# Chat Shortcuts

| Command | Chat Type |
|---------|-----------|
| /a | Area Chat |
| /p | Party Chat |
| /t | Team Chat |

# Text Box Shape

| Command | Effect |
|---------|--------|
| /toge | Emphasis, spiky bubble with a loud sound |
| /moya | Thinking, clouded buddle with a soft sound |

# Text Box Emote

| Command | Effect |
|---------|--------|
| /mn**#** | Emote on selected number (**#** is any number ranging 1~39) |

# Text Color

The color of your text can be changed by adding {"command"} before your text. Multiple different colors can be used in the same line of next by simply adding the color command at where the new color should begin.

| Command | Color |
|---------|-------|
| {red} | red |
| {ora} | orange |
| {yel} | yellow |
| {gre} | green |
| {blu} | blue |
| {pur} | purple |
| {vio} | pink |

| {bei} | beige |
|---|---|
| {whi} | white |
| {gra} | gray |
| {blk} | black |
| {def} | Default color |

## Text Color Addendum

You can change the color in the Chat Log by using **{cmd**{def}}. **{cmd**}"text" will appear in your speech bubble, but the chat log should display the "text" in the specified color. (e.g {red{def}}You shall bleed, will display "{red}You shall bleed" in the chat bubble, but "You shall bleed" will be red in the chat window.)
Note: {def{def}} will be the same as {whi{def}}

# Game Status Displays

JP Region Warning: Using the English patch will translate the names displayed from your chat into English.

| Command | Shorthand | Displays |
|---|---|---|
| <hp> | | [Current HP]/[Max HP] |
| <pp> | | [Current PP]/[Max PP] |
| <technic>/<technique> | <tc> | Name of the last tech used |
| <photonarts> | <pa> | Name of the last PA used |
| <skill> | <sk> | Name of the last skill used |
| <target> | <t> | Name of the last target.<br>Note: If used in the hub area, will display the name of the last NPC targeted for conversation. |
| <et1>, <et2>, <et3> | | Name of recent Emergency Codes<br>Note: <et1> is the most recent. |
| <pos> | | Grid coordinate of character position |
| <area> | <ar> | Name of the current area |
| <me> | | Name of your character |

| | | |
|---|---|---|
| <class> | <cl> | [Main name] Lv.[Main level]/[Sub name] Lv.[Sub level] |
| <weapon> | <wp> | [Name of current weapon]+[Grind Level] |
| <basecolor> | <bc> | Color of the nearest base in Mining Defense EQs and Buster Quests.<br>Note: Displays "--" outside of Mining Defense EQs and Buster Quests |
| <putitem> | <pi> | Name of the last item dropped on the ground |
| <getitem> | <gi> | Name of the last item picked up |
| <pet> | | Name of the current pet in use. |
| <darkblast> | <db> | Name of the Dark Blast being used (i.e. Elder) |

## Shortcut Word Commands

Note: Shortcut Words (i.e. chat macros) can be used by pressing Ctrl + F[1~10]. Can save up to 5 pages

| Command | Shorthand | Effect |
|---|---|---|
| /spage**#** | /swp**#** | Changes to the indicated Shortcut Word page. (**#** is any number ranging 1~5) |
| /sw**#** | /s**#** | Displays (or uses) the indicated Shortcut Word. (**#** is any number ranging 1~50)<br>Every set of 10 is on the following page. (i.e. shortcut 1~10 is saved on page 1, shortcut 11~20 is saved on page 2, etc.) |

## Equipment Commands

Note: When using a translated item name, you will need to remove all spaces when referring to that item. (i.e. *Edel Arrow -> *EdelArrow)
Note: If you are using the English Patch for the JP region, you will need to use the English name.

| Command | Shorthand | Effect |
|---|---|---|
| /mainpalette**#** | /mpal**#** | Changes to the indicated weapon palette. (**#** is the number of the main palette that you want to switch to) |
| /subpalette**#** | /spal**#** | Changes to the indicated subpalette. (**#** is the number of the subpalette that you want to switch |

| | | to) |
|---|---|---|
| /costume **item_name** | /cs **item_name** | Equips the indicated costume. (**item_name** is the name of the costume that you want to switch to)<br>Note: Item needs to be in inventory. |
| /camouflage **item_name** | /cmf **item_name** | Equips the indicated weapon camo. (**item_name** is the name of the weapon camouflage that you want to switch to)<br>Note: Item needs to be in inventory. |
| /myset**#** | /ms**#** | Changes to the indicated set. (**#** is the number of the equipment set that you want to switch to)<br>Note: Not usable in quests. |
| /skillring **item_name** | /sr **item_name** | Equips the indicated skill ring. (**item_name** is the name of the skill ring that you want to switch to)<br>Note: Item needs to be in inventory. |
| /myfashion**#** | /mf**#** | Changes to the indicated fashion set. (**#** is the number of the MyFashion that you want to switch to)<br>Note: Costume/Parts/Outerwear need to be in inventory. |

## UI Commands

| Command | Effect |
|---|---|
| /uioff **#** | Hides the UI for **#** of seconds.<br><br>Note: If the duration number is not typed, it will default to 10 seconds.<br>Note: You can turn on the UI early by pressing Esc to open the menu.<br>Note: The max duration is 600 seconds (10 minutes). |

## Cut-in Commands

Warning: Some players do not appreciate a random face caused by the use of cut-ins in autowords. Make sure to use specifically in party chat and/or do not use cut-ins your autowords.

| Command | Effect |
|---|---|
| /ci**F A** t**B W** s**D** | Displays a cut-in window of your character's face.<br><br>**F**: (Numbers 1~9) Determines the facial expression |

| | |
|---|---|
| | **A**: (Numbers 1~5) Determines the face angle<br>  1. Front<br>  2. Off-angle<br>  3. Off-angle Above<br>  4. Off-angle Below<br>  5. Side<br><br>**B**: (Numbers 1~5) (Optional) Determines brightness of cut-in. Starts with a 't' followed by a number ranging from 1~5, where 5 is the brightest. (i.e. /ci1 1 t4)<br><br>**W**: (Leave blank or "nw") (Optional) Disables the cut-in window from being shown.. Effectively becomes "/face" as seen below.<br><br>**D**: (Numbers 0~30) (Optional) Determines the duration of the facial expression. Starts with an 's' followed by duration in seconds. (i.e. /ci1 1 s5)<br>Note: Max duration is 30 seconds. |

## Facial Expression Commands

| Command | Shorthand | Effect |
|---|---|---|
| /ce**# cmd** | | Makes the character's eyes track the camera. **#** is optional and determines the facial expression.<br><br>**cmd** (Can be left blank, "on", "off", "stop", or "s"#)<br>● If left blank, your character's eyes will track the camera for 10 seconds<br>● If "on", your character's eyes will track the camera until "/ce off" is used or you log out.<br>● If "stop" is used, the current facial expression will be frozen if the character is using a facial expression.<br>● If "s"# is used, the facial expression will freeze # seconds into the animation. (# is the number of seconds, up to 30, decimals are okay) Otherwise, the facial expression will freeze on the first frame of the indicated facial expression. |
| /face**# cmd** | /fc**# cmd** | Changes to the indicated facial expression for 10 seconds. **#** determines the facial expression.<br><br>**cmd** (Can be left blank, "on", "off", "stop", or "s"#) |

| | | |
|---|---|---|
| | | <ul><li>If left blank, your character will wear the indicated facial expression for 10 seconds</li><li>If "on", your character will wear the indicated facial expression until "/face# off" or "/fc# off" is used or you log out.</li><li>If "stop" is used, the current facial expression will be frozen if the character is using a facial expression.</li><li>If "s"# is used, the facial expression will freeze # seconds into the animation. (# is the number of seconds, up to 30, decimals are okay) Otherwise, the facial expression will freeze on the first frame of the indicated facial expression.</li></ul> |
| /ceall **cmd** | | Makes all nearby characters' eyes track the user's camera.<br><br>**cmd** (Can be left blank, "on", or "off")<ul><li>If left blank, all characters' eyes will track the camera for 10 seconds</li><li>If "on", all characters' eyes will track the camera until "/ceall off" is used or you log out.</li></ul>Note: Will need to be reused over again if you want to have characters in a new area track the camera.<br>Note: Doesn't apply to NPCs in the hub area, but applies to any partner characters in quest. |

## Facial Expression Numbering

1. Neutral
2. Happy
3. Angry
4. Sad
5. Suspicious
6. Eyes closed
7. Mouth closed
8. Happy 2
9. Wink

## Lobby Action (NA: Emote) Commands

Note: Some of the "looping" lobby actions have additional movements when you right/left click.
Note: **lobby_action** is the name of the lobby action.

| Command | Effect |
|---|---|

| /la **lobby_action** | Performs the lobby action specified if available. |
|---|---|
| /mla **lobby_action** | Performs male version of the lobby action. Not necessarily masculine. |
| /fla **lobby_action** | Performs female version of the lobby action. Not necessarily feminine. |
| /cla **lobby_action** | Performs the version of the lobby action opposite of your gender. Not necessarily different. |
| /la hsi**#** | Used for looping lobby actions that perform a different movement when you mouse click.<br><br>**#** (1 or 2) indicates type of click.<br>   1. Simulates left click<br>   2. Simulates right click |

## Freezing Lobby Action Commands (Premium Required)

Note: **lobby_action_command** is the whole lobby action command (e.g. /mla dance1)

| **lobby_action_command** s**#** | Freezes the lobby action for 10 seconds **#** seconds after it starts. For decimals use a #.## notation (Example: 1.02). For seconds less than one, use a "0.##" notation (Example: 0.51). |
|---|---|
| **lobby_action_command** ss**#** | Freezes the lobby action **#** seconds after it starts. For decimals use a #.## notation. For seconds less than one, use a "0.##" notation. |

# Symbol Art Commands

Warning: Using the Symbol Art command cancels out any other commands.

| Command | Effect |
|---|---|
| /symbol**#** | Displays the symbol art where **#** is the number of the Saved symbol art. |

# Voice Commands

| Command | Voice Clip |
|---|---|
| /vo1 | Striking Attack Voice Clips |
| /vo2 | Ranged Attack Voice Clips |
| /vo3 | Forward Aiming Techniques |

| | |
|---|---|
| /vo4 | AoE / Recovery Techniques |
| /vo5 | Minor Damage |
| /vo6 | Large Damage |
| /vo7 | Upon Revival |
| /vo8 | Incapacitated |
| /vo9 | Photon Blast |
| /vo10 | Special Action |
| /vo11 | Charged Attack |
| /vo12 | "SEGA!" (Not available for all) |
| /vo**#** | Voice Specific (Not available for all) (**#** ranges 13~22) |

## Sources

- http://ohpso2.wikia.com/wiki/Chat_Commands
- http://www.bumped.org/psublog/pso2-jp-maintenance-and-patch-4202016/
- http://www.bumped.org/psublog/pso2-jp-maintenance-and-patch-8102016/
- http://pso2.swiki.jp