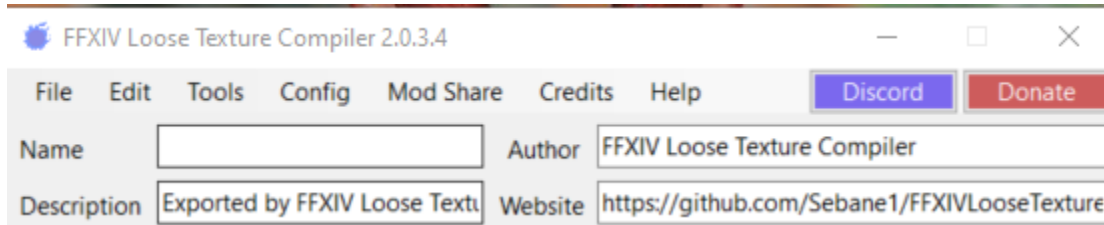
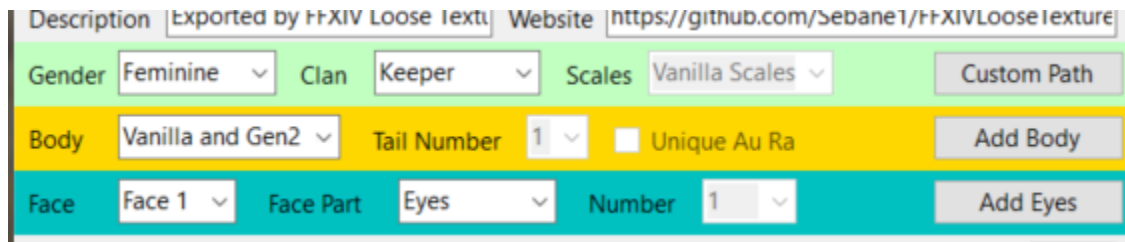


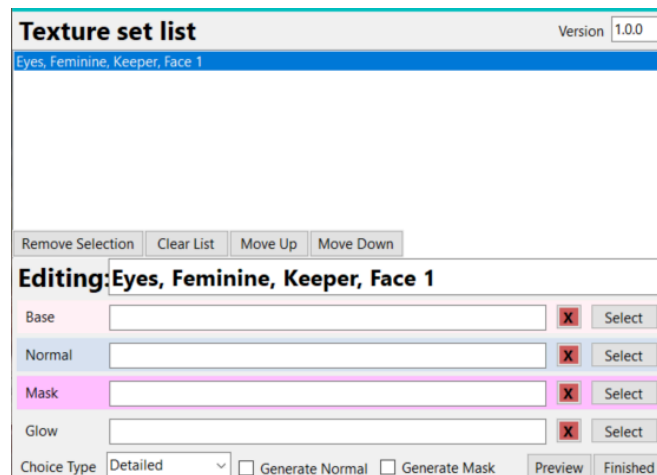
1. Download the FFXIV Loose Texture Compiler from <https://loosetexturecompiler.zip/> or <https://www.xivmodarchive.com/modid/66991> or <https://github.com/Sebane1/FFXIVLooseTextureCompiler>
2. Unzip that bad boy somewhere. I made a folder on my desktop and unzipped it all there.
3. Load it up. Make sure your Penumbra path is set right, because when you make the pack, it'll auto-throw it into Penumbra for you.
4. Slap a name in the name box. You can leave the other stuff the same, or throw an author and description in there, all up to you.



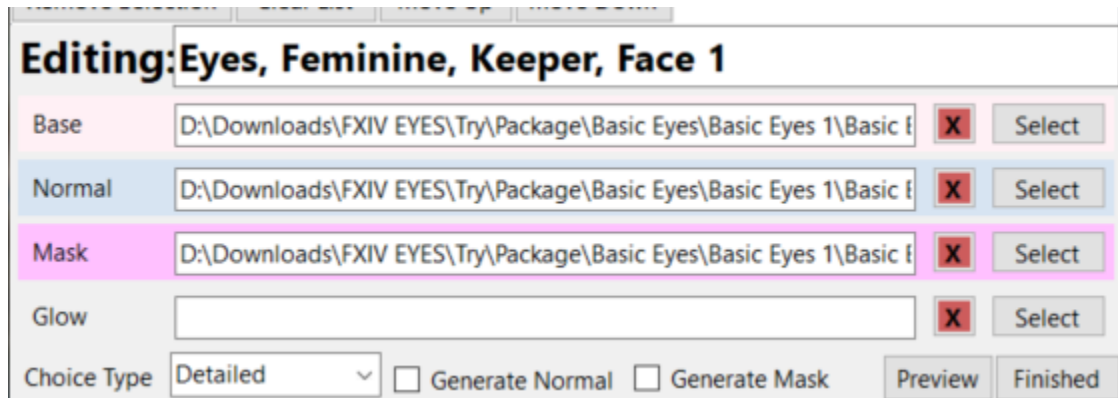
5. On the green tab, set the Gender and Clan of the character you're making this for. In my case, my character is a female Miqo'te Keeper of the Moon (shocker, right?). If you play an Au ra, it doesn't matter if you set the scales or not for eyes.
6. Head down to the teal tab and pick the face you use. Mine is a face 1 (normally 101 for Keeper, but this thing counts every clan as a base for the face numbers. Click on the Face Part drop box and choose Eyes. Click the Add Eyes button



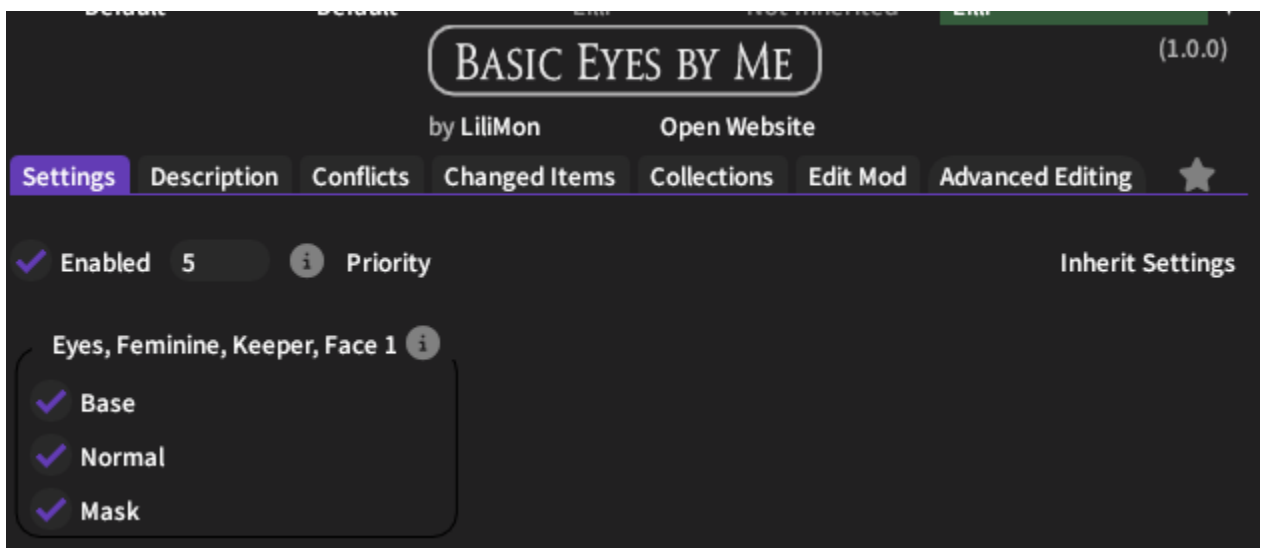
It'll look like this now, or similar with your character info in it.



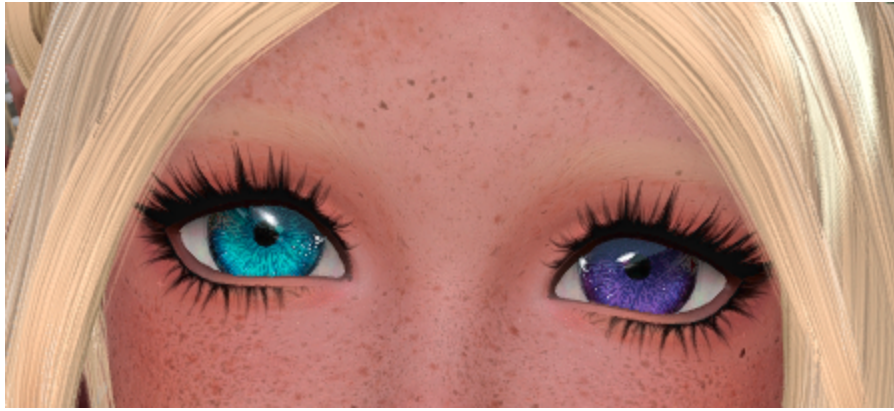
7. Open the folder of the eyes you're gonna use and start dragging the files you wanna use over into the Texture Compiler. Drop them into their appropriate spots -
- Whichever base you're using goes into the Base spot. Can be Dyeable or ones of the colored ones.
 - The blueish/purpely/pink normal goes into the Normal spot.
 - Whichever mask you're using goes into the Mask spot.
 - If you want your eyes to glow, throw one of the glow files in the Glow spot.
 - Check the WHAT DO ALL THESE OPTIONS DO ANYWAY?!? file for more info on what the options do to your eyes in game.



8. Don't worry about the generate options in this case, you have a normal and mask included. Just hit Finish!
9. Head over to Penumbra with your game loaded and enable your new Mod. Check all the boxes and make sure you set your priority to a higher priority than any sculpts you use.



10. Refresh your character and enjoy your new eyeballs!



This is Basic Eyes 1 on my main character. Because I used the Mask for Dyeable, her normal eye colors in game, which are different for each eye, are showing over the color of the base.