

Marius Heilstos Idea to play the AST Cards with Patch 5.1- 5.3

Hi to you all.

With the Changes if **Minor Arcana** a lot of Player ask me how I handel the cards with Patch 5.1

I have to say that my idea is based on the macro of Bokchoy Mcnuggets (from Sargatanas (NA)). So my thanks for this following macro:



Make eight macros for numbers 1 thru 8, corresponding to the eight party members.



Make a hotbar and align it with your party list.

Party List Element Size: 100%
Hotbar Element Size: 90%



When you draw a card, just simply click the hotkey that lines up with the party member you want to play it on.

1. This is the base of my Idea. You have to make the macros for **Minor Arcana** and **Play**. Also 8 times each. **Also you make 16 at least.**

2. After that you need 2 hotbars that are not used (or make pace). This Hotbar is not this one next to the group:



Not this Hotbar!!!

In Overlay it look like this:



Important is only that the Skill have the same place like in your Hotbar (HB) other ways you buffed not your target. (e.g. play <1> from the play hotbar has to be MA <1> in the other leashed ledge. Otherwise the order of the hotbar changes. It is important that 1-8 is always in the same order as with the Macro from Bok only on two different hot bars..**Its important**

that you split for each this Hotbars Job or you spam up this 3 Hotbars. Maybe you can use them with other Jobs aswell =)

How can I split the Hotbars?

In the Character Options you can split the Hotbars. and I can tell it again. **This is a requirement for the macro system!!!**



3. After that you can turn off the Hotbars for Play and **Minor Arcana and Play**. There are 2 ways:

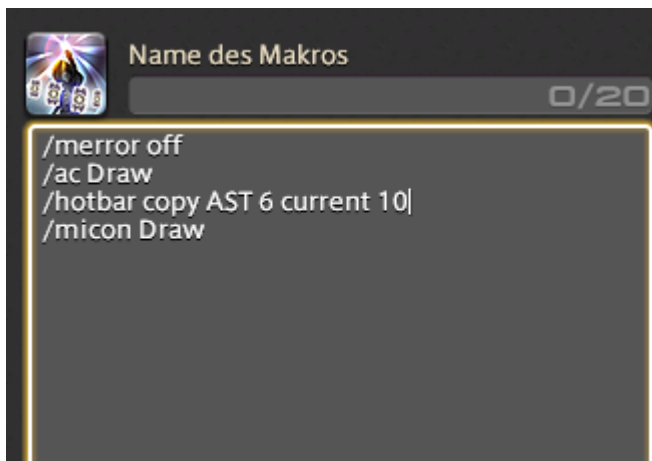
- use the chat command : /hotbar (number from your HB) display off
 - In my case for the **MA HB** its **/hotbar 9 display off**
In my case for the **Play HB** its **/hotbar 6 display off**
 - OR
 - Turn off the HB in the layout menu

We only do this so that the hotbar can no longer be seen. So a cosmetic effect. After we have all basic attitudes behind us. We come to the macros, which are the reason for the whole Marcosystem and the actually important.

4. Customization macros for "draw" and change the hotbar

4a. Draw and change

This Macro changes the Group HB in a Play HB the time you use Draw:



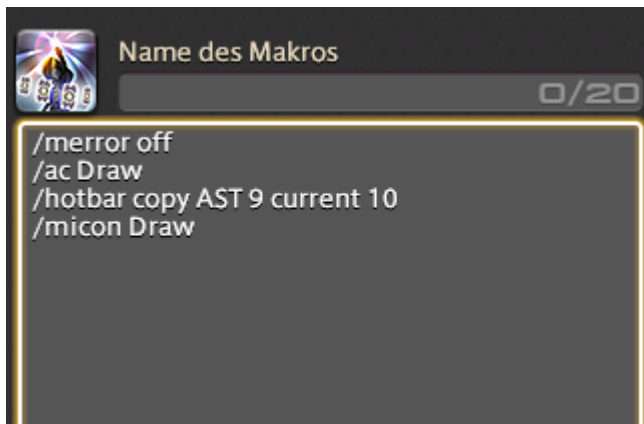
HB 6 is my Play Hotbar and HB 10 is my Group Hotbar

```
/merror off  
/ac Draw  
/hotbar copy AST (no.from Play HB) current (no. from Group HB)  
/micon Draw
```



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The same can make for Minor Arcana:



HB 9 is my **Minor Arcana Hotbar** and HB 10 is my **Group Hotbar**

/merror off
/ac Draw
/hotbar copy AST (**no.from MA HB**) current (**no. from Group HB**)
/micon Draw



The advantage is that this macro changes the bar with Draw without changing the target. The disadvantage is that it is still a macro and sometimes not triggered. But you always have the same bar to play the cards.

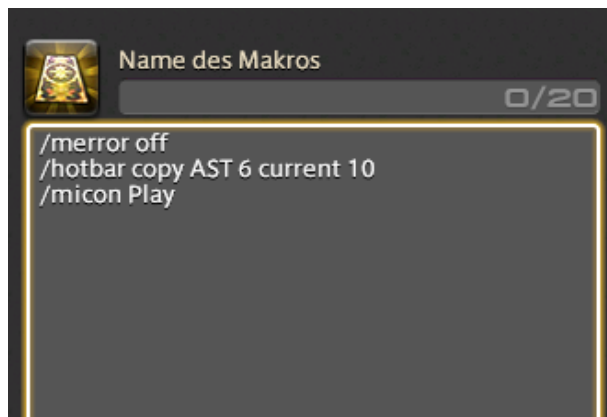
We now have our sizing macros for "MA" and "Play" in combination with "draw". From LVL 70 we now have the case that we get 3 cards with "sleeve draw" without having to use "draw".

For this we create standalone macros, which are actually just a shortened form of the "draw" + change hotbar macros.

4b. The standalone macros

This Macro has the task to change the Bar without to draw. That help me a lot in times of uses from *sleeve draw*. And when the CD from "draw" collides with "sleeve draw". You would effectively can lose a card.

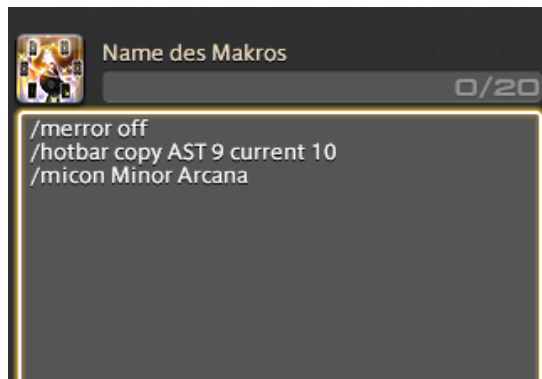
And here is the Macro:



/merror off

/hotbar copy AST (no.from Play BH) current (no. from Group HB)

/micon Play



/merror off

/hotbar copy AST (no.from MA BH) current (no. from Group HB)

/micon Minor Arcana

Examples for the end result:

Here is a example how it looks like: [Example](#) (as gif)

Here is a example how it looks like: [VoD \(because faster loading\)](#)

Ending words

I thank you for all the feedback I've received over the past few months. I was a bit lazy to write the guide. I had the time due to the current phase in which we are but to do it nevertheless.

Excuse my bad English. I actually make guides in this form in German. hehe

I hope with this guide I can help the Astros, who have problems with the cards.