



Hello astrologians, fortune tellers, stargazers and tarot readers. If you are looking to customize your deck of cards, then you've come to the right place.

This guide will walk you through how to create your own mods which will replace the default card textures with your very own cards.

Covered in the guide is replacing card textures on:

Astroglobe (your weapon!)

Hip sleeve (the card sleeve that hangs on your hip)

/bstance (the card you hold, great for /gpose!)

Draw vfx (The card that appears above your head when you cast Draw)

Sleeve Draw vfx (The cards that spin around you when you cast Sleeve Draw)

Redraw vfx (The cards that spin around your hand when you case Redraw)

Some of these steps are still very new, so please feel free to report your findings and solutions to Kompy (Kombee) on the TextTools Discord and I'll add them here!

This guide will make use of several tools and software, but ultimately you will be able to save your modifications as a TextTools mod, and other people can enjoy your mod with a single TT mod install.

Required Software

Following is a list of all software used in this guide. Some mods may only require some of this software, so check the section relevant to your needs.

TexTools: For loading your mods.

<https://www.ffxiv-texttools.net/>

XIVLauncher: For loading the VFX plugin.

<https://github.com/goatcorp/FFXIVQuickLauncher>

VFXEditor Plugin v1.3.2.9 or later: For editing VFX (spell effects)

Can be installed directly from the XIVLauncher by searching VFX

<https://github.com/Oceal0t/Dalamud-VFXEditor>

nVidia Texture Tools, or similar software: For converting your images/textures into DDS (DTX1 or DTX5) files. This is required for VFX, and optional for TexTools.

<https://developer.nvidia.com/nvidia-texture-tools-exporter>

Image editing software: For making, modifying and converting your textures.

A notepad or screenshot software: Very useful for noting down settings used in VFX.

VFX has a potential to crash, and your settings won't be saved, so taking notes can help make up for lost work.

FFXIV: This one is obvious, but you'll need FFXIV installed to test your mods and access data files =)

Modifying the Astrolobe



Software: TexTools, image editor

Card backsides:

- 1) Open TT and search for your astrolobe by name. Select the Main Hand
- 2) Export the diffuse and specular maps. DDS is best practice, but PNG works, too. If you plan to upscale the textures, then export the normal map as well.
- 3) Open each texture in your image editing software.
- 4) Diffuse map: Place your card's backside texture over top the one in the map. Adjust to fit. Save as png or dds.
- 5) Specular map: Copy the layer for your custom card from the diffuse map onto the specular map so its size and position match exactly. Apply a filter to set its saturation to 0 and adjust lightness to approximately match the original card texture. Ensure the filter is blended into the custom card texture only. Save as png or dds.
- 6) Normal map: If you did NOT resize the specular or diffuse maps, no changes to the normal map is needed. If your custom card has lots of fine details, you may need to upscale the d/s maps+your card. I recommend either 1024 or 2048. Note that if you upscale one map, you must upscale all 3 maps to the same size.
- 7) Using TT, replace the maps with your modified maps.

Card frontsides:

- 1) With TT still open, search "Equipment Decals"
- 2) Select Equipment Decals, and select decal 151 from the Texture Map dropdown.
- 3) Export the diffuse and specular maps, and the normal map if upscaling.
- 4) Using this texture as a reference, place your custom card frontsides overtop. If your cards have fine details, you may need to upscale the texture first, either 1028 or 2064.
- 5) Save and replace the original in TT.

Test!

- 1) Launch XIV, go into /gpose with your weapon drawn, and see if it looks ok!
Tweaks may be necessary.

Modifying the Sleeve



Software: TexTools, image editor

- 1) Open TT and search for your astroglobe by name. Select the Off Hand
- 2) Open each texture in your image editing software.
- 3) Diffuse map: Place your card's backside texture over top the one in the map. Adjust to fit. Save as png or dds.
- 4) Specular map: Copy the layer for your custom card from the diffuse map onto the specular map so its size and position match exactly. Apply a filter to set its saturation to 0 and adjust lightness to approximately match the original card texture. Ensure the filter is blended into the custom card texture only. Save as png or dds.
- 5) Normal map: If you did NOT resize the specular or diffuse maps, no changes to the normal map is needed. If your custom card has lots of fine details, you may need to upscale the d/s maps+your card. I recommend either 1024 or 2048. Note that if you upscale one map, you must upscale all 3 maps to the same size.
- 6) Using TT, replace the maps with your modified maps. Launch XIV, go into /gpose with your weapon drawn, and see if it looks ok! Tweaks may be necessary.

Modifying the Battle Stance



Software: TexTools, image editor

- 1) Open TT and search for the following under "By Set": w9030b0013_v0
- 2) Export the diffuse and specular maps, and the normal map if upscaling.
- 3) Diffuse map: Place your card's backside texture over top the one in the map. Adjust to fit. Save as png or dds.
- 4) Specular map: Copy the layer for your custom card from the diffuse map onto the specular map so its size and position match exactly. Apply a filter to set its saturation to 0 and adjust lightness to approximately match the original card texture. Ensure the filter is blended into the custom card texture only. Save as png or dds.
- 5) Normal map: If you did NOT resize the specular or diffuse maps, no changes to the normal map is needed. If your custom card has lots of fine details, you may need to upscale the d/s maps+your card. I recommend either 1024 or 2048. Note that if you upscale one map, you must upscale all 3 maps to the same size.
- 6) Using TT, replace the maps with your modified maps.
- 7) Launch XIV, go into /gpose with your weapon drawn, and do /bstance. See if it looks ok. Tweaks may be necessary.

Modifying the Draw, Redraw and Sleeve Draw VFX



This is perhaps the most advanced part of this guide. Thankfully, I have put together a 'template' mod that has most of the VFX tweaking already done. You just need to swap out your textures. This will guide you on how.

Software: TexTools, image editor, XIVLauncher, VFXEditor, nVidia or other DDS converter

Step I) Preparing your textures.

These steps will guide you on how to prepare your card textures so they are import-ready for VFXEditor.

- 1) Open your image editing software and create a new document, 128x256 pixels.
- 2) Go to your preferences and ensure that your image interpolation is set to bicubic sharper. Feel free to experiment with this if your imported results are undesirable.
- 3) Place your card image into the document. If your card image is shorter than 256px, then stretch to fit. This seems counterintuitive, but the vfx will scale the image back to correct proportions.
- 4) Save the image as a .DDS file, and select DTX1 as the file type. If using the nVidia texture tools, this is also called BC1a. Generating mipmaps is optional (only necessary if you play XIV with reduced graphic quality). Name your image according to which card you want to replace, such as bole.dds, or balance.dds.
- 5) Repeat for all 6 cards, plus a card back, for a total of 7 DDS images.

Step II) Setting up your environment.

These steps will help make the vfx modding steps smoother and easier.

- 1) Open TT, and disable all your mods, especially if you modded your weapon. I recommend exporting your weapon changes as their own mods, to be safe. Disabling your current mods will make it easier to clean up and save your vfx mod later on. This step is optional, and I will provide a list of what files are modified via VFXeditor for advanced users.
- 2) Download and install this mod in TT:
<https://www.xivmodarchive.com/modid/32180>
- 3) Install and set up XIVLauncher. Update to latest version if you already have it.
- 4) Launch FFXIV via XIVLauncher and log in. Once logged in, type /xlplugins
- 5) Search for "VFXeditor" and install it. ****Ensure it's on v1.3.2.9 or later!****

Step III) Replacing the vfx card textures.

- 1) While in-game, type /vfxeditor. This should bring up the vfxeditor window.
- 2) At the top, next to Data Source, click the search button (magnifying glass)
- 3) In the newly popped up window, click the Game File tab, then Action tab.
- 4) Search for Draw, select Draw from the list, then press Select under VFX#0. You should now see [ACTION] Draw #0 in the Data Source field.
- 5) Next to Preview On:, click the search button (magnifying glass)
- 6) In the File Select [TARGET] window, select the recent tab, select [ACTION] Draw #0, then Select at the bottom. You should now see [ACTION] Draw #0 in the Preview On field.
- 7) In the main VFXEditor window, select the Textures tab.
- 8) Select Texture 8, select Replace, and select your back.dds card image.
- 9) Select Texture 9, select Replace, and select your back.dds card image. (Yes, these are the exact same, and it's necessary to replace both)
- 10) Select the green UPDATE button. Select Spawn, On Self. Verify your images display correctly. If you want to Spawn again, be sure to wait until the Spawn button no longer says "Remove" and is showing "Spawn" again. Clicking Remove while the vfx is running may cause crashes.
- 11) Repeat steps 2 - 6, but search for and select Redraw instead.
- 12) Repeat steps 7 - 10, but replace Texture 9 ONLY. Do ***not*** edit Texture 8.

- 13) Repeat steps 2 - 6, but search for and select Sleeve Draw instead.
- 14) Repeat steps 7 - 10, but replace Texture 2 and Texture 3.
- 15) At this point, all of the animated effects when casting Draw, Redraw and Sleeve Draw should be changed. The card above your head when casting Draw is not changed yet, and these next steps will go over that. The process is a bit different.
- 16) In the File Select [SOURCE] window, select the Game File tab, then the Game File tab.
- 17) Paste this into the field then press select: vfx/common/eff/ast_card0h.avfx
- 18) In the File Select [TARGET] window, select the Recent tab, select vfx/common/eff/ast_card0h.avfx, then Select.
- 19) Your Data Source and Preview On fields in the main window should show vfx/common/eff/ast_card0h.avfx
- 20) Select and replace Texture 3 and 4 with your card back texture.
- 21) Select Texture 6 and replace with your Balance card texture.
- 22) Select UPDATE, then preview with Spawn on self.
- 23) Repeat steps 16 - 19, except search for vfx/common/eff/ast_card1h.avfx
- 24) Repeat steps 20 - 21, except the back is Textures 2 and 3, and the Bole is texture 5.
- 25) Repeat steps 16 - 19, except search for vfx/common/eff/ast_card2h.avfx
- 26) Repeat steps 20 - 21, except the back is Textures 3 and 4, and the Arrow is texture 6.
- 27) Repeat steps 16 - 19, except search for vfx/common/eff/ast_card3h.avfx
- 28) Repeat steps 20 - 21, except the back is Textures 4 and 5, and the Spear is texture 3.
- 29) Repeat steps 16 - 19, except search for vfx/common/eff/ast_card4h.avfx
- 30) Repeat steps 20 - 21, except the back is Textures 4 and 5, and the Ewer is texture 7.
- 31) Repeat steps 16 - 19, except search for vfx/common/eff/ast_card5h.avfx
- 32) Repeat steps 20 - 21, except the back is Textures 3 and 4, and the Spire is texture 6.

Step IV: Exporting and cleaning up.

- 1) With the game and vfxeditor still open, select UPDATE, and cast each spell: Draw, Redraw, Sleeve Draw. Verify everything looks ok. You may need to turn your camera to see some of the effects better.
- 2) If you are happy with your results, select the Save icon next the UPDATE, and select 'TexTools Mod'
- 3) Name your mod. I advise naming this as a 'draft' as we are not 100% done yet. Select/check both Export Textures and Export All Documents. Select Export and save.
- 4) Exit FFXIV, and open TT.
- 5) In TT, import your newly made VFX draft mod. At this point, I recommend that this is the ONLY mod you have enabled.
- 6) Launch FFXIV, but do not open/launch vfxeditor. You can launch via XIVLauncher if you wish.
- 7) Go to a well lit area and test Draw, Redraw, and Sleeve Draw to verify the mod works all on its own. If you are satisfied, then you are almost done! If you are unhappy with the effects, then at this point, you are on your own to open up vfxeditor or your image editing software and make adjustments.

Cleaning and wrapping everything up.



Software required: TexTools

- 1) With FFXIV closed, open TT.
- 2) Select Mods, Create Modpack, Basic Modpack.
- 3) You will see a list of all loaded mods, including disabled mods.
- 4) First, determine what you wish to include in your mod. Name your mod accordingly. Also fill out the Author and Version number.
- 5) Select the items from the list you wish to include. If you followed this guide in its entirety, then you may want everything! Below is a list of what items and what they modify:

★ Draw, Redraw and Sleeve Draw:

- abi_as021c1h.avfx
- abi_drae1c0h.avfx
- abi_redrae1c0h.avfx
- ascd_s01ah.atex
- ascd_s02ah.atex
- ascd_s03ah.atex
- ascd_s04ah.atex
- ascd_s05ah.atex
- ascd_s06ah.atex
- ast_card0h.avfx
- ast_card1h.avfx
- ast_card2h.avfx

- ast_card3h.avfx
- ast_card4h.avfx
- ast_card5h.avfx
- mon_x10bh.atex (3 instances)
- mon_x11bh.atex (3 instances)
- uv_clyst.atex (3 instances)

★ Astroglobe, Sleeve and Battle Stance

- Equipment Decals (-decal_151.tex)
- (Weapon name) - Main Hand (diffuse, specular and normal)
- (Weapon name) - Off Hand (diffuse, specular and normal)
- w903b0013_v0 (diffuse, specular and normal)

6) Once you've saved your mod, disable all your mods, import your newly created mod, launch XIV and verify it works. If so, then congrats, you have created a single mod with all of your desired changes!