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 adviced 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

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