

Mac Modding

Introduction

Installing and using Final Fantasy XIV mods on macOS is often very similar to doing the same on Windows. This is because the game on macOS runs on a compatibility layer called Wine.

Users using Linux-based operating systems may also find the following guide useful if similar or more specific documentation has not already been created.

Getting Started

You will first need to install [XIV on Mac](#).

The setup assistant will either help you to download the game from scratch, or migrate your installation from the official launcher.

[Setup Instructions](#).

Mod Support

Mod support on macOS can vary. Most mods installed via Dalamud will work.

Examples include:

- Simple Tweaks
- IINACT
- Glamourer
- Penumbra
- Orchestrion
- .. etc

You will also be able to install shaders using ReShade.

Mods that are run or installed via standalone executable (.exe) files may behave unexpectedly in Wine. This is because they may rely on specific techniques such as process memory injection, which cannot be translated to non-Windows platforms.

Fundamentals

It's important to note the following when working with a Mac translated (Wine) environment:

- Wine will contain a virtual C:\ drive, similar to Windows.
 - You can access this location in the Finder by selecting Go → Go to Folder in the menu bar and entering `~/Library/Application Support/XIV on Mac/wineprefix/`.
 - This folder is called the “Wine prefix” or just “prefix”
 - The default user folder is `crossover.`
- Explicit permission must be granted (via System Preferences → Privacy and Security or via the pop-up) for FFXIV to access user data.
 - This is important if you want to store mod files out the application container, such as your Documents folder.
 - More granular access can be configured (for example, to the Downloads folder) as well.
- The root partition (`/`) is mapped to the Z:\ drive.
 - You can access your Home folder, as well as any other UNIX directories, here.
 - Accessing folders in this location will require the Full Disk Access permission to be granted to the launcher, as described above.
 - Although XIV on Mac is checked and notarised by Apple, it can be used to run unsigned code. Use the Full Disk Access permission with caution, especially with mods or plugins from untrusted sources.

Plugins

Following installation of XIV on Mac as described above, ensure that Dalamud is enabled.

You can now any existing tutorials to install plugins [add link to Windows tutorials].

You can attempt to run executable files via the File → Open menu,

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