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the explanation of the macros useful — but if you're looking for a page on how to write macros, this isn't the right place. To add macros, enter the system menu (the escape key will get there if you didn't select anything), and then select User Macros, which opens the Macro Board, and if you can edit macros there. With this out of the way, here are the macros: (Those of you who visited this site before Stormblood will remember a much longer underestimated by the changes. Unless you're the tank, the second player on your party list always looks the tank. This is useful for most DPS classes, as you end up targeting the thing that your tank gives the most attention to. A DPS scuffle (such as Pugalist or Roque) will use this unchanged. Other classes, which need to fill in their statement list, will adjust this by adding an action: /ta <2>/ta <tt>/ac Quick Nock This example is for Archer. Theometerge, for example, might replace Quick Nock with Fire 2. As a advice: Drag the action button into the macro board to get the exact spelling of the name in the macro eats it properly. (Yes, consuming is a technical programmer term.) Heal my tank (or Chocobo) is a good one for healers so you can do things other than heal, and still guickly switch back to repairing your tank. / ac Cure <2>It performs the Cure action on Player 2. In the dungeon, it's your tank, Above ground, it'll be your chocolate if you solo with your friend. Obviously, replace it with Physick if you do some non-standard Arcanist thing. Previous visitors will notice that this macro has changed. This version is preferred because it doesn't change your destination, allowing you to stay focused on the enemy. Swift (10</2> </t> classic. It pairs Swiftcast (role skill) with resurrection (or raise, or rise), allowing you to immediately cast the resurrection. /macroicon uses the action icon as the macro icon. The tank marking the tank selects the main target, and shoots this macro, and it marks the main target with attack1 marker, and 1-2 other enemies with other attack markers. /mk Triangle <t>/ ac Target Forward / mk <triangle>attack1 This <t>probably the most complex macro we use, and it was written by someone else. I mention it because I have to add pedigree when I get the chance, because it's pretty slippery. Sleeping and Mark when Thaumaturge sleeps in an enemy, it's not entirely clear, especially if you're looking at the resentment list, which doesn't show status effects. /macroicon Sleep / Sleep Side <t> <se.11>/ Mark the target bind 1 <t>/ Ac Sleep <t>/ Ac Sleep <t>/ his macro notifies the party that you are sleeping the target. Replacing se.11 is a sound effect to get their attention. It then marks the destination with bind1, which appears in the assimilation list and on the destination. The macro then sleeps off the enemy You can use this option for any single target binding operation. Remember to enable a class definition there are several actions that do not occur automatically when switching classes. So I don't have to follow, I'll assemble a macro like this, for The Dark Knight: / macroicon 31 gearset / gearset / gearset change 31 / wait .5 / gravel action <me>Some translations: /macroicon 31 gearset uses an icon for my 31st gear set. In my case, it's the Dark Knight, but it's probably somewhere else on your Gear Set list. The next line changes your gear set to your 31. Then it waits, then throws on gravel. It may seem lazy for one improvement, but think about turning on all the collection detectors. Don't sell my personal information 12-13-2013 09:09 PM #1 someone can give me a good macro for swiftcast+ upload, which also says it in chat, macro click once please. The current one I have isn't working. I need to push twice. I couldn't find a wire that had the right macro, I copied some but these failed. Thanks in advance! Editing: Just noticed that I miss Swiftcast typing in the title... So I know a fantasy above reality. 12-13-2013 21:32 #2 I couldn't find a good way to do it at an 8-person party, but when I'm at a 4-person party, I always put the tank in a party #2 square. And I know you can do <p1> <p2>, etc. in your macro, but that's the only way I know how to do it. Follow a macro to target party members #2 specific. I don't use any swiftcast macro anymore. I found it too.</p2> </p1> </tegt; </tegt; </tegt; </se.11> </t> </t> </triangle> </tkgt; </tkgt; </t> < the chat) 12-14-2013 00:30 #4 I use: /micon upload / ac swiftcast / ac upload areas; This was all about you. 4. As a healer, healing is your top priority; DPSing comes second. 5. As a tank, your healer can only keep you alive for so long; Avoid red areas, too. 6. As DPS, you are partly responsible for managing hate, too. 7. Do not underestimate the new ones for their ineptitude or knowledge; You were one of them once. 12-14-2013 00:43 am #5 Originally posted by Swear Bear I use: / micon upload / ac swiftcast / ac upload / ac upload / ac swiftcast / ac upload / ac upload / ac swiftcast / ac upload / ac things happen (even boss fights in the dungeon), Wait 1 won't give him enough time to sign up. Otherwise, it's pretty close to what I'm using, I also kind of agree with Kyomi, I still use my swiftcast macros, but sometimes I really regret it in the middle of a hairy battle when I have to wait 2 seconds for the macro to go reliably. 12-14-2013 00:45 #6 every spell I have macroed to include Swiftcast fails to execute properly what looks like 50% of the time. I tried to adjust the waiting times, but nothing seems to be working properly. 12-14-2013 02:29 am #7 Originally published by Hulan You may want to change this /wait 2. It will work in most situations, but I found in crowded or complex areas where a lot of things happen (even boss fights in the dungeon), /Wait 1 won't give him enough time to sign up. Otherwise, it's pretty close to what I'm using. I also kind of agree with Kyomi, I still use my swiftcast macros, but sometimes I really regret it in the middle of a hairy battle when I have to wait 2 seconds for the macro to go reliably. Interesting, Well, I'll try it, Like I said, I've never had any problems yet; But on the other hand, I haven't really done a lot of endgame content with a lot of things going on, and I'm usually on the move for SC+ Raz. Thank you one. The number of Lv.50 classes/jobs you have doesn't say anything about your skill. 2. FATEs are responsible for most Lv.50 derps. 3. Do not blame a cure if you have died in red areas; This was all about you. 4. As a healer, healing is your top priority; DPSing comes second. 5. As a tank, your healer can only keep you alive for so long; Avoid red areas, too. 6. As </insert> </tkgt; You're partly responsible for managing hate, too. 7. Do not underestimate the new ones for their ineptitude or knowledge; You were one of them once. 12-14-2013 12:11 #8 honestly, you shd trying to manually use that swiftcast, 1. Swiftcast is not used for razor, sometimes you need to quickly cure coz spike damage, re-summon a pet, etc. 2. You spend a few seconds if Swiftcast is on the cooldown. 3. Macro can screw up sometimes makes you stand in stasis doing nothing until you understand. In any case, there is nothing wrong with using macro rez with /p. advice from SCH Iv.37 ^^ 12-14-2013 12:43 pm #9 Originally published by Hulan you may want to change this /wait 2. It will work in most situations, but I found in crowded or complex areas where a lot of things happen (even boss fights in the dungeon). /Wait 1 won't give him enough time to sign up. Otherwise, it's pretty close to what I'm using. I also kind of agree with Kyomi, I still use my swiftcast macros, but sometimes I really regret it in the middle of a hairy battle when I have to wait 2 seconds for the macro to go reliably. How about this instead? Code: / micon upload / ac swiftcast / ac upload / wait 1 / ac upload / p <:insert dialogue=> / wait 1 / ac upload if the first upload is hoarded, upload 2 just won't start casting. Visa Besides, 1 second is unlikely to go undetected or activated once it realizes the first raise didn't go. 12-14-2013 02:07 PM #10 you are a keyboard player, definitely consider adding keybinds easy to get places. Manual control is really the way to go. I had a guick macro to upload when I started the first one but like others said it's inaccurate and sometimes will misfire. Example, I use WASD + mouse right click for movement, and I have keybinds 1-5 O E Z X C G and mouse button on the side, all of which are also with Alt and Shift. Find out what's convenient for you. If you're a cattle player... I don't know what to tell you. No offense to Controllers but seems so impractical. XI: Zeroblade, Titan Server & lt;/insert&qt;

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