

Using Penumbra to Offset Weapons on Idle Stance + Shield as Buckler

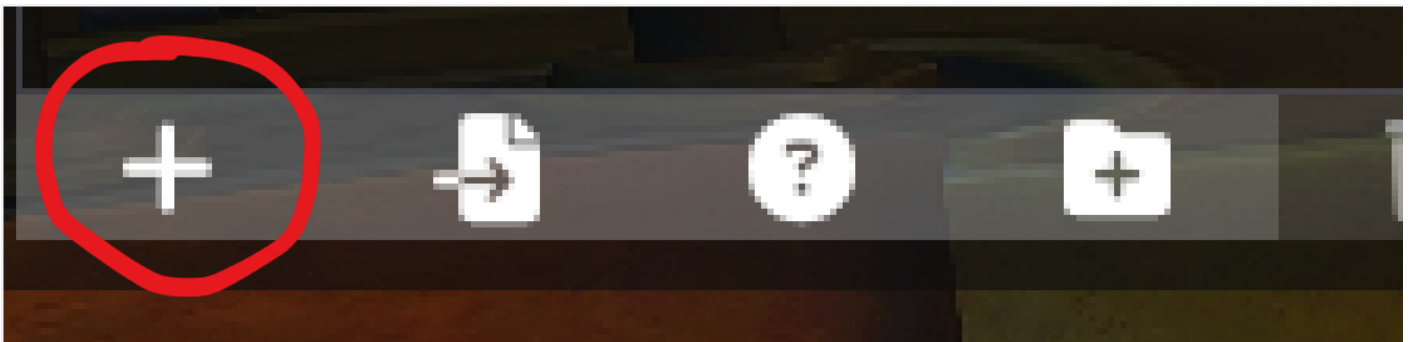
Required Programs

Before you start, make sure you have the Penumbra plugin for Dalamud (as well as using XIVLauncher to run Dalamud).

Steps

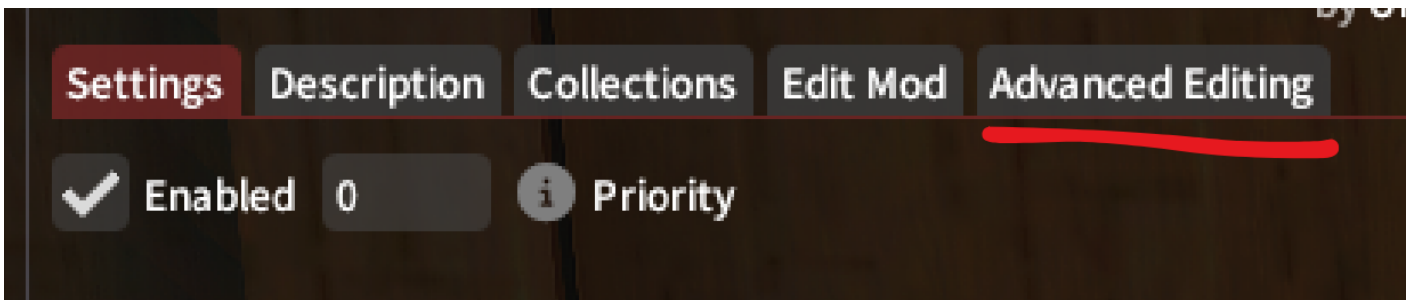
Step 1

Make a new Mod, by pressing the + button. Enter a name, then press Enter.



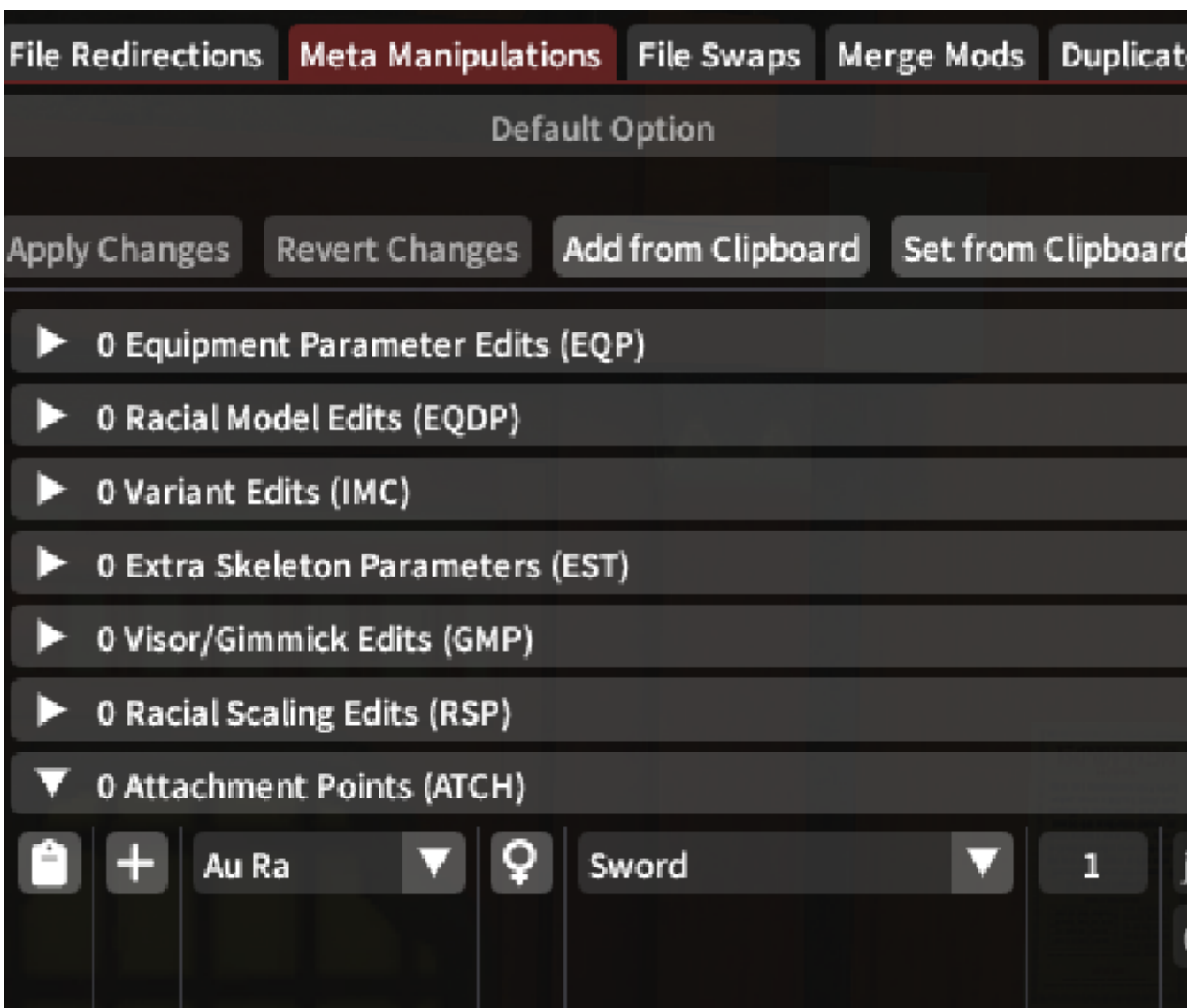
Step 2

You now have a new mod. Enable the mod (on your own character), then go to Advanced Editing.



Step 3

In the Advanced Editing window, select Meta Manipulations, then click "0 Attachment Points (ATCH)"



Step 4

In that tab, select the race and gender of your character (so you can see changes quickly), then click the weapon/tool that you want to edit (example will be using Gladiator/Paladin's Sword). Make sure the number next to the weapon is set to "1" which is the un-drawn state (if you pick "0" then it is the drawn state).

(If the weapon is not named, and only has three letters, refer to the ATCH Weapon Items Code List below)

ATCH Weapon Items Code List (Hips & Back Only) (up to patch 7.1)

Combat Jobs

Job	Code	Item
Paladin (Gladiator)	swd	Sword (hips)
	sld	Shield (back)
Warrior (Marauder)	2ax	Greataxe (back)
Dark Knight	2sw	Greatsword (back)
Gunbreaker	2gb	Gunblade (back)
Dragoon (Lancer)	2sp	Spear (back)
Reaper	2km	Scythe (back)
Monk (Pugilist)	cls, clw	Claw (hips)
Samurai	2kt	Katana (hips)
	ksh	Samurai Sheath (hips)
Ninja (Rogue)	dgr	Dagger (hips)
Viper	bld, bld2	Twinfangs (back)
Bard (Archer)	2bw	Bow (back)
	qvr	Quiver (back)
Machinist	2gn	Gun (back)

Job	Code	Item
	bag	Machinist Bag (hips)
Dancer	chk	Chakram (hips)
Black Mage, White Mage (Thaumaturge, Conjurer)	2st	Greatstaff (back)
	stf	Staff (hips) [single hand staves, 1.0-2.0 content]
Summoner, Scholar (Arcanist)	2bk	Book (hips)
Red Mage	2rp	Rapier (hips)
	orb	Red Mage Focus (hips)
Blue Mage	rod	Blue Mage Rod (hips)
Astrologian	2gl	Globe (back)
	crd	Astrologian Deck (hips)
Sage	2ff	Nouliths (back)
Pictomancer	brs	Brush (back)
	plt	Paint pad (hips)

Crafting Jobs

Job	Code	Position
Carpenter	awo	back
	saw	hips
Blacksmith & Armorer	hmm	hips
	aar, abl	back
Goldsmith	agl	back
	mlt	hips
Leatherworker	alt	back
	fry	hips
Weaver	ase	back
	tmb	hips
Alchemist	aai, aal	back
	ali, alm	hips
Culinarian	aco	back

Job	Code	Position
	fry	hips

Gathering Jobs

Job	Code	Position
Miner	pic	back
Botanist	htc	back
Fisher	fsh	back

Step 5

When ready, hit the + button next to that entry, then a new line will appear below. The values are now lit up and can be changed.

1 Attachment Points (ATCH)									
		Au Ra		Sword	1	j_buki_kosi_l	-0.150000	0.000000	0.010000
						0.750000	3.141593	0.000000	1.570796
		Au Ra		Sword	1	j_buki_kosi_l	-0.150000	0.000000	0.010000
						0.750000	3.141593	0.000000	1.570796

Step 6

There are 8 things you can now change:

- The first one is the **parent bone**, which means where the weapon is placed while in standing idle (in state 1). You would change this if you want to place the weapon somewhere else on your character's body in sheathed position (such as arm, back, etc), you will need to enter in the exact Bone name.
- The three numbers to the right of that are X, Y, and Z **coordinates** of the weapon, relative to that bone.
- The number below the parent bone is the **size** of the weapon in that state.
- The three numbers to the right of the size button are the **rotation** of the weapon in an X, Y, and Z axis.

Step 7

Change one number, starting on the Offset X-Coordinate, and change value by 0.1 (for testing). Click Apply Changes, then back on the main Penumbra Window, at the bottom where it says Redraw, hit "All" or "Self."

Step 8

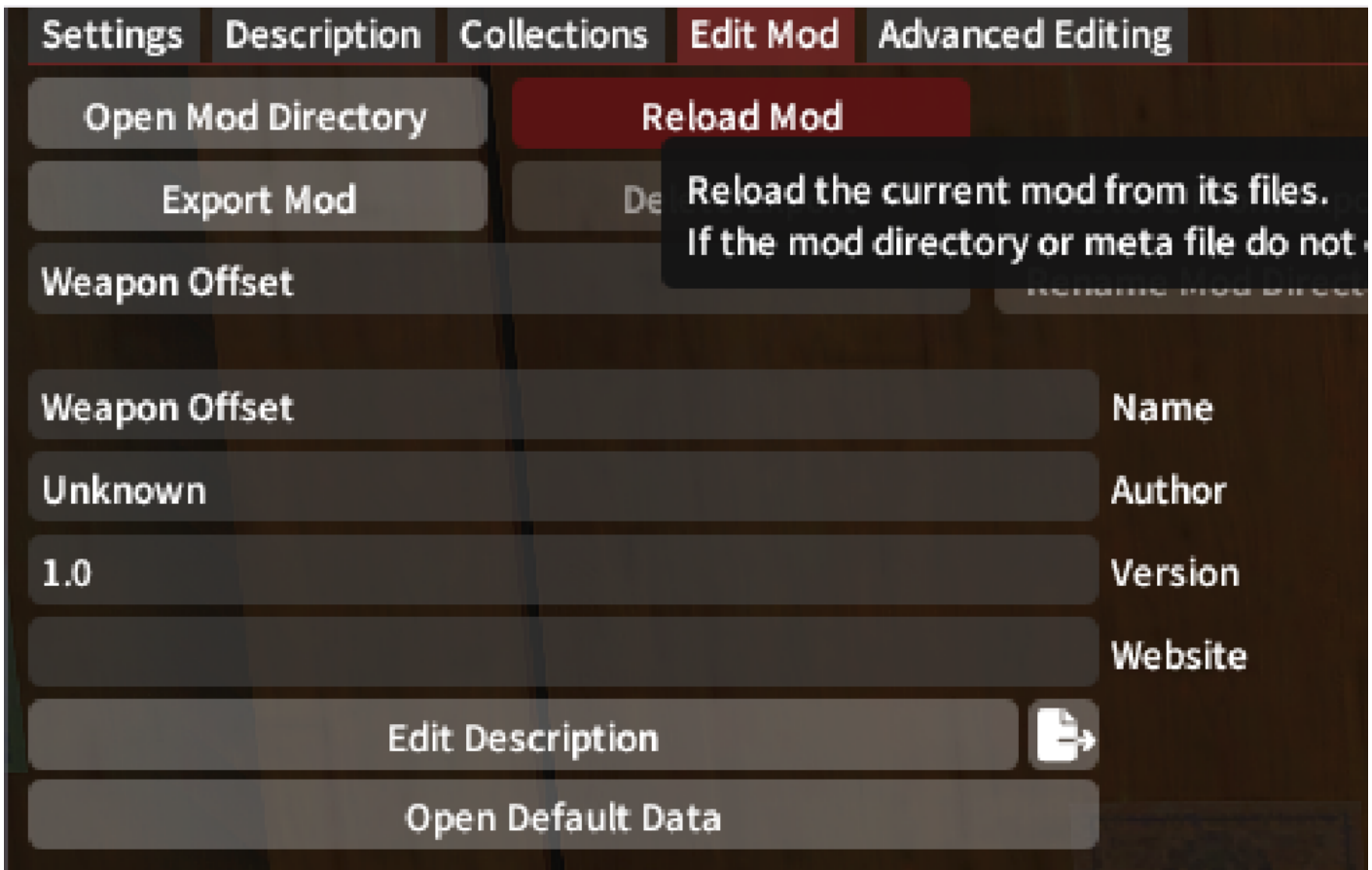
Your character should disappear, then reappear in a second or less. The weapon should now have moved a bit from default.

Step 9

With the Advanced Editing window still open, change that value(s) you change, as well as any other value, by repeating Step 8, until you are satisfied with that Weapon Offset.

Optional: Export as .pmp file

To save your edits as a .pmp file, go back to the main penumbra window, and under that mod you just made, click Edit Mod, change the Name, Author, Version, etc. and then click Export Mod. The file should save at the location when you hover over the Export Mod button.



Step 10

To change another weapon, go back to the first line under Attachment Points (not the one you changed, the one above it), change the Weapon to something else, then click the + button to add.

Shield as Buckler

For **Paladins/Gladiators**, if you want to change the shield to be a buckler change the following:

- Change parent bone from `j_buki_sebo_l` to `j_ude_b_l`
- I would recommend changing the size to **half** (example Au Ra Female: from "0.75" to "0.375")
- Please see sheet for Offset and Rotation adjustments.
- Use **State 1** if you want to change **idle**, and **State 0** for when weapon is **drawn/fighting stance**.

Notes

- Not all races/gender will share the same exact values for 1 weapon, will need to adjust for each if planning to do all.
- Hand collisions will occur on idle positions. Move the weapon again if it bothers you.
- Using Change Pose can make some weapons look further out/in. I tested with the standard idle position (arms straight down).
- If you use Customize+, you will need to adjust for that (load your C+ setting for your character before adjusting weapons). Apparently C+ also has weapon adjustment parameters, but was not working at the time of this writing.
- Crafting main tools will either have a side hip tool or a back tool position. (If you need to test back tools, use Glamourer and switch to an Aesthete tools)
- This guide is for adjusting weapon positions on the idle position. For drawn and everything else, I think you would need to adjust the other States (personally have not tried this).

Warning

WHEN A NEW PATCH THAT INTRODUCES A NEW JOB, YOU MAY HAVE TO START OVER, AS SAVED WORKSPACES OR ATCH FILES MAY NOT WORK! Loading an old file causes new weapons to disappear, as there were no values before the new patch with a new job. Unknown if this will change in future VFXEditor releases. Save numbers in a spreadsheet for easy access. (This was for the VFXEditor method, may not apply for this Penumbra method)

Thanks

Saenomaed: For teaching me this technique on adjusting weapons (the old VFXEditor method).

by Req Rider

ported to the Wiki By Stoia

last update 24.02.2025

ATCH Weapon Codes List

ATCH Weapon Items Code List

Paladin (Gladiator)

swd -Sword (hips)

sld -Shield (back)

Warrior (Marauder)

2ax -Greataxe (back)

Dark Knight

2sw -Greatsword (back)

Gunbreaker

2gb -Gunblade (back)

Dragoon (Lancer)

2sp -Spear (back)

Reaper

2km -Scythe (back)

ebz -Reaper Shroud (none)

Monk (Pugilist)

cls, clw -Claw (hips)

clg -Glove (none)

Notes: I found cls may work rather than clw, like with tonfa weapons

Samurai

2kt -Katana (hips)

ksh -Samurai Sheath (hips)

Ninja (Rogue)

dgr, (dge) -Dagger (hips)

frg -Ninja Frog (none)

rbt -Ninja Rabbit (none)

Notes: dge may not affect daggers, have not found a use

Bard (Archer)

2bw -Bow (back)

qvr -Quiver (back)

flt -Flute (none)

hrp -Harp (none)

Machinist

2gn -gun (back)

bag -Machinist Bag (hips)

msg -Machinist Shotgun (back)

mwp -Machinist Cannon (back)

gsl -Machinist Deployable (none)

syl -Machinist Sniper (none)

Notes: Shotgun and Cannon are normally deployed quickly, may not need to adjust these

Dancer

chk -Chakram (hips)

Black Mage, White Mage (Thaumaturge, Conjurer)

2st -Greatstaff (back)

stf -Staff (hips) [single hand staffs, 1.0, 2.0 content]

Summoner, Scholar (Archanist)

2bk -Book (hips)

Red Mage

2rp -Rapier (hips)
orb -Red Mage Focus (hips)

Blue Mage

rod -Blue Mage Rod (hips)

Astrologian

2gl -Globe (back)
crd -Astrologian Deck (hips)

Sage

2ff -Nouliths (back)

Viper

bld, bld2 -Twinfangs (back)

Pictomancer

brs -Brush (back)
plt -Paint Pad (hips)

Carpenter

awo (back)
saw (hips)
csl, csr (none)

Blacksmith

hmm (hips)

Armorer

aar, abl (back)
hmm (hips)
ytk (none)

Goldsmith

agl (back)
mlt (hips)
tbl, tgn (none)

Leatherworker

alt (back)
fry (hips)
prf (none)

Weaver

ase (back)
tmb (hips)
ndl, whl (none)

Alchemist

aai, aal (back)
ali, alm (hips)
mrb, mrh (none)

Culinarian

aco (back)
fry (hips)
stv (none)

Miner

pic (back)

Botanist

htc (back)

nph (none)

Fisher

fsh (back)

fha (none)

sic (none)

Unknown:

Hips -rap, gun, yt2, ytc

Back -sht

None -atr, avt, col, cor, cos, crr, drm, egg, elg, fcb, fch, fdr, fl2, fud, gdb, gdh, gdl, gdr, gdt, gdw, gsr, hel, let, lpr, nik, oum, pen, sxw, syr, syu, tcs, trm, trr, trw, vln, wng, ypd

Revision #3

Created 2024-06-24 21:36:22 UTC by Stoia

Updated 2026-01-28 19:52:20 UTC by Stoia