Meta Maya's FFXIV QOL WiShLiSt
In no particular order, rhyme or rhythm.

- The launchers One-Time password input shouldn't be a full QWERTY keyboard. It should just be a numerical keyboard since we're only entering digits.

- Add a jukebox to Triple Triad. A shuffle of all available music by pressing Square (or whatever other platforms use). OR the ability to turn off the TT theme and just heart the current locations music.

- When starting Triple Triad match, default cursor location should be ON MY CARDS. Not on the board. DUH. It's so effing obvious, I don't understand the illogic. It should also default back to the cards after playing a card. I am irrate having to write this. Like F*%k

- Ability to lower quality of Materia.

- SMN/SCH Flavor - add an offhand 'weapon' that has no stats, BUT changes the design of the quill used. **Or** gives access to a GUI that can assist with changing the glamour of the summons INSTEAD of all those freakin' text commands that I can never remember.

- Adding a information to levequest windows to show the total completed vs uncompleted quests. Manually selecting every levequest in the list to check for that check mark ✔️ is tedious as fuck.

- Batch select multiple items for desynthesis, moving, etc. Or like press the Triangle button to select multiple items since that's mapped to Jump by default and you can't even jump while the inventory window is open/selected.

- Press the Triangle (or whatever the PC equivelent is) button to auto-select the 'Leave' option at the end of Frontline. Much like the auto-collect button when collecting crops and animal droppings, in island sanctuary. Or the button you press to 'Repair all', in the repair windows.

- Add an option to automatically open the Commendation window at the end of a duty.

- Add a Loot UI view, in the same looks as Final Fantasy XI's style. Would be helpful to see who rolled or passed on items and if it was worth passing on to benefit other people. And was also kinda funny to see how great or poor someones roll was. Like, it was fun seeing how peoples random numbers stacked up.

- Companion (Chocobo) Model Preview Display? To show current color/equipment of Chocobo, without having to go out into the field, call chocobo and then swap gear. Maybe with the BEASTMASTER update?!

- Ability to turn off DING DING chime of Retainer bells. DING DING.

- On that note, ability to turn off the sound effect that occurs when you switch jobs via different equipment sets. Swish. Swish. Swish.

- Allow us to travel to other worlds from more Major Aethrytes. Like Gold Saucers, which has been my home point since.... ARR.

- Add eye movement (like slight twitchy, peripheral scanning) to the Graphics update. Eye movement so they're not just dead-staring forward. Could have sworn they showed this off to hype the G.U., but as of yet have not implemeted it.

- Make Maps stackable.   If each older achievement takes 10-20 maps each and you can only hold one (three if used, and stored in CB) then it just..... UGH. It's so much extra. For older maps, at least make them stackable. Like ITS SO OBXIOUS. You did it for 'Unhidden Leather Maps', DO IT FOR THE REST.

- On the topic of maps, remove the level cap from older maps dungeons. Nobody does them anymore and you can't solo them when you get the portal.

- Remove Centurion Seals and just make them Sack of Nuts or Allied Seals. Consolidate the rewards.

- Turn Materia and dyes into.... Non-items. Spreadsheet these things! UGH.

- Vote system to skip 'unskippable cutscenes' *IF* the duty has been completed by everyone before. GEEZ.

- A condensed cutscene after the magitek mount explodes in The Praetorium, so you don't have to run down that corridor between the two cutscenes. GEEEEZ. Or just skip right to that cutscene immediately.

- It would be nice if they included some 'dynamic' things to the FFXI raid, like FFXI had. You know, monster trains. Make Aquarius only targetable by one alliance party, and have a rare drop (even just an extra orchestrion item). Monsters who only aggro magic. Maybe some use for all the open space in Sky (the little text blerbs are cute). Have a Nidhogg spawn instead of Fafnir, the Forgotten once in a while, and drop the Ridill (as a glamour item). (Just name it Nidhogg the Forgotten to differentiate it from the one we already have in MSQ.) Just FFXI THINGS.   But it's .... it has nothing. It's A-to-B and so boring. It doesn't capture FFXI.
  I mean it does, aesthetically. But... It's lacking in what FFXI felt like. The thrill, and fun, and adventure.

- **The ability to choose WHICH crossbar (1-8) the mount/accessory hotbar to replaces. I have to keep that setting off because I'm not okay with it replacing all my main actions and skill abilities just because it's raining, but I also do see value in having the hotbar auto replaced by such actions for ease of use. (OR, better yet, even just having each mount/umbrella action replace the 'Duty Action I' and 'Duty Action II' buttons. Also, give us access to those slots outside of special instances?)

- In regards to ARR Relic questline... Do something about the book phase. Its SOOOOOOO tedious. All the other steps are tollerable, but the book phases ARE NOT.

Even just allowing us to purchase ALL the books at once, and tackle all the Enemy hunts simultaneously would be a saving grace. Teleporting around the world over and over and over is... it's just the worst step in any questline. period. I've done four of these books and it's just.... ARGH. Even if you only allowed people who have finished the questline proper (received one of the job achievments) to buy multiple books. Just ... do something. geeeez.

- Occasionally the 'current quests' text in the Duty list UI element is too bright to read against bright enviroments. Whereas the mini-map X-Y-Z coordinates have an effect to contrast this effect. An option to add a similar semi-transparent darkened background (much like the Party list also already has) would be SO helpful.

- Duty Finder needs a catagory to put Palace of the Dead, Heaven on High, and Eureka Orthos. No one does them because queueing up for them is such an out of the way hassle. (Delubrum Reginae too?) This could even be a separate Duty Finder, much like Variant Dungeons have their own special window. C'mon.

- Related: Frontline Duty Roulette should include Rival Wings. No one does it and there's so many acheievements and things locked behind it. Queuing up for Rival Wings for over an hour and half is ludacris.

- Consolidate the '4x Dawn Hunt', '4x Guildship', '4x Clan Mark', and '4x Nut clan' mark bills into one each? Having four separate key items for each expansions tier is weird. And seeing 16 different key items is like...nah. I'm not opening each one.

- Having to 're-save' your portrait everytime you change any piece of equipment, otherwise it defaulting to that BASIC full face portrait. Where's the auto-resave option?

- I know they're always talking about how they want to take away Summoners Resurrection, but how about instead they make it so everytime we summon Pheonix it gives us a storable charge of it to use. Happy compromise? I mean, that is sorta Pheonix's whole deal. :P

- Consolidate the armoire *INTO* the glamour dresser, since it has more functionality. Switching between the two while glamouring/glamour plating gear is weird.

- The Fitting room preview window needs to be wider. Manuevering the camera to see what a piece looks like (like weapons especially) is annoying.

- Add a 'remove vocal tracks' toggle to the BGM options. Some of the areas are SO annoying with singing. And it's a weird thing to have to decide between dead silence, and annoying singing on otherwise great music. (Looking at you Ultima Thule, and Yak T'el)

- Limit break bar for Alliances in the alliance party lists. Because why not.

- If you change the flying text size (standard, Large, Maximum), it should send out and example of the flying text.

- More egi/eos glamours. Ramuh-egi? Moonlight Carbuncle? Onyx Carbuncle? Pheonix-egi? Yadda yadda. I also wish we could use the Minions of the Primals as the summons glamour. LOL They so cute!

- Can you add combine all the 'Universal' PvP gear? (ie. Model A-1 + A-2) (B-1 + B-2) (C-1 + C-2) etcetera. Maybe make the 'upgraded' versions flashy. Because, let's face it. They're the same models. They take up double the inventory space as is.

- Notice UI (Loot/Commendation button) is UGLY and basic as hell. An oval. A grey oval. Like, there's things more inline with Final Fantasy than that. Maybe a shimmering rotating crystal bevel design? Or... Literally anything else.

- Allow crafter gear to be glamourable to other jobs, if the applicable job levels match. Because there's so much Crafter Gear!

- Add a secondary 'Gil' UI element. So I can show two currencies at once. Or side by side. Navigating with trackpad)to click it) on PS5 is a nightmare sometimes. And menu dialogues are tedious.

- Mount : combine the two Valentine's Day chair mounts into one single mount and MAKE THEM RIDE PAPILLION.

- The 'Skip Housing Cutscenes' option should skip housing cutscenes.   Like, workshop Airship and Submersible cutscenes. You know, the only cutscenes that are really in housing. :/

- Give an optional 'free teleport' to idylshire when a Kloe book is completed.

- Allow Orchestrion rolls to be desynth'd to a specific item, that when you have enough you can trade to an NPC for other Orchestrion rolls. ....or just allow them to be desynth'd to paper and ink. Geeeez.

- Get rid of the weekly TT tournament, and move the rewards into the open TT tournament. Because in 10+ years of playing I've never once placed on that MOFO board. :/