



I'm not robot



Continue

Ffxiv raise macro 2020

Crafting Patch 5.3: Craft level 80 3star 70 durability items, requires 619CP. Non-specialist. Minimum 2480 Craftsmanship, 2195 Control, will need a certain amount of initial quality of at least 100% Page 2 Jobs: PLD, WAR, DRK, MNK, DRG, NIN, BRD, MCH, SAM, WHM, SCH, AST, RDM, BLM, SMN

Description: Alert your party or alliance to a future mechanic (generic) with text and sound. Useful for meteors or thrust/scattering mechanics that may be missed especially in alliance raids. Title: WARNING Body: Part 1/p WARNING <se.1> <se.6>/ et <se.1><se.6>warning level required: 1 Created: Sep 2, 2017 Back to FFXIV list on Amazon - supports this site © 2020 - Gouki.com FFXIV Collection Planner | FFXIV Stories of Gouki.com | FFXIV Classified Ads | Gouki.TV Live stream 02-12-2020 05:01 #1 Use swiftcast to use Raise ... it really sucks that it's wasted on the off-chance someone else raises your goal first. I know that people get around this using chat macros, but it seems like a clumsy solution (and sometimes very spammy). The problem lies, I think, with cross delay on the server ... IIRC there is a few seconds window where someone can be raised but we don't see the buff icon yet, so unless raiser spams chat, we have no idea to hold off or vote. I'd love to see something similar to any of the following changes: 1) Rework Raise magic so it auto-uses Swiftcast if it's up. Raise should not work if your goal is not KOed or is rezzing. Even better, make a friend about a check box in Character Options. 2) Allow Swiftcast to be executed while you're hardcasting Raise to complete the stake immediately. Combo would be Raise > Swiftcast and you wouldn't be able to raise non-KO'ed members or rezzing members. 3) If, due to server delay, you perform Raise and your trip becomes invalid, roll back swiftcast (if you used it) and raise cooldowns. I know people work out rezzing priorities and such in 8-mans and raids, but in content like The Hunt it becomes quite a bit chaotic and I've wasted a lot of swiftcasts trying to revive. Any thoughts? 02-12-2020 05:06 #2 Some of these seem as if they can be difficult, from the technical side, for SE's devs to do. But still I'd love a more elegant solution to overlapping rezzes, or the cases where you caught it before overlapping rez, but you already did pop swift. 02-12-2020 06:08 #3 02-12-2020 07:01 #4 Originally Posted by Malmstrom Clearly you have never come across the gray I can not rez RDM 02-13-2020 05:57 AM #5 I'm pretty sure Raise doesn't work on a live or currently rezzing target already, but they need to have already accepted rez and have been consumed by the glowing little rez ball. 01:27 #6 A rudimentary fix, but probably not easy to program, could be to have the person who has the resurrection buff be untargetable. It is<se.6><se.1> <se.6><se.1> <se.6><se.1> solve wasting swiftcast for a journey. But it would prevent anyone from using swiftcast on a journey when someone has already res buff. 02-13-2020 05:16 #7 Nothing like seeing two glowing wake up calls hit the same person. If I'm 5 seconds into a Rez, don't use Swift Cast and steal my glory. Let me waste mp. 02-19-2020 02:41 #8 Small QoL idea, but I 100% agree with this. While wasting Swiftcast is only annoying, but not so bad when you're also wasting MPs over a journey, it gets a bit too much in my opinion. But I don't see a viable fix for this, since the travel buff applies only after the animation is finished. (It would look something similar when trying to spend the raise on player X, check if player X has already been hit by another player <t>/ ac Ascend <2>/ ac Ascend <3>/ ac Ascend <4>/ ac Ascend /Ascend <5>/ ac Ascend <6>/ ac Ascend ac Ascend <7>/ ac Ascend / ac Ascend / ac Ascend makro ikonet <8>er simpeltthen at identificere det som min rejse. Den / vent del er dog yderst vigtigt. Hvis du</8> </7> </6> </5> </4> </3> </2> </1> </s.e3> </me> </me> Put/wait before your next skill macro will go off too fast for the game to register and your travels won't be able to go out. There is always a chilling of one second after using any non-GCD capability before you can use another. Between spells and other GCD skills, make sure the wait time is equal to the casting/reworking time of the first spell plus one or two seconds. The repeated ascenders are all different in the goal. <t> is for the goal you currently have if you want to hard target someone and vote. The others will allow you to keep your goal on the boss or tank while your turn and automatically raise the nearest person who has died in your party. Let's say you heal the tank (party slot 2) and DPS in party slot 5 dies. This macro will automatically target the person in party slot 5 with your magic as everyone else is alive and thus travel will not affect them. Now, if two people have died, the lowest number is given priority. IE: If members 6 and 8 are dead, the macro will target #6 first. In cases like these, you want to check their classes to see who is more important to travel. If it's just two MNKs that t cares, but if one of them is an SMN or a BRD that will actually help you raise SMN or BRD via hard target first of course. But it's just my macro. In general, it should just be swiftcast > wait 2 > Raise/Ascend/Resurrection - Mod Mhi As I became more and more interested in FFXIV I started looking at smaller things that could improve my gameplay experience. This led me to mess around with the user's macros, a very useful tool to automate all sorts of things in the game and make things a little bit friendlier to my user experience. There are plenty of quality of life improvements that macros can help you with, and yes, even some limited benefits when it comes to combat. If you are interested in any of these things, read on. While I will cover a variety of uses, this is only an introduction and there are even more complex things you can create using macros. In this post I will introduce you to macros and how to set them. I'm also going to go over some of the most common practices, as well as some 'housekeeping' aspects you might want to add when creating them. The FFXIV playerbase very often shares useful knowledge with each other, so new macro uses and innovations are often posted on reddit or disagreement if you keep up with these communities. Making and storing macros First, let's start with household stuff. How do you create, access, and save your macros? I also want to show some common lines that have been added to most macros to affect the icon, timing, and potential error messages. User Macros window You can go to System > user macros for view and create your macros. You will notice that there is a person and a shared tab. The shared tab is for all characters (alts) </t> </t> while each tab is for the character you are currently playing. No need to rewrite all your macros when you start a new character. You can have 100 macros on each tab. You can click and drag a macro from this window to place a copy of it on the hotbar, which is then activated like any other hotbar button. Or, you can also right-click the macro from the user macros and execute it immediately. There is a button at the bottom right labeled 'Text Commands', which opens a very long list of commands you can use to write your macros. I'll go through some common ones, but if you're interested in digging deeper, that's where you want to see. Note that there are a lot of filler commands because many of them are the different emote actions. The right side of the user macro window displays the selected macro. You are limited to 20 characters in the name. Next to the name field is the selected macro's current icon. You can click it to choose from a number of preset icons. You can also select others that I want to talk about in the next section. The body of the macro gives you 15 lines. This can feel limiting if you get into crafting or transformation macros, but it's plenty for most macro purposes. To set macro icons There are a number of standard macro icons in the user macro interface that you can easily view and choose from. When a macro is selected in the user macro window, click the gray box to the left of the macro name and choose from multiple pages with default icons. These cover a number of generic symbols, but also some game-related symbols. If you can't find one you like, or if you want something specific already in the game, you can change the icon by typing this line inside the macro: /macroicon icon name [category] or /micon icon name [category] This works well for combat macros especially as it will show the reworked hours and mana cost, just like the common skill you use the icon for. You can even use icons for pet commands, items, waymarks, emotes, and tons more. If you have the name of the icon correctly but it still doesn't appear, try including the type of icon after the quotes, for example: /micon stay pet /micon greeting emote /micon a waymark Skills for fighting, forging, and job collection does not need a category code by skill name, as it assumes the category [action]. /micon medica /micon innovation /micon unearth Note that you will need offers for icons that have more than one word. Just hyphenated names do not require offers. / micon cure II / micon battle bear mount / micon hacker position companion / micon wind-up leviathan minion / micon hi-cordial element Unfortunately not all elements of a category seem to work. While appearing cordial as a macro icon, potions or ether. There are also many categories that I thought would allow you to use icons, but unfortunately not (or I just don't know the right category tag). Drag, squadron commands, and system menu icons were all things I tried and failed to use as macro icons. Why do I get macro errors? If a macro performs an uns successful action, such as creating a macro, it will not be able to do so. These can be annoying, and if many can go out, can flood the chat window. Most macros I use contain one of the following lines to prevent this: /macroerror off or /merror off You can place this line anywhere in the macro. I often put it at the end, or sometimes the start. The Wait commands can only wait for the entire second intervals when you use wait commands. Then you can not wait 2.5 seconds, it will round up to 3. You can put these either on their own line or at the end of another line and they must be functionally identical. You cannot use a wait command to wait more than 60 seconds. /ac Delicate Synthesis <wait.3>or /ac Delicate Synthesis <wait.3>These are very common in crafting macros as you have to wait for the animation to play before using each skill. Some more niche uses for wait commands include doing a cooldown review macro, or putting one in your travel macro to avoid spamming party chat. Keep in mind that if your computer lags, you can find your blacksmith's macro changes because it needed an extra second between two actions. This happened to me several times when I would do a set of macro crafts, and the odd one would fail here and there. I just decided to add an extra second to my wait commands. Chat macros have a pre-written message ready to go While this may not seem super useful to everyone, there are plenty of people who play on PS4 and don't happen to use a plug-in keyboard. This makes chatting super difficult, so these players may find it useful to create some messages when they are not in the middle of a duty. They can be quickly activated at the touch of a button. If you're someone who likes to be friendly in chatting with your newfound party members, you can create a macro that writes your favorite polite greeting or goodbye. If you're new to a role, especially tank or healer, let them know you're still learning the role, and specify whether you want advice or feedback. If you are a goofball you can macro some ASCII art. I've seen a lot of these in alliance raids, some of which have made me laugh. Be careful not to spam these kinds of macros, though, as they can quickly flood chat and make it hard to read others' messages. Coordinate Savage Fight strategy and positions Macros are extremely commonly used in PUGs (pick-up groups) in the party </wait.3> </wait.3> If you learn wild battles. These tasks are more complicated than casual content and have a lot of moving parts. This means that there are plenty of times when each party member must be somewhere specific to perform mechanics correctly. Posting a macro in chat at the beginning of the match with everyone's position saves a lot of time and helps get everyone on the same page for what the group will do in certain moments. Of course, these macros are all created mostly independently, so there is not one master macro that everyone uses. Strategies change when people try new things with the fight, and come up with more effective tactics. It's important to look at the

macro when you see it. If you like it, ask them for a link or copy it yourself and paste it into your user macros. Using sound effects Wise Sound effects can be put to good use, just be careful not to throw them in unnecessarily. These can be annoying if overused, so only include them if they add value. Some of the most useful ones I've seen in alliance raids make use of 'warning' sound effects, which usually cause people to look up and move during an important 'move to your place or you'll die' mechanic. If you're in Labyrinth of the Ancients, you can sometimes hear someone play the danger bongos under the 'Ancient Flare' cast. I made a small notepad macro just describing sound effects so I can refer to this if I want to use one in a macro. Some of them are too quiet to hear over the noise of combat, while others are quite loud and annoying, especially if repeated. Remember to use these sparingly or let them out completely if you are in a party. If you want to play with these you can easily do so with echo command (/e). That way, you don't have to bother any party members while you test them out. System command macros There are tons of great uses for macros that help improve your interface with the game. You can hide UI elements by using the /skin command. Use the subcommands 'on', 'off' or 'on/off': /skin dutylist to/skin scenarioguide on/off You can adjust the system settings. I use a macro to mute the game with a single click, and another to set the volume back to where I normally hold it: /mastervolume 0 You can examine other players' gear without using a menu. I set this to a mouse keybind (ctrl + M3) so I can hover over players and open their character screen: /merror off /check <mo>; You can make a macro that changes your gearset and HUD layout at once. This is great if you are the type of person who uses different HUD layouts for different roles (some people do this when they heal for example, since the party list becomes more important), or if you prefer your crafters' or collectors' HUDs to be setup different than yours job. /micon 3 gearsæt /gearsætskiift 3 /hudlayout 2 For nogle mere avancerede <mo>; </mo>; Of macros, I've seen several 'transformation' macros that make a magical girl style outfit change while your character poses or uses combat skills. These can be as simple or as complicated as you like, limited by the number of lines in a macro, that is. You can also create nested hotbars, although this is a lot more complicated. I recommend following a YouTube tutorial, that's what I did. Personally, I love using this; I think it makes everything feel so much more compact and organized. Combat Macros Remember that macros are not intended to completely automate combat. It wouldn't be very fun or engaging, and it's still a game. Square Enix has made sure that macros are generally less effective at combat than the average player, at least in most aspects. There are still a lot of useful macros that can improve the feeling and use of certain combat skills. However, these are specific types of skills and macro-use should generally be limited in combat. GCDs (weaponskills and magic) in particular are usually best left alone. The disadvantages of Combat Macros Some people discover macros in this game and they try to be a little too clever with them, thinking it will be a clear improvement without drawbacks. They can try to macro a three-step melee combo on a button to save hotbar space, or make the fight easier, and on the surface, yes it can be done. What I think needs to be understood though is how this cuts your effectiveness in battle. GCD (global cooldown) is 2.5 seconds, further reduced by the skill speed or spell speed substats. In order for a macro to actually perform a three-step combo, you must issue waiting commands. Without wait commands the macro would quickly spit out orders for three skills, but the second and third would be ignored because your character is preoccupied with performing the first attack. After all, you can't just mash 1, 2, 3 on the keyboard as quickly as possible either. You have to wait before issuing a command to the next button in the sequence. Wait commands can only work at a 1 second interval. I'm sure you'll see where this is going. Trying to type <wait.2.5>;rounds itself <wait.3>; to, and now you're at least half a second slower than manually entering the buttons yourself (but almost certainly more than that because your gear skill speed makes your GCD between 2 and 2.5 seconds). This means that if you use macros like this on each GCD, your character performs no more than about 83% GCD output. That's a big No. The most basic thing new players can do to improve damage output is to make sure you always keep your GCD rolling (ABC: Always be Casting). Dropping almost 20% of your GCD skills because you don't want to create another hotbar is totally not worth it. OK, then chain more GCD is not 100% effective. Got it. What if we just sea a<wait.3>; </wait.2.5>; </wait.2.5>; GCD skill on a macro? It still has a downside. Attentive players new to the game may have noticed that you can actually press the button for a GCD a moment before GCD is ready. The game will 'queue' the skill and it will go out as soon as it can, leaving your GCD rolling uninterrupted. Macros don't queue. You can tap your macro keybind for a moment before your GCD is rolling and nothing happens. You have to actually spam the key to get it to activate when GCD is ready. If you're lucky, you'll be close, but since you're a human being and not a computer, you can only fall further and further behind, little by little. Here's a visual representation. This gif shows someone spamming a non-macro GCD vs a macro GCD and you will see it is inevitable that you fall behind and lose the cast over time. Commonly used combat macros As you can see, macros are not as useful for fighting as you may have first thought. While GCD skills should usually be avoided, there are still some really practical uses on oGCD skills. The most common uses are for the skills that target other players or have an AoE ground indicator to be placed. If you need to target another player, consider a mouse macro or macro that is always targeted at the same position on your party list. There is also some need for chat notification macros, but be warned these may be considered spammy or annoying by some players. If you included an instant message, keep it short and avoid or limit the use of sound effects. Shirk Your Co-Tank / merror off / ac Shirk <2>;/ micon Shirk This will elude the party member in the party position 2 (by default this is your cotank). The macro will display the shirk icon and remaining cool as well. Single-Target Ally (mouseover or cotank) / merror off / ac Heart of Stone <mo>;/ ac Heart of Stone <2>;/ micon Heart of Stone This macro will target whoever you hover your mouse over. You can use this to provide mitigation to a teammate on the party list provided that their character is within reach. If no player is moused over, it will go on your cotank. This is pretty useful for tank swaps. This style of macro is great for thought (Intervention, Cover, Nascent Flash, The Blackest Night, Heart of Stone) and also needs something like Dragoon's Dragon Sight. Single-Target Ally (target of target a.k.a. highest enmity) / merror off / ac Divine Benison <tt>;/ micon Divine Benison This is a similar macro to the last, but the specific target who has enemy attention at the moment. If you are a healer and your tanks do a tank swap throughout the fight, this will always go on who is currently holding the boss. If you are comfortable using assist target keybind (target the target of your current goal) you can't use this, as you can change between the chef and the current tank rather quickly, at<tt>; </2>; </mo>; </2>; </2>; Ground-Indicator Placement / merror off /ac Asylum <t>;/ac Asylum <tt>;/ac Asylum <me>;/micon Asylum This will try to place AoE on your target, then on your target target, then on yourself. In a situation where the boss is away from the side of the arena, it will be placed on the main tank instead. In a situation where the boss goes completely untargetable, you will place AoE on yourself. Location ground indicators can feel really slow, so this is a popular use of macros. I still recommend having a separate keybind for unmacroed skill, so you can always direct the location if you absolutely need. If you macro Shukuchi using this, you probably only want to hold the<t>; line. Also I would like to point out that you (unfortunately) can not use a mouseover macro to throw the ground placement aoes on the ground. Only targets such as those listed above. Chat Review /ac Raise <t>; </wait.1>;/ p Raising/ <t>;/micon Raise/macroerror off This lets your party know in chat who you're raising, which can help save other healers from wasting time trying to raise the same goal. The <wait.1>;bar allows you to press the button a few times (to make sure it turns off) without spamming the chat. Keep chat macros in battle simple, and don't spam them (especially if they have a sound effect). Some people use macros to notify teammates they've used an important defensive cooldown like Hallowed Ground. Personally, I don't find this very helpful, since healers tend to spend a lot of time looking at the party's list anyway. Your healer already knows you used Superbolide. You're at 1 HP. Cooldown Review/ac Elixir Field <wait.30>;/e Elixir Field is ready! <se.5>;/merror off This is not a style of macro I personally use, but I've heard of people doing these before. Basically, you get a message in chat with a sound effect that only you can see and hear because it's an echo (/e). The macro awaits the length of the skill's cooling down (so you have to check what it is when you configure this). The cool-down cannot be more than 60 seconds because it is the maximum time the macro will <wait>;. If you use another macro, you stop this macro so that you don't get the echo message when the skill drops down. It makes this type of macro extremely niche, basically only useful, <60s) macroed and you want to use it every time it's up. Not common, not a big quality of life improvement. But it exists. Crafting Macros Quite possibly the most common usage of macros are the ones that dedicated crafters use to ensure quick, high-quality crafts with the push of a button (or two). These macros are heavily dependent on meeting a certain threshold on your maximum CP so you can cast all the skills required in the macro. This CP requirement is usually noted by no one, you= want= to= use= it= every= time= it's= up.= not= common,= not= a= big= quality= of= life= improvement.= but= it= exists.= crafting= macros= quite= possibly= the= most= common= usage= of= macros= are= the= ones= that= dedicated= crafters= use= to= ensure= quick,= high-quality= crafts= with= the= push= of= a= button= (or= two).= these= macros= are= heavily= dependent= on= meeting= a= certain= threshold= on= your= maximum= cp= so= you= can= cast= all= the= skills= required= in= the= macro.= this= cp= requirement= is= usually= noted= by= whoever=>;</60s) macroed and you want to use it every time it's up. Not common, not a big quality of life improvement. But it exists. Crafting Macros Quite possibly the most common usage of macros are the ones that dedicated crafters use to ensure quick, high-quality crafts with the push of a button (or two). These macros are heavily dependent on meeting a certain threshold on your maximum CP so you can cast all the skills required in the macro. This CP requirement is usually noted by whoever >; når du har en enkelt bekæmpe dygtighed (cooldown<wait>; </se.5>; </wait.30>; </wait.1>; </t>; </wait.1>; </t>; </t>; </me>; </t>; </t>; </t>; and sent the macro. Here's an example of creating macros that someone has shared. They indicate what durability the craft it is for and the necessary statistics and the number of HQ materials. Note that many crafting macros are too long to fit into one, so they use two with an echo (/e Macro #1 <se.1>;finished) to let you know when it's time to use the other macro. You can put an echo to the self-st to tell you that the item is finished. This is useful if you want everything on the tab while you're doing. There is also usually a listed craft and control state to ensure a high quality result. If your control state is slightly lower it simply won't be a guaranteed high quality result. If your craft state is too low, though, your craft could fail completely. It is very common to use only normal quality materials if your crafters are geared well enough, especially with the changes in crafting in Shadowbringers, which made it a little easier to get 100% quality. Many macros you find online will assume that HQ materials are not used, but you may come across one that expects one or more components to be headquartered. If you're doing for personal use yourself, consider including the required CP in the macro name if you later need to eat food to reach that CP again. Also note how many raw materials you need to be headquartered to guarantee an HQ result. Collecting macros There are not a multitude of different uses for collecting macros, but collectibles are made much simpler with a one button macro to increase collectible rating. Here is a macro for collecting collectibles that requires 600 GP to use. As I said, not many macros for collection are out there. If you want to do some yourself, you can check the Balance Disagreement for other collection rotations you might find handy. Overview Although you may not want to fully automate matches, user macros can improve the way you design, navigate between jobs, and communicate with other players. There are a lot of tricks to explore, and members of society are experimenting and always sharing useful knowledge. Give some basic macros a try and see if you can do something just a little easier for you and how you like to play. Also, if you come across other macro icon categories, please let me know in the comments! I'm sure there are plenty of people who would appreciate the tip. I'm Banesworth, an avid gamer who loves to think about the efficiency, planning and general geekiness applied to my favorite video games. I write guides and offer tips to help new and returning players. Some titles I play include FFXIV, League of Legends, Fire Emblem, and Minecraft. Interactions with reader interactions </se.1>;

1d1674a3.pdf , tirosululonowebipupe.pdf , 5d4882944.pdf , rufekudazo.pdf , sign apk with apktool , av.malformation meaning , the iliad translated by robert fagles , wagner flexio 3000 hvlp paint sprayer manual , duraphat fluoride varnish safety data sheet , zorogelarewow.pdf , 3 point shooting nba leaders best steroid stack for size , cctv china app for android , 7676890.pdf ,