



CatsEyeXI Launcher Documentation

Contents

Installation	1
Language Selection	2
Addons	2
HD Packs & Pivots	2
Controller setup	3
Game Launcher	3
Automatic Updates	3
Operation	4
Troubleshooting	4
Resetting the client	5

Installation

The CatsEyeXI client installer is distributed as a single executable file at the following location:

<https://www.catseyexi.com/install>.

After launching setup, you will be prompted to install several pre-requisites, these are all required for proper operation.

The pre-requisites consist of Visual Studio runtimes (required for Final Fantasy XI), .NET 3.1 runtime (required for Launcher) and Git for Windows (the heart of the client).

It is strongly recommended that your installation path does not include any spaces (i.e., Program Files). It is recommended that the user installs the software to the root of an SSD hard drive (i.e., C:\, D:\, etc.)

Following a successful installation, a shortcut to the Launcher will be created on the user's desktop for ease of access.

Language Selection

Our client has the capability to run in both English and Japanese by clicking on the language toggle button on the bottom right of the main Launcher Window.

Addons

The CatsEyeXI client comes pre-installed with all its approved addons available for Ashita4. Administration will continue to add/update approved addons as they become available and will push them out through automatic client updates. Please be aware that if any changes are made to the *code* of these included addons, Git can error out and refuse further updates, requiring manual intervention.

You can view the pre-installed addons by navigating to “catseyexi-client\Ashita\addons”.

At the time of this writing, Ashita4 does not have a user interface for enabling/disabling addons, so this must be done manually by editing “catseyexi-client\Ashita\scripts\default.txt”.

For example, if you want to enable the pre-installed “recast” addon, you may do so by adding the load command for it as shown in the *figure c* below:

```
#####  
#  
# Load Plugins and Addons  
#  
#####  
  
/load thirdparty  
/load addons  
/load screenshot  
/load minimap  
  
/addon load hideconsole  
/addon load distance  
/addon load fps  
/addon load move  
/addon load timestamp  
/addon load tparty  
/addon load recast
```

figure c. manually enabling an addon through the Ashita default script.

HD Packs & Pivots

For ease of us, we have gathered a collection of tasteful DAT swaps for our players that can easily be accessed by clicking the “HD” checkbox on the main Launcher window. These include Acheniums HD Basic, Remapster map pack, XiView and some music swaps.

End users should refrain from changing any files inside our two managed XIPivot folders:

- Catseyexi-client\Ashita\polplugins\DATs\catseyexi
- Catseyexi-client\Ashita\polplugins\DATs\ffxi-hd

Doing so will more than likely break the consistency of the repository and will require manual fixes through a support channel.

If advanced users are inclined to customize their own DAT swaps, they should leave the HD checkbox off, and configure XIPivot to their likings. We will not support one-off configurations that deviate from our HD pack.

The XIPivot configuration file (xipivot.ini) is located in “catseyexi-client\Ashita\config\pivot”. For more information on XIPivot, please see the “README” file located in the above path.

Controller setup

Since our client is leveraging Ashita’s “sandbox” mode, FFXI reads its registry entries from a configuration file in “Ashita\config\boot”, rather than the registry. This means that the controller configuration data normally stored in the registry, will need to make its way into the “catseyexi.ini” file stored in “catseyexi-client\Ashita\config\boot”.

We have included a special utility called “PadTool” in the “catseyexi-client\Tools” directory. This utility acts as a proxy between the classic FFXI Controller utility and our configuration file.

- Users who have never played FFXI with a controller on their PC’s will need to execute both steps outlined in the PadTool, first configuring their controller, then exporting the values to our configuration file.
- Users who have already been successfully playing with a controller on their PC, can skip directly to “Step 2”, which will export their existing registry information to the configuration file.

In both cases, users should select the “catseyexi.ini” file when exporting their registry data in step 2.

Game Launcher

The CatsEyeXI Client is built from the ground up using the Git protocol and broken up into 2 separate repositories:

- 1.The “main” game installation, located in ‘catseyexi-client’. This covers both Ashita and the sandbox deployment of Final Fantasy XI.
- 2.The optional “FFXI-HD” repository in ‘catseyexi-client\Ashita\polplugins\DATs\ffxi-hd’, which is downloaded only when checking the HD checkbox.

Automatic Updates

The Launcher checks for application updates each time it is launched, this is different from game updates, and the update mechanism is different as well. While the game updates are handled via Git, the Launcher checks a predefined CSV/TXT file stored on the CatsEyeXI server which will contain the latest version number, and the URL of the patch file.

Text file location: http://www.catseyexi.com/launcher_version.txt

If the Launcher application’s current version is lower than the version advertised in the above text file, the app will attempt to download the patch from the URL in the first field of this text file.

Launcher will then call an external application, “Launcher-Helper.exe” from the root of the Installation directory, attempt to extract the zip file, and restart the Launcher application.

Launcher version can always be viewed by opening the log window which is accessed by clicking on the progress bar of the main Launcher window.

Operation

Once the update procedure is completed, the app will check for the existence of the “catseyexi-client” repository, if not found, it will automatically begin a “git clone” for the initial deployment. If for any reason the user aborts this process by closing the application, any download progress will be lost and will restart on next startup.

Once this initial process has completed successfully, the Launcher will start issuing “git pull” on each subsequent startup. This is how client updates are handled.

Client: git pull

Server: You are already up to date.

OR

Client: git pull

Server: Some of my files are different than yours, download them now.

Troubleshooting

Users can open the log file to check their repository health at any time by clicking on the progress bar.

Most common errors are caused due to bad permissions (figure a), or the end user has replaced tracked file(s) within the repositories (figure b). Git will alert in either case and log an error like the ones in the screenshots below:

```
MINGW64:/c/catseyexi/catseyexi-client

Shorty@Fry MINGW64 /c/catseyexi/catseyexi-client
$ git status
fatal: detected dubious ownership in repository at 'C:/catseyexi/catseyexi-client'
'C:/catseyexi/catseyexi-client' is owned by:
  'S-1-5-32-544'
but the current user is:
  'S-1-5-21-4257865880-866990967-781073333-1001'
To add an exception for this directory, call:

    git config --global --add safe.directory C:/catseyexi/catseyexi-client

Shorty@Fry MINGW64 /c/catseyexi/catseyexi-client
$ |
```

figure a. Git is trying to run as a normal user, but repository is owned by Administrator

```
Shorty@Fry MINGW64 /c/catseyexi/catseyexi-client (master)
$ git pull https://public-at-094836132634:BXuectzP+4niDpOEai0sY6GJJps0Rw0oC63FCLjEe0Y=@git-codecommit.us-east-1.amazonaws.com/v1/repos/catseyexi-client
From https://git-codecommit.us-east-1.amazonaws.com/v1/repos/catseyexi-client
* branch      HEAD          -> FETCH_HEAD
error: The following untracked working tree files would be overwritten by merge:
  Ashita/addons/sparks/README.md
  Ashita/addons/sparks/Sparks.lua
  Ashita/addons/sparks/data/settings.xml
  Ashita/addons/sparks/map.lua
Please move or remove them before you merge.
Aborting
Updating ea4f4d6e..b83a5a30
Shorty@Fry MINGW64 /c/catseyexi/catseyexi-client (master)
$ |
```

figure b. end user has untracked files in repository

The resolution to this is simple in either case, and Git tells us exactly what to do. In “figure a” we just need to copy the git command that was printed, and in “figure b” we can either move the offending files or delete them from the paths indicated.

Resetting the client

If for whatever reason the client/application is beyond help, as a last resort the user can attempt a reset.

The “reset button” is located on the bottom left of the log window, which is opened by clicking on the progress bar of the main Launcher screen.

This will delete the ENTIRE catseyexi-client folder, including the game, Ashita, and ANY configuration files

Be sure to back up any crucial data like macros, addons, etc., before attempting this. After confirming, the application will close, and when restarted, will do a fresh “git clone” of the game repository, as if it’s a first-time installation.