

# Wiki Related

Stuff that pertains to the Wiki, more then Modding.

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# A Brief Intro & Warning

Per [Wikipedia](#), “modding” is defined as the following :

“ Video game modding (short for "modification") is **the process of alteration by players or fans of one or more aspects of a video game**, such as how it looks or behaves, and is a sub-discipline of general modding.

In the online game known as FINAL FANTASY XIV, several such modifications coexist, usually falling under the “tools”, “mods” and “plugins” categories.

The purpose of this wiki is to provide a semi-comprehensive breakdown of the existing tools & ways to mod the game cosmetically, ie visuals, audio & other on-screen assets.

**THIS WIKI WILL NOT PROVIDE OR DISCUSS CONTENT RELATED TO GAMEPLAY PLUGINS, EXPLOITS, HACKS, CHEATS AND OTHER BOTTING/AUTOMATION TOOLS.**

## FF14's TOS and You

**Let it be clear: Modding FINAL FANTASY XIV is in direct violation of its retail TOS.**

This means, in order to have the best experience with modding your game, a few core principles of self-preservation & awareness must be respected.

## Don't Ask Don't Tell

The 1st & most primordial rule of ~~fight club~~ modding & 3rd party plugins in FF14 is that you do not talk about modding & 3PP ingame. This includes any and all of the following :

- public chats (*ie : say, alliance, yell, shout, novice, free company*)
- publically visible displays (*search info, adventurer plate, free company profile, fellowships*)
- tells, party chat, mog mails and other ingame semi-private channels should be treated with equal caution & skepticism

You may exchange freely about modding & 3PP on external platforms such as social media (Twitter etc) , messaging apps (Discord etc) and other non-game related platforms.

## Don't Be A Dick

As per the game's TOS themselves. Extremely self-explanatory on paper and ~~extremely hard to put into practice~~ apparently, this rule stands on equal footing with the one above as your single and most primordial code of conduct in the community at large.

## You Control Your Experience

As with any fandom, one may come across a variety of aesthetics, topics, themes and characters one dislikes when dwelling in the modding sphere. The emergence of mod-sharing tools such as Mare Synchronos & its syncshells has brought modding forward as a social activity more than ever before.

For a better experience, it is advised that should you encounter topics, characters, dynamics, people, discussions and other events that you personally dislike or feel strongly against, to make extensive and liberal usage of both the ingame blacklist function and the built-in external blocking/blacklisting functions from plugins, social media and other tools, such as

- pausing/unsyncing with people in the Mare Synchronos plugin
- blocking people on Discord, Twitter, ingame etc
- voidlisting people in the Visibility plugin
- blacklisting disliked tags, creators, topics etc

# About Contributing

## Introduction

- Thank you for your interest in contributing to our wiki.
- This page was written for an older version of the Wiki. It will be updated in time, but the rough sketch still applies!

## Guidelines for Contributions

- Content should be related to Final Fantasy XIV.
- Contributions should be accurate, well-researched, and well-structured.
- Respect copyright laws and provide proper attribution for any borrowed content.
- Maintain a neutral point of view and avoid inserting personal opinions into articles.

## How to Contribute

- **Adding New Content:**

- To create new articles, log in and click the "New Page" button, indicated by a square filled with lines and a plus sign in the bottom right corner.
- Select the language of the article via the dropdown menu in front of the path.
- Choose a folder from the list and name your file appropriately. You may create a new folder by typing it in manually.
- After selecting, choose your preferred editor. Most users will find the Visual Editor, which resembles editing in Microsoft Word, to be the most intuitive. Other editors like Markdown are also available.
- Remember to save your progress frequently by clicking the "Save" button in the top right corner of the editor.

- **Translating Existing Content:**

- Our wiki supports articles in multiple languages. You can add a language by creating an article under the same path but changing the "Local" in front of the path within the page editing window. The wiki supports all languages supported by the main game itself.

- **Editing Existing Content:**

- Click the pen icon in the bottom right corner of every article to access the editor in which the page was initially created. While this can be changed, only moderators have this ability.
- Changes made during editing are documented, including the time and contributor.
- If you encounter an article created in an unusual way that you don't understand, reach out to a moderator for assistance.
- **Uploading Media:**
  - You may upload media wherever appropriate, but please organize all media in a folder titled after your article to avoid confusion.
  - Media not connected to an article may be deleted by the wiki. Ensure all media is linked in articles and named appropriately.
- **Providing Citations:**
  - When quoting external sources, copy the entire context to avoid dead links.
  - **Always** credit original authors for content or inspiration from elsewhere.
  - Citations can be made in any appropriate fashion, though the classical footnote<sup>1</sup> style is preferred.

## Editing Etiquette

- Be respectful when editing or discussing content with other contributors.
- Use edit summaries to explain changes and facilitate collaboration.
- Discuss major changes or disputes on our [Discord](#) rather than engaging in edit wars.

## The Review Process

- All articles are visible in the "Browse" view of the navigation bar.
- The main menu view of the navigation bar offers a curated list of articles.
  - If you believe your article should be featured in the main menu, please reach out to the moderators.
- Seek feedback from the community if unsure about edits. Write comments or ask on the [Discord](#).
- Contact administrators or moderators for assistance.

## Thank You!

- Reach out if you have any questions or need assistance.

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[1] This is an example of a citation.



# Wiki Team

Who we are.

Stoia

“ Generic Catte with her Fingers in all things Dev. I try to help out where I can, but you most likely have never heard of me before. Together with Chirp I am the main Administrator of this Wiki.

Chirp

“ Programmer and reverse engineer primarily known as the developer of Ktisis and Palette+. I have a passion for pulling apart and learning more about the game's internals, specializing mostly in posing and scene manipulation. I also maintain Anamnesis, and collaborated on other projects such as BDTH, Distant Seas, and Xande.

Spiswel

“ Hailing from Baguette Land and mostly known for community framework mods for faces & skins, this comically undersized jester specializes in being goth, getting misread as sarcastic or blunt, and wooing the boss instead of fighting it.

Gwyneth

“ 3d modeler and 2d texturer with a degree in digital art. I do my best to translate things from nerd to normie so everyone can get the info they need, regardless of skill level. Avid G'raha Tia fangirl, and overuser of the oxford comma.

Reni (Serenity)

Bestest Big Tiddy Goth Cat



# Content Policy

## Privacy Policy

We take your privacy seriously. This policy outlines how we collect, use, and protect your information when you use our BookStack wiki.

### 1. **User Information:**

- We collect minimal information necessary for account creation and functionality:
  - **Username:** Used for authentication and identification.
  - **Email:** Required for account recovery and communication.
  - **IP Address:** Logged for security purposes.
  - **Hashed Password:** Stored securely.
- We do not share this information with third parties.

### 2. **User-Generated Content:**

- Content you create within the wiki (pages, chapters, etc.) is considered user-generated.
- By default, user-generated content is available under the **Creative Commons Attribution-ShareAlike License**.

### 3. **Questions or Concerns:**

- If you have any questions or concerns about your privacy, please contact us.

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Also take note of this: [Third Party Licenses](#)