60 FPS. Custom controls.

Your client tools, brought together in one menu.



60 FPS

Use Show FPS to monitor your frame rate while playing.

ONE MENU. NINE SHORTCUTS.

Forge, Guild Buff, Graphics, Lucky Wheel, Zen Shops, Enchantment, Game Util, Solo Buff and Invasion List.

CUSTOM MENU



Open the three-line button near the top-right corner.

YOUR DISPLAY, YOUR SETTINGS



Five graphics presets, an FPS counter and optional display filters.

See page 17 for the controls.

FPS varies with the scene and settings.

Meet the Grand Forge

A single crafting hub for equipment, materials and upgrades.



The in-game window is titled "Grand Forge".

OPEN IT

Custom menu > Forge

Choose a service to explore its recipe list, material requirements and result previews.

TEN SERVICE CATEGORIES

- Armory
- Weaponry
- Accessories
- Wings
- Elemental
- Artifact
- Mounts
- Coin Craft
- Jewel Craft
- Buff

1. **Choose a recipe**
   Select a service, then a class or recipe where those filters appear.
2. **Review before crafting**
   Check every required material, the quantity and the result preview.
3. **Use Forge**
   Proceed after reviewing the selected recipe and its requirements.

> PREVIEW RULE
> Prev / Next browses previews. A recipe labeled Random does not promise the preview currently shown.

Armory & upgrade souls

Browse class-specific armor and the materials used to progress it.



OPEN IT

Custom menu > Forge > Armory

SHOWN RECIPE

255	**Awakening Soul Talisman**
255	**Awakening Soul Horn Crystal**

RESULT PREVIEW

1 Awakening Soul

1. **Choose your class**
   Use the class tabs above the recipe list.
2. **Find the upgrade**
   Select an armor recipe or an entry in Upgrade Souls.

KEEP IN MIND

This is the selected Awakening Soul recipe. Other armor and soul recipes have their own requirements.

Weaponry

Find weapon recipes by class and review the result before crafting.



OPEN IT

Custom menu > Forge > Weaponry

SHOWN RECIPE

50	Top Grade Spirit Stone
50	Jewel of Bless

RESULT PREVIEW

1 Divine Staff of Archangel

1. **Pick a class and weapon**
   The example uses the Dark Wizard tab.
2. **Inspect the result**
   Hover the preview for item details, then review the materials.

KEEP IN MIND

The displayed quantities belong to this weapon recipe, not every weapon in the list.

Wings

Explore wing tiers and browse the previews offered by a recipe.



OPEN IT

Custom menu > Forge > Wings

SHOWN RECIPE

50	Blue Feather
50	Jewel of Creation

RESULT PREVIEW

1 wing from Random Level 2 Wings

1 Select a wing recipe

The visible list includes level-based groups and Level 2.5 wings.

2 Browse the previews

Prev / Next cycles the displayed previews; Wings of Spirit is shown at 1 / 10.

KEEP IN MIND

Random Level 2 Wings is a random recipe. Browsing to a wing preview does not guarantee that wing.

Elemental crafting

Compare the selected Ertel recipes before spending your runes.

CUSTOM MENU > FORGE > ELEMENTAL

Random Anger Ertel



100 Elemental Runes

Quantity shown: 1

Random Radiance Ertel



255 Elemental Runes

Quantity shown: 1

RECIPE FAMILIES

The list includes Anger, Blessing, Integrity, Divinity and Radiance Ertels, plus Random Pentagram and Mastery Ertel Emblem.

1. **Select the recipe**
   Each entry has its own rune requirement.
2. **Inspect the preview**
   Hover for details where available.

RANDOM RESULTS

The UI states: base preview; final options vary.

Examples shown: 100 runes for Anger; 255 runes for Radiance.

Artifact crafting

Review material costs and browse artifact previews in one place.



OPEN IT

Custom menu > Forge > Artifact

SHOWN RECIPE

100	Artifact Stone
100	Jewel of Creation

RESULT PREVIEW

Spider Artifact Type 1 - quantity 1

1. **Select an artifact entry**
   Artifact 1 is selected in the supplied capture.
2. **Browse with Prev / Next**
   The screen shows preview 1 / 4. Inspect the available item previews.

KEEP IN MIND

Check the chosen recipe and its result details before using Forge.

Guardian Coin crafting

Browse class-organized Legacy equipment recipes.



OPEN IT

Custom menu > Forge > Coin Craft

SHOWN RECIPE

10 Guardian Coin

RESULT PREVIEW

1 T1 Legacy Legendary Helm

1. **Open the Legacy tier**
   Expand the class branch in the recipe tree.
2. **Select the equipment piece**
   Review its coin cost and hover the result for details.

KEEP IN MIND

The 10-coin requirement shown is for this selected helm. Check each equipment recipe separately.

Jewel crafting

Convert the materials listed by a recipe into its displayed jewel.



OPEN IT

Custom menu > Forge > Jewel Craft

SHOWN RECIPE

100 Gemstone

RESULT PREVIEW

1 Jewel of Harmony

1. **Choose the conversion**
   Jewel of Harmony is selected in the screenshot.
2. **Read the materials panel**
   Other entries include Guardian, Creation and Chaos recipes.

KEEP IN MIND

Several recipes share the same output name. Select the exact entry and check its ingredients.

Bless of Light upgrades

Combine lower-tier Bless of Light items through the Buff service.



OPEN IT

Custom menu > Forge > Buff

SHOWN RECIPE

10 Bless of Light Low

RESULT PREVIEW

1 Bless of Light Mid

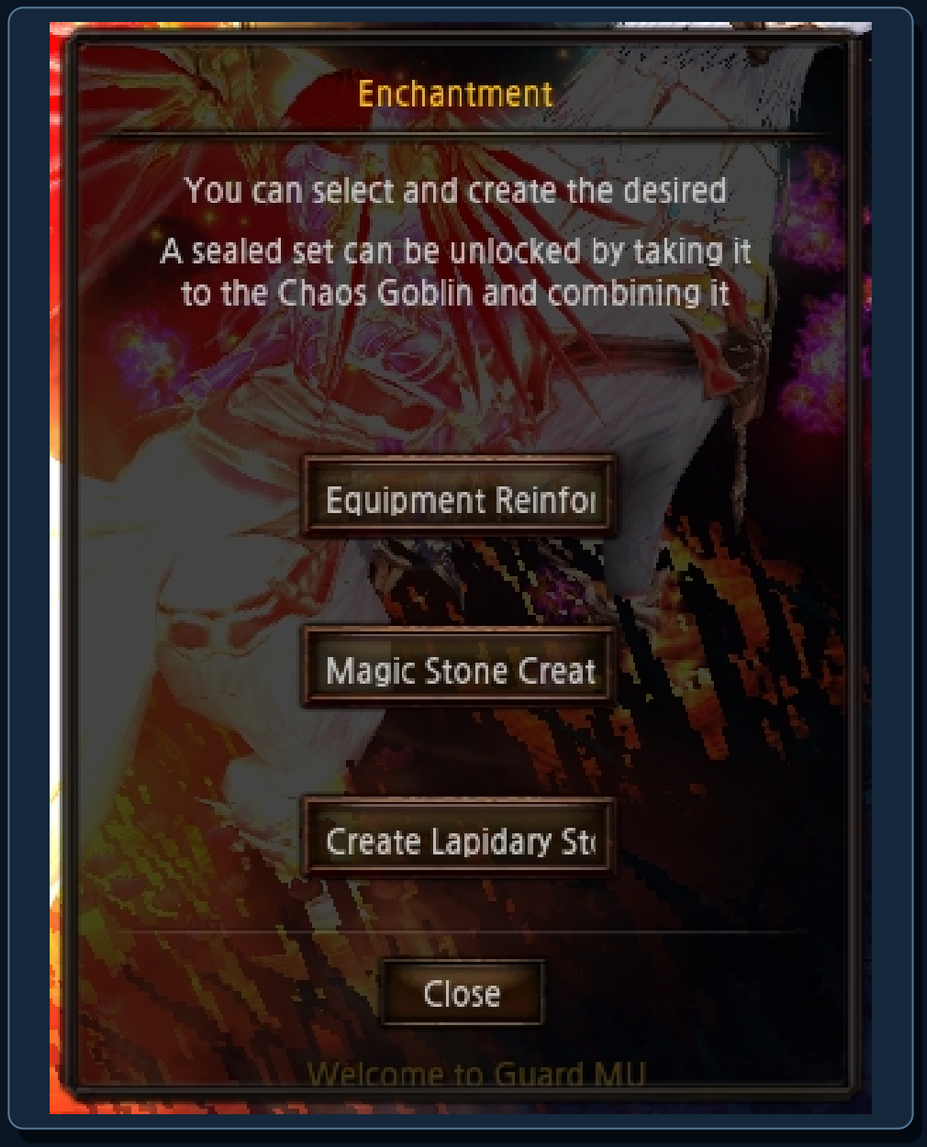
1. **Choose the upgrade tier**
   The menu contains Mid and Great recipes.
2. **Check the selected recipe**
   The capture shows the Low-to-Mid conversion.

KEEP IN MIND

Open the Great recipe to see its own requirements; they are not displayed in this capture.

Enchantment services

Reach equipment reinforcement and stone-creation tools from the menu.



OPEN IT

Custom menu > Enchantment

Choose the service you need from the Enchantment window.

1. **Equipment reinforcement**
   Open the equipment reinforcement service.
2. **Magic Stone creation**
   Open the service for creating Magic Stones.
3. **Lapidary Stone creation**
   Open the service for creating Lapidary Stones.

BEFORE YOU CONTINUE

Review the service window for ingredients and requirements. This overview shows the available service buttons.

Solo Buff

See your character's reset count and current combat bonuses.



OPEN IT

Custom menu > Solo Buff

The panel brings the displayed damage, success-rate and defense bonuses into one view.

FLAT

The panel states that all bonuses are flat amounts.

SOLO + PARTY

The panel states that the bonuses are active in both.

1. **Read your current values**
   The sample character has 10,000 resets. This is its displayed count.
2. **Review the bonus list**
   Check Excellent, Critical, Double, Ignore and Triple damage, success rates, damage and defense.
3. **Refresh the panel**
   Use Refresh to update the displayed values.

CHARACTER EXAMPLE

The numbers shown belong to the sample character. Use your own panel for your current bonuses.

Guild Buff

Track your guild's level, points, shared bonuses and next milestone.



OPEN IT

Custom menu > Guild Buff

DISPLAYED EXAMPLE - GUILD LEVEL 4 / 100

+31,273	Maximum HP and maximum SD
+313	Damage Decrease
+4%	Normal EXP and Master EXP

1. **Check the score breakdown**
   See Guild Score, Members' Resets and Guild Earned points.
2. **Watch the next level**
   The panel shows the next threshold and remaining points.
3. **Refresh after progress**
   Review the updated guild level, member count and bonuses.

READING THE BONUSES

HP, SD and Damage Decrease are flat amounts. EXP bonuses are shown as percentages.

Zen Shops

Choose the Material Shop or browse a shop for your character class.



16 CLASS BUTTONS + MATERIAL SHOP

OPEN IT

Custom menu > Zen Shops

A compact shop selector puts class equipment and material shopping in one place.

1. **Choose a shop**
   Select Material Shop or the class abbreviation you need.
2. **Review the selection**
   The selector describes sets, weapons and offhands.
3. **Check item details**
   Review the opened shop and item price before buying.

DISPLAYED ITEM RULE

The selector advertises Normal +0 items, with Luck where supported.

Game utilities

Open the player tools from a dedicated utility window.



Player tools shown in the supplied capture.

OPEN IT

Custom menu > Game Util

The Player section exposes three utility buttons.

1. **DC Friend**
   Open the tool labeled DC Friend to review its options.
2. **Clear Inventory**
   Review the tool's instructions and affected items before proceeding.
3. **Account Lock**
   Open the account-lock tool and review its available controls.

> USING THE TOOLS
> This capture shows the utility selector. Detailed rules and confirmations are in the individual tools.

Invasion tracker

See what is active now and which invasion is coming next.



OPEN IT

Custom menu > Invasion List

The list combines invasion names, locations, state and time left.

ACTIVE UPCOMING

Active rows appear in green. Upcoming rows show their own countdowns.

1. **Read the state and timer**
   Use the current panel to plan your next destination.
2. **Hover a row**
   The panel offers maps, monsters and active-time details on hover.
3. **Browse the pages**
   The capture shows 50 entries across 7 pages. Use the arrows for more.

> LIVE INFORMATION
> Countdowns in the image are a captured moment. Check the live list for current timing.

Graphics that fit your play

Adjust the scene and keep the frame-rate counter visible.



OPEN IT

Custom menu > Graphics

CHOOSE A GRAPHICS PRESET

Very High | High | Medium | Low | Very Low

CONTROL WHAT APPEARS ON SCREEN

Show FPS

Display the frame-rate counter.

Hide Title / Hide Items

Use the optional title and item display filters.

Hide Mount / Hide Damage

Use the optional mount and damage display filters.

> QUICK SETUP
> Compare presets in the same scene while watching FPS. The counter changes with workload and settings.

Five presets and five display toggles.

Know your hunting pace

Use hourly estimates and the Instant Hunting Log to read a session.



INSTANT HUNTING LOG



ITEM HELP

Hold Alt and hover a row to see its use, as the estimate panel instructs.

CAPTURED STATE

This capture is idle: the displayed rates and estimates are zero.

HUNTING ESTIMATE

Read kills per hour, hunt pace and estimated Ruud, GP and Zen per hour.

EXPECTED ITEMS PER HOUR

The panel lists jewels and materials, including Elemental Rune, Lapidary Stone, Artifact Stone, Ability Crystal, Miracle Coin and Golden Sentence.

INSTANT HUNTING LOG

Review elapsed hunting time, normal and elemental damage per second, healing, monster kills and gained EXP per second.

READ THE ESTIMATE

Hourly estimates apply to normal mobs. Expected drops are estimates, not guaranteed rewards.