

I'm not a robot 
reCAPTCHA

Continue

Ffxi map dat files

Map file reorganization FFXI There are two ways to install these modified maps into your FFXI client. Copy and paste the ROM folders directly into the ./FINAL FANTASY XI/ folder when prompted by changing all files. This will overwrite all game dates with updated map files. Or, if you use Ashita Launcher, you can install the Dats Plugin and use that plugin to trick the FFXI client into thinking these .dat files are ./FINAL FANTASY XI/ folder without actually changing any game files. This method is preferred if you frequently update, or you want/need to use some compatibility .dat files to play on a private server and retail at the same time. Page 2 is listed from Caradog/XI-Vision You cannot currently perform this action. You're signed in with a different tab or window. Reload to update the session. You've disconnected on another tab or window. Reload to update the session. We use custom third-party analytics cookies to understand how you use GitHub.com to create better products. Learn more, find out more. We use custom third-party analytics cookies to understand how you use GitHub.com to create better products. You can always update the selection by clicking Cookie Preferences at the bottom of the page. For more information, see the privacy statement. We use essential cookies to perform essential features of the website, such as they are used to sign in. Learn more Always active We use analytics cookies to understand how you use our websites to do better, such as using them to collect information about the pages you visit, and how many clicks you need to perform a task. Learn more For those who don't remember or are new to FFXI, there are some .dat changes that can improve your gaming experience. I may or may not encourage the use of third-party tools, but maps and before ui repair a few years ago, UI .dat made the game play. Not to insult someone's intelligence, but here is a step-by-step way to install a map package. When downloading use your favorite .rar extractor. Expand .rar to the desktop. map1 Open the folder as well as your X:\program files (x86)\PlayOnline\Final Fantasy XI folder. When both locations are nearby, copy the expanded Rom folders to the Final Fantasy XI folder. It is important not to drag and drop to another folder. The best option is to drop below other folders. You should get the following message: Say yes to the dress! I mean, tell me to change all the files... If it asks an administrator, click Continue. It should be replacing something like 600 files. When you're done, you should be able to see something in the game like this: Map Pack install correctly Enjoy! Nabutso wrote: You can change the graphics, but Maps. Syraphin wrote: Good to have a definitive answer. Try to elaborate, at least according to previous conversations I had with Nabutso, the ability to change graphics is pretty much just hd texture packs. Change graphics to visibility is not allowed. 2007-11-17 15:00 #1 How do I take jpg and make it to a DAT file that will work as my map? ex take and resize this img to make it bigger. Then take it and change the corresponding map in the ffxi dat files. 2007-11-17 17:40 #2 2007-11-18 04:32 #3 Well first of all so larger will not do anything, because the actual texture of the map is about such size or smaller. You need Changetex, PolUtil and editing tools for .dds files. Updated Map Mods 2020 By RadialArcana 2020-07-17 13:10:45 All maps from previous Zip, this long running ZIP others have been updated so I added a few maps. These are not HD maps, they are normal normal maps of normal size. I didn't make any of these maps, I just put images into DAT files and added to the zip. Change Abysssea Maps: Updated Maps That Lacked Bg Wiki etc: Moh Gates Map 2 293/5.dat Cirdas Caverns map 2 292/7.dat Yordia map Updated Marjani Ravine updated Dho Gate updated Woh Gate updated External Rakaznar 1 and 2 updated 311/108 - 109 Indoor Rakaznar 1 and 2 added 318/101 - 102 Escha Zitah added 333/8.dat Escha Ru'aun added 337/37.dat Reiseinjima added 342/69.dat If there is nothing or there are better maps let me know, escha maps are very colorful! Map Pack Updated 2020 [+] Leviathan.Friend Server: Leviathan Game: FFXI Posts: 2406 By Leviathan.By Friend 2020-07-17 13:38:24 you are my new hero! Thanks. Server: Siren Game: FFXI Posts: 8 By Siren.Uhahguru 2020-07-17 16:47:34 These are great maps. Thank you for sharing these. But what plans to view older maps in this new colorful style? [+] Ragnarok.Finea Server: Ragnarok.Game: FFXI Posts: 27 By Ragnarok.Finea 2020-07-17 17:12:45 Hey Radical ~ Is there any way to increase the resolution of game maps? Is it similar to a nameboard font, and you can't change it? I messed around redrawing some maps just for them not to work. (This is awesome though ~! By RadialArcana 2020-07-17 17:27:56 These are great maps. Thank you for sharing these. But what plans to view older maps in this new colorful style? I saw someone asking for an updated map modification that I spent an hour updating them, none of the images are my job to :P If someone wants to make nice custom maps (at 512x512), then I can really port them into files and zip them. Hey Radical ~ Is there any way to increase the resolution of game maps? Is it similar to a nameboard font, and you can't change it? I messed around redrawing some maps just for them not to work. (This is awesome though ~! Unfortunately, you can not make the maps larger. At least not with the tools we use anyway if Put larger maps in the game will simply show 1/4 on the map. By mynameisgong 2020-07-17 22:46:46 All maps from previous Zip, this is a long running zip others have been updated so I added a few maps maps These are not HD maps, they are normal normal maps of normal size. I didn't make any of these maps, I just put images into DAT files and added to the zip. Change Abysssea Maps: Updated Maps That Lacked Bg Wiki etc: Moh Gates Map 2 293/5.dat Cirdas Caverns map 2 292/7.dat Yordia map Updated Marjani Ravine updated Dho Gate updated Woh Gate updated External Rakaznar 1 and 2 updated 311/108 - 109 Indoor Rakaznar 1 and 2 added 318/101 - 102 Escha Zitah added 333/8.dat Escha Ru'aun added 337/37.dat Reiseinjima added 342/69.dat If there is nothing or there are better maps let me know, escha maps are very colorful! Map Pack updated 2020 oh hey, didn't know people still used my maps. Cool. [+] By RadialArcana 2020-07-26 06:55:43 There is a problem with Yordia on the map, it is not properly in the center. I'll fix it next week and reload. Leviathan.Friend Server: Leviathan Game: FFXI Posts: 2406 By Leviathan.Friend 2020-08-13 16:54:25 Radial thanks again for it, just wanted to point out Yordia Weald is about half the grid too far north than it shows in the game, it's east to west looks in place, but needs to be adjusted north on the side of the grid. If you can tell what's going on at the end of the world find out, so the end of the world doesn't get fixed. Leviathan.Friend Server: Leviathan Game: FFXI Posts: 2406 By Leviathan.A friend 2020-08-13 17:34:09 I take it back, it's kinda tricky yet to understand where you are compared to the map. heh, real though thanks again skinning these, very useful. By RadialArcana 2020-09-11 07:51:48 Finally found a map of Yordia. ROM/302/66.dat Server: Asura Game: FFXI Posts: 1474 Asura.Aeonova 2020-09-11 09:20:56 So the link to allmaps 7-17-20 Google Drive file link to the first post will have these updates from September 11, 2020? By RadialArcana 2020-09-11 09:23:11 So the link to the ALLMAPS 7-17-20 Google drive file link to the first post will have these updates, September 11, 2020? yes it's zipped with all the map data on it, I just grabbed an old zip pack someone else did and updated the new maps mentioned above. It's this (and still zip someone else did): with new maps updated in principle. Server: Asura game: FFXI Posts: 1474 Asura.Aeonova 2020-09-11 09:44:14 I wonder because I have several maps of packages (4 ... wait now 5 with this) the whole of more than fxi life still save my external hard drive (along with extensive archives of other DAT modifications, because basically fxi time at the beginning). Unfortunately, I always forget which map package is best (mostly older maps). One of these days, I'll open them all up with a model viewer and try to create Frankenstein's final map out of mess. But... By RadialArcana 2020-09-11 09:50:14 This is basically all maps of others made earlier, with about 15-20 new ones. I didn't do anything maps tho, they are not BGWIKI. Server: Asura Game: FFXI Posts: 34 By Asura.Jugsofholyness 2020-10-10 02:04:57 Can they be used with XI-Pivot? EDIT: IT! Oh, my God! On page 2,