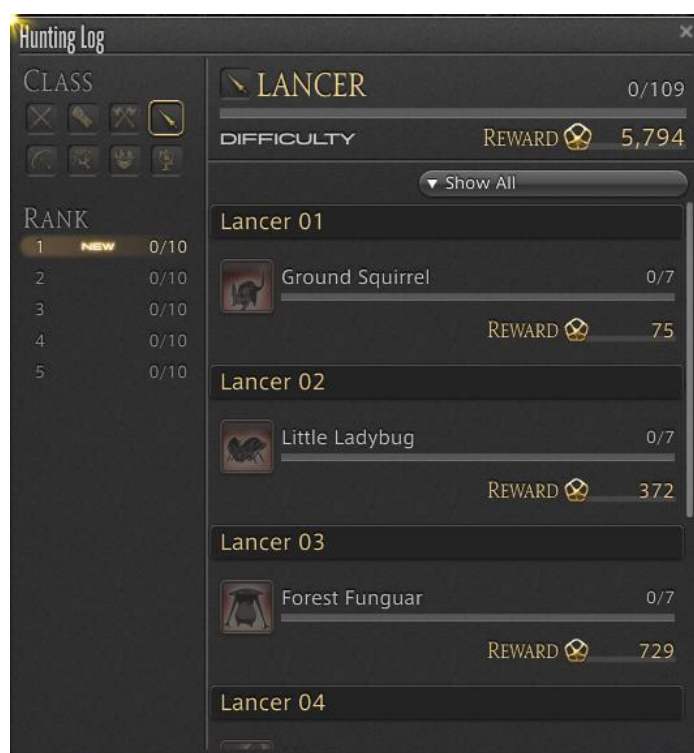
Recovering HP/MP/TP

HP, MP (CP/GP), and TP are all gradually restored over time. The speed of recovery, however, is significantly faster when you are not engaged in battle.

*** The Limit Break system is not accessible in phase 1.**

Hunting Log

Upon completion of your level 1 starting class quest, you will unlock the Hunting Log, which can be accessed from the micro menu or by pressing the H key.



By slaying certain creatures, you can complete entries to earn rewards. An additional bonus is also awarded for completing all the entries in a single difficulty rank.



Creatures marked with this icon are listed in the hunting log.

New pages will be added to the log every ten levels; however, lower ranks must be completed before you can attempt higher ranks.

New pages will be added to the log every ten levels; however, lower ranks must be completed before you can attempt higher ranks.

The log can be expanded by completing the level 1 class quest for another discipline of war or magic. However, entries for a given class can only be completed by slaying creatures as that class.

* After completing the level 10 class quest for any Disciple of War or Magic, players can speak with the Wandering Minstrel to unlock the gladiator class and hunting log.

* Hunting Logs for gladiator, lancer, archer, and conjurer have been implemented up to rank 3 in phase 2.

Character Attributes

Your character's attributes, resistances, and properties can be found under the Attributes tab in the Character interface.



Bonus Attribute Points

Upon attaining level 10 in a class, you will begin earning bonus attribute points. These points can be allocated to any attribute, allowing for further class customization.



The image shows a 'Point Allotment' window with a close button (X) in the top right corner. It lists six attributes: STR, DEX, VIT, INT, MND, and PIE. Each attribute has a base value and a bonus value (0) that can be adjusted using a slider. The sliders are currently set to 0 for all attributes. At the bottom, it shows 'Points Remaining: 3' and three buttons: 'Redo', 'Accept', and 'Cancel'.

Attribute	Base Value	Bonus Value
STR	40 +	0
DEX	32 +	0
VIT	35 +	0
INT	15 +	0
MND	19 +	0
PIE	25 +	0

Points Remaining: 3

Buttons: Redo, Accept, Cancel

Attributes, Properties, and Resistances

Strength	Increases melee attack power and the percentage of damage mitigated by block and parry.
Dexterity	Increases ranged attack power and the chance of blocking or parrying an attack.
Vitality	Increases maximum HP.
Intelligence	Increases attack magic potency for thaumaturgy. * The thaumaturge class is not available in phase 2.
Mind	Increases attack and healing magic potency for conjury.
Piety	Increases maximum MP.
Fire	Reduces the amount of damage received from fire-aspected attacks.
Ice	Reduces the amount of damage received from ice-aspected attacks.
Wind	Reduces the amount of damage received from wind-aspected attacks.
Earth	Reduces the amount of damage received from earth-aspected attacks.
Lightning	Reduces the amount of damage received from lightning-aspected attacks.
Water	Reduces the amount of damage received from water-aspected attacks.
Accuracy	Increases the accuracy of physical and magical attacks.
Critical Hit Rate	Increases the probability that an attack will deal critical damage.
Determination	Increases the amount of damage dealt by all attacks and the amount of HP recovered by spells.
Attack Power	Increases the amount of damage dealt by physical attacks.
Skill Speed	Reduces the recast time of weaponskills.
Attack Magic Potency	Increases the amount of damage dealt by spells.

Healing Magic Potency	Increases the amount of HP recovered by spells.
Spell Speed	Reduces the cast and recast times of spells.
Defense	Reduces the amount of damage received from physical attacks.
Parry	Increases the probability that an attack will be blocked or parried.
Magic Defense	Reduces the amount of damage received from magical attacks.
Slashing	Reduces the amount of damage received from slashing attacks.
Piercing	Reduces the amount of damage received from piercing attacks.
Blunt	Reduces the amount of damage received from blunt attacks.
Morale	Reduces the amount of damage received from other players' attacks. * PvP is not available in phase 2.

*** The battle system and damage algorithms will undergo significant change in subsequent phases. As a result, the above attributes, properties and resistances will change.**

Acquiring Items

Items obtained are automatically sorted in your inventory according to the following rules:

- Gear is placed in your first bag.
- Potions, food and other consumables are placed in your third bag.
- Crafting materials and other items are placed in your fourth bag.

*** Gear unequipped by right-clicking the icon and selecting unequip will be placed in your first bag.**

■Interacting with Other Players

Right-clicking another player will bring up the following submenu:



Send Tell

Open a personal chat with the player.

Trade

Hand over an item to, or trade an item with the player.



To offer an item, either right-click it in your inventory and select Trade from the submenu, or simply drag it onto the Trade interface. After specifying the quantity of each item you wish trade, click on the Trade button to agree with the terms of the transaction. Once the other player has done the same, a final prompt will be displayed, and once both parties have selected OK, the trade will be complete.



Invite

Invite a player to your party.

Accepting an Invite

When a player invites you to a party, a message will appear in your Notices. Click on the notice before the timer runs down to bring up a prompt asking if you wish to accept the invite.

Leaving a Party

To leave a party, first open your Social Lists from the micro menu. Then, click the Leave button found at the bottom of the Party Members tab.

Send Friend Request

Send a request to add a player to your Friend List.

Accepting a Friend Request

When a player sends you a friend request, a message will appear in your Notices. Click on the notice to open the Friend List tab within your Social Lists. The name of the player who sent you the request will be displayed in yellow. Click on the name and select Accept Friend Request from the submenu to complete the action.

Examine

View a player's name, level, class, and currently equipped gear.

Follow

Lock on to a player and physically trail behind them until either you move in a different direction, or the player leaves the immediate area.

Player Search

World-wide searches for other players can be conducted using the Player Search function found within Social Lists. You can specify the conditions of your search to produce more accurate results.



The screenshot shows the 'Search' window with the following fields and options:

- NAME:** A text input field with a character count '0/15'. Below it are two tabs: 'First Name' (selected) and 'Last Name'.
- ONLINE STATUS:** A row of seven icons representing different online statuses.
- CLASS/JOB:** A grid of 24 icons representing various classes and jobs.
- LEVEL:** Two range selectors. 'Min' is set to 1, and 'Max' is set to 35.
- LOCATION:** Three radio button options: 'World' (selected), 'Gridania', and 'The Black Shroud'.
- LANGUAGE:** Four buttons: 'J', 'E' (selected), 'D', and 'F'.
- Buttons:** 'Reset', 'Execute', and 'Cancel' are located at the bottom.

To update your own search info (comment, spoken languages, etc.), click on your character's name on the Party Members tab and select Edit Search Info from the submenu.

■Communication

You can switch between chat modes by clicking on the speech bubble to the right of the input box.



Chat Modes

Tell	Sends a message that can only be seen by the specified recipient. (Press Alt+R to reply to the last tell received)
Say	Sends a message that can be seen by all nearby players. (Press Alt+S to temporarily change your chat mode to [Say])
Party	Sends a message that can only be seen by current party members. (Press Alt+P to temporarily change your chat mode to [Party])
Shout	Sends a message that can be seen by all players in the same area. (Press Alt+H to temporarily change your chat mode to [Shout])

* The [Yell] chat mode will be implemented in phase 3. [Yell] will send messages to all players in an area larger than [Say], but not as large as [Shout].

Retainers

After completing a special quest, speak with the Wandering Minstrel NPC outside the Adder's Nest in New Gridania to gain permission to hire a retainer. Retainers can then be hired by speaking with Parnell inside the Shaded Bower in Old Gridania.

■Grand Companies

The Grand Companies are organizations founded and governed by the city-states of Eorzea. By enlisting in a Grand Company, players can undertake a variety of tasks.

Enlisting in a Grand Company

After completing the sidequest Sylph-Awareness, players can speak with the Wandering Minstrel outside the Adder's Nest to obtain permission to join the Order of the Twin Adder. Next, players must speak with Serpent Captain Fulke in the Adders' Nest.

Grand Company affiliation and rank can be viewed under the Profile tab of the Character window.



* Phase 2 is limited to Gridania and the surrounding areas; only the Order of the Twin Adder is available. The Maelstrom and the Immortal Flames will be available from phase 3.

Company Seals

After joining the Order of the Twin Adder, players will be able to earn company seals, which can be exchanged for equipment and items by speaking with Chief Serpent Sergeant Haurtelle.

* During phase 2, company seals can be earned by participating in FATEs.



You can view how many seals are currently in your possession under the Currency tab of the Character window.



Furthermore, by clicking the gil icon in the bottom right corner of the screen, you can switch between displaying gil and company seals.

* Grand Companies have been implemented in phase 2 in order to facilitate Beta Version development. In the official release version, progression through the main scenario will be required to join a Grand Company. Please note also that features such as promotion, company salutes, and seal acquisition via the hunting log are not available in phase 2.

■ Personal Chocobos

Players can summon personal chocobos by using a chocobo whistle, which can be obtained by trading company seals to a Grand Company quartermaster. While on chocoback, you will have complete control over the chocobo until you either dismount or are attacked. Furthermore, there is no time limit on how long you may remain on chocoback. Once obtained, the chocobo whistle will be placed under the fourth tab of your inventory.

* Features such as naming, outfitting, and summoning chocobos to battle are not available in phase 2.

■ Upon Reaching Level 10

Completing the level 10 class quest for any Disciple of War or Magic will unlock the Armoury system, allowing you to undertake the initiation quests for guilds of other disciplines. Once you have spoken to a guild receptionist and completed the initiation quest, you will be able to change to the corresponding class by equipping the proper weapon or tool.

■ Gear Sets

Unlocking the Armoury system also grants you access to gear sets. Gear sets allow you to instantly switch between multiple pieces of gear, saving time, effort, and space, as equipment saved to gear sets does not take up slots in your inventory. The name of gear sets can be customized by clicking on the pencil icon.

* Gladiator is available only provisionally during phase 2; unlocking the gladiator class will not allow you to use gear sets.

* In response to alpha tester feedback, gear set functionality will undergo significant change following phase 2.



* The current paper doll silhouette is scheduled to be replaced with a 3-D model of your character in subsequent phases of the beta test.

Guildleves

Guildleves only become available after completing a special quest, in turn available upon attaining level 10. Guildleves are distributed by NPCs known as "levemetes." Levemetes can be found in cities and at outposts across Eorzea and deal in all varieties of levequests, including battlecraft (Disciples of War or Magic), fieldcraft (Disciples of the Land), and tradecraft (Disciples of the Hand) leves.




Levemetete	Levequest Objective
	

Leve Allowances

Leve allowances are required to accept levequests. These allowances can be used to obtain new leves, or rechallenge those failed or abandoned. You will be granted three leve allowances every 12 hours (Earth time), up to a maximum of 100. You may accept as many as 16 levequests at any given time.

Quest Icons

NPCs, creatures, objects, and locations involved in quests are marked with icons.

	<p>These icons indicate quests that can be accepted, advanced, or completed.</p>
	<p>These icons indicate quests that cannot be accepted, advanced, or completed due to unfulfilled requirements.</p>
	<p>Important quests used to tell the story of Eorzea and her people are called main quests. These tasks are easily distinguishable from others by their unique icon.</p>

Full Active Time Event (FATE)

These public quests occur periodically in real time around Eorzea, and anyone can participate by simply showing up before one ends. When you sense a FATE nearby, a message will appear on your screen, and the location will be displayed on your maps.



Types of FATE

The type of FATE in progress can be identified by its map icon.

	Defeat enemies
	Defeat NM
	Collect items
	Defend an objective

The FATE System

You will automatically join a FATE the moment you cross the event threshold. At this time, the FATE title, objectives, and time remaining will appear in your duty list.

- These events may be joined either solo or in a party.
- A FATE may also be triggered by speaking with an NPC.
- A FATE may also be triggered by speaking with an NPC.



FATE Rewards

Once a FATE is complete, an interface detailing your reward will be displayed. Rewards are distributed to all event participants and are based not only on success, but on individual contributions, such as damage dealt and items delivered.

Depending on your contribution, this interface will display a gold, silver, or bronze medal.



Players who join a FATE in progress can still receive a reward for contributing.

FATE Restrictions

- Disciples of the Land and Disciples of the Hand cannot receive rewards from a FATE.
- If you are below the recommended level for a FATE, your contribution will not be weighed as heavily.
- If you are more than ten levels above the recommended level for a FATE, your contribution will be ignored.

* In subsequent phases of the beta test, a level sync system will be implemented to allow players to join a FATE even if they are far above the recommended level.

■Crafting and Gathering

After reaching level 10 with either a Disciple of War or Magic, classes under the Disciplines of the Land (gathering) and the Hand (crafting) can be accessed upon completing their respective guilds' initiation quests and equipping the proper tools.

Crafting

The crafting interface can be opened by selecting the Crafting Log from the Personal Logs icon in the micro menu, or by simply pressing the N key. After indicating the recipe level and selecting the item you wish to craft, confirm if you possess the required materials and then click the Synthesize button to commence the crafting process. Crafting is conducted by using class-specific actions from your Action Bar to increase synthesis progress before material durability reaches zero.

Crafting Log



1. Crafting Class

2. Recipe Level

3. Available Recipes

Items successfully crafted at least once are indicated with a check mark.

4. Recipe Name, Material Durability, and Synthesis Difficulty

5. Required Materials/Materials in Possession

The number to the left of the icon represents the quantity required for the recipe.

(1 earth shard, 1 animal skin)

The number to the right of the icon represents the quantity in your possession.

(48 earth shards, 9 animal skins)

If you have HQ (high quality) versions of the materials required, they can be used by hovering the cursor over the number and clicking on the triangle icon that appears.

6. Starting Quality

Using HQ materials will increase this number. The closer the item quality is to the maximum value (in this case 180) when the synthesis is completed, the higher chance the resulting item will be HQ itself.

Crafting Interface

 Leather

STEP 1

Durability
30
/30

Status
Stable

Progress
0/11

Quality
0/180

HQ 1 %

Quit

 Leather

STEP 2

Durability
20
/30

Status
Stable

Progress
5/11

Quality
0/180

HQ 1 %

Quit

Gathering

In the case of botanists, before you can begin gathering, you must first equip the proper tool (a hatchet) and then activate the action Triangulate. Triangulate allows you to discern gathering points (mature trees) from regular foliage, and display those locations on your minimap. To begin logging, approach a mature tree and right click the display name, or press B on the gamepad to bring up the gathering interface. Next, select the item you wish to attempt to gather. The chances to successfully gather an item will vary depending on its difficulty and your current level. After a set amount of attempts, the point will become exhausted and will yield no more items.



■ Battle System Changes from Alpha

Experience Point Values

Experience point awards and leveling requirements have changed. These values will continue to be adjusted until release.

Global Cooldown (GCD)

Weaponskill CD has been changed to 2.5 seconds, and spell CD has been changed to 3.5 seconds. Weaponskill CD and spell CD can be reduced by increasing the Skill Speed and Spell Speed attributes respectively.

Action Buffering

Weaponskills and spells can now be input 0.5 seconds before CD is complete. Actions inputted in this fashion will be executed immediately thereafter.

Updated Action Help

Actions that change following the acquisition of certain traits will now display updated action help information.

Falling Damage

Players will now take damage if falling from higher than a certain distance. However, players not engaged in battle will not have their HP reduced below 1, regardless of fall distance. This is to avoid placing undue stress on players interested in peaceful exploration.

Auto-Targeting

Players without a selected target will now automatically target the source of any damage received.

Auto-sheathe Weapon

Players can now specify the length of time before they automatically sheathe their weapon when using this option.

Loot Distribution

All party members will be notified when another member opens a chest, and all members—including KO'd players—will have the opportunity to receive loot.

■Exiting the Game

To exit the game, press the Esc key, or click **System** in the micro menu, and then select Log Out to return to the title screen, or select Exit Game to close the application. Both options will take 20 seconds to complete. You can log out immediately from within an inn room.

■Getting Unstuck from Geometry

Use the following command if your character gets stuck in world geometry and cannot move:

Command	Description
/stuck	Return to home point.

*** This command is only available during the beta test.**

Fixing the Log Window

Use the following command if the log window does not display text correctly.

Command	Description
/cls	Clear the log window.

*** This command is only available during the beta test.**

REFERENCE

■Test Feedback

Please post all comments and suggestions on the [Feedback](#) sub-forum of the official ARR Test Forums.

■Bug Reporting

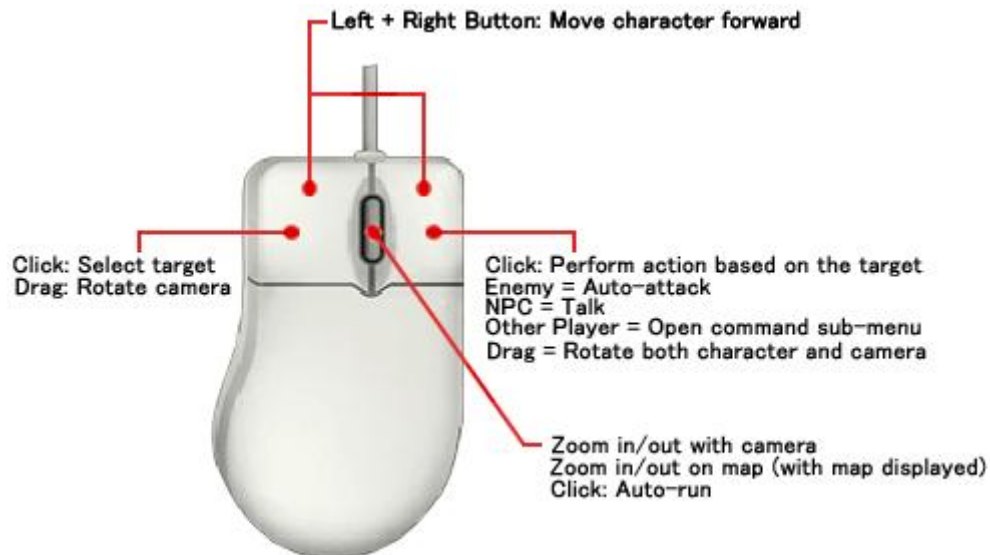
If you encounter any bugs, please post a detailed description on the [Bug Reports](#) sub-forum of the official ARR Beta Tester Forum.

All bug reports will be reviewed by the development and operations teams. Please note that, in order to determine the cause of a bug, we may request additional information regarding your computer's specifications. Use the following command to retrieve this information if necessary:

Command	Description
/systeminfo (/si)	Generates a log file containing system information. *Save Path: My Documents/My Games/FINAL FANTASY XIV – A Realm Reborn (Beta Version)/GameInfo

If the game client is not running, click SQUARE ENIX, FINAL FANTASY XIV - A Realm Reborn (Beta Version) in the Windows Start Menu, then FINAL FANTASY XIV - System Information. A screen will appear displaying your system information, which can be copied to your clipboard and pasted into a bug report.

■ Glossary of Mouse Controls



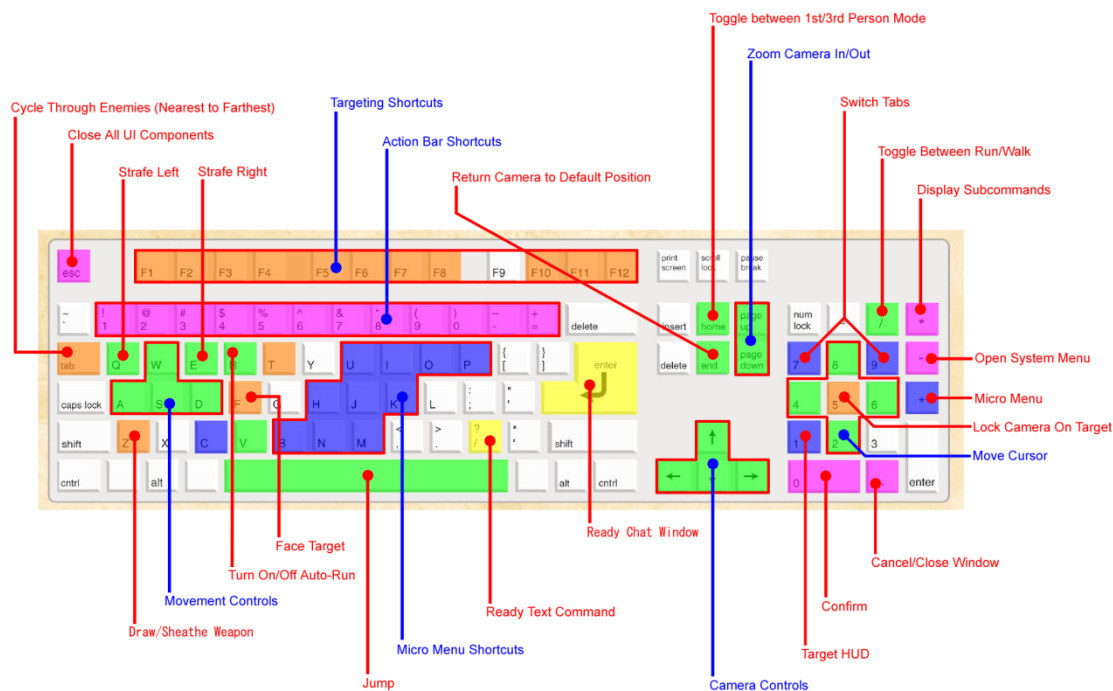
Command	Default
Click: Select target	Left Button
Drag: Rotate camera	
Click: Perform action based on target. Enemy = Auto-attack NPC = Talk Other Player = Open command as submenu	Right Button
Drag: Rotate both character and camera	
Move character forward	Left + Right Button
Zoom in/out with camera Zoom in/out on map (with map displayed)	Scroll Mouse Wheel
Turn on/off Auto-run	Mouse Wheel Button

Menu Navigation

Command	Default
Select/Confirm	Left Button
Display submenu	Right Button
Drag area map (when displayed)	Drag Left/Right Button
Zoom map in/out (when displayed)	Scroll Mouse Wheel

■Glossary of Keyboard Controls

To change key bindings, press NUM-, or click **System** in the micro menu, and then select the category of commands you wish to reassign in the Keybind menu.



UI

Command	Default Key
Cancel/Close Interface	NUM.
Close all UI components	Esc

Movement

Command	Default Key
Move Forward	W
Move Back	S
Turn Left	A
Turn Right	D
Strafe Left	Q
Strafe Right	E
Toggle Between Run/Walk	NUM/
Turn On/Off Auto-Run	R, Mouse Wheel Button
Jump	Spacebar

Camera

Command	Default Key
Point Camera Up	↑
Point Camera Down	↓
Point Camera Right	→
Point Camera Left	←
Zoom Camera In	Page Up
Zoom Camera Out	Page Down
Toggle Between 1st/3rd Person Mode	Home
Return Camera to Default Position	End
Save Current Camera Position	Ctrl+End
Return Camera to Saved Position	Ctrl+Shift+End
Flip Camera	V

Targeting

Command	Default Key
Cycle Through Enemies (Nearest to Farthest)	Tab
Cycle Through Enemies (Farthest to Nearest)	Shift+Tab
Face Target	F
Target Self	F1
Target Members in Party List	F2 - F8
Target the Target of Your Current Target	T
Target Current Focus Target	F10
Target Nearest Enemy	F11
Target Nearest NPC or Object	F12
Set/Clear Focus Target	Shift+F
Lock Camera On Target	NUM5

Chat

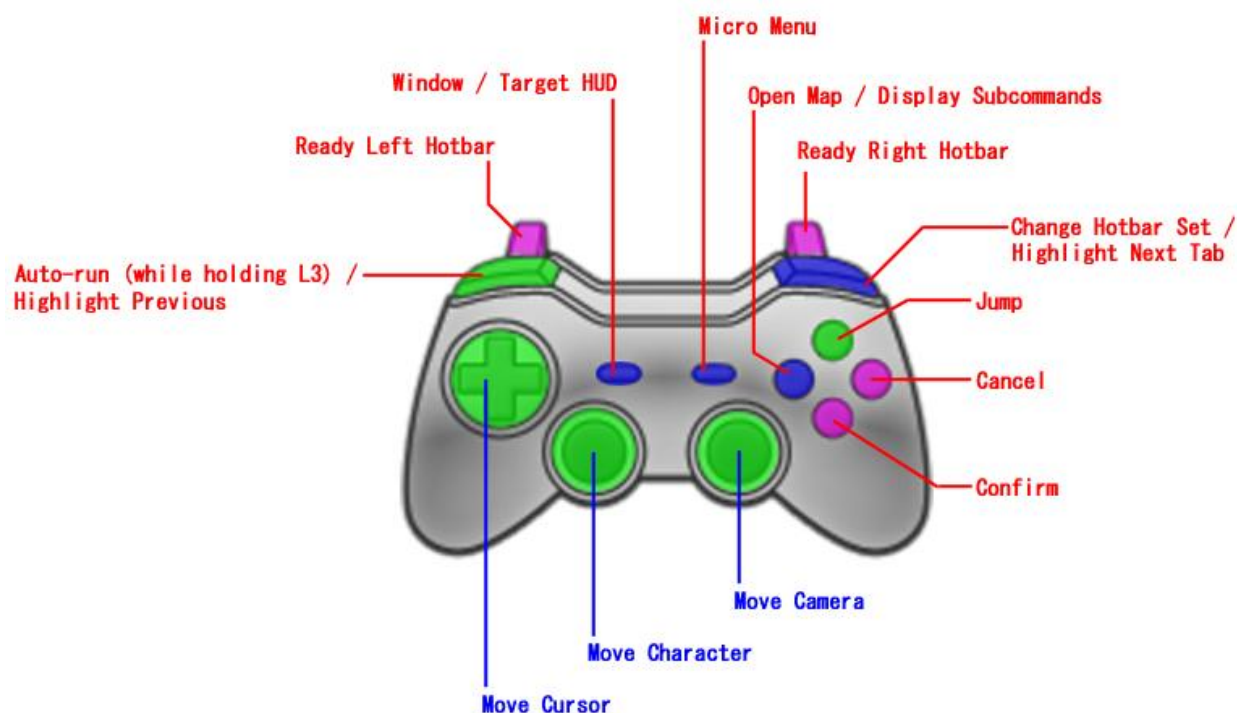
Command	Default Key
Ready Chat Prompt	Enter
Temporarily Switch Chat Mode to Say	Alt+S
Temporarily Switch Chat Mode to Shout	Alt+H
Temporarily Switch Chat Mode to Party	Alt+P
Reply (Repeat to Cycle Through PCs)	Alt+R

Action Bar & Micro Menu

Command	Default Key
Confirm	NUM0
Cancel	NUM.
Subcommand	NUM*
Move Cursor Up/Cycle Through Party List	NUM8
Move Cursor Down/Cycle Down Through Party List	NUM2
Move Cursor/Target Cursor Left	NUM4
Move Cursor/Target Cursor Right	NUM6
Cycle Through HUD Components	NUM1
Select the Micro Menu	NUM+
Cycle Through Action Bars (Up)	Shift+ ↑
Cycle Through Action Bars (Down)	Shift+ ↓
Switch to Action Bar 1	Shift+1
Switch to Action Bar 2	Shift+2
Switch to Action Bar 3	Shift+3
Draw/Sheathe Weapon	Z
Character	C
Inventory	I
Map	M
Actions and Traits	P

Social Lists	O
Timers	U
Journal	J
Configuration	K
Crafting Log	N
Gathering Log	B
Hunting Log	H
Emote List	(No default assignment)
System Menu	NUM-
Cycle Through UI Component Tabs (Forward/Back)	NUM9/NUM7

■ Glossary of Gamepad Controls



Movement

Command	Default
Move Character	Left Analog Stick
Move Camera	Right Analog Stick
Toggle Between 1st/3rd Person Mode	R3
Cycle Through Targets	D-Pad
Cancel	B
Confirm	A
Sit / Lock Camera On Target	L3
Map	X
Jump	Y
Turn On/Off Auto-Run	LB+Left Analog Stick
Cycle Through Hotbars	RB+D-Pad/Main Button
Activate Cross Hotbar Action	LT/RT+D-Pad/Main Button
Edit Cross Hotbar	LT/RT+BACK

* The button assignments for Confirm and Cancel can be switched from the game's configuration menu.

Menu Navigation

Command	Default
Move Cursor	D-Pad
Cancel	B
Confirm	A
Submenu	X
Confirm Checkbox	A (When using Journal, X)
Cycle UI Tab (Back)/Lower Denomination	LB
Cycle UI Tab (Forward)/Increase Denomination	RB
Cycle HUD Components	BACK
Micro Menu	START

* The button assignments for Confirm and Cancel can be switched from the game's configuration menu.

Virtual Mouse

This allows players to use the gamepad as if it were a mouse.

Command	Default
Toggle On/Off Virtual Mouse	LB+R3
Move Cursor	Right Analog Stick
Virtual Mouse Left Button	LT
Virtual Mouse Right Button	RT

■ Glossary of Text Commands

The following list includes all text commands available in beta phase 2. New text commands will be added in later phases and after official release.

*** PC names and actions must be capitalized and in quotation marks.**

*** Brackets are not needed when using subcommands.**

Command	Description
/say (/s) [message]	Sends a message to all PCs within a small radius. Typing /say or /s without a message switches the default chat mode to [Say].
/shout (/sh) [message]	Sends a message to all PCs in the same area. The message will not be displayed if a PC has deselected [Shout] in the chat filter. * The [Yell] chat mode will be implemented in phase 3. [Yell] will send messages to all players in an area larger than [Say], but not as large as [Shout].
/party (/p) [message]	Sends a message to all members of your current party, regardless of their location. Typing /party or /p without a message switches the default chat mode to [Party].
/echo (/e) [message]	Displays a message that only you can see.
/partycmd (/pcmd)	Executes various party commands. Opens your party members display when no subcommand is specified. >>Subcommands: add "PC name" – Invite a PC to your party. leave – Leave your current party. leader "PC name" – Pass leadership to a PC in your party. kick "PC name" – Remove a PC from your party. breakup – Dissolve your current party.
/join	Accepts a party invite.
/decline	Declines a party invite.
/friendlist (/flist)	Executes various Friend List commands. Opens your friend list when no

[subcommand]	<p>subcommand is specified.</p> <p>>>Subcommands:</p> <p>add "PC name" – Send a PC a friend request.</p> <p>accept "PC name" – Accept a friend request from a PC.</p> <p>deny "PC name" – Deny a friend request from a PC.</p> <p>remove "PC name" – Remove a PC from your friend list.</p>
/blacklist (/blist) [subcommand]	<p>Executes various blacklist commands. Opens your blacklist when no subcommand is specified.</p> <p>>>Subcommands:</p> <p>add "PC name" – Add a PC to your blacklist.</p> <p>remove "PC name" – Remove a PC from your blacklist.</p>
/? [command_name]	<p>Gives a detailed explanation of specified command. Abbreviations can be used.</p> <p>* All command names must be one word or in quotation marks.</p>
/wait [wait time]	<p>A macro command for adjusting the pause between commands.</p> <p>A wait time amount of 1 equals one second.</p> <p>The maximum wait time allowed is 60.</p> <p>If the wait time amount is over 60, it will be counted as 0.</p>
/logout	Log out and return to the title screen.
/shutdown	Log out and close the game.
/map	Opens the current area map.
/check (/c) "PC name" (placeholder)	Examines the specified target. Examines current target when not specified.
/huntinglog(/hlog)	View the Hunting Log
/craftinglog(/clog)	View the Crafting Log
/gatheringlog(/glog)	View the Gathering Log
/trade	Initiates a trade with your current target.
/return	Return to your current home point.
/action (/ac) "action name" "PC name"	<p>Uses an action on specified target. Uses current target when not specified.</p> <p>This cannot be used with actions you have not yet learned, or when restricted by other factors.</p>
/battlemode (/bm) [subcommand]	Toggle between active and passive mode. Switches to opposite mode when no subcommand is specified.

	>>Subcommands: On – Draw weapon. Off – Sheathe weapon.
/enemysign /marking (/mk) [target type] "PC name" (placeholder)	Set a sign on the specified target. Uses current target when not specified. >>Target types: attack1–5 bind1–3 ignore1–2 circle cross square triangle off (Turns off enemy sign.) >>Example: /marking attack1 (Sets sign "Target to Attack 1" on current target.)
/target (/ta) "PC name" (placeholder)	Targets the specified target. Target must be within range for this command to function.
/targetnpc (/tnpc)	Targets the closest NPC within a certain radius.
/targetenemy (/tenemy)	Targets the closest enemy within a certain radius.
/battletarget (/bt)	Targets the closest enemy within a certain radius that is attacking you.
/assist (/as) "PC name" (placeholder)	Targets the target of another PC or NPC. (A target must be specified.) Assists current target when not specified.
/facetarget (/ft)	Immediately turns your PC in the direction of your current target.
/automove	Turn on/off auto-run.
/recast "action name"	Displays time remaining until the specified action can be used again.
/loot	Opens the loot list.
/sit (/lounge)	Assume a sitting position or rise from it. Certain emotes have special sitting equivalents. Also sits your character in a chair if one is nearby.
/follow	Follow targeted player.

■Placeholders

Command	Description
<t>	Displays current target name.
<tt>	Displays target of current target's name.
<me>	Displays your character's name.
<0>	Displays your character's name.
<1>~<8>	Display Party Member 1-8's name.
<attack1>~ <attack5>	Displays Target to Attack 1-5's name.
<bind1>~<bind3>	Displays Target to Bind 1-3's name.
<stop1>~<stop2>	Displays Target to Stop 1-2's name.
<square>	Displays target marked with a square's name.
<circle>	Displays target marked with a circle's name.
<cross>	Displays target marked with a cross's name.
<triangle>	Displays target marked with a triangle's name.
<mo>,<mouse>	Displays mouseover target's name
<hp>	Displays current HP and maximum HP.
<hpp>	Displays current HP as a percentage.
<mp>	Displays current MP and maximum MP.
<mpp>	Displays current MP as a percentage.
<tp>	Displays current TP.
<class>,<job>	Displays current class and level.
<pos>	Displays coordinates of current location.

■ User Macros

User-defined macros are automated commands that allow you to record multiple actions and trigger them with a single button or key stroke.

Creating Macros

Open the System menu and select **User Macros**.



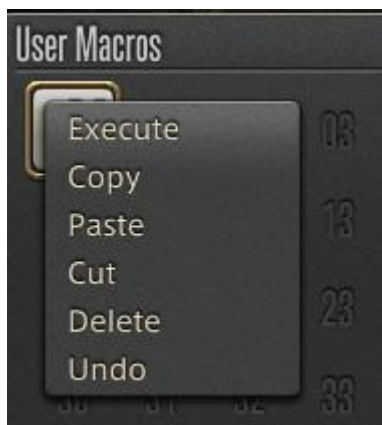
Select a macro slot, then click on the fields to the right to input a title and body. By clicking the icon to the left of the title, you can also select a macro icon. Up to 100 unique macros can be saved.



A macro can contain up to 20 text commands or chat messages. When you create a new macro, its icon will appear in the selected slot. To edit a macro, simply select the icon and revise the displayed information.

Right-clicking a macro icon or empty slot will open a submenu that allows you to copy, cut, paste,

delete, or execute a macro, as well as undo or redo any previous revision.



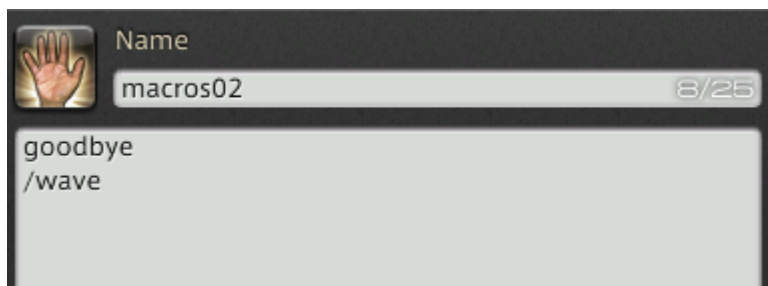
Triggering Macros



A macro, like an action, can be added to the Action Bar or Cross Hotbar by dragging and dropping it into the desired slot. It can then be executed by either clicking the icon or pressing the shortcut key assigned to the icon's slot.

Macro Examples

1. When this macro is triggered, the player will use the "/wave" emote while saying "goodbye":





2. When this macro is triggered, the player will open the Crafting Log:
/craftinglog

3. When this macro is triggered, the player will assign the ignore1 sign on the current target:
/marking ignore1

3. When this macro is triggered, a conjurer in a party with the above player will cast Repose on the target marked with the ignore1 sign:
/action Repose <stop1>