

Battlegrounds: RPG Edition User Manual

Updated for BRPG v1.4i
(August 2009)

THIS IS ONLY A DRAFT/WIP.

NOTES IN RED DENOTE SECTIONS THAT STILL NEED WORK OR STILL NEED TO BE WRITTEN. I'VE MARKED THESE SECTIONS SO THAT THE BRPG USER COMMUNITY CAN HELP BY SUBMITTING COPY FOR THE FINAL RELEASE OF THIS USER MANUAL.

IF YOU CAN THINK OF ANYTHING THAT I FORGOT TO COVER, OR THAT YOU THINK NEEDS FURTHER EXPLANATION, PLEASE LET ME KNOW.

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Overview of Battlegrounds: RPG Edition

What It Is

Battlegrounds: RPG Edition (or BRPG, for short) is cross-platform virtual tabletop software for use with any "pen and paper" role-playing game system.

BRPG provides you with all the tools you need to conduct a roleplaying session: a battlemat – with an optional hexagonal or square grid – on which to place and move your digital miniatures and props, a virtual dice roller with both standard and polyhedral dice, text chat functions, drawing tools, a Fog-of-War feature that lets you gradually reveal the game map as the players explore, and much more.

Battlegrounds can be used offline in face-to-face game sessions, essentially serving as a "digital battlemat". The program's full-screen map and its "hidden-until-you-need-it" interface make it ideal for this purpose. To use BRPG in face-to-face game sessions, you will need either a projector, a large high-definition TV, or a large secondary display, for the players to view the action. Alternatively, BRPG games can be played over a local area network (LAN), with each player sitting in front of his/her own computer.

Battlegrounds can also be used online. Many gaming groups have found themselves in the unfortunate situation of losing one or more members because they had to move far away, but BRPG breaks down those geographical barriers by letting you continue to play your favorite RPG campaign online.

BRPG also enables you to play more games than you might otherwise be able to. For example, if your *local* friends aren't interested in a particular game you want to play, BRPG enables you to play that game with online buddies, even if they happen to live halfway around the world.

Because it's generic, BRPG supports roleplaying in any genre, using any RPG system or ruleset, including house rules. Use BRPG to play fantasy, modern day, sci-fi, wild west, horror...whatever you want. BRPG provides the game engine, and you provide the game rules, maps and digital minis (see the Links & Resources page on the Battlegrounds Games website for information on where you can download free, high-quality maps and digital minis).

We think you'll find that this is a tool that can bring your games – both online and offline – to new heights of excitement and realism.

What It Isn't

BRPG is not a game itself, but rather a *tool* for playing a game that you already own. It doesn't have any game-system-specific artificial intelligence to implement your game's rules, and it doesn't come with character, spell and monster stats for your specific RPG system. In fact, one of BRPG's greatest advantages is that it *isn't* game-system-specific. It's generic enough to use with any RPG rules system, so you can get a lot more use out of it than you can out of similar competing products that are tied to a specific ruleset.

Other Potential Uses

You could also use BRPG to generate stunning visuals for play-by-post or play-by-email games.

And while BRPG is primarily intended for use with pen and paper RPGs, it can also be used to play some boardgames and wargames (although our next product in development, *Battlegrounds: Wargame Edition*, will be specifically tailored for use with wargames). In fact, there are already some digital game conversions, called Game Boxes, available for BRPG, and these can provide an excellent gaming alternative if a RPG session has to be cancelled because one or more players could not attend.

With a little imagination, BRPG could also be used for other types of online collaboration.

Advantages

While online role-playing is not a replacement for playing in person with your friends, using BRPG in your game sessions *does* offer some significant advantages over the traditional way of playing RPGs.

For starters, the visuals are greatly enhanced. Not only do maps look better, but so do the miniatures (or tokens) used to represent the characters, NPCs, and monsters that populate your world. Audio clips (both music and special effects) can also be used to set the tone, enhance the mood, or even provide the players subtle clues.

Private messaging using the Chat window is certainly an improvement over whispering or passing a player a hurriedly-scribbled note, which can cause distraction and perhaps even alarm in a real-life game session. The same goes for die rolls, which BRPG allows you to keep private, if desired (or to fudge, if you're the GM). Many people, particularly shy persons, also find that the anonymity afforded by playing online allows them to role-play better and get into character more without feeling self-conscious. Cross-gender role-playing is also easier.

Another big advantage provided by this software is the Fog-of-War feature, which prevents players from seeing parts of the map that they have not explored yet. This is difficult and time-consuming to achieve in traditional face-to-face games.

What You Need

Just as with a traditional pen and paper RPG, you need a Game Master, or GM for short (some systems use other terms for this, such as Dungeon Master, Referee, or Story Teller) and one or more players. You also need your RPG system's rulebooks and character sheets, just as you would in a face-to-face game session. BRPG does not have shared, interactive character sheets, but it does support displaying character sheets in bitmap format.

The more familiar you are with your game's rules, the better, but if needed, BRPG's Library feature can provide you instant access to important reference materials, like charts and tables (due to copyright limitations, you must scan these in yourself).

If playing online, all participants also need an internet connection (broadband is highly recommended, and pretty much required if you are the GM).

How It Works

Whether playing on the internet or on a LAN, the process is the same: The GM (who must be running a GM Client) hosts a game. BRPG's peer-to-peer networking system effectively turns the GM's computer into a game server. The players then join the session by logging into the GM's game (using either a Player Client, a GM Client, or the free Demo). The number of clients that can connect at one time is 16 (15 players plus the GM). However, note that large groups (over 8-10 players) can easily become unwieldy, as some players get bored waiting for their turn to come around again.

Once everyone is logged in, the players and the GM communicate with each other via text chat, which is built into the application. Optionally, they can also communicate via a voice chat (VOIP) application running in the background (see the Links & Resources page on the Battlegrounds Games web site for various free third-party VOIP software options). Generally speaking, games that use voice chat tend to move a lot faster than games that do not. Some groups prefer a mix of the two, such as voice chat for "out-of-character" player dialogue, and text chat for "in-character" dialogue. BRPG allows a log of the entire text chat to be saved, for those who like to keep a record of what happens in a campaign.

The GM moderates the game session just as he would in a face-to-face game. Based on the GM's narration, the players, each playing the role of one or more characters, decide what they want to do. The participants move their virtual miniature figures around on the game map, in accordance with the RPG game system's rules, to indicate where they are in relation to one another and to the game map's terrain features. The GM may move any item in the game, but each player may only move his or her own character/s.

Design Philosophy

BRPG's interface may seem a little unusual when compared to "standard" programs. There's no menu bar along the top, no ever-present toolbar, and some functions differ from the "normal" way of doing things. This is because BRPG is at its heart a collaborative *presentation tool*. BRPG's interface is designed to remain hidden and out of the way until you need it, in order to avoid distractions and to promote role-playing and immersion. Because of this, most of the program's functionality is controlled by Hotkeys and popup menus.

Traditional user interface guidelines haven't been eschewed just for the sake of doing things differently. There's a reason behind any changes from the norm. If you keep that in mind, you will understand why certain features were designed the way they were.

To cite just one example, in BRPG, you close a visual aid by double-clicking on it. Normally, you would expect a visual aid (a graphic) to appear in a traditional window, and you would simply click the "Close" box on the window's title bar when you were done viewing the graphic. But a visual aid in BRPG *has no window*, by design, in order to allow for PNG transparency effects and a clean presentation of the visual aid.

Using Battlegrounds Can Save You Time and Money

Battlegrounds can potentially offer significant cost savings compared to using traditional media, such as printed maps and miniatures. It can save you time, as well (and for many people, free time is even more precious than money).

Ask yourself these questions:

How much time and money will BRPG save me on gasoline from not having to physically commute to a game?

How much money do I save on miniatures, paints, and brushes if I use digital tokens instead? How much time will I save by not having to paint hundreds of miniatures?

How much money and time do I save from not having to print out my battlemaps in full color, or not having to purchase plastic battlemats and markers?

How much money will I save on babysitters, if I can keep an eye on my kids myself while I'm playing RPGs at home?

Is it safe to say that BRPG will not only pay for itself in the long run, but save me hundreds of dollars and a lot of time, as well?

System Requirements

Minimum

Windows 98/ME/2000/XP/NT/Vista:

- Pentium III or equivalent

Macintosh OS X:

- Power Macintosh G3 running OS 10.1.5 or better

All Platforms:

RAM: 256 MB

Hard drive space: 200 MB

Display: 24-bit color

Resolution: 1024 x 768

Recommended

Processor: 800 MHz or higher (1GHz or faster recommended if using the Fog of War feature)

RAM: 512 MB or better

Display: 32-bit color

Hard drive space: 500 MB or more (to store maps, tokens, and other media)

Mac Users: A mouse with a scroll wheel and a right button are strongly recommended.

Note: The higher the display resolution, the better the graphics look, and the more map you can see at any one time. Higher resolutions greatly reduce the amount of scrolling required in a typical game.

You should set your display's resolution prior to launching BRPG, but if you *do* change it while BRPG is running, you can manually resize the window to better accommodate the new settings.

Note that BRPG does not specifically support multiple monitors/displays at this time, although it *can* be used with more than one display.

Installing BRPG

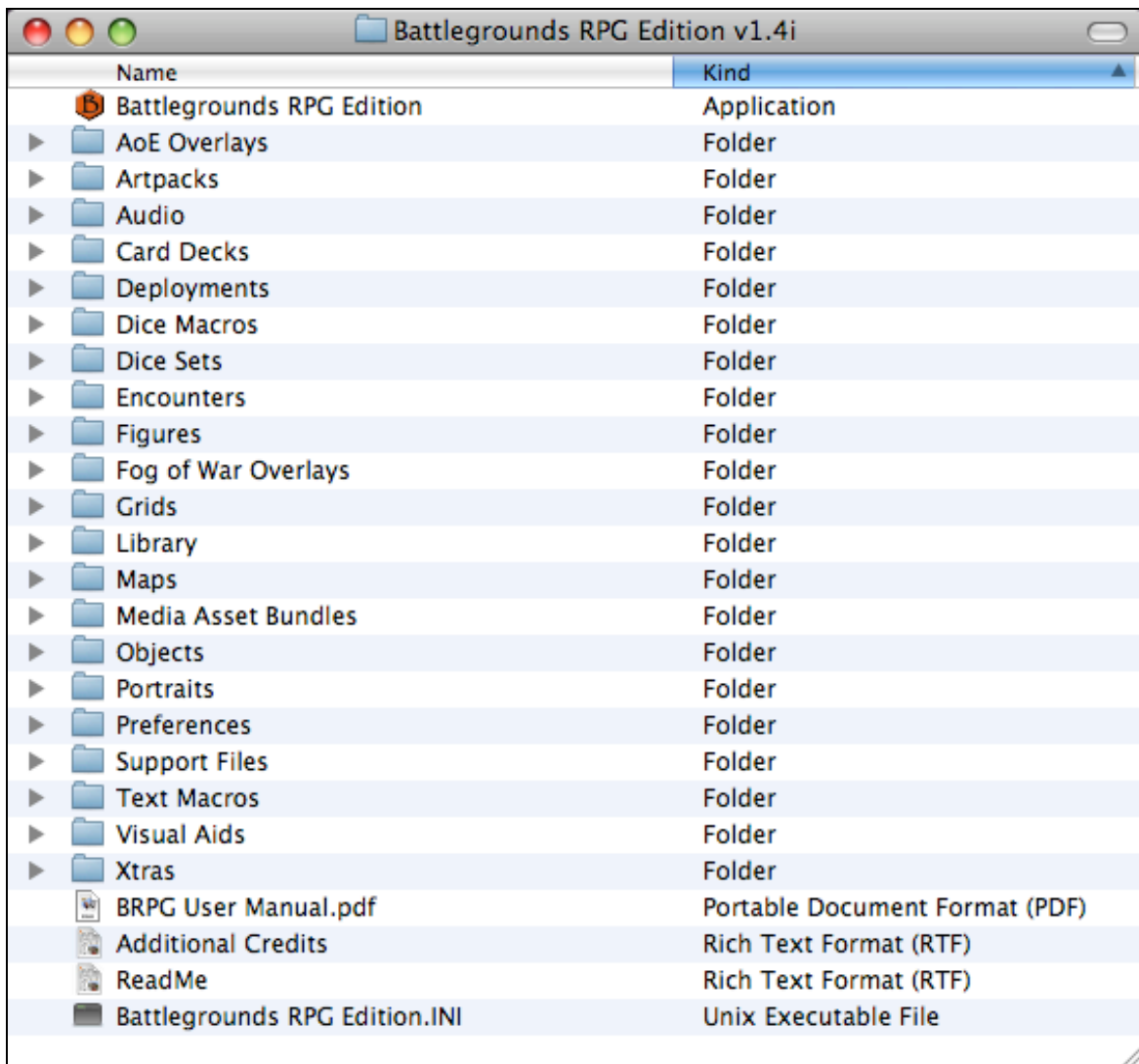
Windows OS

Right-click on the Zip file you downloaded and select "Extract All...". Complete the extraction Wizard to expand the program onto whichever hard drive you prefer. There is no further installation procedure, and the software is ready to use.

Do not make the mistake of trying to run BRPG directly from the Zip file without extracting it first.

Mac OS X

If you downloaded the Zip version of BRPG, simply double-click the zip file to expand it. Move the expanded folder to wherever you want it on your hard drive. The software is now ready to use. If you downloaded the DMG version of BRPG, mount the disk image by double-clicking on it, then drag its contents to wherever you want on your hard drive.



This is what BRPG's root folder looks like after a proper installation

For access to the User Manual from within BRPG

Microsoft Windows users must place an alias to their preferred PDF-viewing program in the BRPG folder, and name the alias "PDF Viewer". Doing this will enable accessing the User Manual from within BRPG.

Mac OS X users do not need to do this.

Using BRPG in a Face-to-Face Game Session

If you are using BRPG in a face-to-face game, you can either use two computers (one for the GM, and one to drive the players' view), or you can run two instances of BRPG on a single computer. In both cases, you will either need a Floating License installed on the GM Client in order to connect with the free Demo, or you must use a Player Client to connect to the GM Client's game session.

To use a second instance of the program on a single computer, you will need to duplicate the entire BRPG folder, not just the executable. You also need to rename one of the executables so that they don't both have the same name and share the same preference files.

Learning to Use this Software

Battlegrounds: RPG Edition is designed to be easy to use, and equally easy to *learn* to use. There isn't a steep learning curve, and there are no arcane, indecipherable icons in the user interface. All controls are intuitive, consistent, logically laid out, and clearly labeled. If you know how to push a button, use a popup menu and press a hotkey, you can learn how to use this program, and can probably be playing within an hour of installing the application. If you've ever bought role-playing software aids that were so hard to use that you never *did* use them, you'll realize just how important this is.

The various panels in BRPG use a fairly consistent interface. This was done to make the program easy to learn and use.

Some users may prefer to dive right in and start experimenting (that's OK, you won't break anything). Others might prefer to give this manual a quick read first, in order to become familiar with the software.

We recommend a mix. Print out this manual for easy reference and use it as a guided walk-through of the software, reading each section as you follow along on your computer.

Remember that you don't need to learn every single feature of the program at once. Start with the basics, then teach yourself the more advanced features gradually, as you need them.

There are also some tutorial videos available on the Battlegrounds Games forums, and additional tutorial videos will eventually be posted there.

If you are brand new to this software, we recommend that you start small, perhaps with just 3 or 4 players, until the GM is comfortable enough with the software to handle larger groups. A practice session is also recommended prior to running a real game, in order to work out any technical issues, and to allow users to learn the software's basic features.

Learning Mode

BRPG has a feature that lets users learn the software more easily, by keeping advanced features hidden until the user feels ready for them, and by providing occasional instructions the first time you use a given feature in a particular BRPG session.


By default, BRPG has Learning Mode turned on. It can be turned off (or back on) from the Preferences panel.

The following commands are not available when Learning Mode is enabled: Stealth/Invisible, Flip Image, Free Floating, and Cursor Mode.

Help Screen

Press the [?] key to bring up the Help screen, or press the "Help" button on the Command panel. If the Command panel is closed or has been disabled, you can also select the "Help" command from the BG button's popup menu. The Help screen also comes up automatically the first time the program is launched on any given computer.

Basic Instructions:

Click on the  button to access commands from a popup menu.
Double-click on the map to place a unit or to select other map-related commands (GM only).
Click-and-drag a unit to move it (GM or unit owner only).
Right-click-and-drag the map to scroll the view.
Right-click on a unit to access a contextual popup menu (GM or unit owner only).
Place the cursor over a unit to read its notes and/or see its portrait.
To use a hotkey, first click on the map window, or close the chat window.

Hotkeys:

GM & Players:	GM Only:
Arrow Keys = Scroll Map	H = Hide/Show Selection
1, 2, 3, 4, 6, 7, 8, 9 = Move Selection (on Square Grid)	M = Change Map
1, 3, 4, 6, 7, 9 = Move Selection (on Hex Grid)	S = Save Encounter
+ = Rotate Selection Clockwise	E = Load Encounter
- = Rotate Selection Counter-clockwise	U = Unit Manager
R = Roll Dice	V = Send Visual Aid
T = Turn Sequencer	A = Send Audio
N = Notepad	D = Drawing Tools
L = Consult Library	F = Fog of War
G = Grid Overlay (toggle on/off)	Backspace (Windows) = Delete Selection
X = Toggle Snap-to-Grid On/Off	Delete (Mac) = Delete Selection
C = Connection panel (also use to log off)	Shift = Hold down while clicking a unit
TAB = Toggles the Chat window (must be logged in)	to add the unit to the current selection,
\ = Toggles the Command panel	or to remove it from the current selection
? = Help (shows/hides this screen)	
P = Preferences	
Q = Quit the program	

The Help screen gives some basic operating instructions and provides a handy reference of most of the hotkeys used in both the GM Client and the Player Client. If you need additional help, consult this User Manual or the [BRPG forums](#).

Click anywhere on the Help screen to make it go away, or press the [?] hotkey again, or press the "Help" button on the Command panel.

Terms and Abbreviations Used in this Manual

AoE: Area of Effect.

BRPG: *Battlegrounds: RPG Edition*.

Cell: A generic term used to define a single grid square or hex on the map.

Figure: A “digital miniature”, or token, used to represent a PC, NPC, animal, or monster.

FoW: Fog of War, a system of gradually revealing the map to the players as they explore the area.

GM: Gamemaster, the person hosting and moderating a BRPG game.

Hotkey: A keyboard-activated shortcut for issuing a command or toggling a setting. Hotkeys only work in BRPG if the Chat Window is closed or if the Chat window does not have focus.

Modifier key: A key that must be held down while performing another action. Modifier keys include [SHIFT], [CONTROL], [OPTION] (Mac-only), [ALT] (Windows-only), and [COMMAND] (Mac-only).

NPC: Non-player character, a figure in the game that is controlled by the GM.

Object: Any prop (a tree, a piece of furniture, a campfire, a dropped weapon, etc.) used to customize a map and/or to show the location of important items or equipment.

PC: Player character, a figure in the game controlled by a player.

Right-clicking: Pressing the right mouse button. On a Mac with a one-button mouse, you must Control-click instead (hold down the Control key while clicking). BRPG makes extensive use of right-clicking, so a multi-button mouse is recommended (preferably one with a scroll wheel).

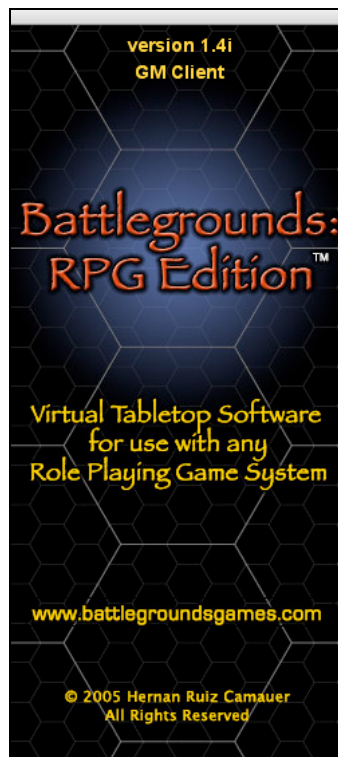
Unit: a generic term used to refer to any figure or object.

Launching BRPG

Double-click the BRPG application, which is easily identified by its custom icon, a black capital “B” on a reddish-orange hex shape, as shown below.



The default map is displayed and the “About” panel (i.e., the splash screen) is briefly shown while the program initializes. Depending on your Preferences settings, a Command panel may also open. Once the “About” window closes and the Turn Sequencer window opens, BRPG is ready for use.



Clicking on the URL in the “About” panel launches your default web browser and takes you to the Battlegrounds Games web site. Clicking anywhere else on the “About” panel closes the panel, but this should not be done while BRPG is still launching.

Hotkeys

Hotkeys are simple keyboard shortcuts for activating a command or changing a game setting. Most Hotkeys do not require holding down a modifier key when pressing the Hotkey.

The following is a list of most of the Hotkeys in BRPG.

GM and Player

Arrow Keys = Scroll the map one cell

Shift & Arrow Key = Scroll the map one screen

Control & Up Arrow = Zoom the map in by 10%

Control & Down Arrow = Zoom the map out by 10%

Control, Shift & Up Arrow = Zoom the map in by 50%

Control, Shift & Down Arrow = Zoom the map out by 50%

1-4, 6-9 = Move Selection (on square grid)

1, 3, 4, 6, 7, 9 = Move Selection (on hex grid)

+ = Rotate Selection Clockwise

- (minus sign) = Rotate Selection Counter-clockwise

< = Previous token (if a selected unit has multiple tokens assigned to it)

> = Next token (if a selected unit has multiple tokens assigned to it)

Shift & < = Previous portrait (if a selected unit has multiple portraits assigned to it)

Shift & > = Next portrait (if a selected unit has multiple portraits assigned to it)

TAB = Open or close the Chat window (only works when hosting or logged in)

R = Dice Roller window

T = Turn Sequencer

L = Library panel

G = Toggle the Grid Overlay On/Off

C = Connection panel (also use to log off)

N = Notepad

X = Toggle Snap-to-Grid On/Off

\ = Toggle the Command panel (unless it has been disabled in Preferences)

? = Help screen (press to show or hide it)

P = Preferences panel

Shift & | = Make the map window fill the screen

Shift & RETURN = Step the Sequence (if you control the active unit)

Q = Quit BRPG (confirmation required)

GM Only:

DELETE/BACKSPACE = Delete Selected Unit/s (confirmation required for figures)

H = Hide or Show the Selected Unit/s

M = Change Map

S = Save Encounter

E = Load Encounter

U = Unit Manager

V = Send Visual Aid

A = Send Audio

F = Fog of War panel

D = Drawing Tools

Shift = Hold down while clicking a unit to add the unit to the current selection, or to remove it from the current selection

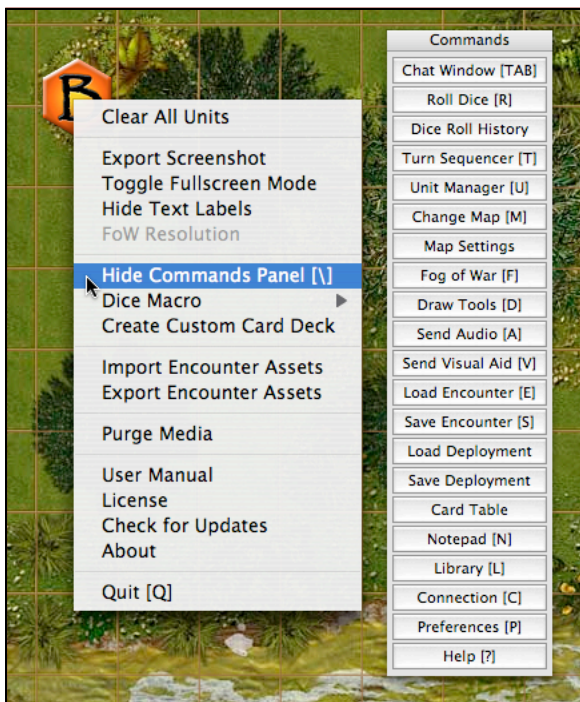
Note that in multiplayer games, hotkeys only work when the Chat Window is closed, or if you first click on the map window to ensure it has focus.

The Battlegrounds Button

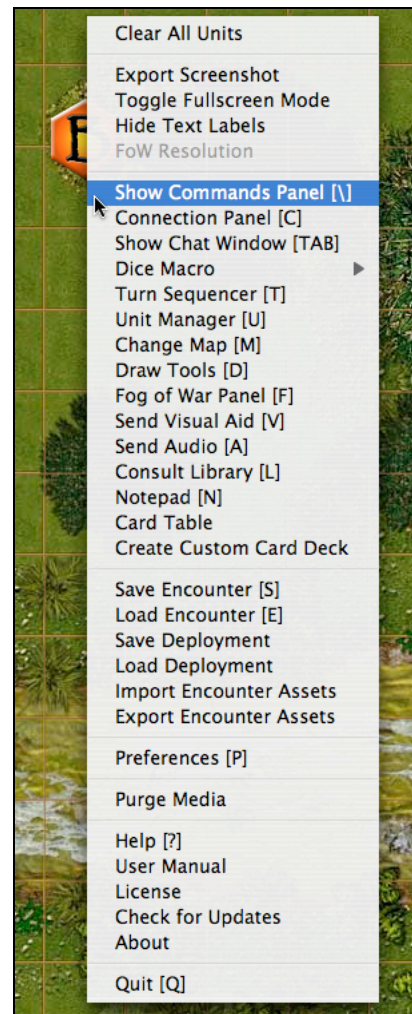
To make BRPG even easier to use, you can select most of the Hotkey commands by clicking on the Battlegrounds button (hereafter referred to as the BG button).

A popup menu will list all of the commands available, including the Hotkey that will trigger each of the commands. Simply select a menu item to trigger that command.

The available commands in the popup menu will vary, depending on whether you are the GM or a player, and depending on whether you have the Command panel open or not.



*The BG button's popup menu,
when the Command panel is open*

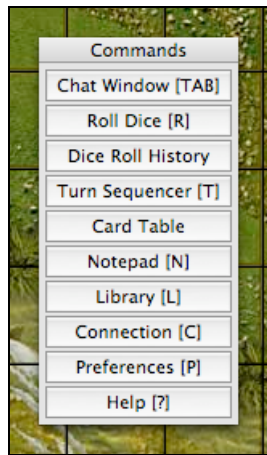


*The BG button's popup menu,
when the Command panel is closed*

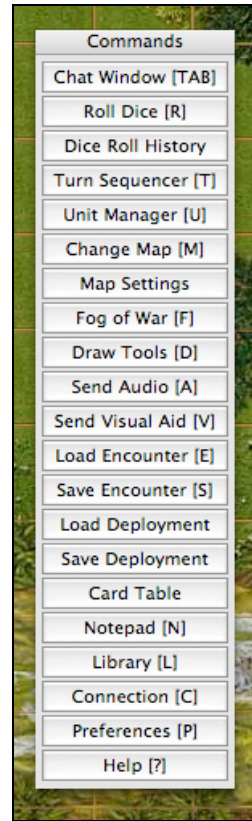
Note that some commands in this popup menu that are *only* accessible from the BG button. Generally, they are the only ones that don't have a Hotkey equivalent assigned to them, because they are used infrequently.

The Command Panel

The Command panel contains buttons for the most common commands in Battlegrounds. The buttons that appear on the Command panel will vary, depending on whether you are the GM or a player.



The Command panel on a player's client



The Command panel on the GM's client

Clicking on any of the command buttons will open the appropriate panel or dialogue box. If a given panel is already open, it will be closed, instead. The only buttons on the Command panel that are *not* toggles are: "Load Encounter", "Save Encounter", "Load Deployment", "Save Deployment", and "Notepad".

The Command panel can be positioned anywhere on the screen, or even on a second monitor, by dragging its title bar. Its location is stored between sessions.

The Command panel is entirely optional, since it can be toggled on or off with a hotkey [\], or permanently disabled in Preferences.

New users may prefer to use the Command panel initially, until they learn the various commands and their respective hotkeys, and then they can disable it to keep the program's interface out of the way (particularly projector users). Users who don't feel comfortable using a program without a visible interface, or who dislike accessing the BG button's popup menu too frequently, can leave the Command panel enabled all the time.

The Map Window

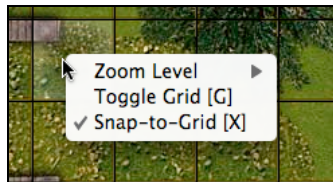
BRPG's primary window is the map window. Most users will want to keep it large, covering most of or the entire screen. Windows users can resize the map window by dragging on any of the window's edges. Mac users can resize the window by dragging the handle in the lower right corner.

Maps in BRPG can be up to 40 x 40 squares, or 40 x 46 hexes. The map graphic can measure up to 4000 pixels wide by 4000 pixels high. Each cell on the map is 61 pixels across (at 100% zoom).

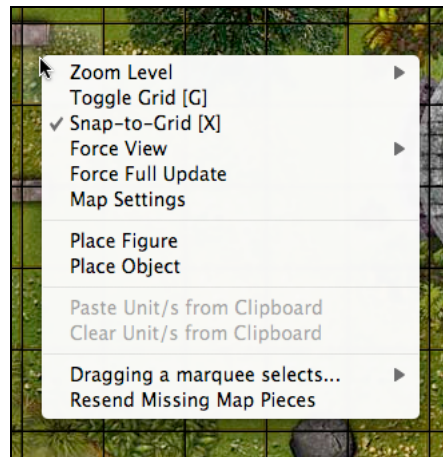
If you need a larger playing area, you can create a second Encounter with another map and switch back and forth between them as needed.

The Map Menu

Double-clicking on the map (or on the black background) brings up the map's popup menu.



The map menu on a player's client



The map menu on the GM's client

For a player, this menu will contain only a few commands, but for the GM, it will also list commands for placing figures and objects on the map, for accessing the Map Settings panel, for copying and pasting units, and for forcing the players to view the particular area of the map that the GM is currently viewing.

If the GM is hosting a game and one or more players are logged into the game session, the GM will have a "Force Full Update" command available in the Map Menu. This command can help troubleshoot any problems that may arise with the player clients being out-of-sync with the GM.

Changing the Map (GM only)

Press [M] to open the map browser. Only the GM may change the current map.



Select the map you want to swap in, then click on the "Select" button.

In multiplayer games, if the GM has selected a map that has been used before on the connected clients, the map switch will be instantaneous on the players' screens. Otherwise, the connected clients will automatically request the map from the GM's client and initiate a peer-to-peer transfer of the map (exception: maps from an artpack, and server-based maps, are never served by the GM client).

Map transfer times vary, and depend on the size of the map in question, the host's upload speed, the connected clients' download speed, and whether or not bandwidth is being utilized by other applications, such as a voice-chat program. It is not unusual for a very large map to take several minutes to transfer, even over broadband.

Maps are transferred in small pieces which are reassembled on the receiving end. A progress bar appears beside the BG button while the map is transferring, both on the GM's client and on each player's client.

Note that when swapping in a new map, units retain their relative positions. In most cases, the units will need to be repositioned on the new map.

If Fog of War is in use, Blackout Mode will be automatically engaged, to allow the GM to reposition all the figures, thus avoiding any premature map reveals on his players' screens.

Server-based Maps

Assuming you have a working internet connection, BRPG can load maps that reside on a server. Server-based maps have several advantages compared to peer-to-peer map transfers. First, server-based maps are not limited by the GM's upload speed. Second, server-based maps retain JPG compression (unlike peer-to-peer map transfers), so the maps can be significantly smaller (in KB or MB) and thus will download much faster. Finally, loading a server-based map is more reliable than a peer-to-peer map transfer, and there's never an issue with missing map segments.

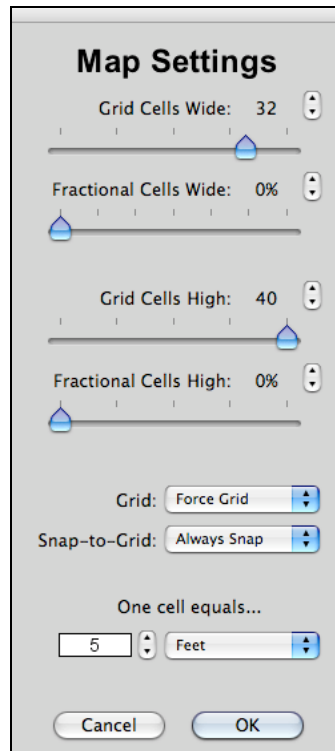
While downloading a server-based map, the connected clients will see a "Map Downloading" placeholder graphic in lieu of an actual map, until the map is fully downloaded. Units will not be drawn on the map while this is happening, nor will the grid overlay or the Fog of War layers be shown.

To load a server-based map from an artpack, simply select it using the map browser panel, as shown above. Instructions for using server-based maps that are not from an artpack are covered later, under "Issuing Commands from the Chat Window".

Map Settings (GM only)

This panel appears automatically anytime a new map is loaded after using the "Change Map" command.

The GM can also open this panel at any time by selecting the "Map Settings" command from the map's popup menu, or by clicking on the "Map Settings" button on the Command panel.



Controls on this panel allow the GM to specify the map's exact dimensions so that it matches the grid overlay. This is particularly useful when using a map with a grid already on it. The grid overlay (see below) is automatically cropped to the map's dimensions.

There are also controls on the Map Settings panel that allow the GM to set the map's scale, which is used for measuring distances. Measurement units are defined in an external text file ("Map Scale Units.txt", located in BRPG's Preferences folder), so users can easily add their own measurement units, if needed.

The scale settings for a given map are saved in each Encounter file.

From the Map Settings panel, the GM can also specify whether the grid overlay and the snap-to-grid functions should be forced on, forced off, or be left up to the discretion of each connected client. These settings are also saved in each Encounter file.

Scrolling the Map

Use the arrow keys to scroll the map by pressing the arrow key indicating the direction that you would like to reveal. Each press of an arrow key scrolls the map by one cell. For quicker scrolling, holding down the Shift key while pressing an arrow key will scroll the map nearly one screen's worth per key press (similar to how the Page Up and Page Down keys work in other programs). When the edge of the playing surface is reached, the map will not scroll any further.

Note that in multiplayer games, the arrow keys only work when the Chat Window is closed, or if you first click on the map window to ensure it has focus.

You can also scroll the map by right-clicking anywhere on the map (not on a unit) and dragging in the direction you wish to slide the map. The cursor changes to a hand while dragging, until the right mouse button is released. Mac OS X users with a single-button mouse will need to hold down the Control key to simulate a right-click in order to initiate the dragging action.

Lastly, if you enable the "Automatic Map Scrolling" option in Preferences, you can scroll the map by moving the mouse cursor to an edge of the map window. This even works if you are in the middle of dragging a unit to move it. Scrolling the map with the mouse cursor is disabled while certain panels are open.

It is strongly advised that you run BRPG in the highest screen resolution you are comfortable with, so that you can see more of the map at one time, and therefore don't need to scroll around as much.

Zooming the Map In & Out

You can zoom in or out on the map window by pressing a hotkey [Control - +] or [Control - -]. Each press of the hotkey changes the zoom level by 10%. For quicker zooming, holding down the Shift key while pressing the corresponding hotkey to zoom will change the zoom level by 50% per key press. For precise zooming, holding down the Alt key (on a Windows PC) will change the zoom level by 1%. On Mac OS X, you must hold down both the Control key and the Option key to zoom in or out by 1%. Precise zooming is primarily intended for projector users who are playing with real miniatures while projecting the map onto a table.

A zoom level indicator appears briefly beside the BG button whenever you change the zoom level, letting you know your current setting. Possible zoom settings range from 20% to 200%.



You can also use the scroll wheel on your mouse to change the zoom level. Each notch on the scrollwheel adjusts the zoom level by 10%. For finer control of the zoom level, hold down the Control key (the Command key, on Macs) while turning the scrollwheel, and each notch on the scrollwheel will adjust the zoom level by 1%, instead.

Double-clicking on the map will also pop up a menu that allows you to set the zoom level directly, without having to navigate through intermediate zoom levels.

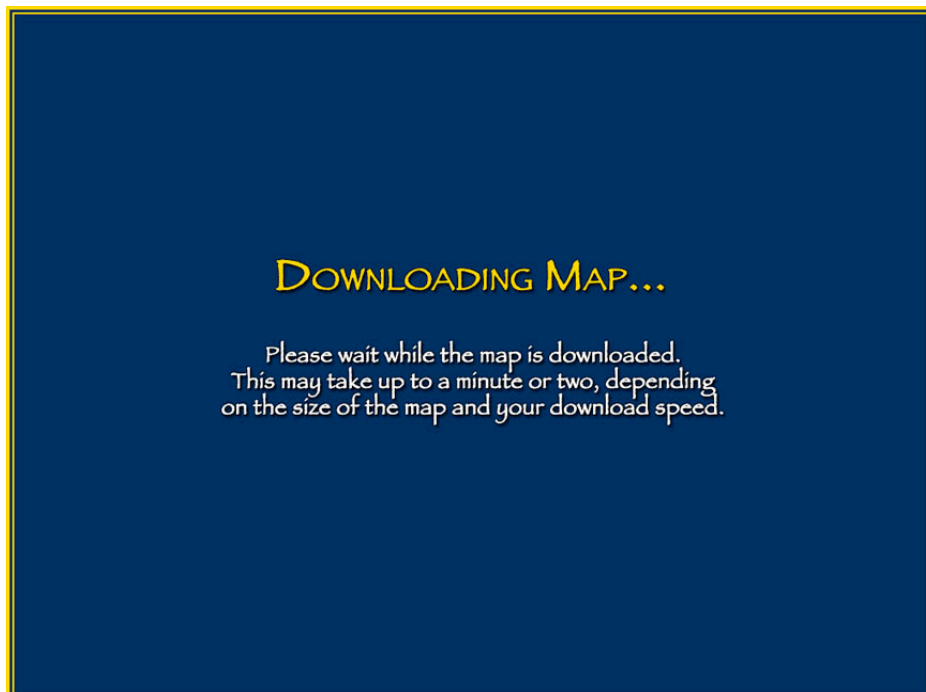
Lastly, the Zoom Level can be set via a command typed into the Chat window. This will be covered later, under “Issuing Commands from the Chat Window”.

Placeholder Maps

When a map that is called for in an Encounter cannot be found, a placeholder map will be shown instead. While a placeholder map is showing, units will not be drawn on the screen, and the grid overlay and the Fog of War layers will be hidden.



If a server-based map is called for by an Encounter, a "Map Downloading" placeholder map is shown while the server-based map is downloading.



Grid Overlay

A square grid or hex grid may be overlaid on top of the map. The grid overlay will be automatically cropped to fit the size of your current map. Anything placed on the map goes on top of the grid overlay, except for figure bases, tile objects, and Area of Effect overlays.

The grid may be shown or hidden at any time with the press of a Hotkey [G]. The grid overlay will fade out or fade in, as appropriate (exception: if the GM has specified that a particular Encounter must be used without a grid, it will not be possible to show the grid, and if the GM has specified that a particular Encounter must only used with a grid, it will not be possible to hide the grid). The GM can dictate whether the grid overlay is available or not on a per-Encounter basis (see "Map Settings", above).

Note that if the GM has set the grid visibility for an Encounter to "Client Chooses", grid visibility becomes strictly a local option that does not affect other connected users. For example, the GM may chose to show the grid on his screen, while a player chooses to have it hidden on his.

Some people may prefer the added visual realism achieved by keeping the grid hidden during play (at least until the need arises to count the range to a target). Grid visibility has no effect on the Snap-to-Grid feature, which is independent.

From the Preferences screen, the GM can decide what type of grid to use (square or hex), the color of the grid overlay (black, white, grey, yellow, red, blue, green, cyan, magenta, or brown), and the opacity of the grid overlay (10-100%, in 10% increments). The GM's choice of grid type (square or hex) is forced on any connected players, but the players are free to set their own grid color and grid opacity.

Users may also add their own custom grid overlays, in case they wish to add more grid colors, or even additional grid information, such as centerpoints (for Line of Sight calculations) or a grid-numbering system (see "Expanding BRPG", below). Custom grids should be created at a resolution of 100 pixels per cell.

Snap-to-Grid

Snap-to-Grid is on by default. It can be toggled on or off with the [X] hotkey. When snap-to-grid is on, a cell highlight graphic “snaps” from cell to cell as you move your mouse cursor across the map. This happens even if the grid overlay is hidden. The highlighted cell marks where a unit would be placed (see “Placing a Figure on the Map” and “Placing an Object on the Map”, below).

The cell highlight graphic disappears when you select one or more units on the map, so if you can see the cell highlight graphic, it’s a visual cue that no unit is currently selected.

If Snap-to-Grid is enabled, units will snap to the center of each cell as you drag them, even if the grid overlay is hidden (exception: Free Floating objects never snap-to-grid). Units will only snap-to-grid if they are moved at least one pixel in any direction. This makes it possible to select units that are not aligned with the grid (e.g. doors) without having them snap-to-grid.

If Snap-to-Grid is disabled (from the BG button, or with the [X] hotkey), the cell highlight graphic does not appear, and units may be dragged around freely on the map without snapping to the center of each cell.

The GM can dictate whether snap-to-grid is available or not on a per-Encounter basis (see “Map Settings”, above).

Snap-to-grid also affects the Draw Tools, and can be of great assistance in drawing straight lines, rectangles, and other shapes that are aligned perfectly with the grid overlay.

Unit Types: Figures and Objects

There are two main categories of things that can be deployed on the map: figures and objects. These are collectively known as “units.” Only the GM may place units on the map, and only the GM may delete them.

Figures

Figures are used to represent the PCs, NPCs, animals, and monsters on the map (basically anything that can move, attack, and be killed, including magically-animated items). Figures differ from Objects because all figures have a base, and a color-coded Status halo (unless these features have been manually turned off). Figures also have a contextual popup menu (accessed by right-clicking on a Figure) that offers many more options than the contextual popup menu does for Objects.

The figure whose turn it is to act (according to the Turn Sequencer) is highlighted with a blue halo. This visual cue is useful for players to know when they are expected to act. A currently selected figure is highlighted with a white halo. The white selection halo supercedes the blue “active figure” halo, as well as all the status halos.

Objects

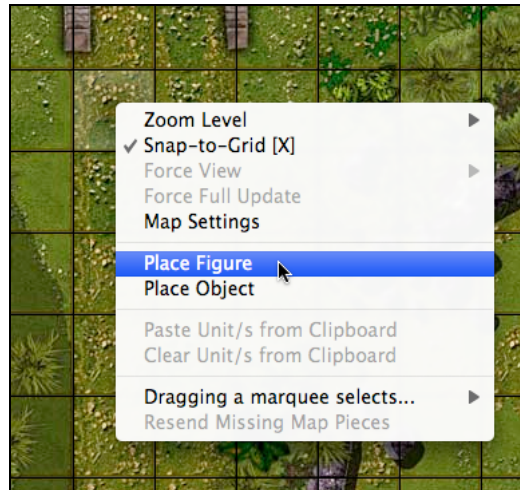
Objects represent everything else, such as dropped weapons, treasure, furniture, trees, or moveable terrain features, like doors. Objects do not have a base or a halo associated with them.

Controlling Units

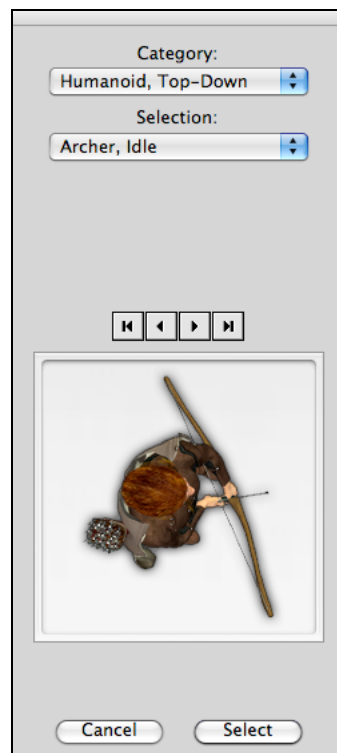
Placing a Figure on the Map

Move your mouse cursor on the map to the spot where you want the figure placed, then double-click to get a contextual popup menu. Select *"Place Figure"*. Only the GM may place a figure.

If the snap-to-grid feature is enabled, the cell highlight graphic will mark the cell where the figure will appear.

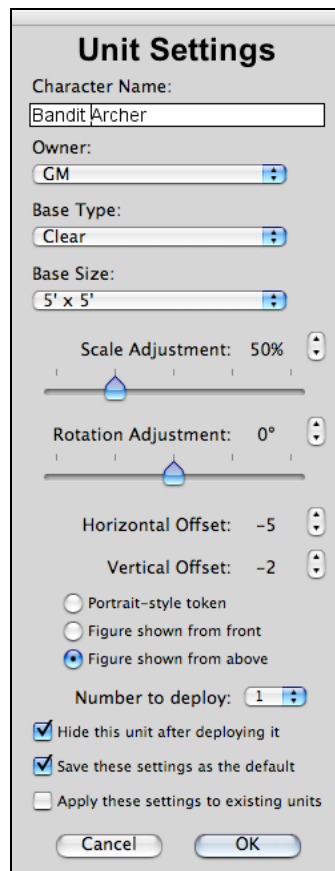


A figure browser panel appears, allowing you to choose an illustration to depict the character, animal, or monster on the game map.



Once you've selected suitable artwork, click on the "Select" button. The figure appears on the map on the spot you specified. If Snap-to-Grid was enabled, the unit will be automatically centered in the corresponding cell.

You will be automatically taken to a second screen, where you can specify the figure's name (although not required, it's usually best if each figure and object is assigned a unique name), its owner (one of the players, in the case of a PC, which allows that player to move and control his own figure), and its base type and base size. You can also dictate how BRPG should use the selected artwork by defining scale, rotation, and offset values (for changing the centerpoint of the graphic).



The image shows a "Unit Settings" dialog box with the following fields and controls:

- Character Name:** Text input field containing "Bandit Archer".
- Owner:** Dropdown menu showing "GM".
- Base Type:** Dropdown menu showing "Clear".
- Base Size:** Dropdown menu showing "5' x 5'".
- Scale Adjustment:** Slider set to 50%.
- Rotation Adjustment:** Slider set to 0°.
- Horizontal Offset:** Spin box set to -5.
- Vertical Offset:** Spin box set to -2.
- Orientation:** Three radio buttons: "Portrait-style token", "Figure shown from front", and "Figure shown from above" (which is selected).
- Number to deploy:** Spin box set to 1.
- Hide this unit after deploying it:** Checked checkbox.
- Save these settings as the default:** Checked checkbox.
- Apply these settings to existing units:** Unchecked checkbox.
- Buttons:** "Cancel" and "OK" at the bottom.

Note that you can apply different scale and rotation settings to different units which use the same artwork, but the offsets for any given artwork must be the same. If you need to use different offsets, you will have to duplicate the artwork in BRPG's "Figures" folder.

A real-time preview of your chosen settings is shown on the map. In order to match the orientation of a figure's graphic to the facing indicator on the figure's base, you should use the rotation slider on this screen to make the figure face due right.

Specify whether your selected artwork displays the figure from above (default), from the front, or whether it is portrait-style artwork. If you select "Portrait-style token" or "Figure shown from front", the artwork will not be rotated to match the figure's facing on the map. If you select "Figure shown from front", the figure will be vertically offset for you to properly align it in a cell, although you may further tweak the vertical and horizontal offsets to get the exact placement you want.



BRPG supports top-down, front view, and Portrait-style tokens

There are checkboxes at the bottom of the panel that allow the GM to save the current settings as the default for anytime that particular artwork is used again in the future, and one for applying the current settings retroactively to units that are already on the map and use that same artwork.

BRPG allows you to place many copies of a unit on the map at once, all using the exact same settings. Use the popup menu labeled "Number to Deploy:" to select how many identical units to place on the map.

When you are finished adjusting the settings, click the "OK" button.

Depending on your Preferences settings, you may notice that the figure on the map is now transparent. This is because by default, units are automatically hidden from the players. This allows the GM the opportunity to further tweak the figure, such as adjust which way it is facing, or perhaps attach a text label or notes to it. When it's all ready, the GM can choose to reveal the figure to the players by pressing the [H] hotkey. Units placed on the map while the GM is offline are not automatically hidden.

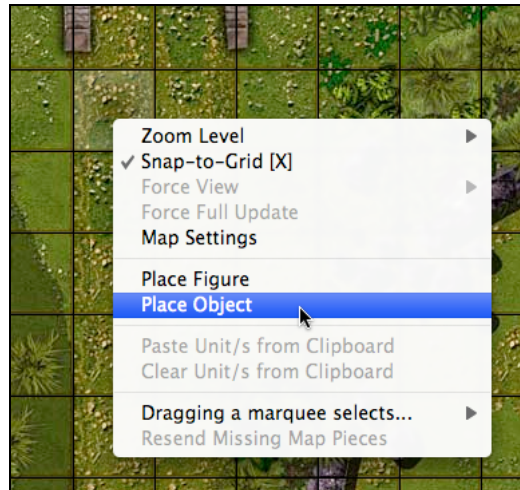
All figures are placed on the map with a default orientation (facing to the right), but once on the map you can rotate them as needed.

Placing an Object on the Map

The procedure for placing an object on the map is the same as for placing a figure. Only the GM may place an object.

Move your mouse cursor on the map to the cell where you want the object placed, then double-click to get a contextual popup menu. Select "*Place Object*".

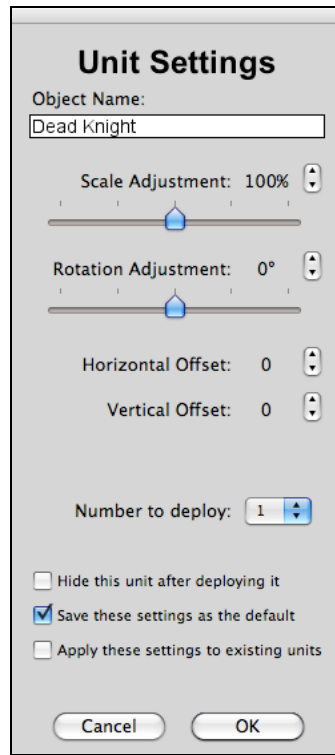
If the snap-to-grid feature is enabled, the cell highlight graphic will mark the cell where the object will appear.



An object browser panel appears, allowing you to choose a suitable illustration to depict the object on the game map.



Once you've selected suitable artwork, click on the "Select" button. The object appears on the map in the cell you specified.

A screenshot of a "Unit Settings" dialog box. At the top, the title "Unit Settings" is centered. Below it, the "Object Name:" label is followed by a text input field containing "Dead Knight". Underneath, there are two sliders: "Scale Adjustment: 100%" and "Rotation Adjustment: 0°", both with blue triangular handles. Below the sliders are two more settings: "Horizontal Offset: 0" and "Vertical Offset: 0", each with a small up/down arrow icon. Further down is a "Number to deploy:" label followed by a spinner box showing the number "1". At the bottom, there are three checkboxes: "Hide this unit after deploying it" (unchecked), "Save these settings as the default" (checked), and "Apply these settings to existing units" (unchecked). At the very bottom are "Cancel" and "OK" buttons.

You will be automatically taken to a second screen, where you can specify the object's name and define how BRPG should use the artwork by defining scale, rotation, and alignment values. A real-time preview of your chosen settings is shown on the map.

There are checkboxes at the bottom of the panel that allow the GM to save the current settings as the default for anytime that particular artwork is used again in the future, and one for applying the current settings retroactively to units that are already on the map and use that same artwork.

Note that you can apply different scale and rotation settings to different units which use the same artwork, but the offsets for any given artwork must be the same. If you need to use different offsets, you will have to duplicate the artwork in BRPG's "Objects" folder.

BRPG allows you to place many copies of a unit on the map at once, all using the exact same settings. Use the popup menu labeled "Number to Deploy:" to select how many identical units to place on the map.

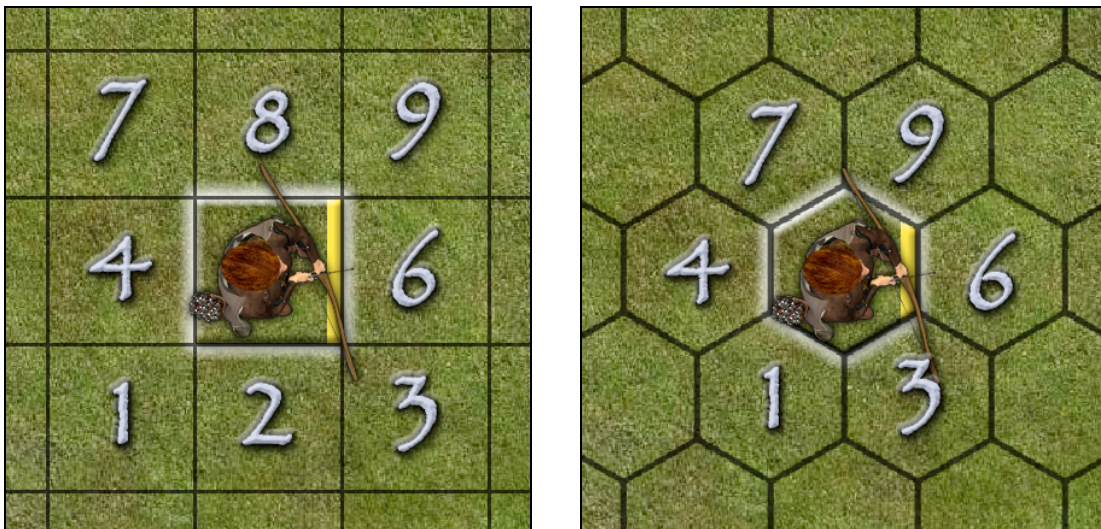
When you are finished adjusting the settings, click the "OK" button.

Depending on your Preferences settings, you may notice that the object on the map is now transparent. This is because by default, units are automatically hidden from the players. This allows the GM the opportunity to further tweak the object, such as rotating it, or perhaps attaching descriptive notes to it. When it's all ready, the GM can choose to reveal the object to the players by pressing the [H] hotkey. Units placed on the map while the GM is offline are not automatically hidden.

All objects are placed on the map with a default orientation, but once on the map you can rotate them as needed.

Selecting and Deselecting a Unit

Simply click on a unit to select it. By default, a Movement Guide is displayed around a unit when a unit is selected, showing which number key to press to move the unit in a particular direction. The Movement Guide always appears above other units, and above the Fog of War layers, so that it is not obscured. The Movement Guide feature can be disabled in Preferences.



If the unit is a figure, it will also be highlighted with a white halo when it is selected.

To deselect a unit, simply click on any empty spot on the map.

The GM may select any unit on the map, but players may only select units that have been assigned to them by the GM, or units that have been set to be owned by "Everyone" (see the Owner command, below).

Moving a Unit

Select a unit, then press one of the movement keys (preferably on the keypad) to move the selected unit in the direction specified by the movement guide. The unit will “glide” smoothly from its original location to its new location. Diagonal movement is possible, if your game rules allow it.

If you are in the middle of moving and need to scroll the map to see further in that direction, you can do so with the arrow keys or with the mouse without interrupting the movement.

It is possible to move a unit beyond the edges of the map. This should probably only be done with units that the GM wants to be temporarily out of play, or if the GM has decided to expand the playing area by placing map tiles beyond the map edge.

Note that in a multiplayer game, the movement keys only function if the Chat Window is closed, or if you first click on the map to ensure that it has focus. If the keypad numbers are not moving units as expected, activate the Num Lock function on your keyboard and try again.

Another way of moving units is to drag them with the mouse to where you want them. If Snap-to-Grid is on, the unit will snap to each cell’s centerpoint as the mouse is dragged. Releasing the mouse button will send the new position to connected clients, and update the dynamic Fog of War layer (if it is in use) based on the new unit’s location. Remote players will see the unit “glide” smoothly from its start point to its end point. This is to prevent units seeming to teleport from one place to another, and make moves less jarring. If, on occasion, you actually *want* to simulate a teleporting effect, simply hide the unit, then move it, then unhide the unit.

Note that a player may only move figures he/she controls, while the GM can move any unit.

Rotating a Unit

Select a unit, then press the [+] (plus key) to rotate the selection 90 degrees clockwise, or the [-] (minus key) to rotate the selection 90 degrees counter-clockwise. If you are using a hex grid instead of a square grid, the selection is rotated only 60 degrees. You will see the unit rotate gradually to its new facing.

Holding down the [SHIFT] key while pressing a rotation key rotates a selected unit by only 15 degrees (regardless of the current grid type). Holding down the Control key while rotating an object (not a figure) rotates the object in 180 degree increments.

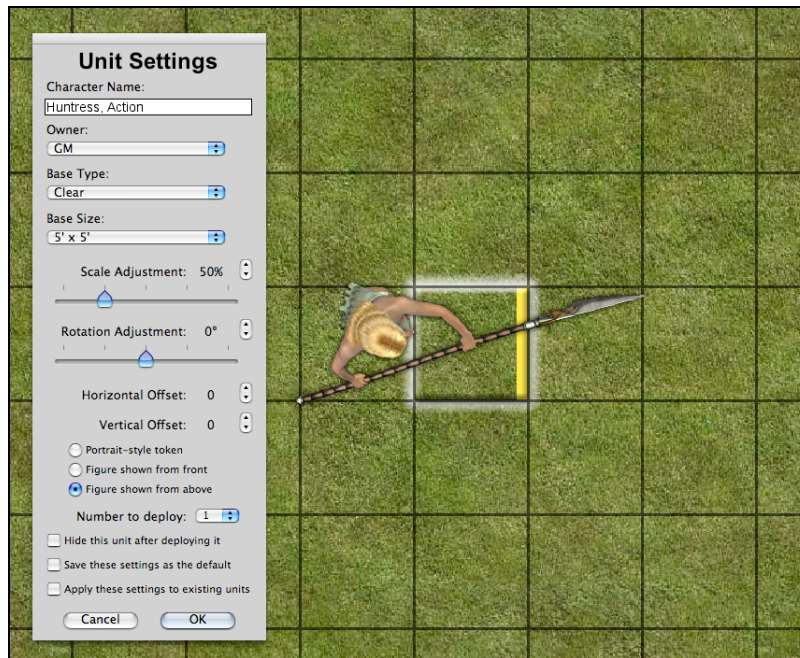
If you have a mouse with a scrollwheel, you can also rotate a unit with the scrollwheel. Note that the scrollwheel will change the zoom level if no unit is selected. If a unit is selected, it will rotate in 90 degree increments (60 degree increments on a hex grid) if no modifier keys are held down. Holding down the Control key (the Command key, on a Mac) will cause the scrollwheel to rotate a unit in 15 degree increments, regardless of the current grid type. Holding down the Control and Alt keys (the Command key and the Option key on a Mac) while rotating a unit/s with the scrollwheel will rotate the unit in 5 degree increments.

The artwork for Portrait-style and Front View figures never rotates, only the facing indicator on the figure's base rotates.

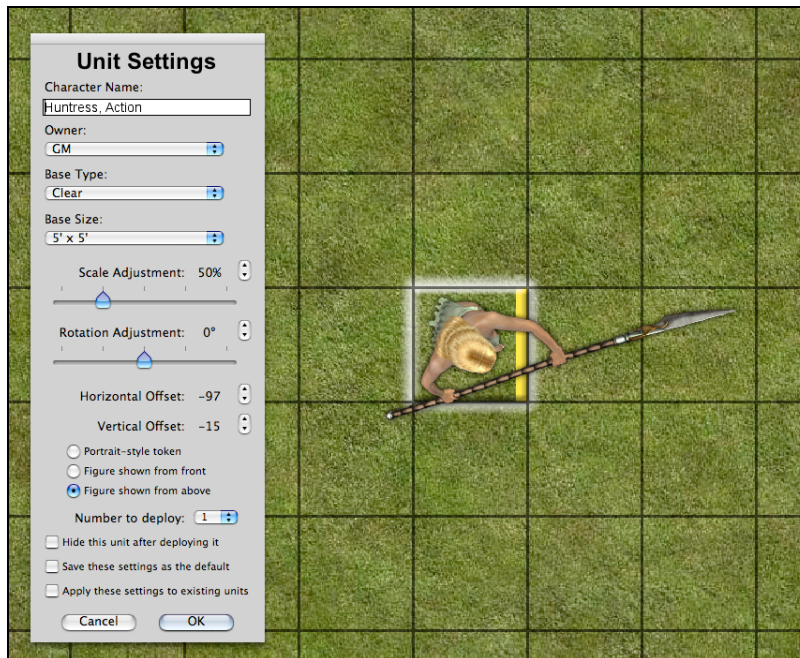
Adjusting a Unit's Offsets

Sometimes you don't want units to be perfectly centered in a cell. An example of this is a figure using a long pole weapon. You would want the *body* of the figure centered in the cell, allowing the polearm to protrude into an adjacent cell/s.

You can use the controls on the Unit Settings panel to adjust the centerpoint offsets.



Before adjusting the horizontal and vertical offsets

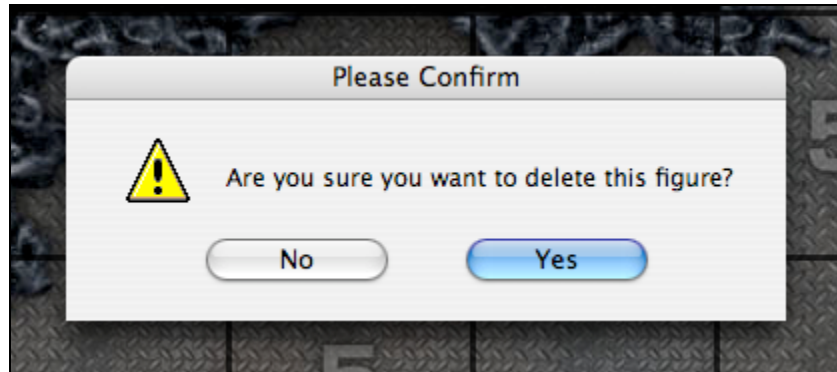


After adjusting the horizontal and vertical offsets

Keep in mind that units are rotated based on the centerpoint that is established with the horizontal and vertical offsets, so, for example, a door graphic should have its offsets adjusted so that the door rotates on its hinges.

Deleting a Unit

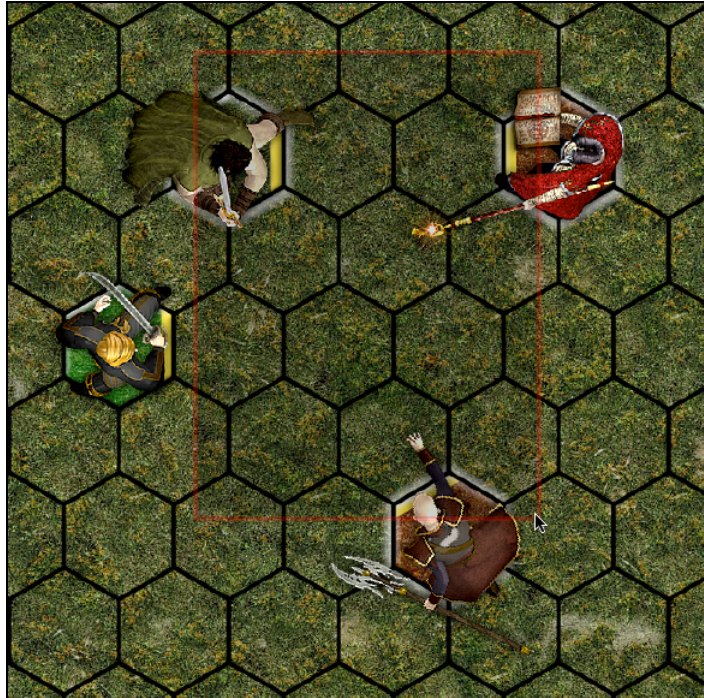
Select a unit, then press the [Backspace] key (Windows) or the [Delete] key (Mac). Only the GM may delete units. If deleting a figure, you will be asked for confirmation (to avoid accidental deletion). Deletion confirmation can be disabled in Preferences. When deleting an object, you will not be asked for confirmation.



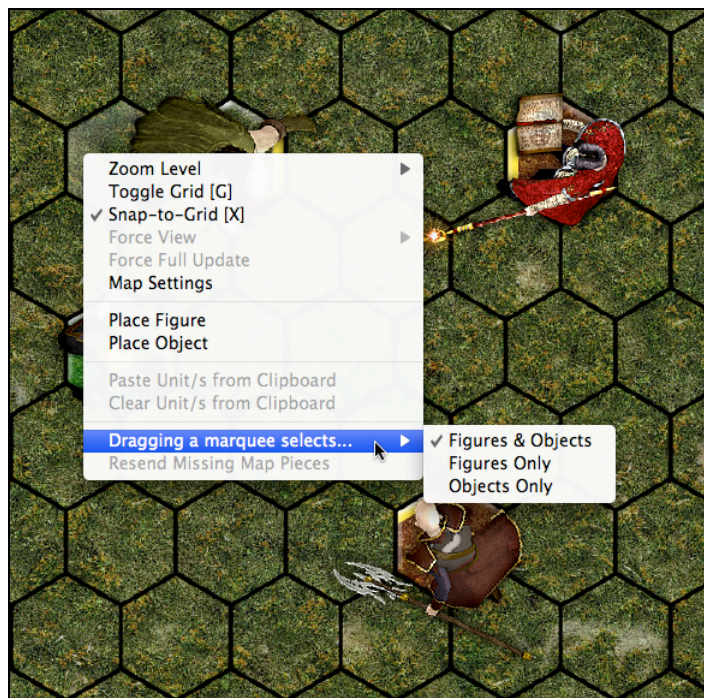
Units may also be deleted by selecting the "Delete" command from their contextual popup menu, or by first selecting a unit and then selecting the "Delete" command from the Battlegrounds button.

Selecting Multiple Units

If you left-click on the map and drag the mouse, a red-bordered unit selection marquee will appear, and any units touched by the selection marquee will be selected.



You can choose whether the selection marquee selects figures only, objects only, or both figures and objects. To do so, double-click on the map, and a menu will pop up.



Select the submenu that says "Dragging a marquee selects..." and choose one of the three options given.

On Windows PCs, either the Shift key OR the Control key can be used to make or adjust multi-unit selections. On Mac OS X, only the Shift key can be used to make or adjust multi-unit selections.

Cloning an Existing Unit (GM only)

Units on the map can be duplicated easily using the standard Copy and Paste commands (on Windows, Control-C to Copy and Control-V to Paste; on Mac OS X, Command-C to Copy and Command -V to Paste). Simply select one or more units, copy it/them to the clipboard (i.e., into RAM) using the Copy command, then position the mouse cursor to the place on the map where you want the copied unit/s to appear and use the Paste command. If Snap-to-Grid is enabled, the cloned unit/s will be centered in the cell you selected.

It is also possible to copy a unit using the "Copy Unit/s to Clipboard" command in the unit's contextual popup menu, and to paste units onto the map using the "Paste Unit/s from Clipboard" command on the map's popup menu.

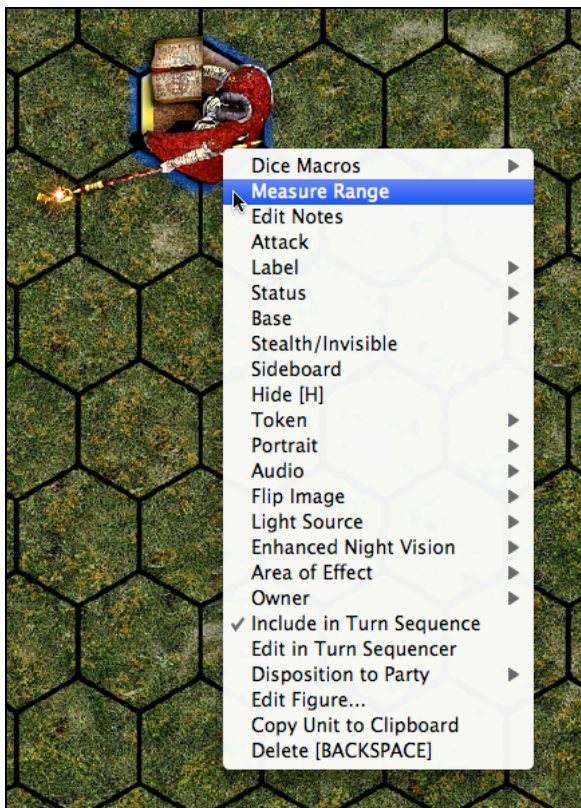
The name of a cloned unit is based on the original unit's name, not on the name of the original unit's token artwork.

The cloned unit will be visible or hidden from the players depending on the state of the original/source units.

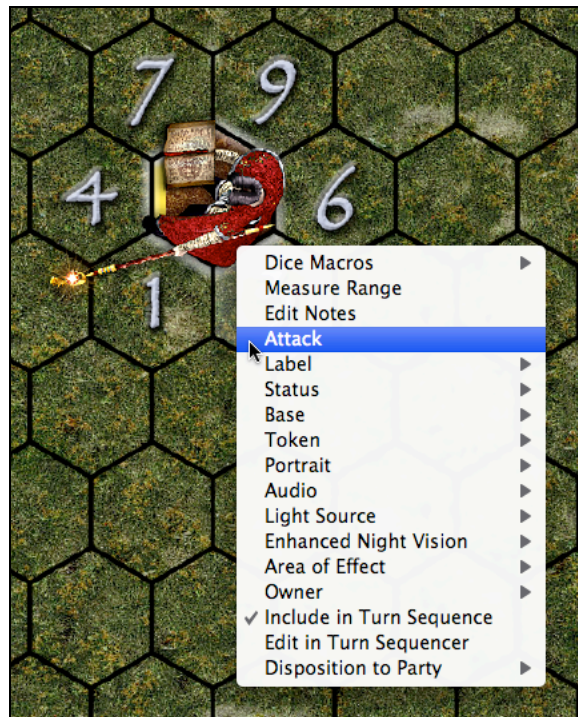
Contextual Popup Menus

If you are the GM, or the owner of a unit, right-clicking on the unit pulls up a contextual menu with a number of commands and options to choose from. These are described below.

The number of commands listed in a figure's contextual menu can vary, depending on who's turn it is to act, whether you are a player or the GM, and other factors.

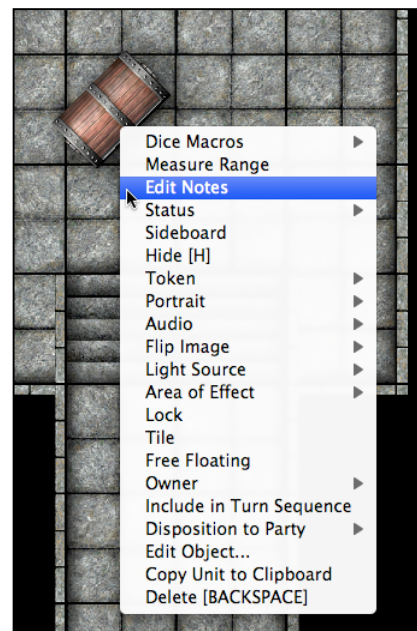


GM's Contextual Menu Options



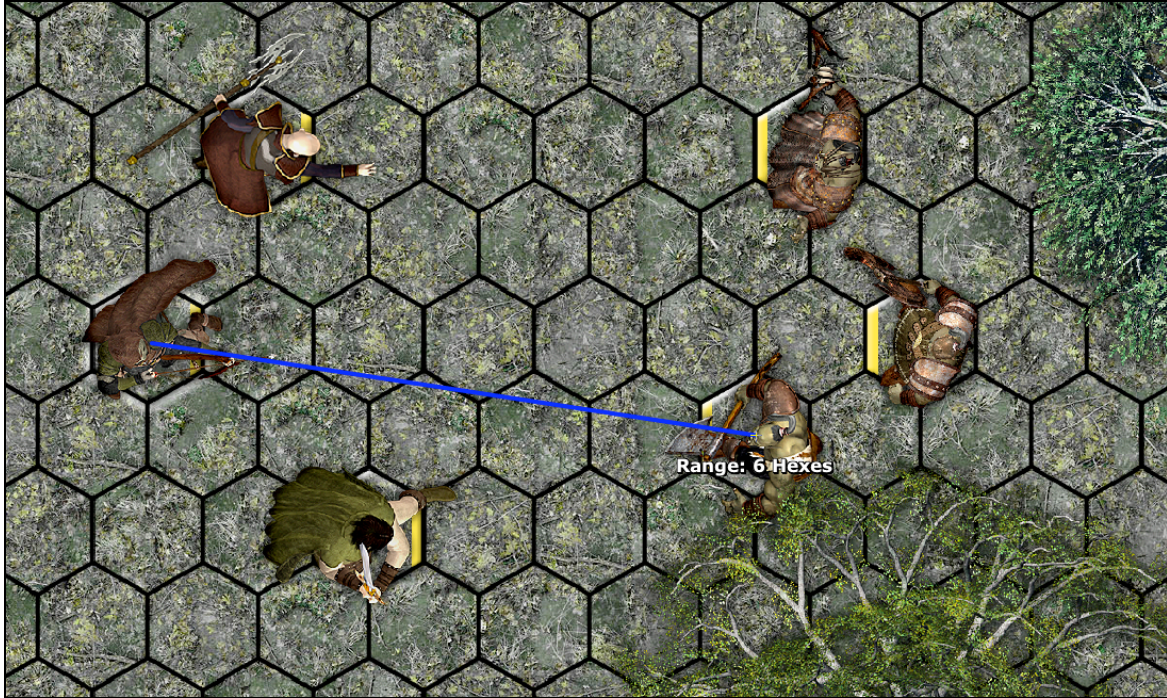
Player's Contextual Menu Options

Right-clicking on an object also pulls up a contextual menu, but with a few less options than are available for figures.



Measure Range

Selecting this command will draw a thin blue line from the selected unit's centerpoint to wherever you place the mouse cursor. The length of the line is calculated and displayed alongside the cursor, according to the current map's scale settings (see "Map Settings", above).

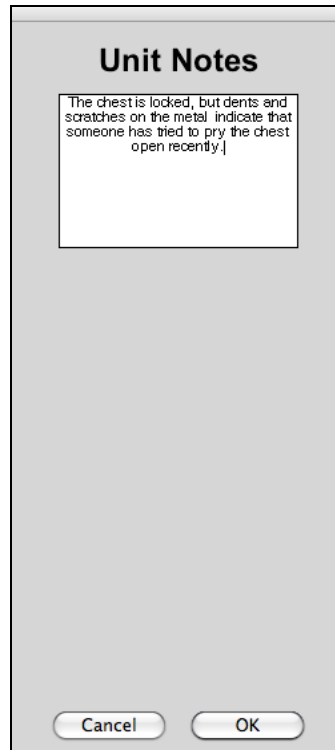


Measuring can be done with snap-to-grid on or off, and there is a Preferences setting to ensure that fractional results are rounded up to the nearest whole number (rather than as a floating point number), if that is what you prefer.

When you are done measuring, just click anywhere to get out of measuring mode.

Edit Notes

Any unit may be assigned notes (either by the GM or by a unit's owner) that will appear in a ToolTip when a user places the mouse cursor over that unit.



You may enter in any sort of notes that you want. The most common use of this feature is for displaying a brief description of the unit in question, or for displaying statistics about the unit (e.g., for a torch object, you might specify how long it burns for, how long it's already been burning, and perhaps how much damage it does if used as a weapon).

The program will automatically size the displayed note as needed, depending on the amount of information entered. ToolTip notes have a maximum width of 3 cells, to avoid screen clutter.

Clicking on a ToolTip note will make it go away, until the next time the mouse moves over the unit's graphic.

If you edit a unit's notes and clear the text entry field completely, no ToolTip will be shown for that unit.

Attack (available for figures only, and only if it is that figure's turn to act)

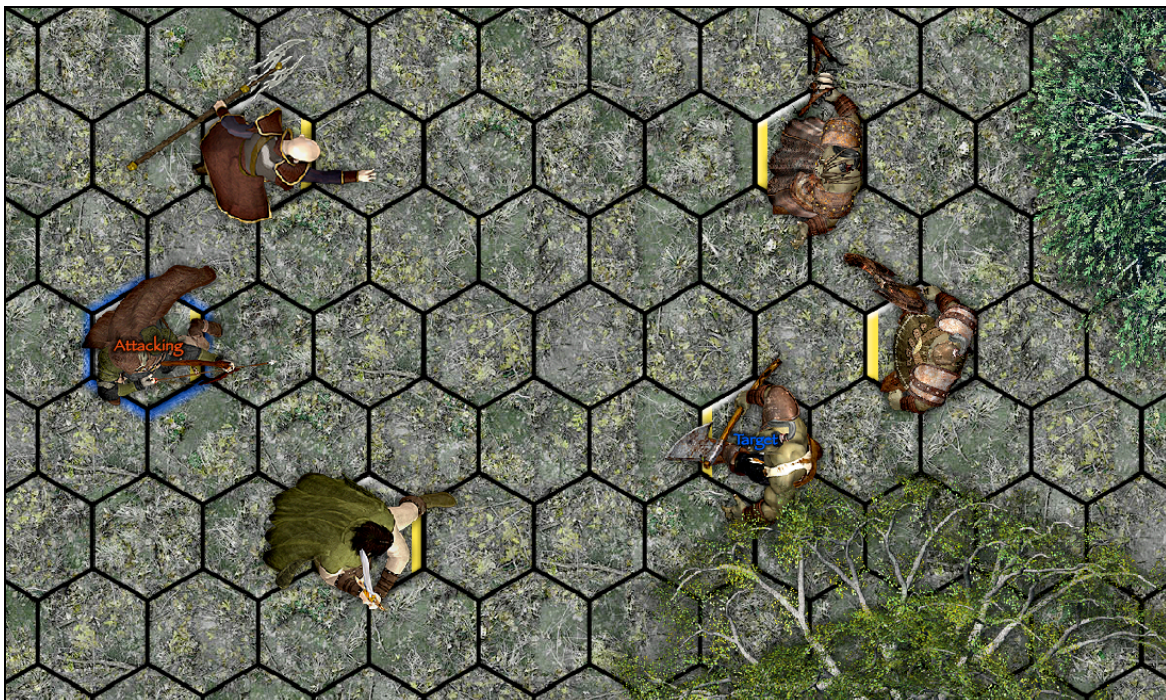
Selecting this command designates the figure as the attacker. A red "Attacking" text label is superimposed on the figure. If a user changes his mind and wishes to cancel the attack altogether, he or she can simply select this command again (which will now read "Cancel Attack").

Once a player has declared that his figure is attacking, he/she can specify a Target figure simply by clicking on it. If the player changes their mind about which figure to target, they can just click on another figure, and it becomes the new target. If you are the GM and have specified an Attacker, you must specify a Target using the "Target" command in the target unit's contextual popup menu, and to cancel a Target you must use the "Cancel Target" command in the target unit's contextual popup menu.

The purpose of this command, when used in conjunction with the "Target" command (see below), is to make it clear to everyone in the game who is attacking who, without having to type detailed explanations in the chat window.

This command should be used just prior to designating the target of the attack and rolling to hit.

Stepping the Turn Sequence will automatically remove the attacking status of a figure. Placing an attacking figure on the Sideboard or deleting the attacking figure will also cancel the attack.



Target (available for figures only, and only if it is not that figure's turn to act)

Selecting this command designates the figure as the target of an attack. A blue "Target" text label is superimposed on the figure. If the attack is canceled for some reason, the Target label automatically disappears.

The purpose of this command, when used in conjunction with the "Attack" command, is to make it clear to everyone in the game who is attacking who, without having to type detailed explanations in the chat window (e.g., "I attack the third orc from the left, the wounded one holding an axe.").

This command should be used just prior to the attacker rolling to hit.

If you are the GM and you wish to cancel a Target you must use the "Cancel Target" command in the target unit's contextual popup menu.

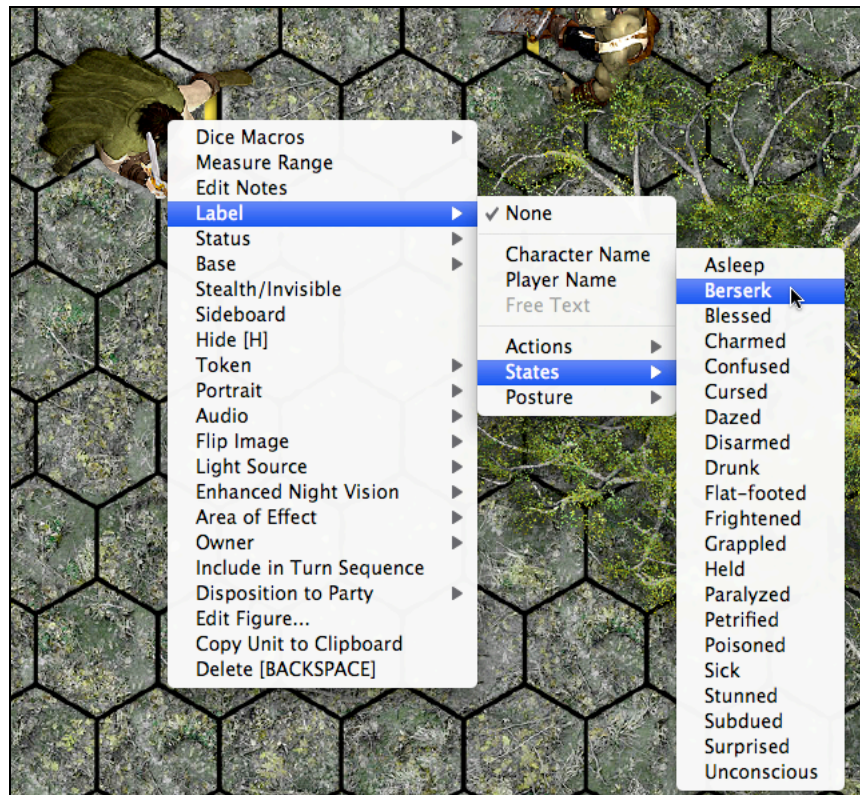
Stepping the Turn Sequence will automatically remove the attacker or target status of a figure.

Label (available for figures only)

Text labels can be assigned to any figure, to help the GM and players remember important facts, such as postures, or whether a figure is surprised, stunned, etc.

BRPG comes with a number of pre-defined text labels, but you can easily define your own (see “Customizing BRPG”, below).

Selecting “Label” from the contextual popup menu produces a submenu, from which you can chose the exact label you want (or select “None”, to remove all labels). You can also choose to have a label that shows the character’s name or a label that shows the unit-owner’s name.

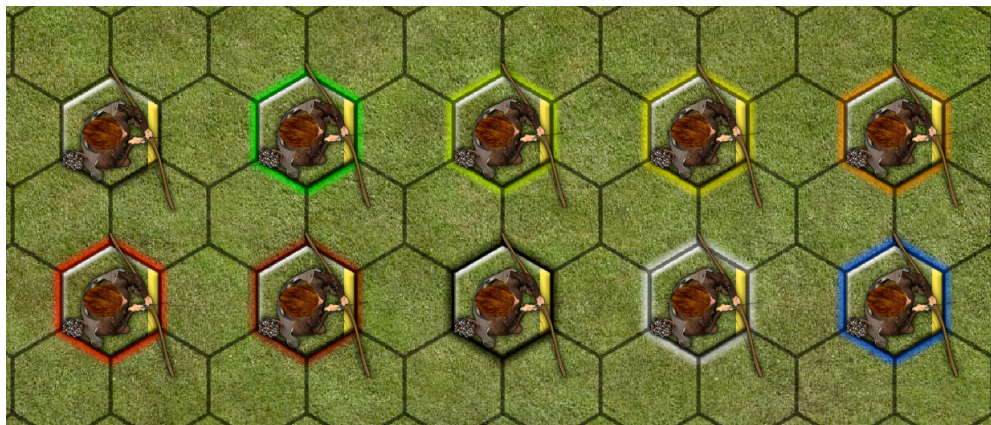


Status

Status halos are usually used to help the GM and players remember who is wounded (and how badly) and who isn't, but you can use Status to indicate whatever you want (e.g., to show shield strength on a spacecraft token, or for marking different teams or factions).

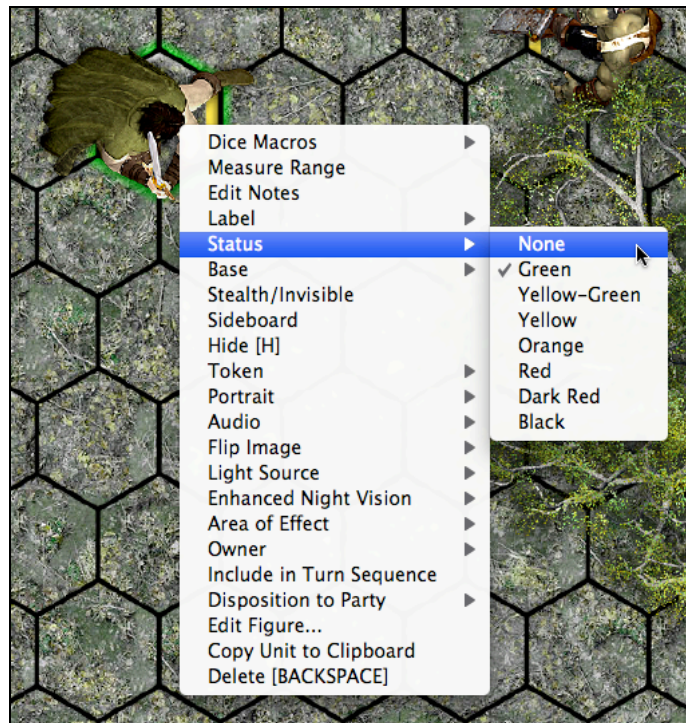
A figure's Status is indicated on the map by a glowing color-coded halo around the figure. The shape of the halo depends on whether you are using a square grid or a hex grid.

The halos are available in the following colors: green, yellow-green, yellow, orange, red, dark red, and black.



When Status is used to denote the approximate health level of the figure, it simulates the sort of information a PC might be able to glean from a quick glance at another figure in a combat situation.

By default, every unit's status is set to "None" when a the unit is first deployed (for figures, this means no halo is shown). To set a unit's Status, select a color from the Status submenu in the unit's contextual popup menu.



Status halos may be disabled for a figure by selecting “None” from the Status submenu (for example, when the GM does not wish the players to know how close a creature is to dying).

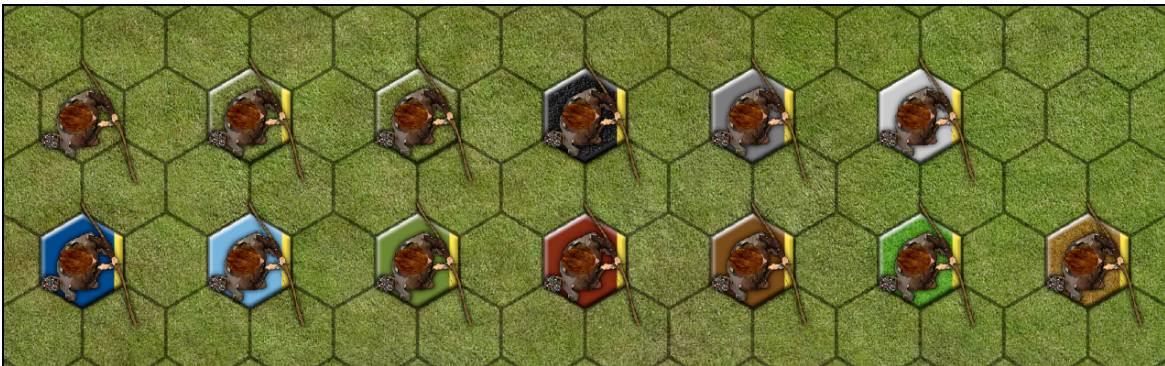
If the Turn Sequencer has been configured to show the Status column, the GM can change the status of a unit by clicking on its status color chip in the Turn Sequencer. A popup menu will appear that allows you to select the new Status. Players may only change the Status of a unit they own.

Objects also have a Status setting, but there is no visible halo on the map to indicate their Status. However, the Turn Sequencer will display the Status color, if that option has been enabled by the GM.

Base Type (available for figures only)

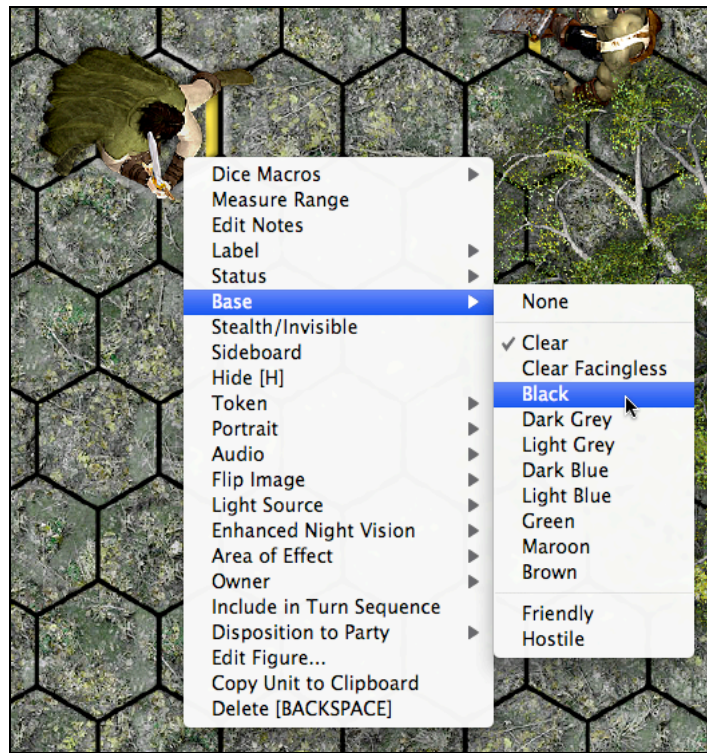
Figures can have a base displayed underneath them (not unlike traditional tabletop miniatures). The shape of a figure's base (square or hexagonal) will automatically match the current grid type.

BRPG offers 12 base styles to choose from for each figure's base, or you may choose to not use a base at all. There are two base styles available that can be used to indicate the demeanor of NPCs towards the PCs: Friendly (a green-tinted clear base) and Hostile (a red-tinted clear base). Neutral NPCs can use the untinted clear base.



The default base type is "Clear", which lets you see the underlying terrain that the figure is standing on, but you can change that default from the second Preferences screen.

To select a different base, simply select one from the Base submenu on the figure's contextual popup menu.



You may also select the size of the base to use for each figure. This is usually chosen when you first deploy a figure, but you can change the base size by selecting the "Edit Figure..." command (see below). There are 6 base sizes to choose from when playing on a hex grid, and 5 base sizes to choose from when playing on a square grid.

Bases are drawn underneath the map grid, so that large, opaque bases will not obscure the grid.

Nearly all of the bases have a yellow line on them to indicate the figure's facing (which can often be ambiguous based on the figure's artwork). If your RPG game system does not require unit facings to be specified, you can use a figure base that doesn't include a facing indicator.

Users who prefer the most visual realism can opt to hide unit bases altogether (select "None"), and turn off the map grid and the Status halos. If a particular figure is hard to see on a given map, try using one of the colored bases, to help the figure stand out from the background. Colored bases can also be used to indicate teams or factions, if necessary.

Stealth/Invisible (available for figures only)

Selecting this command turns a figure semi-transparent, to visually indicate that the character is either invisible or is trying to be stealthy (e.g., hiding in shadows). This should not be confused with the GM's Hide command, which completely removes a unit from the map on everyone's screen except for the GM's and the owning player's. A stealthy or invisible figure is still drawn on the map for all to see; it's semi-transparent rendering is merely a visual indicator of the figure's state.

Select this command again to return the figure to normal.

This command is not available when Learning Mode is enabled.

Sideboard (available to GM only, for both figures and objects)

Select this command to place a unit in the Sideboard, which is an off-map virtual holding area.

To remove a unit from the Sideboard (thus placing it back on the map at it's prior location), use the Unit Manager. Units that come off the Sideboard are automatically hidden, to allow the GM to make any last-minute adjustments before revealing the unit to the players.

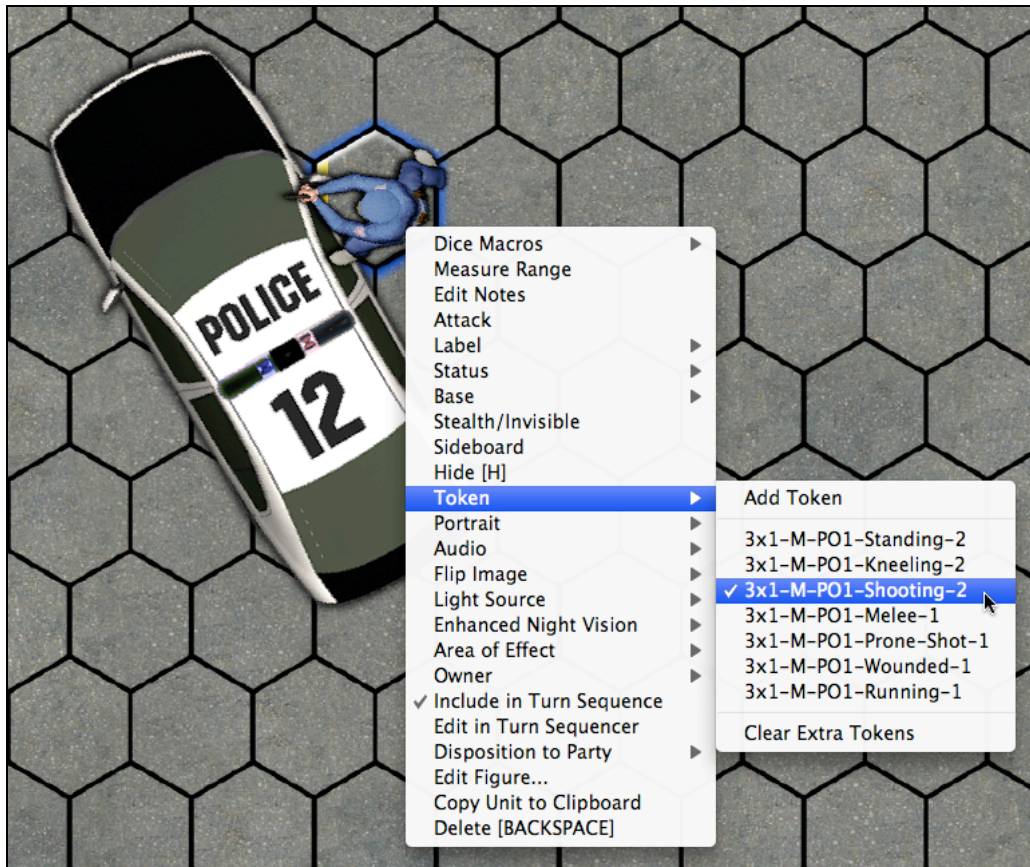
Hide (available to GM only, for both figures and objects)

Select this command to hide a unit on the map. It will disappear from the players' screens (unless they own the unit), and show as transparent on the GM's screen (exception: if a player owns the figure in question, it shows up transparent on his/her screen).

Select this command again to show the figure.

Token (available for both figures and objects)

BRPG allows you to attach more than one token graphic to each unit, so it's possible to have multiple poses (e.g., fighting, standing idle, prone, mounted, etc.) or token states (e.g., a chest that is closed, a chest that is open and full of treasure, and a chest that is open but empty).



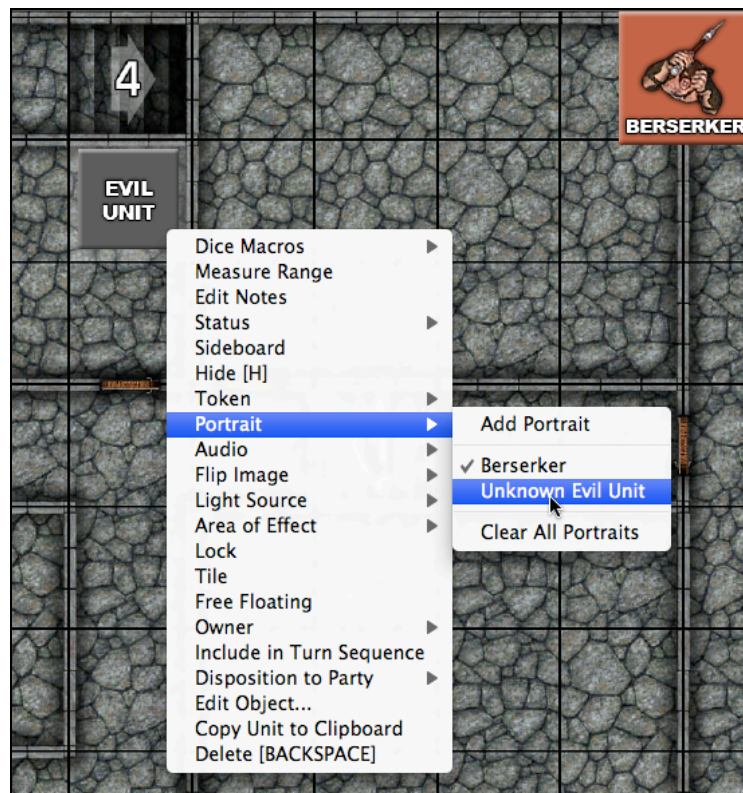
The Token submenu in a unit's contextual popup menu lets you attach additional tokens to a unit, select which token to use, and delete all additional tokens. Each token added to a unit can have its own unique settings, so it's possible to have, for example, a large base size for a mounted figure and a small base size for an dismounted figure.

You can easily and quickly change the current token by selecting the unit and pressing the [<] or [>] hotkeys. These hotkeys allow you to cycle through all the available token states.

Portrait (available for both figures and objects)

Units may have portrait pictures attached to them. This can be done by either the GM or the owning player. The Portrait submenu in a unit's contextual popup menu lets you attach additional portraits to a unit, select which portrait to use, and delete all additional portraits.

A unit's portrait, if one is attached, appears in the upper right corner of the map window when the mouse cursor is held over the unit, or when the unit is selected (but not if the unit is part of a multi-unit selection). Clicking on a selected unit's portrait will auto-center the map on that unit, unless that option has been disabled in Preferences.



Here, a unit's true identity is concealed by using a generic token on the map, but the owning player can easily identify his unit according to the portrait art assigned to it (which the opposing player can't see).

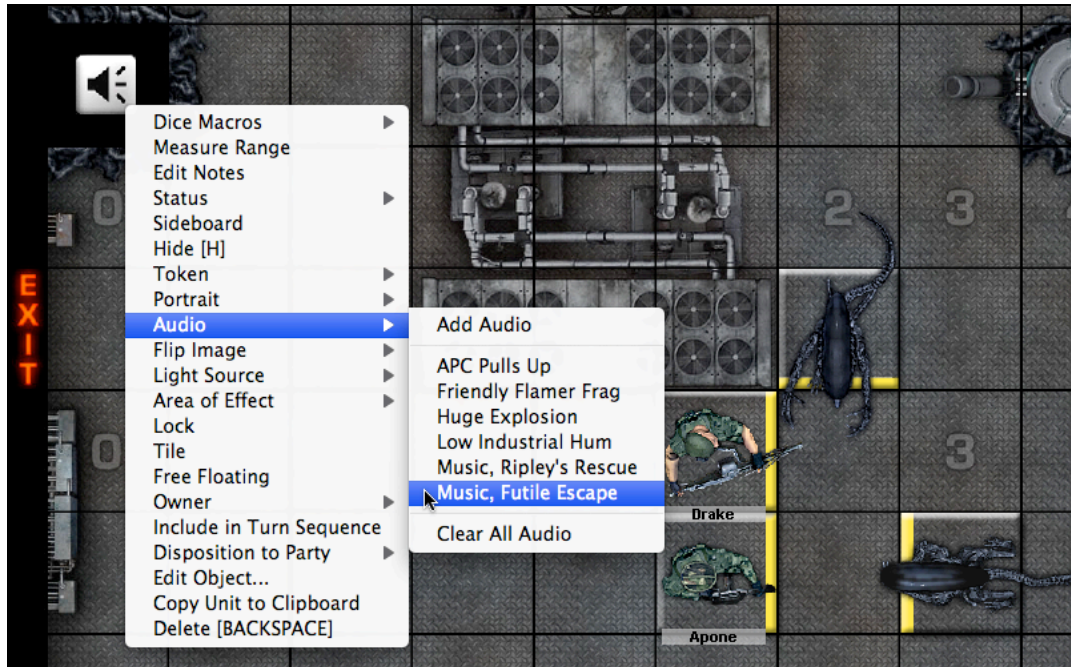
More than one portrait can be attached to a unit. You can select which portrait should be displayed by selecting it from the Portrait submenu in the unit's contextual popup menu. A checkmark in the submenu denotes the active portrait.

You can easily and quickly change the current portrait by selecting the unit and pressing the [<] or [>] hotkeys while holding down the Shift key. These hotkeys allow you to cycle through all the available portraits.

Audio (available for both figures and objects)

Units may have audio clips attached to them. This can be done by either the GM or the owning player. The Audio submenu in a unit's contextual popup menu lets you attach an audio clip to a unit, select which attached audio clip to play, and delete all audio clips attached to a unit.

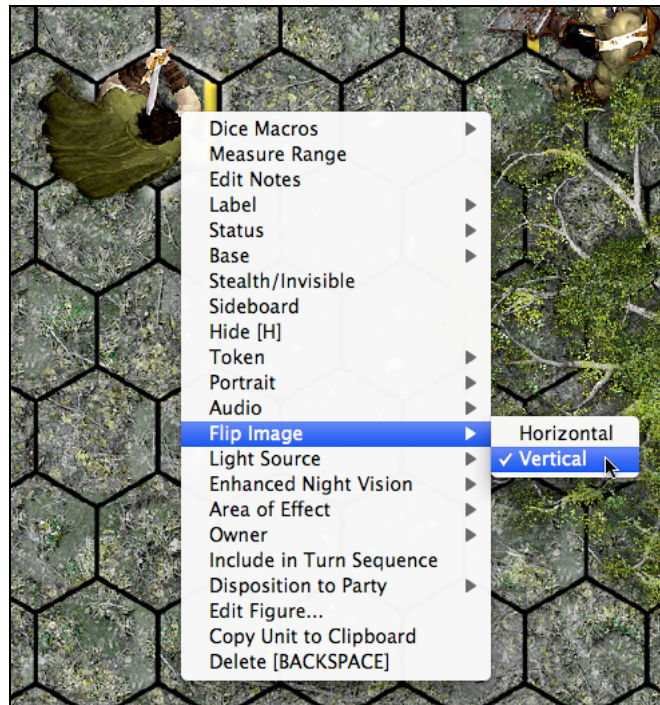
Once an audio clip has been attached to a unit, it can thereafter be played by selecting that audio clip from the Audio submenu in the unit's contextual popup menu.



If the GM holds down the Shift key while triggering an audio clip attached to a unit, that audio clip will play with looping enabled.

Flip Image (available to GM only, for both figures and objects)

Select this command to flip a unit's artwork either horizontally or vertically. This can be useful for creating the illusion of more unique tokens. It's also useful if you have an image of a right-handed character and would like to depict a left-handed one.



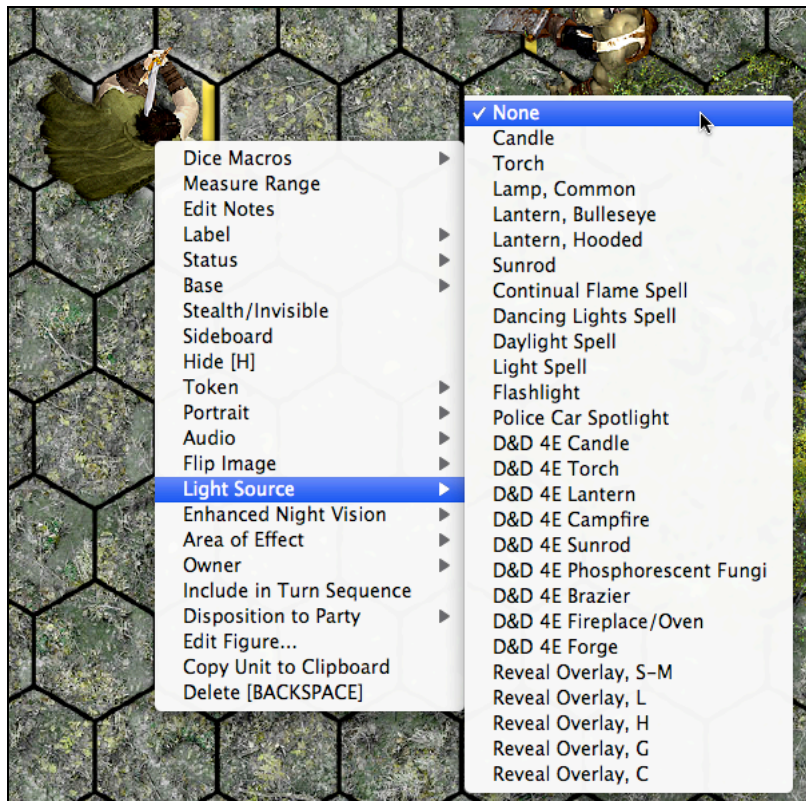
Flipping a unit both horizontally *and* vertically is not recommended, as this just has the same effect as rotating a unit 180 degrees.

This feature should obviously not be used on any artwork that includes legible numbers or letters (e.g., a police car with a unit number painted on its roof).

This command is not available when Learning Mode is enabled.

Light Source (available for both figures and objects)

Selecting “Light Source” from the contextual popup menu produces a submenu, from which you can choose the exact light source that you want to assign the figure (or select “None”, to clear all light sources on the unit).



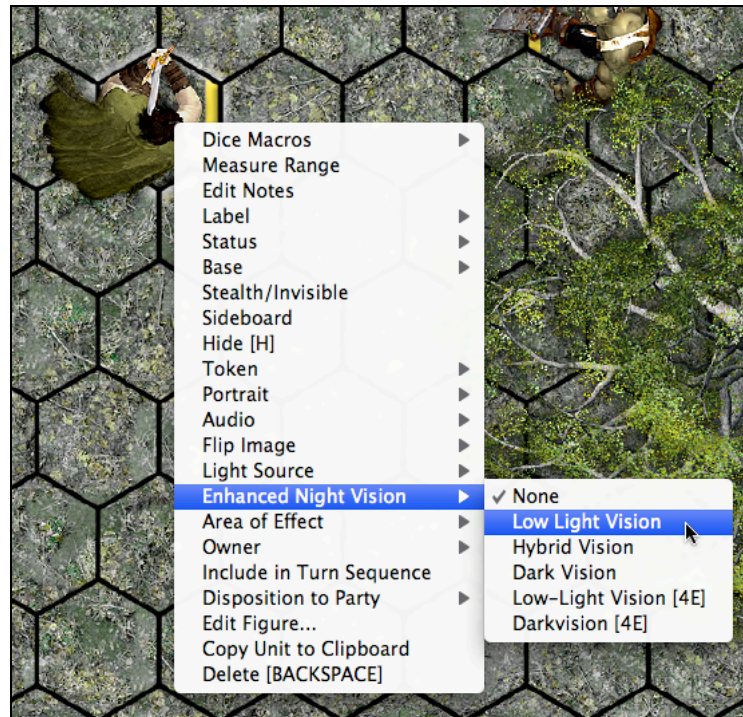
The exact contents of this submenu (and how they affect visibility) can be easily customized by the GM (see “Customizing BRPG”, below).

A unit’s light source setting is one of several factors used by the program’s dynamic Fog of War feature to calculate what a character can see.

Note that this command is available to objects as well as figures, so that, for example, you can put a torch in a wall sconce and have it light a room or hallway, or have a campfire illuminate the surrounding campground.

Enhanced Night Vision (available for figures only)

Selecting “Enhanced Night Vision” from the contextual popup menu produces a submenu, from which you can chose the exact type of enhanced night vision that the figure possesses: None, Dark Vision, Low Light Vision, or some other vision option that the GM wishes to make available in the game (such as NVGs in a Modern, Sci-Fi, or Time Travel game).

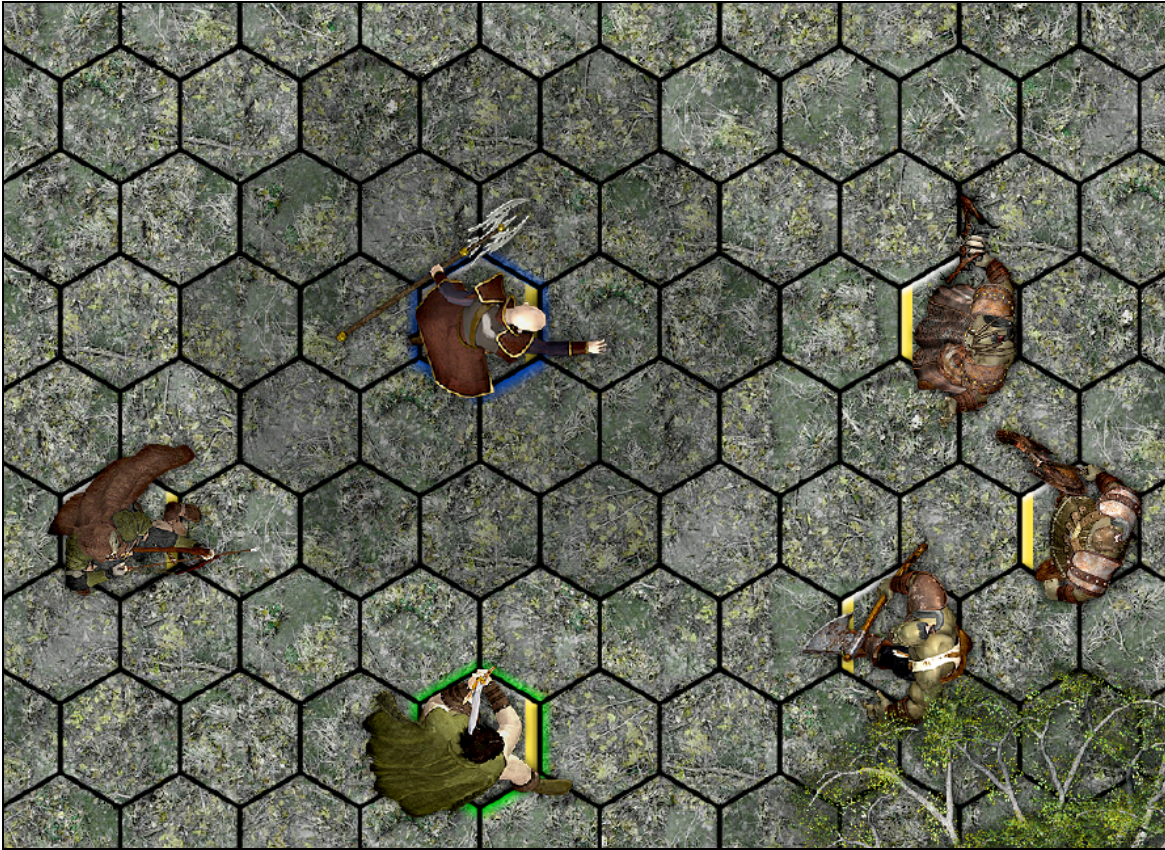


The exact contents of this submenu, and the effects of each setting, can be easily customized by the GM (see “Customizing BRPG”, below).

A unit’s Enhanced Night Vision setting is one of several factors used by the program’s dynamic Fog of War feature to calculate what a character can see.

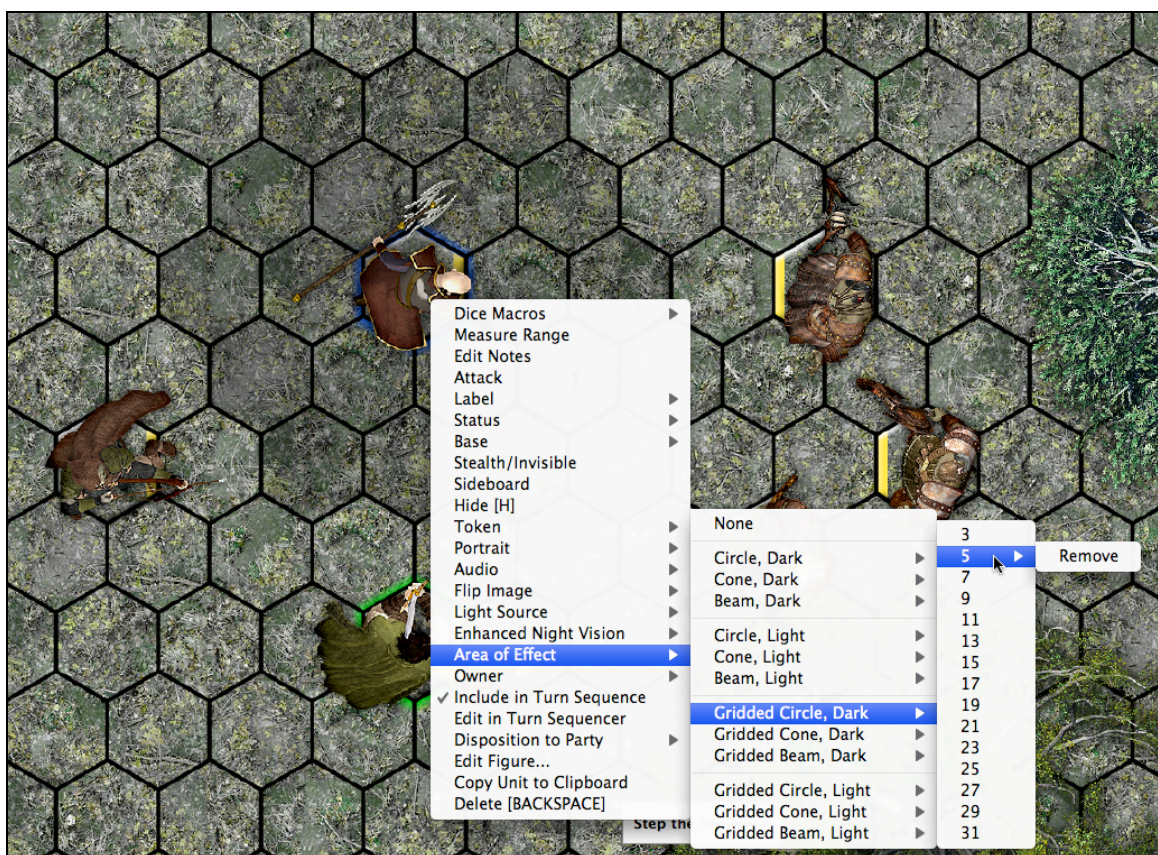
Area of Effect (available for both figures and objects)

AoE Overlays can be used to show the area of the map affected by a spell, blast radius, etc. Only the GM, or the owner of a unit, may place an AoE Overlay.



There are three main types of AoE overlays: cone, circle and beam.

Selecting "Area of Effect" from the contextual popup menu produces a submenu, listing AoEs in both light and dark variants, as well as geometric or gridded variants.



AoE Overlays by default will orient themselves with the unit's facing. Select the same AoE again from the contextual menu to see options for changing the orientation of the AoE (or, in the case of circle AoEs, for changing its centerpoint).

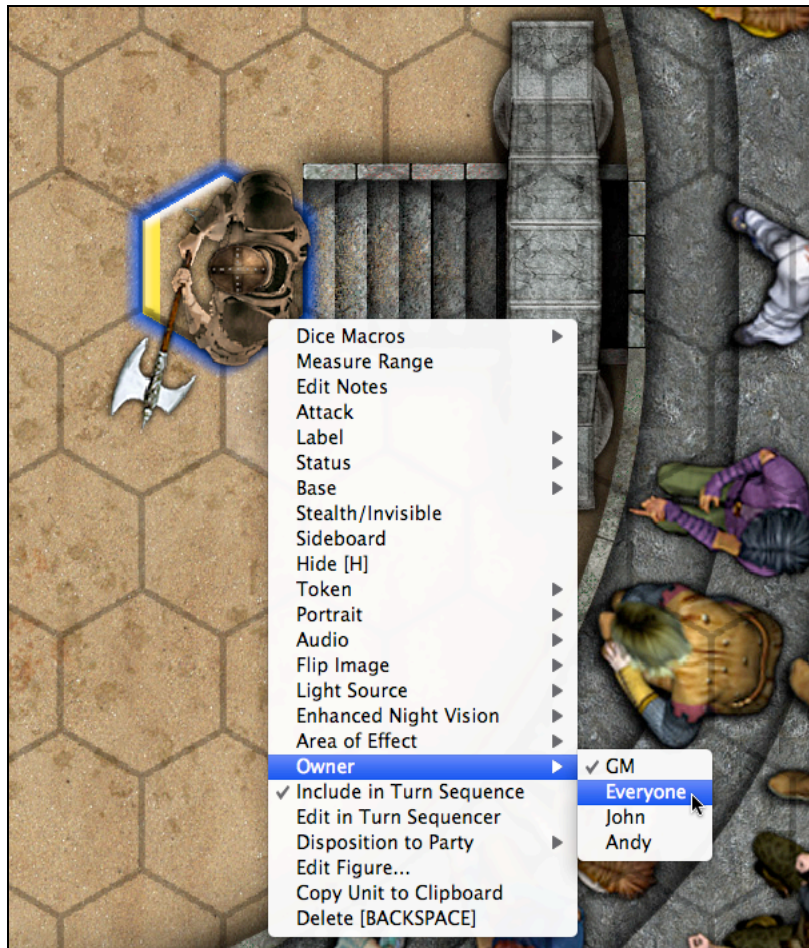
Selecting "None" from the first submenu will clear all AoEs for that unit. Selecting "Remove" from the third submenu will remove only the chosen AoE.

Areas of Effect that don't need to be attached to a unit can be placed as an object, instead. This is how Wall and Blast effects from D&D 4th Edition should be handled.

D&D 4E AoEs (Blast, Close Burst, Area Burst, and Wall shapes) are fully supported, but in some cases are handled via Objects rather than via the AoE feature, since the AoEs need to be detached from the unit.

Owner (available to the GM or unit owner only)

Selecting "Owner" from the contextual popup menu produces a submenu, listing the GM and all the players who are currently logged into the game.



The GM can designate anyone on this list to be the owner of the figure. If at least one player is connected to the game session, the owner of a unit may also be set to "Everyone", in which case any connected user can move the unit and view or edit the unit's data in the Turn Sequencer. For a unit to be assigned to a specific player, that player must be currently logged into the game session, so that his/her name can appear in the "Owner" submenu.

A figure cannot be selected, nor can its contextual menu be accessed, unless you are the GM or the figure's owner.

Include in Turn Sequence (available for both figures and objects)

Units placed on the map are not listed in the Turn Sequencer by default. You must select this command if you want the unit listed. This feature can help streamline play in situations where you have large crowds of non-combatants, since the non-combatants won't clutter up the Turn Sequence.

This command will have a checkmark next to it in the unit's contextual popup menu if the unit is already included in the Turn Sequence. Selecting this command if a unit is already included in the Turn Sequencer will remove the unit from the Turn Sequencer.

Edit in Turn Sequencer (available for both figures and objects)

This command only appears if the unit is already included in the Turn Sequencer. Selecting this command will make the unit's row editable in the Turn Sequencer. This command is particularly useful when many units share the same name, as it would be difficult to identify the correct unit in the Turn Sequencer.

Selecting this command opens the Turn Sequencer (if it's not already open), selects the unit in question, and puts that row of the Turn Sequencer into Edit Mode, ready to accept new data.

Lock (available to GM only, for objects only)

Objects may be locked down so that the GM does not accidentally select or move them during play. A locked object is drawn above the grid overlay.

Tile (available to GM only, for objects only)

Objects may be declared tiles, so that the GM does not accidentally select or move them during play. Tiles are similar to locked objects, except that tile objects are drawn *under* the grid overlay, and under figure bases.

Tiles are useful when constructing a map out of component parts, like rooms and hallways. They are also useful for concealing the existence of secret areas of a map. For example, a tile showing the area beyond a secret door can be kept hidden by the GM until the secret door is discovered by the PCs.

Free-Floating (available to GM only, for objects only)

Objects may be declared as free-floating, which means they are always on the screen because they are unaffected by scrolling or zooming of the map. This is useful for things like map legends, compass roses, scale bars, and game charts, among other things.



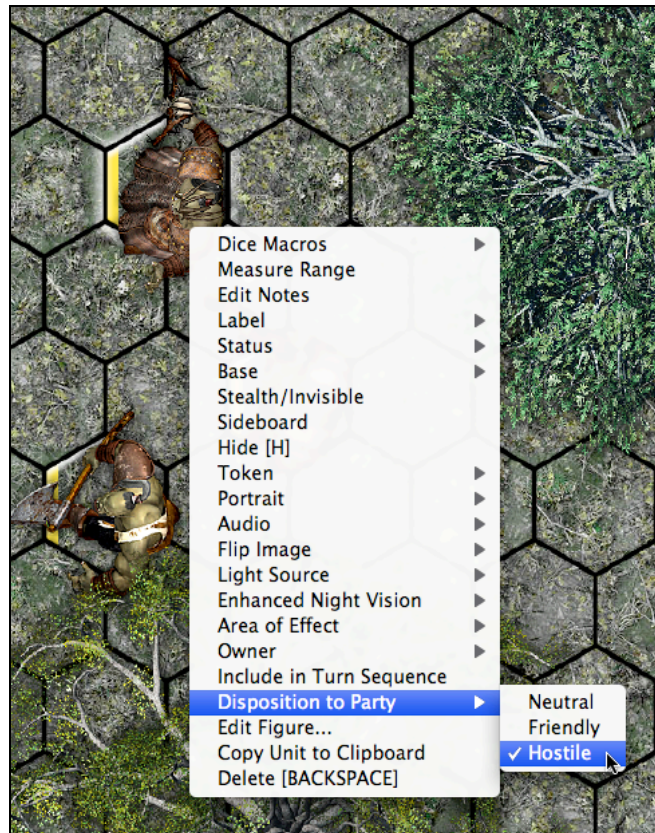
Free-floating objects never snap-to-grid and may not be moved with the keypad or number keys (only by dragging them with the mouse). Note that free-floating objects also appear above the Fog of War layers.

Up to 12 simultaneous free-floating objects can be on the screen at one time.

The GM should be careful not to place Free-floating objects in an area of the screen that would be off-screen for a player that is running BRPG at a lower resolution than the GM. For example, if the GM is running BRPG at 1280 x 768 resolution and one of his players is running BRPG at 1024 x 768 resolution, the GM should avoid placing a free-floating object on the right edge of his screen, since it will not be visible by the player (or at the very least it will be cropped off).

Disposition to Party (available for both figures and objects)

By default, new units placed on the map are Neutral to the PCs. The GM can use the commands in this submenu to set the unit's disposition to Friendly or Hostile.



Friendly units that are listed in the Turn Sequencer have a green background, Hostile units have a red background, and Neutral units have a grey background.

This setting has no effect if the unit is not listed in the Turn Sequencer.

Edit Figure or Object

Selecting this command opens the Unit Settings panel. The panel's appearance will vary depending on whether you are editing a figure or an object, but in both cases it is very similar to the layout of the Unit Settings panel when you are first deploying a unit.

The Unit Settings panel for figures is a vertical window with a title bar. It contains the following fields and controls:

- Character Name:** A text input field containing "Police Officer".
- Owner:** A dropdown menu showing "GM".
- Base Type:** A dropdown menu showing "Clear".
- Base Size:** A dropdown menu showing "1 hex".
- Scale Adjustment:** A slider set to 64%.
- Rotation Adjustment:** A slider set to -55°.
- Horizontal Offset:** A spinner set to -5.
- Vertical Offset:** A spinner set to 3.
- Figure Orientation:** Three radio buttons: "Portrait-style token", "Figure shown from front", and "Figure shown from above" (which is selected).
- Save these settings as the default:** An unchecked checkbox.
- Apply these settings to existing units:** An unchecked checkbox.
- Buttons:** "Cancel" and "OK" buttons at the bottom.

The Unit Settings panel for figures

The Unit Settings panel for objects is a vertical window with a title bar. It contains the following fields and controls:

- Object Name:** A text input field containing "Dead Knight".
- Scale Adjustment:** A slider set to 100%.
- Rotation Adjustment:** A slider set to 0°.
- Horizontal Offset:** A spinner set to 0.
- Vertical Offset:** A spinner set to 0.
- Save these settings as the default:** An unchecked checkbox.
- Apply these settings to existing units:** An unchecked checkbox.
- Buttons:** "Cancel" and "OK" buttons at the bottom.

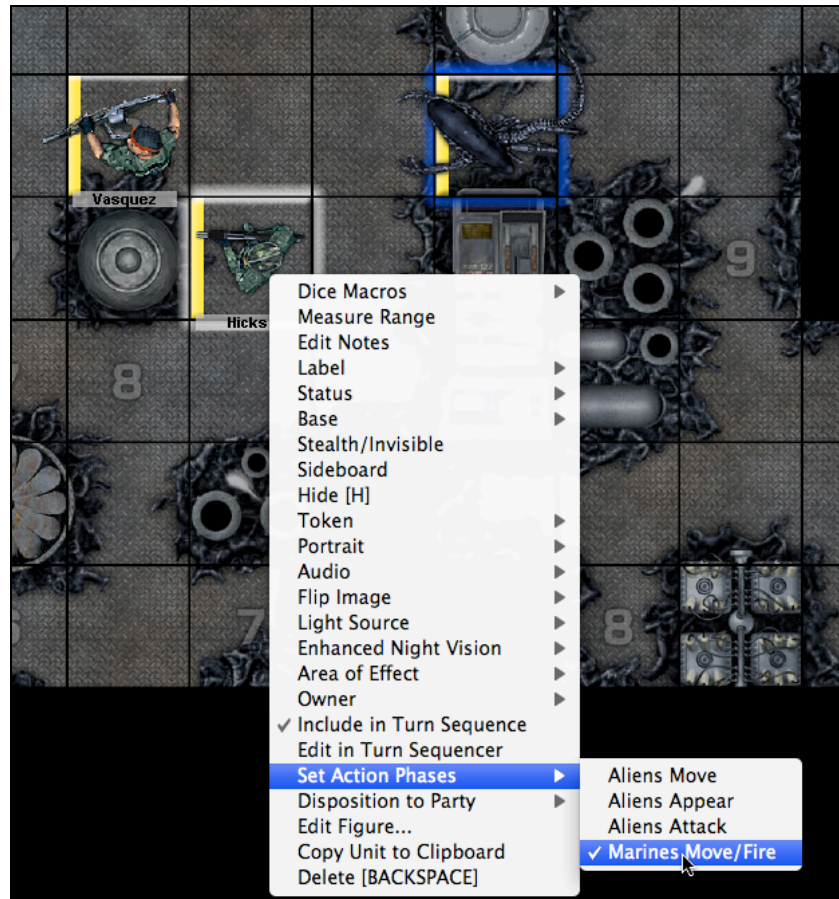
The Unit Settings panel for objects

Delete (available to GM only, for both figures and objects)

Selecting this command deletes the unit. This is an alternate method of deleting a unit (particularly useful for Tablet PC users). The other methods are pressing the Backspace key (Windows) or the Delete key (Mac), or selecting "Delete Selection" from the Battlegrounds button.

Set Action Phases (available for both figures and objects)

This command only appears on a unit's contextual popup menu if the GM has configured the Turn Sequencer to use Turn Phases and that Action Phases (the turn phases during which a given unit gets to act) are to be managed manually (i.e., the GM has elected not to use a Phase Chart for automating the assignment of Action Phases).

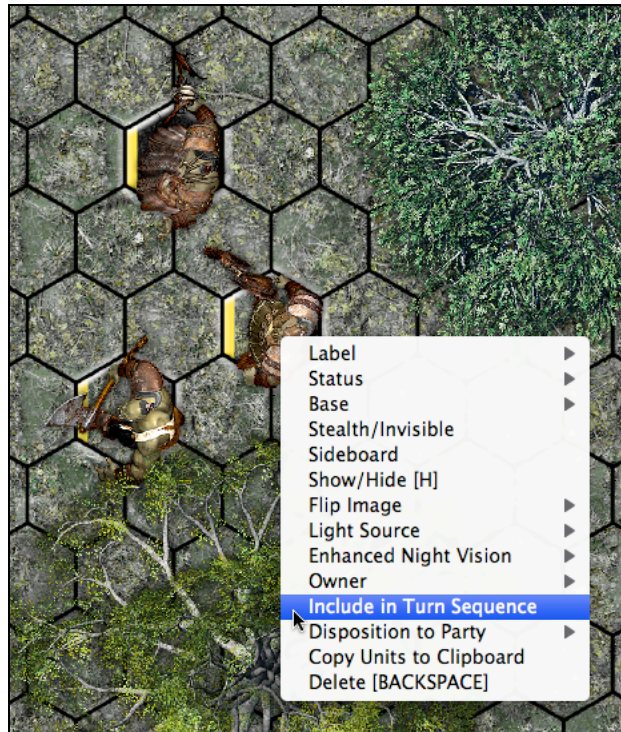


The "Set Action Phases" submenu will list all the Action Phases, as specified in the Turn Sequencer Setup Wizard. If the Action Phases were not explicitly named, they will be numbered, instead.

The GM or the player owning the unit should select from the submenu each phase that the unit should act on. Thereafter, that phase will appear in this submenu with a checkmark preceding it. In the Turn Sequencer, the unit will only be listed on the phases it gets to act on.

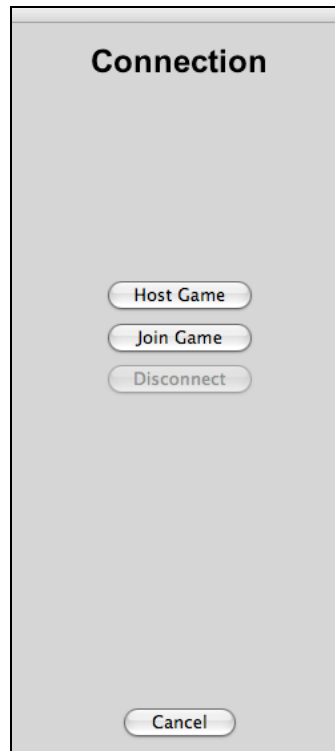
Contextual Popup Menu for Multi-unit Selections

It is possible to issue commands to multiple units at once by selecting them and then right-clicking on one of the selected units.

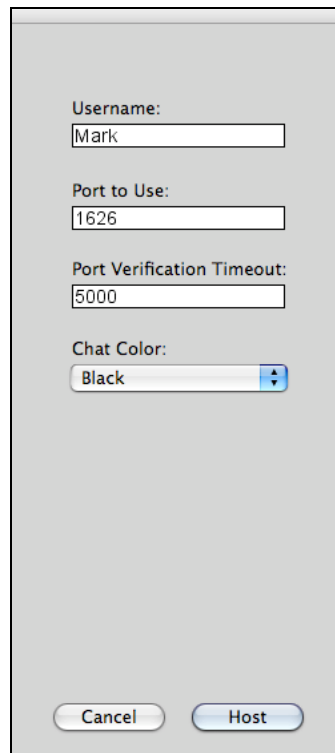


Connection Panel

Press the [C] hotkey to open the Connection panel, or click on the "Connection" button on the Command panel. If the Command panel is hidden or disabled, you can access the "Connection" panel from the BG button's popup menu, instead.



If you are the GM and wish to host a game session, click on the "Host" button. If you are a player and wish to join a game session, click on the "Join" button. The "Disconnect" button will be dimmed/disabled unless you are hosting a game session or have joined a game session.

A screenshot of a game hosting configuration window. It has a light gray background and a thin black border. At the top, there are four input fields: 'Username:' with 'Mark' entered, 'Port to Use:' with '1626' entered, 'Port Verification Timeout:' with '5000' entered, and 'Chat Color:' with a dropdown menu showing 'Black'. At the bottom, there are two buttons: 'Cancel' and 'Host'.

If you are the GM/Host:

Type in your username. For port number, use 1626, unless your firewall, router, and/or ISP requires you to use a different port to connect. Select your chat text color from the list of 10 colors listed in the "Chat Color" pulldown menu.

Once a host attempt succeeds, the Connection panel automatically closes and the Chat window opens. The BG button will appear to be glowing or lit from within, to visually indicate your hosting status.

If your attempt to host a game session fails, see the "Troubleshooting" section, below.

A message in the Chat window will tell the GM his internal IP address, (which, if not behind a router, is also the external IP address). If the GM is behind a router, he/she can press the "IP" button on the Chat window and his external IP address will be shown in the chat output pane a few moments later.

The GMs must inform the players that will be joining the game session (via e-mail, a third-party chat client, by voice chat, or by telephone) of his/her IP address, which they will need in order to join the game.

If you are a Player:

Type in your username and the IP address of the game's host. Select your chat text color from the list of 10 colors listed in the "Chat Color" pulldown menu.

When you successfully connect to a game session, the Connection panel automatically closes and the Chat window opens. The BG button will appear to be glowing or lit from within, to visually indicate your connected status.

If your attempt to join a game session fails, see the "Troubleshooting" section, below.

Every player must have a unique username. If a player logs in with a username that is already in use by another player, he or she will be automatically booted from the game, or may not be able to join the game session at all.

A player will also be automatically booted if they log in using a different version of BRPG than the host is using. Version parity is required for multiplayer games.

If you are already logged into a game and wish to disconnect, open the Connection panel and press the "Disconnect" button to log off. Logging off will automatically close the chat window, if it is open (exception: if you are the GM, the Chat window will not close, so that you have a chance to save the Chat log). If you have lost your connection to the GM, disconnecting normally will not work, and you will need to force a disconnect by holding down the Shift key while clicking on the "Disconnect" button.

If the GM logs off before the players, the players will be notified that the GM has logged off (exception: the players won't be notified if the GM force-quits BRPG, or if he has crashed out of the program).

Whenever you successfully host or join a game session, your login settings are saved to your hard drive. The next time you want to join or host a game, those settings will be pre-filled in for you.

Automatic Media Syncing with Connected Clients

The GM Client automatically sends media to connected clients when it detects that the connected client does not already have the media locally. This media syncing includes maps, Fog of War Overlays, unit tokens, audio clips, portrait art, and visual aids.

A placeholder map will be displayed on connected clients' screens until the map is received. Unit tokens and portraits will be displayed with a placeholder graphic until the necessary artwork is received.



This player has not yet received the token artwork for this figure, so a placeholder graphic is displayed

Media over 2 MBs (in uncompressed size) will fail to transfer, due to a limitation in BRPG's networking protocol. To overcome this limitation, maps are transmitted in small sections (a row at a time) and are then reassembled into a large image on the connected client's computer. When sending/receiving a map, a progress bar shows how much of the transfer remains. Token art, portrait art, visual aids, and audio clips are sent without a progress bar.

Non-map media that is over 2 MB in size (e.g., background music, large visual aids, etc.) should be sent to the players using an external media bundle (see "Media Asset Bundles", below).

Media Asset Bundles

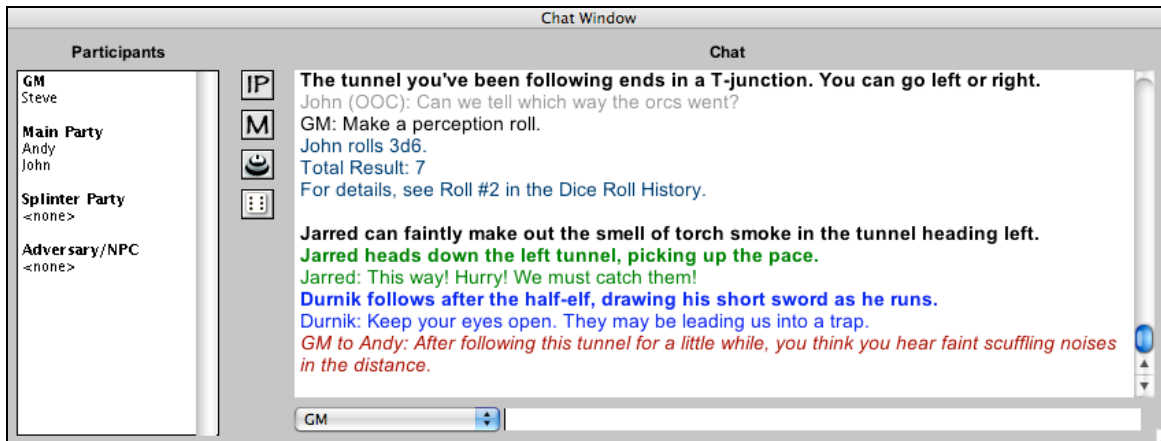
BRPG supports external media bundles, which make it possible to send media assets long before they are needed in the game. Such assets will not be revealed to the players until the GM calls for them, at which point they will be presented immediately.

Media asset bundles (sometimes called external media bundles) are a convenient means for the GM to distribute all the media necessary for an Encounter prior to the game session itself. Media bundles offer a great alternative to having to rely on peer-to-peer media transfers, which can sometimes be slow, depending on the GM's upload bandwidth, and which can be further hampered if you are using voice chat software in conjunction with BRPG.

For instructions on creating a media asset bundle, see the "Export Encounter Assets" command, below.

The Chat Window

Press [TAB], or press the "Chat Window" button in the Command panel, to open or close the Chat window. The Chat window is only available if you are hosting a game session or if you have joined a game session.



You can resize the Chat window and position it anywhere you want (even on a second display, if you have one). The Chat window remembers its size and location between game sessions.

The Chat window is comprised of the following elements: a Participants List, a chat input field, a chat output pane, a "Chat As..." popup menu, and 4 buttons (3 if you are a player).

The Participants List is explained in its own section (see "The Participants List", below). It is used to send private messages to groups or individuals.

The "Chat As..." pulldown menu is used to select what voice you would like to speak in. You can speak out-of-character (OOO), or using a Narrator voice (see below), or as any PC that you control. For the GM, this menu will be populated with the names of all the NPCs he/she controls, as well as any chat aliases the GM has created.

The chat input field is where you type text messages to communicate with other participants. After typing your text, press Enter/Return to send the message, using whichever voice is selected in the "Chat As..." menu.

You can use the standard Cut, Copy, Paste and Select All commands in the chat input field. These work via the standard keyboard shortcuts for the platform. The chat input field also accepts multi-line text snippets that are pasted into it or inserted via a chat macro.

The tilde key (right below the ESC key) is reserved for use with VOIP programs like Ventrilo that have a push-to-talk feature. You can use the tilde key for this

purpose, even with the chat window open, and the tilde won't get typed into the chat input field.

The chat output pane is where everyone's sent messages appear. Each entry is specially formatted and color-coded to make it easy to pick out the information you're looking for.

Dialogue is always presented with the speaker's name preceding it, and in the chat color chosen by the user when he/she logged into the game session.

The Narrator voice allows the GM and the players to type narrative text entries that aren't prefaced by a character's name. For the GM, Narrator voice is used to describe what is happening in the game. For players, Narrator voice allows for character actions and emotes (as opposed to character dialogue). Narrative text always appears in bold text, to set it apart from dialogue. For the GM, narrative text is always in black. For the players, it's in their chosen chat color.

"Out-of-Character" dialogue is always shown in grey, regardless of the user's chosen chat text color (exception: private chat messages are always shown in red).

Private messages always appear in italics.

The GM can create chat aliases in order to speak in a particular voice when there is no token present on the map to represent that personality. This is covered under "Issuing Commands from the Chat Window", below.

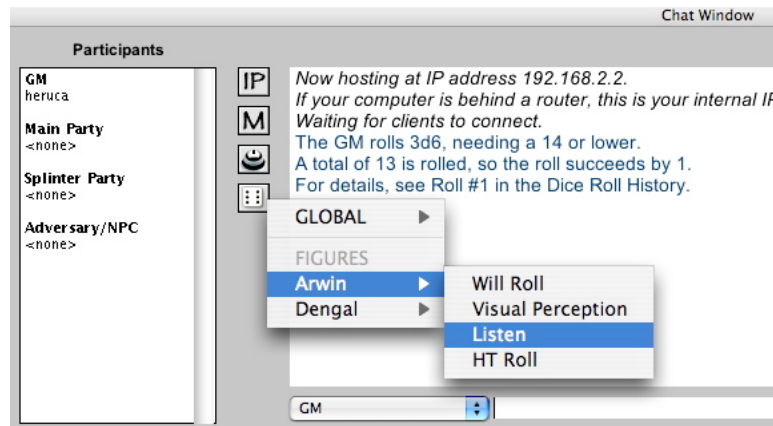
System-generated chat messages will appear in the chat output pane when certain actions occur, such as a player changing his character's vision, a card being drawn, the dice being rolled, the Turn Sequence being stepped, etc.

If you are the GM, an "IP" button will appear in the Chat window. Press this button to have BRPG report your external IP address in the chat output pane. Your external IP address is what the players will need in order to join the GM's game session, if they are logging in from outside the GM's local network and the GM's computer is behind a router.

The button labeled with an "M" is for Text Macros. The use of this button is explained in its own section (see "Text Macros", below).

The "Bell" button is for calling someone's attention, particularly if it is that person's turn and they are not responding, and you suspect they may have "gone AFK" (short for "away from keyboard"). The Bell can be used to ping everyone at once, or you can use the Participants List to select a group or individual to ping. Whoever is the target of a bell ping will hear a bell chime sound effect (and even if their audio has been muted, they will see a message in the Chat window).

The "Roll Dice" button in the Chat window allows you to either load a dice macro or to auto-roll it (by holding down the Shift key while clicking the button). The first time the "Roll Dice" button on the Chat window is pressed in a game session, it will simply open the Dice Roller window. After that, clicking on the "Roll Dice" button in the Chat window will show a popup menu allowing you to load or auto-roll any of your dice macros.

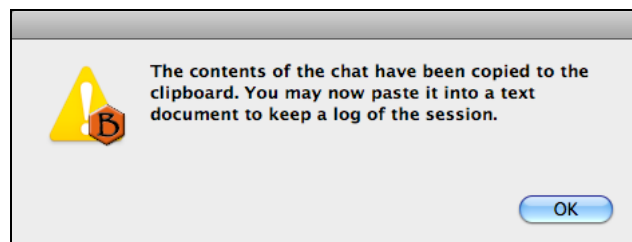


The Roll Dice button gives you quick and easy access to all your dice macros

The scrollwheel can be used to scroll the contents of the chat output pane up or down when the mouse cursor is over that pane (if the mouse cursor is not positioned over the chat output pane, the scrollwheel will instead perform its standard action of zooming the map in or out).

The GM can Shift-click on the chat output pane to make it editable. Shift-clicking it again takes you out of edit mode. Note that all editing done in this manner is not transmitted to other connected users.

Double-clicking on the Chat Output pane will copy the contents of the Chat Output pane into the clipboard (i.e., into RAM), so that you can paste the content into a word processing app like NotePad or TextEdit in order to keep a Chat Log of the game session.



Issuing Commands from the Chat Window

Commands can be issued from the Chat window to set the zoom level, load a server-based map, remotely launch a web page on the players' screens, or to create a chat alias.

Anyone can set the zoom level from the chat window by typing in a specially-formatted command. For example, typing "zoom=43.7" (sans quotes) into the chat input field and hitting Return/Enter will set the zoom level to 43.7%. This allows for a greater degree of control than other methods of setting the zoom level, as it is not limited to increments of 10%. The valid range for the command is any numerical value between 20 and 200.

The GM can load a server-based map by typing in a specially-formatted command. Typing "map=*theURLtoTheMap*" (sans quotes) into the chat input field and hitting Return/Enter will cause every connected client, including the GM, to load the specified map from a server. The URL you provide could be to your own maps that you've uploaded to your personal webspace, or it might be a map you saw elsewhere on the internet.

The GM can launch a web page on connected players' screens by typing in a specially-formatted command in the chat window and pressing Return/Enter. The format for this command is "url=" (sans quotes) followed by the complete URL. The web page will load using the default web browser on each computer. A sample "Web Links" file in the "Text Macros" folder is provided to help illustrate the feature's usefulness. Feel free to replace the file's content with your own favorite websites.

The GM may create chat aliases in order to speak as someone/something that is not already represented on the map by a figure or object. Chat aliases last for the entire game session, but they can also be individually deleted when they are no longer needed.

To create a Chat Alias, the GM types a specially-formatted command into the chat window. The format for this command is "ChatAs=" and the name of the alias you wish to create. For example, by typing in "ChatAs=Ghostly Voice" and pressing Return/Enter, "Ghostly Voice" will be instantly added to the options listed in the "Chat As..." pulldown menu on the GM's Chat window. Also, "Ghostly Voice" will be automatically set as the selected option in the "Chat As..." menu.

Chat aliases created this way last for the remainder of the game session. If you wish to remove a chat alias during the session to avoid cluttering up the "Chat As..." menu, simply issue the command again and the existing chat alias is deleted.

The Participants List

The Participants List, located on the left side of the Chat window, lists all the participants in the game session, and it also shows which of the four groups each participant belongs to. The four possible groups are "GM", "Main Party", "Splinter Party", and "Adversary".

The "GM" group can only ever contain one person, and it must be the host of the game session. It is not possible to leave or to join this group.

Players can switch groups (to any group other than the "GM" group) by right-clicking (Control-clicking, on a Mac) on the name of the group they wish to join. When players join a new group, they automatically leave the group they were in before.

It is a fairly common occurrence in many RPGs that some party members occasionally break off from the Main Party and go off on their own. When this happens in BRPG, those players should join the "Splinter Party" group, by right-clicking on the "Splinter Party" heading in the Participants List. This will allow the GM to communicate privately with each group by selecting that group in the Participants List, and to exclude those players from things that are happening to players in the "Main Party" group. When the two groups are rejoined, the players in the Splinter Party can rejoin the Main Party by right-clicking the "Main Party" heading in the Participants List.

BRPG also supports having one or more Adversary Players. These players act as assistants to the GM, generally by controlling hostile NPCs. To become an Adversary Player, a player simply needs to join the Adversary group by right-clicking the "Adversary" heading in the Participants List. Adversary Players will not benefit from a PC having innate vision or low light vision if "Shared Party View" is enabled.

In addition to managing groups, the Participants List is also used to send private text messages. To send a private message to a particular person, simply click on the person's name in the Participants List. The name will be highlighted in red, to indicate that they are the target of a private message. Type your message in the Chat Input field and press Enter/Return to send the message. Only the intended recipient will receive the text message. You can also send messages to an entire group at once, by selecting a group name as the chat target. Anyone not in the selected group will not receive the chat message. Private messages always appear in red in the Chat Output pane, regardless of whether the message was sent to a group or to an individual.

After sending a private message, the red highlight in the Participants List automatically disappears, and your next message will not be private. If you intend to send more than one private message in a row to the same individual or group, you can lock the chat target by holding down the Shift key when selecting your chat target. To unlock the chat target and revert to public messaging, click on a blank line in the Participants List.

The Text Macro Panel

Text macros are snippets of commonly repeated character dialogue, or GM's "read-aloud" text. Pressing the "M" button on the Chat window pulls up a menu listing all your available Text Macro files. Choosing a Text Macro file opens the Text Macro panel and loads the text macros contained in the file.

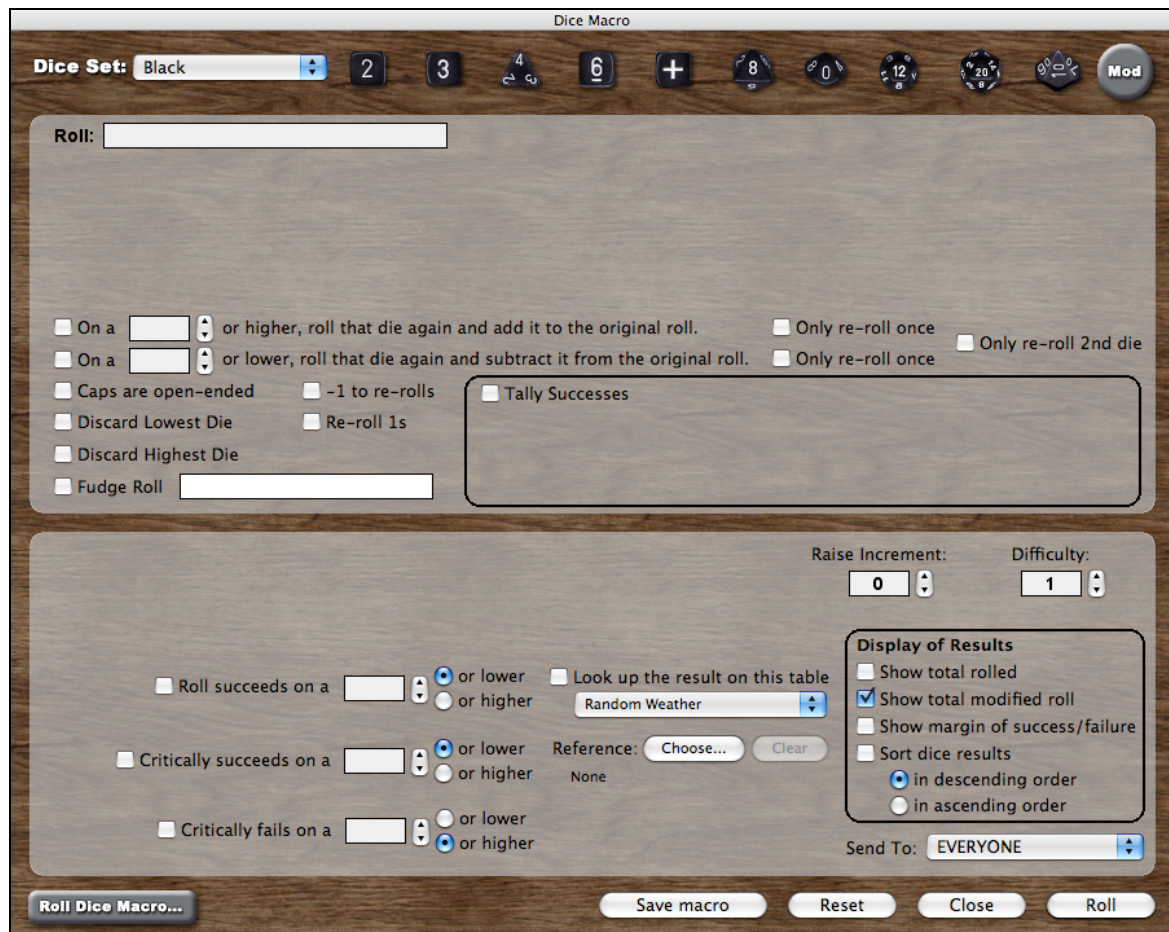
Text Macros	
Overview of Kenby (Part 1)	Kenby is an old village that was long held by the Percy family. The line of this family ended in the year 8150 F.R., when the old King slew the last Lord of the family for treason. The village passed into the hands of the crown, and thus into the hands of Lord Mayor Naglor of Dragonspur, who gave it as a fief to Lord Bartarius. The village produces an income for its Lord of about 150 silver pieces per year if managed properly.
Overview of Kenby (Part 2)	As far as settlements go, Kenby is fairly representative of typical villages in Kelerak. It is so small that it only has one Tavern (The Copper Cup), and no Inn or General Store. Any visitors must stay with one of the residents. The inhabitants live a simple life, farming, fishing, hunting, and working. Most have never been to the great metropolis of Dragonspur, a mere 16 miles away, and most never want to go. Instead, they look forward to feastdays and Southday worship in the village's small chapel of Heshtail [a lawful good god]. The Abbot of the temple, Gilden Ack-Gilbert, is always a good conversationalist. Although life is difficult and they are not lucky enough to be blessed with a priest of Bestra to make life easier, the simple fact they are earning a living makes them rejoice in what they have. They may complain about paying their taxes, and they may be subject to the occasional orc raid or wandering monster, but all in all, they know they have it better than many folk these days.
The Copper Cup Tavern (3PM to midnight)	This tavern is a shabby looking establishment. Stray dogs are slinking around the front doors and the smell of greasy meat and stale ale wafts from the wooden and brick building. A sign, hanging from one hinge, depicts a copper cup. Upon entering, you realize the place is quite popular. There are barely any empty tables (mostly filled with farmers) and the homely barmaid saunters up to you and gives you a wide, snaggle-toothed smile. "Welcome to the Copper Cup, strangers. I'm Matilda. What'll ye 'ave?"
Merchant's House/PC's Residence	The house of your host, Peter Ack-Telthor, is a comfortable place. This large farmhouse is two stories. Peter is the local trader, and gets in a new shipment of goods about every week. He lets you stay for free at his place and only asks that you help him out with odd chores. He is a nice fellow, but the quintessential businessman.
Sheriff's Post	As you walk down the short dusty lane towards the Sheriff's post, you marvel at the size of the manor house to your left. Upon entering the small wooden building to your right, your eyes adjust to the dim light, and you see a man with an average build sitting on a bench behind a small wooden table. On pegs on the wall hang a well-kept chainmail shirt and a

Double-clicking a text entry (a row) in this window will paste the text from the right-hand column into the Chat Input field (where it may be tweaked or edited prior to actually sending the message with the Return key). Chat Macros should be prepared prior to a game session and saved in a plain text file using a tab-delimited format.

If you have some Text Macro files that you don't wish to use in the current game session but don't want to throw them away, place them in the "Disabled Text Macros" folder, which is located in BRPG's "Text Macros" folder. To re-enable those Text Macros, simply move the files back into the "Text Macros" folder.

Dice Roller

Open the Dice Roller panel by pressing the [R] hotkey, or by clicking the “Roll Dice” button in the Command panel.



This panel can be opened independently of other panels, but it is not resizable. It supports many common dice mechanics, making it suitable for use with practically any RPG system.

The Dice Macro Configuration panel might seem a little intimidating at first, because there are so many controls and options to choose from, but you will (hopefully) quickly come to appreciate the power and control that BRPG's Dice Roller offers, and the fact that you can do everything without having to do any scripting or learn any sort of die-rolling syntax. It helps to keep in mind that the options in the top half of the panel determine how each individual die in the dice roll is processed, and the bottom half of the panel determines how the overall dice roll is processed.

The Dice Roller can be used for one-off die rolls, or it can be used to create Dice Macros (pre-configured dice roll settings that you will use often). This section deals with the general operation of the Dice Roller, but also see “Creating and Using Dice Macros”, below.

There are a total of 11 dice colors available, including red, green, brown, yellow, orange, turquoise, purple, magenta, grey, black, and white. Fudge dice are available in 4 colors: red, blue, white, and black. A dX (x-sided die) is available only in the blue dice set. Use the "Dice Set" menu to select the die color you wish to use for your dice roll.

Clicking on a die icon at the top of the screen will pull up a menu from which you can choose how many dice to roll. You can have up to two die types or die colors in a single roll. Up to 30 dice may be rolled at once (exception: only 9 percentile rolls at once). The die types included in BRPG are d2, d3, d4, d6, dF (Fudge dice), d8, d10, d12, d20, d100 (percentile), and dX (x-sided die). Note that not all the dice are available in all colors. For example, the blue dice set is the only one with a dX, and the Fudge dice are only available in blue, black, red, and white.

The GM has the option to "fudge" die rolls by fixing each die's result before the dice are rolled. To the players, a fudged die roll looks identical to a normal roll. The GM simply types in the die roll results that he/she wants in the "Fudge Roll" field. The numbers typed in must be separated by a comma. It is possible to fudge only some of the dice in a multi-die roll.

By checking the "Tally Successes" checkbox, each die in a dice roll can be evaluated for success or failure, according to conditions you specify.

Clicking on the "Mod" (short for Modifier) button in the top right corner of the panel will add a modifier to the overall dice roll, which you can then specify whether it should add to, subtract from, multiply, or divide the result of the dice roll, and by how much. Up to two modifiers can be applied to a dice roll.

Clicking on the "Reset" button at the bottom of the panel will clear any settings you have entered, in case you wish to start over in configuring your dice roll.

In multiplayer games, you can use the "Send To" popup menu to select who should receive the die roll. You can choose to send it to everyone, to just the GM, to a single player, or to a group of players. If you are the GM and wish to make a die roll without your players seeing it, just send the die roll to yourself.

When more than one die type or color has been assigned to a dice roll, BRPG can track separate totals for the primary dice and the secondary dice. Just to the left of the secondary die graphic is a grey button that you can click to specify whether the secondary dice should be added to, subtracted from, or used to multiply or divide the results of the primary die/dice. Each time you click on the button, the arithmetic function changes. After the "Divide" button, there is a blank button. This will allow you to keep the secondary dice results separate from the primary dice results, and will cause the totals for each die type to be tracked separately.

Dice Macro

Dice Set: Red 2 3 4 6 8 10 12 20 30 40 60 100 Mod


Roll: Flaming Longsword Damage



x1 +

Modifier to each die: +

☐ Minimum result of



x1 +

Modifier to each die: +

☐ Minimum result of

Die Label: Fire Damage

☐ On a or higher, roll that die again and add it to the original roll.

☐ On a or lower, roll that die again and subtract it from the original roll.

☐ Caps are open-ended ☐ -1 to re-rolls

☐ Discard Lowest Die ☐ Re-roll 1s

☐ Discard Highest Die

☐ Fudge Roll

☐ Only re-roll once

☐ Only re-roll once

☐ Only re-roll 2nd die

☐ Tally Successes

Modifier to total roll: +

☐ Minimum result of

☐ Maximum result of

☐ Roll succeeds on a ☒ or lower ☐ or higher

☐ Critically succeeds on a ☒ or lower ☐ or higher

☐ Critically fails on a ☐ or lower ☒ or higher

Raise Increment:

Difficulty:

☐ Look up the result on this table

Reference:

None

Display of Results

☐ Show total rolled

☒ Show total modified roll

☐ Show margin of success/failure

☐ Sort dice results

☒ in descending order

☐ in ascending order

Send To:

You can use up to two different die types and/or die colors in a single roll.

Set your die rolling options as desired, then click on the "Roll" button. The Dice Macro configuration screen will be replaced by the Dice Roll Results screen.

Dice Macro

Dice Roll Results
for the GM

Flaming Longsword Damage

Fire Damage




• **Total Result: 10**

The “Dice Roll Results” window shows the results of every roll. This window is dynamically sized according to how many dice were rolled, to keep the window from being overly-large if only a few dice were rolled.

You can click on any of the rolled die graphics to remove that die from the result and have the dice re-totaled/re-evaluated. Note that remove dice from a roll is a local event only; it is not transmitted to other connected users.

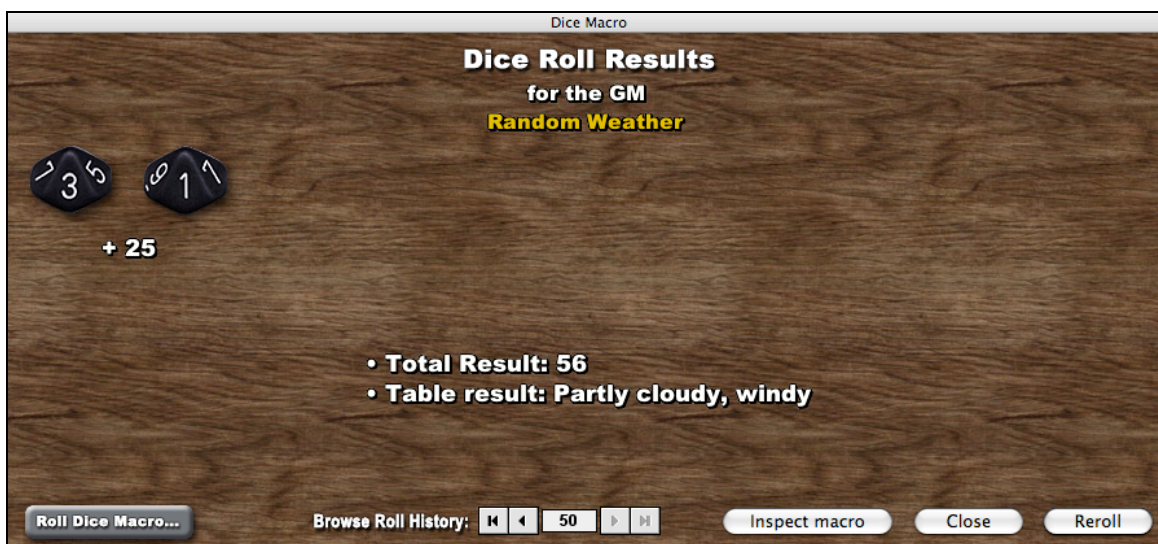
In multiplayer games, the results of the dice roll are reported in blue text in the chat output pane, which keeps a log of all die rolls for future reference. If another player or the GM rolls the dice, a Dice Roll Results panel will open on your screen (exception: incoming die rolls will not open the Dice Results window if you are busy creating a dice macro at the time the roll is received, or if you are the GM and are in the middle of using a Drawing Tool or a Fog of War masking/unmasking tool). Be sure to space out your die rolls, to give everyone a chance to see what you rolled before rolling again.

If you are typing in the Chat window when a dice roll is received, the Chat window will retain focus even though the Dice Results panel opens (it opens *behind* the Chat window). This allows you to continue typing uninterrupted.

In Preferences, you can set the Dice Results panel to never open when incoming dice rolls are received. Another Preferences setting determines whether dice rolls are “animated” or not. Yet another Preferences setting determines the length of the die rolling sound, or if no die rolling sound should be played.



BRPG's Dice Roller can evaluate individual dice for success or failure.



A dice macro can be configured to look up the results of the roll on a Reference Table.

If a dice roll has both the "Show total rolled" and "Show total modified roll" options disabled on the Dice Macro Configuration panel, the actual die rolls are will be included in the Chat window's dice roll report. Otherwise, the roll total and/or the modified roll total will be included in the dice roll report in the Chat window, but not the actual die rolls (which often aren't important).

Dice Plug-in System

Dice are handled as plug-ins in BRPG. This allows you to disable any dice that you don't want to appear in the Dice Macro Configuration panel so that they don't clutter up the interface (for example, if the game you are playing uses only d6s), and/or to add additional dice beyond the ones that are included with BRPG.

To disable a particular die type, just move the die file from BRPG's "Dice Sets" folder into the "Disabled Dice Sets" folder. To re-enable a particular die, move the die file back to its original location. The only dice that you should never disable is the blue dice, because in the event that another player rolls using dice that you have disabled, they are re-mapped to be blue dice on your screen.

The d6s with digits are enabled by default when you first install BRPG, but d6s with pips are included with BRPG if you prefer to use them instead. BRPG comes with four sets of d6s with pips (instead of digits) in white, blue, red, and black. To enable the d6s with pips, first disable the d6s with digits, then move the d6s with pips into the corresponding subfolders.

Additional custom dice (e.g., Bloodbowl block dice and HeroQuest dice) are available for download from the Battlegrounds Games forums.

Creating and Using Dice Macros

Once you've configured a dice roll that you plan on using again in the future, you can save it by clicking on the "Save Macro" button. A saved roll is called a dice macro, and the name of the dice macro will be whatever text you entered in the "Roll" description field at the top of the Dice Macro Configuration panel.

There are two types of dice macros in BRPG: global dice macros and dice macros that are attached to units. To create a global dice macro, simply open the Dice Roller, configure your dice macro, and save it. To attach a dice macro to a unit, you need to open the Dice Macro Configuration panel by using the "Add Dice Macro" command, which is available from the "Dice Macros" submenu in a unit's contextual popup menu.

Existing global dice macros may be attached to a unit by first selecting the unit you want to attach the dice macro to, then loading the global dice macro you want to attach to the unit. Hold down the Shift key in the Dice Macro Configuration screen and the "Save macro" button's text will change to say "Attach macro". With the Shift key still pressed, click on the button and the global dice macro will be attached to the selected unit.

The "Inspect Macro" button on the Dice Roll Results screen is used to return to the Dice Macro configuration screen and automatically re-load the settings that were used to perform a given dice roll. The "Inspect Macro" button is extremely helpful when creating complex dice macros. We recommend that you perform "test rolls" with your initial dice macro settings, then use the "Inspect Macro" button to reload your last settings, make tweaks and adjustments to your dice macro until you get the settings just right, and only then save the dice macro.

To load a global dice macro, access the "Dice Macros" submenu from the BG button's popup menu, then select the global dice macro you wish to load. To load a dice macro that is attached to a unit, select "Dice Macros" from the unit's contextual popup menu.

You can also load any dice macro (including those attached to units) by clicking on the Roll Dice button in the Chat window and selecting the dice macro you want from the menu that pops up.

If the Dice Macro Configuration panel or the Dice Roll Results panel are already open, you can click on the "Load Dice Macro..." button in the lower left of the panel and a menu will pop up from which you can select any dice macro to load.

Holding down the Shift key while selecting a dice macro will automatically roll that macro. This is useful for times when you know you don't wish to make any last-minute adjustments to the dice roll. Auto-rolling works whether the roll is initiated from the "Roll Dice Macro" button on the Dice Roller window, or from the "Roll

Dice" button on the Chat window, or even when you select a dice macro attached to a unit.

To store global dice macros that you don't want to be available in the current game session, but which you don't want to throw away, place the dice macro file in the "Disabled Dice Macros" folder, which is located in the "Dice Macros" folder. To re-enable those dice macros, just move them back into the "Dice Macros" folder.

Reference Tables

Reference tables can be used in a dice macro to essentially convert a dice roll into a text entry. This is done by looking up the dice roll on a table and outputting the text that corresponds to that dice roll result. This feature can be a huge time-saver when playing RPGs that use a lot of charts & tables, such as Rolemaster or HARP.

Creating a reference table is very simple. You can use a program like Microsoft Word or Excel, or even TextEdit or Notepad, to make a tab-delimited text file. You can use the "Random Weather" reference table included with BRPG as a guide. At the beginning of each line of the text file, specify a number or range of numbers (e.g., "1-3"), then press TAB, then type in the text that corresponds with that dice roll result. Press Return/Enter at the end of each line of text *except* after the last line of your table. When you're done inputting your table data, save your text file and place it in "[BRPG Folder]\Dice Macros\Reference Tables". It will be available to select as a reference table the next time you open BRPG's Dice Macro Configuration panel.

You can also make a reference table open-ended on either end of the scale. If you end the range portion of a line with a "-" or a "<" symbol, it will accept open-ended results on the low end of the table's range, and if you end the range portion of a line with a "+" or a ">" symbol, it will accept open-ended results on the high end of the table's range. For example, if I want a result to come up on a roll of 0 or less, I would type "0<" as the number range on the first line of the table. If I want a result to come up on a roll of 10 or higher, I would type "10>" as the number range on the last line of the table.

It's worth noting that a reference table does not need to be distributed to the other players (unless they need to create a dice macro of their own that references that table).

Reference

A visual reference (generally a chart or table, possibly a diagram) can be assigned to a dice macro as a "Reference" (not to be confused with a Reference Table). This makes it easy to consult a chart, table, or other bitmap before or after rolling the dice.

Clicking on the "Choose..." button in the Reference section of the Dice Macro Configuration screen lets you browse all the charts and tables in the Library folder, including those in artpacks. Shift-clicking on the "Choose..." button in the Reference section of the Dice Macro Configuration screen lets you browse all the images in the Visual Aids folder, including those in artpacks. Clicking on the name of the Reference file chosen opens the referenced item in the Library window (it can be useful for deciding what modifiers to apply to a die roll).

A "Clear" button in the Reference section of the Dice Macro Configuration screen lets you remove the Reference from a dice macro.

If a dice macro is rolled that has a reference item attached to it, the Die Roll Results screen will have a "View Reference" button on it (just above the buttons for navigating the Dice Roll History). Clicking on the "View Reference" button opens the referenced item in the Library window (which appears above the die roller window, and is useful for large charts that need panning). Shift-clicking on the "View Reference" button opens the referenced item as a Visual Aid, instead (which appears under the Dice Roller window, but is useful for charts that you want to stick around).

Browsing the Dice Roll History

BRPG keeps track of every dice roll in a given game session. You can browse the Dice Roll History by clicking the "Browse Roll History" button in the Command panel, or by selecting the "Browse Roll History" command, which is available from the "Dice Macro" submenu of the BG button's popup menu.

By default, the Dice Roll History always shows the last roll made. Navigation buttons at the bottom of the "Dice Macro" window can be used to look up a particular roll.

Turn Sequencer

Open the Turn Sequencer window by pressing the [T] hotkey, or by clicking the "Turn Sequencer" button in the Command panel.

The Turn Sequencer is a highly-configurable, self-sorting, table-based list, which can be opened independently of other panels. It supports both turn-based (e.g., D&D, GURPS) and phase-based (e.g., Champions, Car Wars) sequencing mechanics, as well as systems that use a perpetually-increasing tick/impulse sequencing mechanic (e.g., Exalted, Phoenix Command).

The GM can configure the Turn Sequencer to display the information he needs for the game system being played (see "The Turn Sequencer Setup Wizard", below).

The Turn Sequencer can be resized, and the window remembers its size and location between game sessions.

In the top left corner, the Turn Sequencer keeps track of the current game turn (often called a Round).

The table-based portion of the Turn Sequencer automatically sorts the units in the order in which they are to act each game turn, with the currently active unit shown at the top of the list. On the map, the active figure is highlighted with a blue halo. The blue halo overrides the Status halo, if one is being used for the figure.

The Turn Sequencer lists only the figures or objects (e.g., vehicle tokens or spaceship tokens) on the map that you have explicitly specified that you want listed by using the "Include in Turn Sequence" command. This also allows for non-combatant figures to be deployed on the map without cluttering up the Turn Sequencer.

Each row on the Turn Sequencer is color-coded according to the unit's disposition to the party (green for Friendly, red for Hostile, and grey for Neutral).

Sideboarded units are not listed in the Turn Sequencer, but hidden ones are.

The GM or owner of a unit can easily edit the data/values for any unit by double-clicking on the unit's row. This puts the row into edit mode. After making any changes, click on the unit's name (or click on another unit) to exit edit mode. The updated data will be automatically transmitted to other connected users.

The scroll wheel on the mouse can be used to scroll the Turn Sequencer when the mouse cursor is positioned over the Turn Sequencer list. Hold down a modifier key (the Control key on Windows, or the Command key on Macs) to scroll the Turn Sequencer horizontally instead of vertically.

By pressing the "Step" button (short for "Step the Sequence") at the bottom right of the Turn Sequencer, the GM advances to the next figure on the list, making it their turn to act. For players, the "Step" button on the Turn Sequencer is only enabled when the player controls the active unit.

The Chat window reports who's turn it is to act any time the active unit or the Turn number has changed.

After the last figure on the list has taken their turn, the Turn Counter at the top of the panel increments by one, and the process begins all over again, until the combat or encounter is resolved.

The GM can click on the "Turn:" label to reset the Turn Counter to 1. In addition, the Turn Counter at the top is editable by the GM. Click on it to make it editable, type in the desired turn number, then click on it again to make it non-editable and update all connected players with the new Turn number.

Setting the Turn Number to zero takes the game out of "combat time". The "End My Turn" button (or "Step the Sequence" button, for the GM) is not shown when the Turn Number is set to zero.

With the Turn Sequencer open, players are able to see when their turn is coming up, so that they can be ready to act. This should help games with many players move a bit faster.

If the Turn Sequencer has been configured to show the Status column, the GM can change the status of a unit by clicking on its status color chip in the Turn Sequencer. A menu will appear that allows you to select the new status. Players may only change the Status of units they own. The "Load Settings..." and the "Configure..." buttons do not appear on the players' view of the Turn Sequencer.

Control-clicking on a unit in the Turn Sequencer will auto-center the map on that unit (exception: players cannot auto-center on hidden or GM-controlled units). Clicking on the portrait or token in the Turn Sequencer will also auto-center the map on that unit. This auto-centering feature can be useful for finding "lost" units on the map.

The token names shown in the Turn Sequencer are governed by permissions, so as not to reveal too much information. NPCs that are friendly to the PCs will have their name displayed. Those that are not will be listed merely as "NPC". An Adversary player can see the names of units that are hostile to the PCs but controlled by the GM.

The "End my Turn" Button

The "End My Turn" button appears centered along the bottom edge of the map window, and is a convenient way for players to step the sequence if they don't have the Turn Sequencer open. This button appears only if the game is in "combat time" (i.e., Turn 1 or higher) and only if the player owns the currently active unit (the top-most unit listed in the Turn Sequencer). On the GM's screen, the button's text reads "Step the Sequence", rather than "End My Turn".

You can also end your turn with a hotkey. Pressing Shift-Return while the "End My Turn" or "Step the Sequence" button is showing will end your turn, as long as the Chat window does not currently have focus.

It is recommended that you size and position the Chat window in such a way as to not obscure the "End My Turn" button, since easy access to this button will save you time when you need to use it.

Examples of Turn Sequencer Configurations

To help understand the various ways the Turn Sequencer can be configured to best support particular games, here are some illustrative examples.



The screenshot shows the 'Turn Sequencer' window for 'Turn: 3'. It contains a table with columns: Token Name, Token, Damage Points, Damage Taken, Attack Factor, Defense Factor, and Notes. The table lists five units: Fighter 8, Eurasian Missile 12, Fighter-Bomber 24, American Missile 18, and American Engineer 3. Each unit has a corresponding token icon. The 'Notes' column contains specific data for each unit. At the bottom of the window are buttons for 'Load Settings...', 'Configure...', 'Close', and 'Step'.

Token Name	Token	Damage Points	Damage Taken	Attack Factor	Defense Factor	Notes
Fighter 8		3	0	10	4/3	2 Rockets, N-1 Bomb
Eurasian Missile 12		4	2	0	0/*	Accuracy Rating 3
Fighter-Bomber 24		4	1	9	4/3	
American Missile 18		4	0	0	0/*	Accuracy Rating 4
American Engineer 3		4	0	N/A	N/A	Activity Points: 4





Here the Turn Sequencer has been configured for playing "Asteroid Zero-Four" (by Task Force Games). The "Notes" column is especially useful for tracking disparate data that isn't shared by all the unit types. This game uses the Turn Sequencer only for tracking unit data, and not for actual turn sequencing.

Turn Sequencer								
Turn: 6								
Token Name	Token	Wounds	Move	Load	Gold	Armor	Spell Points	Notes
+1 Leader E		3	4	0	0		—	+1 Sword
Burglar 1		1	5	250	250	None	—	Climbing Equipment
Good Squad 2		8	4	200	200		—	
Good Squad 3		5	3	0	0	Heavy	—	
Wizard A		3	5	0	0	None	10	
+2 Evil Leader D		4	4	0	0		—	
Evil Squad 8		11	4	0	0		—	
Spider		2	4	0	0		—	
<div> <div>Load Settings...</div> <div>Configure...</div> <div>Close</div> <div>Step</div> </div>								

Here the Turn Sequencer has been configured for playing "Valkenburg Castle" (by Task Force Games). The units are sorted by Disposition and by Token Name, to make it easy to find any given unit quickly. This is particularly important in a game involving several dozen units on the map at once.

Turn Sequencer						
Turn: 2						
Token Name	Token	Speed	Reflexes	Current HC	Max. HC	Notes
PHASE 2						
Station Wagon Emergency		20 mph	4	1	2	
PHASE 3						
Silver Van		40 mph	2	-1	1	Rear MG on automatic
PHASE 4						
Silver Van		40 mph	2	-1	1	Rear MG on automatic
Compact 7		25 mph	6	0	3	
Station Wagon Emergency		20 mph	4	1	2	
PHASE 5						
Compact 7		25 mph	6	0	3	
PHASE 1 (next turn)						
Silver Van		40 mph	2	-1	1	Rear MG on automatic
PHASE 2 (next turn)						
Silver Van		40 mph	2	-1	1	Rear MG on automatic
<input type="button" value="Load Settings..."/> <input type="button" value="Configure..."/> <input type="button" value="Close"/> <input type="button" value="Step"/>						

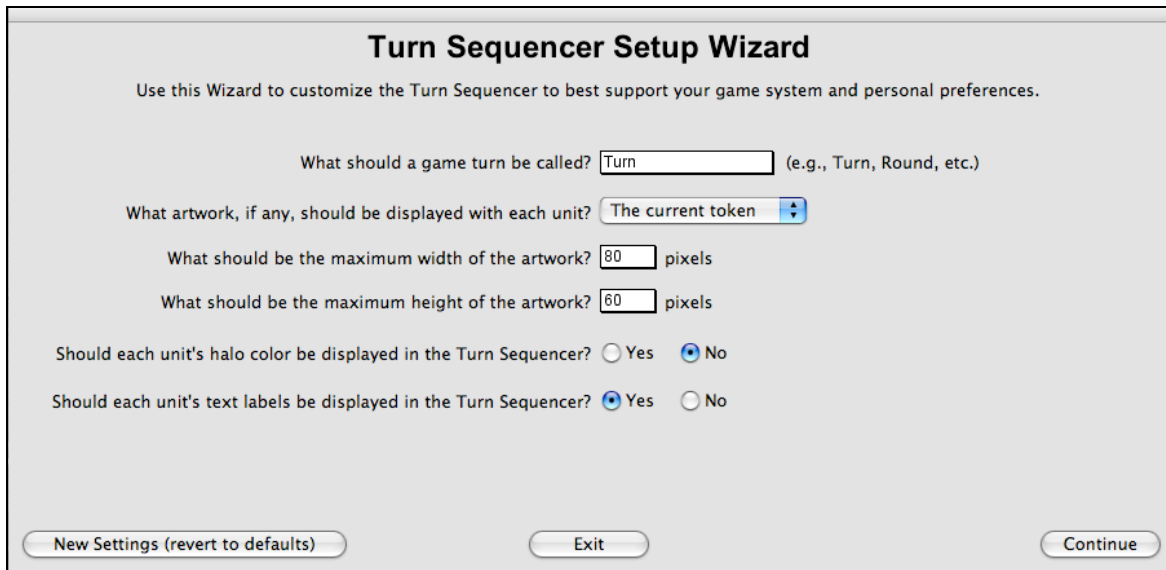
Here the Turn Sequencer has been configured for playing *Car Wars* (by Steve Jackson Games). The "Speed" value of the vehicles automatically determines which phase/s of the game turn each vehicle gets to move on, by using a Phase Chart. Any ties in "Speed" are resolved according to the "Reflexes" score of each driver, with the higher Reflexes acting first. In the event of a tie in both "Speed" and "Reflexes", the acting order would be randomly determined at the beginning of each phase. This is a great example of how BRPG, with its built-in support for game turns with discrete phases, segments, impulses, or ticks, can greatly speed up play. Every player can clearly see when their turn to act is coming up, and be ready for it when it does.

Turn Sequencer				
Turn: 1				
Token Name	Token	Actions	Melee	Sequence
ALIENS MOVE				
ALIENS APPEAR				
ALIENS ATTACK				
MARINES MOVE/FIRE				
Drake		2	1	1
Crowe		2	0	2
Dietrich		2	0	3
Hudson		2	0	4
Frost		2	0	5
Wierzbowski		2	0	6
Vasquez		2	1	7
Hicks		3	1	8
<div> <div>Load Settings...</div> <div>Configure...</div> <div>Close</div> <div>Step</div> </div>				

Here the Turn Sequencer has been configured to play the Aliens Boardgame (by Leading Edge Games). The Marines only get to act during the "Marines Move/Fire" phase of each game turn. The "Sequence" value is used to set their acting order, which never changes. The Aliens have intentionally been left off the Turn Sequencer in order to speed up play, but the phase names still help keep the action moving quickly.

The Turn Sequencer Setup Wizard (GM only)

Clicking on the "Configure..." button on the Turn Sequencer opens this panel, which guides the GM through a number of steps required to configure and customize the Turn Sequencer to best support the specific game being played.



The screenshot shows a window titled "Turn Sequencer Setup Wizard". Below the title is a subtitle: "Use this Wizard to customize the Turn Sequencer to best support your game system and personal preferences." The main area contains several configuration options:

- "What should a game turn be called?" with a text input field containing "Turn" and a hint "(e.g., Turn, Round, etc.)".
- "What artwork, if any, should be displayed with each unit?" with a dropdown menu showing "The current token".
- "What should be the maximum width of the artwork?" with a numeric input field set to "80" and the unit "pixels".
- "What should be the maximum height of the artwork?" with a numeric input field set to "60" and the unit "pixels".
- "Should each unit's halo color be displayed in the Turn Sequencer?" with radio buttons for "Yes" and "No", where "No" is selected.
- "Should each unit's text labels be displayed in the Turn Sequencer?" with radio buttons for "Yes" and "No", where "Yes" is selected.

At the bottom of the window are three buttons: "New Settings (revert to defaults)", "Exit", and "Continue".

The Turn Sequencer Setup Wizard will let you define what data should be tracked for each unit listed in the Turn Sequencer, who has permission to edit said data, and what the default values should be for each value, if any. You can assign two values you define to be used as sequencing traits, for determining sequencing for each turn (automatic sorting to determine who gets to go first, second, etc.).

In addition, there are three sorting options for the Turn Sequencer, "Token Name (Alphabetical)", "Disposition", and "Status", that are particularly useful if you wish to use the Turn Sequencer just for tracking unit data, and not for actual turn sequencing.

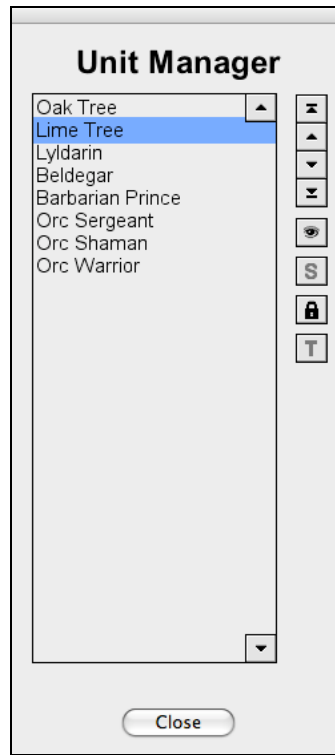
If the GM has opted to use hidden columns in the Turn Sequencer (values set to be visible to the GM only), the hidden column will appear on the Players' Turn Sequencer, but it won't show any data.

The settings specified using this Wizard may be saved and loaded by the GM, much like dice macros. When you save an Encounter, the Turn Sequencer settings currently in use will be included in the Encounter.

If you have some Turn Sequencer Settings that you wish to disable temporarily, move them into the "Disabled Turn Sequencer Settings" folder, which is located in BRPG's Preferences folder, inside a folder called "Turn Sequencer Settings".

Unit Manager (GM only)

Press the [U] key to bring up the Unit Manager, or by clicking the "Unit Manager" button in the Command panel. Only the GM may access the Unit Manager.



This panel is used for controlling which units are visible, hidden, locked or tiled, which are on the Sideboard, and what the stacking order of the units should be (this is useful because, for example, you may want a unit to stand *over* a dead body, but *under* a tree). Your chosen settings will be updated in real time on the map.

Units at the top of the Unit Manager list will be drawn on the map above lower-listed units. Tile objects are an exception to this rule, but are best placed low on the list to keep things organized.

If you select a single unit, you can use the up and down arrow buttons to move that unit higher or lower on the list. You can also use the Top or Bottom buttons to move the selected unit to the top or bottom of the list with a single click.

If there are more units on the map than can be displayed at once in the Unit Manager list, you can scroll the list up or down using the buttons alongside the unit list. Hold down the Shift key while clicking on either of those buttons to scroll to the very top or bottom of the list with just one click.

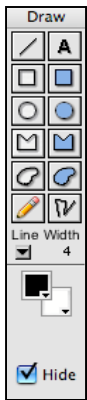
You may also select several units at once, in a contiguous or non-contiguous selection, for adjusting Sideboard and Hidden status. Hold down the Shift key

while clicking to make contiguous selections, and hold down the Command key (on Mac) or the Control key (on Windows) while clicking to make non-contiguous selections.

The Unit Manager can also be used to quickly locate a unit on the map. Just double-click on a unit in the Unit Manager list to auto-center the map on that unit.

Draw Tools (GM only)

BRPG has a Draw Tools palette, which can be opened or closed using the [D] hotkey, or by pressing the "Draw Tools" button in the Command panel. Only the GM has access to the Draw Tools.



There are tools for drawing filled and unfilled rectangles, circles, polygons, and freeform shapes, lines, and even a text label tool. Controls on the Draw Tools palette allow you to specify settings like line width, line color, and fill color.

Each shape drawn with these tools creates a new object, which can then be moved, rotated, or otherwise manipulated by the GM, just like any other object. A checkbox on the Draw Tools palette allows you to specify whether drawn items and text labels should be automatically hidden or not after placement.

Most of the Draw Tools display a custom cursor while they are selected, and most of the Draw Tools can be used with snap-to-grid enabled in order to assist you in drawing straight lines and creating uniformly-sized shapes.

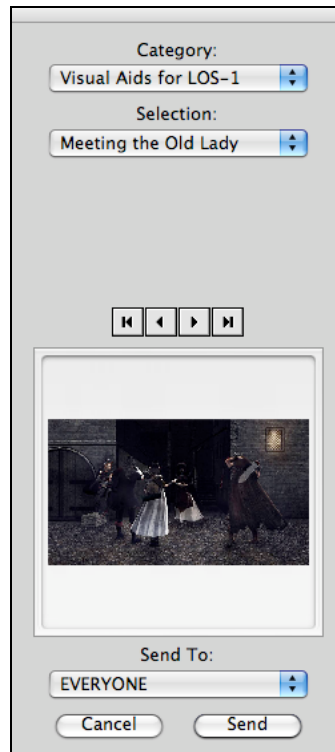
By default, a draw tool deselects itself after a draw operation. However, holding down the Control key while selecting a Draw tool will put that tool into "sticky mode", meaning it will remain selected after use so that you can perform repeated draw operations with that tool. You can turn off this "sticky mode" by clicking on that draw tool again.

Text labels created with the text label tool can be edited at a later date by selecting the "Edit label text..." command from the label's contextual popup menu.

Sending Visual Aids (GM only)

In multiplayer games, you can send your players visual aids. Visual aids are anything that can be shown in a picture or diagram: a campaign-scale map or area map, a picture of a character, item, or room, etc.

Open the Send Visual Aid panel by pressing the [V] hotkey, or by clicking the "Send Visual Aid" button in the Command panel. Only the GM may send visual aids.



Use the controls on the panel to select the image that you would like to send. In multiplayer games, you can use the "Send To" popup menu to select who should receive the visual aid. You can choose to send it to everyone, to a single player, or to a group of players. When you've made your selection, press the "Send" button.

When the file is done transferring to the specified clients, the visual aid will appear on the recipient's screen, atop the map and units. It can be dragged with the mouse to reposition it, if necessary.

When a player is done looking at the visual aid, he/she can double-click anywhere on the picture to make it go away.

Library

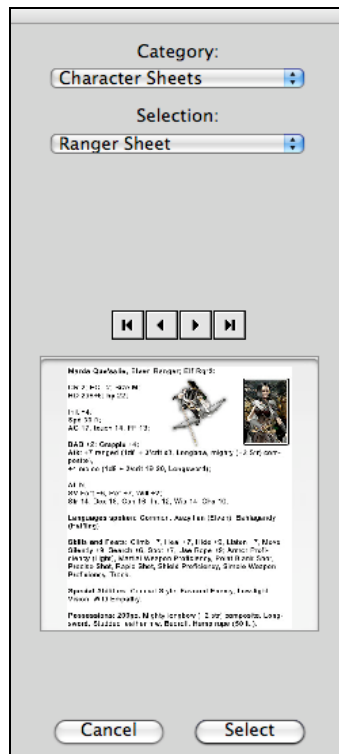
The Library feature provides you with quick and easy access to reference materials for your game system. If you have access to a scanner, you can scan in reference material from your RPG game books (such as charts, tables, lists, and character sheets). Due to copyright restrictions, we cannot provide these for you.

If you don't have a scanner but have the reference material in PDF format, you can also extract the images you need from the PDF (with the proper PDF software) or even with a simple screen capture.

These reference material scans can be accessed in BRPG simply by placing them in BRPG's "Library" folder. You can even organize these reference materials by putting them into subfolders (only one level deep, or BRPG won't have access to them). Be sure to save your scans in JPG or BMP format.

Note that nothing in the "Library" folder is transmitted to anyone, so you needn't worry about breaking copyright laws, as this is considered personal use and is therefore perfectly legal. Just don't share such scans with others.

Open the Library panel by pressing the [L] hotkey, or by clicking the "Library" button in the Command panel.



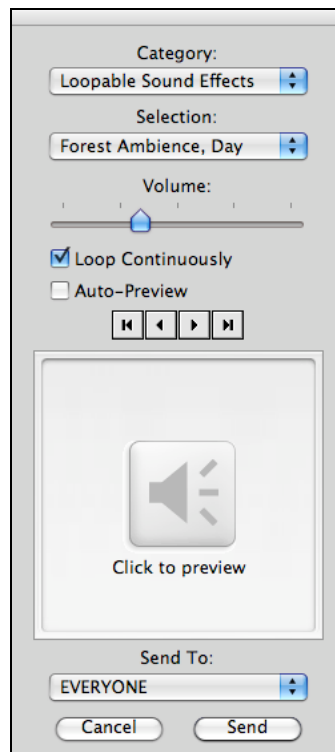
Once you've selected the reference material you want to consult, click on the "Select" button.

The selected item will open in a new window atop the map screen. The content of the Library window is draggable, to allow viewing of media that is larger than the Library window. When you are done consulting the reference material, double-click anywhere on it to make it go away, or click on the Close box on the window's title bar.

Sending Audio (GM only)

In multiplayer games, you can send your players audio files. Audio files can be music clips, voice recordings, or sound effects. They can be set to play once or to loop continuously (useful for mood music or ambient sounds, like rain, wind, a thunderstorm, a babbling brook, etc.).

Open the Send Audio panel by pressing the [A] hotkey, or by clicking the "Send Audio" button in the Command panel. Only the GM may send audio.



Use the tools on the panel to select the audio clip that you would like to send. You can either listen to each file you select by clicking on the Preview icon, or set sounds to auto-preview using the checkbox provided. You can also choose at what volume the sound should be played (relative to the recipient's system-wide volume setting).

In multiplayer games, you can use the "Send To" popup menu to select who should receive the audio. You can choose to send it to everyone, to a single player, or to a group of players. When you've made your selection, press the "Send" button.

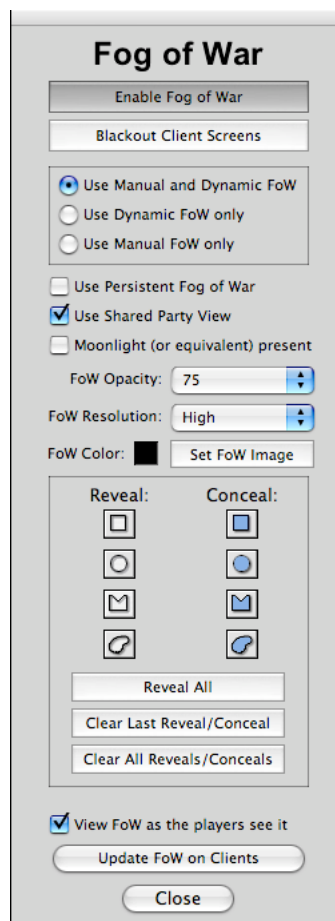
The audio is played on the recipient's speakers (or headphones). A player can choose to mute their audio output (useful for when they don't want to disturb someone else in the room).

There are two sound channels in BRPG. One is reserved for looping audio, and the other for non-looping sound effects. This means you can play a non-looping sound effect (e.g., a sword clash) even while a looping sound effect (e.g., background music) is playing.

To stop a looping sound from playing, open the Send Audio panel and press the "Cancel" button. Loading a new Encounter will also stop any audio that is currently playing, as will selecting the "Clear All Units" command from the BG button's menu.

Fog of War (GM only)

Open the Fog of War (FoW) panel by pressing the [F] hotkey, or by clicking the "Fog of War" button in the Command panel. Only the GM may access the FoW panel.



Click on the "Enable Fog of War" button to turn on the FoW feature. Depending on which FoW style is enabled (according to the radio buttons), the Manual FoW

layer and/or the Dynamic FoW layer will become visible. If “Enable Fog of War” is turned off, many of the controls on the FoW panel will be disabled.

The Dynamic FoW layer masks off any portion of the map not currently illuminated by a light source or revealed by innate vision. For the GM, the Dynamic FoW layer is rendered at 50% opacity, allowing the GM to see and control units that would otherwise be completely obscured. BRPG support both D&D 3rd Edition and 4th Edition light rules and vision rules (the rules vary greatly, so this is an important feature to have).

The Manual FoW layer masks off any portion of the map which the GM has not explicitly revealed. For the GM, the Manual FoW layer is rendered at 50% opacity, allowing the GM to see and control units that would otherwise be completely obscured. To differentiate it from the Dynamic FoW layer, the Manual FoW layer is rendered in red for the GM, rather than in black.

When both the Manual and the Dynamic FoW layers are used simultaneously, the players can only see what has been revealed by the Manual FoW layer, and even then only if light sources and/or innate vision reveal those areas dynamically (in other words, the concealment from the Manual FoW layer trounces the reveals from the Dynamic FoW layer). The combination of both FoW layers allows the GM more precise control over what is revealed. For example, the GM can prevent torchlight from revealing a specific room until the door to that room has been opened, or prevent the PCs from seeing what lies down an angled corridor until the party has turned the corner.

When using the Manual FoW layer, the GM can mask or unmask specific areas of the map by using the Reveal and Conceal tools on the FoW panel. A Reveal tool essentially “cuts a hole” in the Manual FoW layer, while a Conceal tool will “mask off” an area.

By default, reveal/conceal tools remain active until the GM manually turns the tool off, but a Preferences setting allows the GM to specify that if a Fog of War reveal/conceal tool is active, it will be deactivated automatically whenever the GM accesses a unit's contextual popup menu, or if the GM accesses another panel, or if the GM presses the “Close” button on the Fog of War panel.

Note that reveals & conceals are not automatically transmitted to the player clients. When the GM is done editing the Manual FoW layer, he/she must press the “Update FoW on Clients” button.

The GM can chose to view the FoW as the players see it, by placing a checkmark in the “View FoW as the players see it” checkbox, located near the bottom of the FoW panel.

Turning on the “Blackout Client Screens” button will enable Blackout Mode, which covers the entire map with darkness, regardless of light sources, dark vision, or anything else. This feature prevents the players from seeing the map at all. All units are hidden from view, as well.

Blackout Mode is automatically enabled any time the GM changes the map (unless the GM has disabled this option in Preferences). This is to allow the GM to properly reposition the PCs on the new map, without the Dynamic and Manual FoW reveals giving anything away ahead of time. It can also be used when the GM finds him/herself having to improvise a quick encounter for which the GM was not prepared, and needs a little privacy to set up the Encounter.

Whenever Blackout mode is engaged, players will see a “Blackout Mode Engaged” label in the center of the map window. On the GM Client, the indicator appears at the top of the map window, just to the right of the zoom level indicator. Blackout Mode is disabled automatically when Fog of War is disabled.

Place a checkmark in the “Use Persistent Fog of War” checkbox if you want areas of the map that have been revealed by the Dynamic FoW layer to remain revealed even after the light source (or innate vision) is no longer present in the area. Persistent FoW reveals do not carry over from one BRPG session to another, and are lost as soon as another Encounter is loaded.

“Shared Party View” is commonly used in face-to-face game sessions where a single large display or projector is used for displaying the map to the entire adventuring party. Enabling “Shared Party View” effectively merges all the PC’s views of the map into a single composite image. Players should avoid using information gleaned from the “Shared Party View” if they would not normally be privy to that information. For example, just because the elf has darkvision and can see a monster approaching doesn’t mean another player’s character should be able to act on that information, unless the player playing the elf tells the other characters what he sees.

Another checkbox allows the GM to specify whether moonlight (or any ambient light equivalent to moonlight) is present. This can be important if any figure possesses Low Night Vision. When checked, a player controlling such a figure will have the entire Dynamic FoW layer rendered semi-transparent, similar to the GM’s FoW view. Just how transparent it is depends on the setting specified by the “FoW Opacity” pulldown menu.

The Fog of War layer/s can sometimes take a long time to render, particularly on slower computers, and more so if there are many light sources present on the map (particularly light sources that cover a very large area, like a Daylight spell). On slower computers, you may wish to lower the Fog of War resolution, so that FoW renders faster.

There are five levels of Fog of War resolution in BRPG. Low quality offers the fastest performance, while high quality offers nicer-looking results at the cost of rendering speed. Pick whichever resolution setting works best on your particular computer.

The GM can do this using the "FoW Resolution" pulldown menu on the FoW panel. Players can also do this prior to logging into the game session. Players who need to change the FoW resolution during a game session can do so using the "Fog of War Resolution" submenu in the BG button's popup menu. Note that FoW resolution has no effect when a FoW Overlay is in use, because FoW Overlays must always be rendered at the highest resolution.

Keep in mind that the FoW feature is not intended to be used on every map. Generally, it should only be used in interior maps, like caverns and dungeons, where keeping map information from the players until they have explored the area is important. It can also be used on exterior maps in nighttime encounters, where the lack of light and/or the use of stealth can be tactically important.

GMs should not limit themselves to the Fog of War feature when trying to keep things hidden from the players. A roof graphic placed above a building would be a perfectly natural means of concealing the building's interior.

By default, the FoW masks are drawn in black on the players' screens (representing darkness), but the GM can choose a different color, if he/she wishes (e.g., white could be used to represent dense fog). Just click and hold down the mouse on the color chip labeled "FoW Color", then chose a new color from the color menu that pops up by releasing the mouse over the color you want.

The GM can also choose to use a bitmap for the FoW masks in lieu of a flat color. A bitmap used in this fashion is called a Fog of War Overlay. This feature allows for interesting effects, such as having tree canopies dynamically disappear when a figure walks under them. To select a FoW Overlay, click on the button labeled "Set FoW Image", on the FoW panel. A media browser will open, allowing the GM to select which bitmap to use, either from the "Fog of War Overlays" folder or from an artpack that contains FoW Overlays. When a FoW Overlay is in use, the FoW will always be rendered at the highest resolution possible, regardless of each user's chosen FoW Resolution setting.

Card Table

BRPG has built-in support for card decks, since some RPGs use cards in their game mechanics.

Open the Card Table window by selecting the "Card Table" command from the BG button's popup menu, or by clicking on the "Card Table" button in the Command panel.

The card table will be empty, at first. Click on the "Select Card Deck" button to select and load a card deck.

BRPG comes with two sample card decks. One is a 54-card standard deck of playing cards. The other is identical except it has had the jokers removed, so it has only 52 cards.



The cards can be manipulated via drag-and-drop. Dropping a card to the right of the draw pile will flip the card over and place it in the draw/discard pile. Holding down the Shift key while doing this will place the card face down in the draw/discard pile.

If you are the GM, pressing the "Manage Players" button takes you to a screen that provides the means to establish who the "card players" are (i.e., who is eligible to hold cards in their hand, and/or put cards into play).

[illegible]

The content of a card's contextual popup menu varies, depending on where the card is in the deck, in the discard pile, in your hand, or in the play area.



Automatic system messages are displayed in the Chat window every time an action is taken with the cards, to make it easier for everyone to follow along with what's occurring during a card game, even for users who have closed the Card Table window.

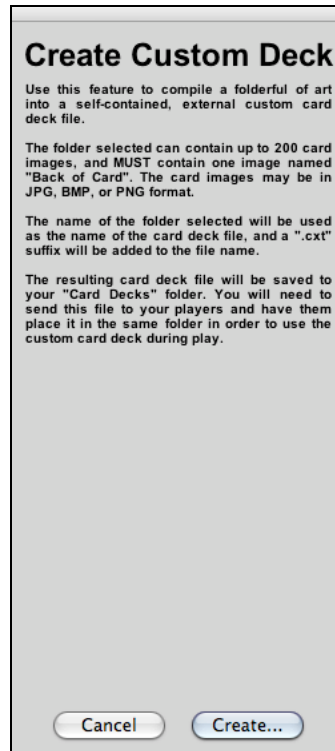
Pressing the "Save Game..." button allows the GM to save the current state of the cards, which can be loaded back in later by pressing the "Load Game" button.

Clicking on the "Load Game" button on the Card Table produces a popup menu listing all the saved games, to make it quick and easy to load a saved game. This should be particularly useful for games that use multiple card decks and you have to frequently switch between them. Just be sure to save your current game prior to switching to another card game file.

Creative GMs will find other uses for the card table. For example, you could scan in Equipment Cards and use the cards to visually track the PC's inventories. Or scan in some Powers Cards so that your players can track and invoke their PC's special abilities. You can even play a few hands of poker or blackjack if your PCs decide to do a little gambling at the local tavern.

Creating Custom Card Decks

BRPG comes with standard playing cards, but with a licensed GM Client, you can create custom card decks very easily. Once you've made or scanned in your custom card graphics and placed them in a folder, just select the "Create Custom Card Deck" command from the BG button's popup menu.



A dialogue box opens, asking you for the location of your custom card graphics folder. Select the folder containing your cards and press the "OK" button.

Custom card decks can be either in portrait or landscape orientation. If the cards are over 200 pixels wide, the card deck will be considered to be in landscape orientation (i.e., the Deck and the Discard Pile will be spread out further to avoid them overlapping, and cards in a player's Hand or in play will be spread out more, also to avoid overlap).

Saving an Encounter (GM only)

Save an Encounter by pressing the [S] hotkey, or by clicking on the "Save Encounter" button in the Command panel. Only the GM may save an encounter.

A dialog box opens, prompting you for a file name and destination. If an Encounter already has a name, it will be pre-filled in for you, so you can just press the "Save" button file (or press the Enter or Return key) to overwrite the prior encounter file. If it is a new encounter, or if you wish to do a "Save As...", provide a unique name for the encounter first.

Unless you specified a different location, encounters are saved, logically enough, in BRPG's "Encounters" folder. A ".bge" extension (short for "Battlegrounds Encounter") will be automatically appended to your file name.

Encounters may be saved by the GM prior to a game session, as part of the GM's preparation. They may also be saved during play, as a backup in case of a computer crash or an ISP disconnect.

Loading an Encounter (GM only)

Load an Encounter by pressing the [E] hotkey, or by clicking on the "Load Encounter" button in the Command panel. Only the GM may load an encounter.

A dialog box opens, prompting you to select the encounter you wish to load. You may only select a file ending with ".bge". Select one, then click the "Open" button, or simply press the Enter or Return key. The Encounter and all its corresponding game-related settings will load. The Turn Sequencer settings that were in use when the Encounter was last saved will also load, if they are still available.

In a multiplayer game, a lot happens when you load an Encounter. The map and all unit graphics (including Sideboarded units) are sent to all the players that don't have those assets preloaded. Until those graphics are received, the map and units are displayed on the client screens using a placeholder graphic/s. GMs should wait until all the players report that they've received everything (when there are no more placeholder graphics visible) before proceeding with the game session.

If BRPG finds an external media bundle in the "Media Asset Bundles" folder that corresponds to an Encounter that was just loaded, all of the necessary media will be automatically imported.

Saving a Deployment (GM only)

A Deployment is a group of saved units. It may contain figures only, objects only, or a mix of figures and objects. A deployment may contain just a single unit or many.

Save a Deployment by selecting one or more units on the map, then selecting the "Save Deployment" command on the BG button's popup menu, or by pressing the "Save Deployment" button on the Command panel. Only a licensed GM Client may save a Deployment.

A dialog box opens, prompting you for a file name and destination. Unless you specified a different location, Deployments are saved, logically enough, in BRPG's "Deployments" folder. A ".bgd" extension (short for "Battlegrounds Deployment") will be automatically appended to your file name.

Deployments may be saved by the GM prior to a game session, as part of the GM's preparation. They may also be saved during a game, if necessary.

We recommend creating a Deployment file that contains all the PCs in standard marching order, since this will provide a very easy way to get the adventuring party onto any new Encounter you create. In theory, you should only ever need to deploy your PCs once.

Recurring NPCs are also good candidates for a Deployment file.

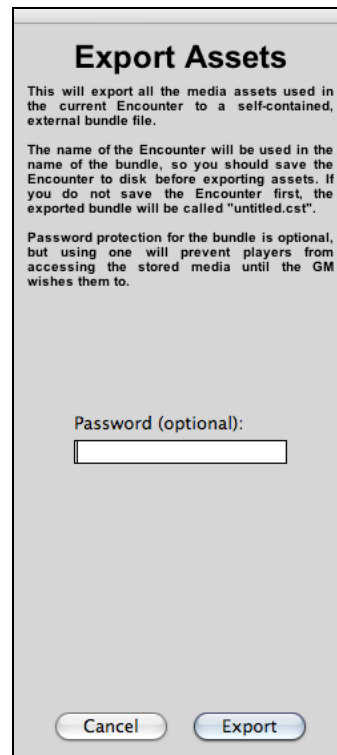
Loading a Deployment (GM only)

Load a Deployment by selecting the "Load Deployment" command on the BG button's popup menu, or by clicking the "Load Deployment" button on the Command panel. Only the GM may load a Deployment.

A dialog box opens, prompting you to select the Deployment you wish to load. You may only select a file ending with ".bgd". Select one, then click the "Open" button, or simply press the Enter or Return key. The units that were saved in the Deployment file will appear on the map, with all their prior settings intact.

Export Encounter Assets

Select this command to create a media asset bundle (see “Media Asset Bundles”, above).



The contents of an external media bundle can be password-protected, so that players cannot “sneak a peek” at the content before game day.

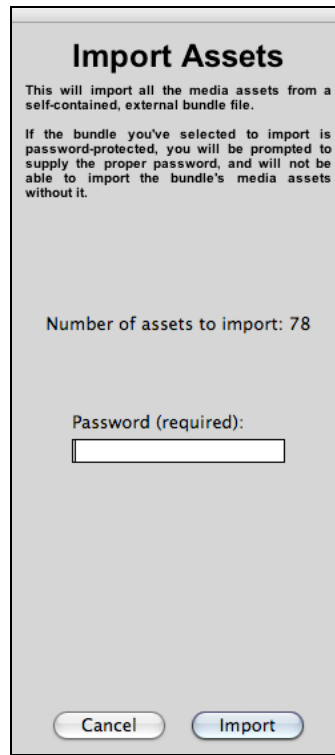
To create an auto-importing media bundle, the GM should lay out his Encounter, save it, and as the very last step, select the “Export Encounter Assets” command from the BG button’s popup menu. This will re-save the Encounter after inserting the information that’s necessary for the media bundle to be automatically imported when it is loaded.

The current map, all tokens and portraits attached to units on the map, and all audio clips that are attached to a unit on the map will be included in a media bundle. The default “Dun” map and the “Grass” map that come with BRPG, as well as all animated effects, are never included in a media bundle (since every user already has these assets pre-imported, and they are not purge-able). Visual aids are not included in media bundles, unless you have attached the artwork to a unit (as a portrait or token).

BRPG comes with several example media bundles (one for each of the sample Encounters that are included).

Import Encounter Assets

External media bundles may be manually imported using this command from the BG button's popup menu.



Depending on how the GM created the media bundle, a password may be required.

Generally, however, it's easier if the GM sets up his Encounters so that external media bundles are automatically imported the moment the Encounter is loaded.

Media bundles can provide an effective method of preserving your media when updating to a new version of BRPG (see "Updating from an Older Version of BRPG", below).

Clear All Units (GM only)

Select the "Clear All Units" command from the BG button's menu to delete all the units (including sideboarded units). Only the map will remain, along with any manual Fog of War reveals/conceals.

Issuing this command will also stop any audio that is currently playing (even looping audio), and will remove any Fog of War Overlay currently in use.

Undo (GM only)

Pressing the Undo hotkey ([Control-Z] on Windows, [Command-Z] on Mac) will undo the previous action, and pressing it again will Redo the undone action. You can even Undo if you loaded a new Encounter, to revert to the previous Encounter.

Note that there is only one level of Undo/Redo, and that some actions, such as scrolling the map or changing the zoom level, cannot be undone. Actions that are strictly toggles, such as showing/hiding the grid or turning snap-to-grid on/off, do not have an Undo.

Hide/Show Text Labels

Select the "Hide Text Labels" command from the BG button's popup menu to hide all the text labels on the figures. Even when labels are hidden, if you position the mouse cursor over a unit that has text labels, the labels for that unit will appear.

If text labels are already hidden, select the "Show Text Labels" command to show them again.

Resend Missing Map Pieces

Occasionally, a peer-to-peer map transfer will not complete on a player's end. Perhaps they have received most of the map, but some map rows are missing (they will be filled with black). The GM can use this command to resend those missing pieces.

On rare occasions, this command may have to be used more than once before the player has the complete map.

This command is only available to the GM, and only if one or more players are logged into the game session.

Holding down the Shift key while selecting the "Resend Missing Map Pieces" command forces the entire map to be re-sent, rather than just the missing map rows.

Screenshots

Select the "Screenshot" command from the BG button's popup menu to save the currently-showing portion of the map window to a JPG file on your hard drive. Screenshots are useful for posting map updates for a play-by-forum game, or if you wish to capture a particular moment in the game for posterity.

Be sure to set the zoom level, grid visibility, and other settings that affect what is shown in the map window prior to invoking the screenshot command. Screenshots containing highly-detailed maps may take a short while to encode into JPG format, but screenshots of simple maps are pretty much instantaneous.

Toggle Fullscreen Mode

Select this command from the BG button's popup menu to enter Fullscreen Mode.

For best results, prior to launching BRPG, you should edit BRPG's INI file ("Battlegrounds RPG Edition.INI") in a word processor such as NotePad or TextEdit. Edit the line which reads "FullScreen=0" to read "FullScreen=1". This manual tweaking is necessary due to a technical limitation of BRPG's authoring environment.

Reverse the above edit to the INI file when you no longer wish to run BRPG in Fullscreen Mode.

Fog of War Resolution

Players who need to change the Fog of War resolution during a game session can do so using this command in the BG button's popup menu.

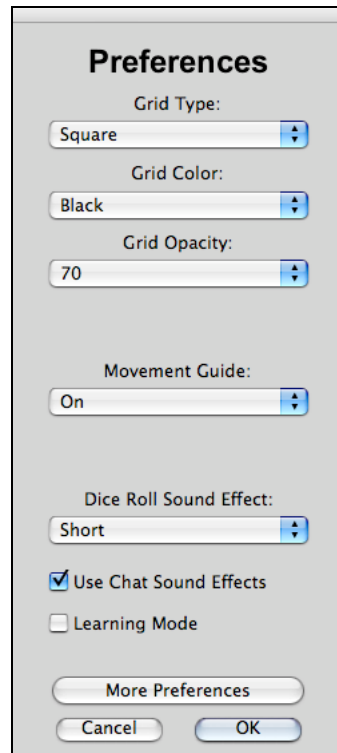
There are five levels of Fog of War resolution in BRPG. Low quality offers the fastest performance, while high quality offers nicer-looking results at the cost of rendering speed. Pick whichever resolution setting works best on your particular computer.

Note that FoW resolution has no effect when a FoW Overlay is in use, because FoW Overlays must always be rendered at the highest resolution.

Preferences

Open the Preferences panel by pressing a hotkey [P], or by clicking on the "Preferences" button in the Command panel.

BRPG's Preferences panel lets you tailor the program's functions and interface to best suit your particular needs. There are many user-adjustable preference settings, arranged on three separate Preference panel screens.



The first Preferences screen

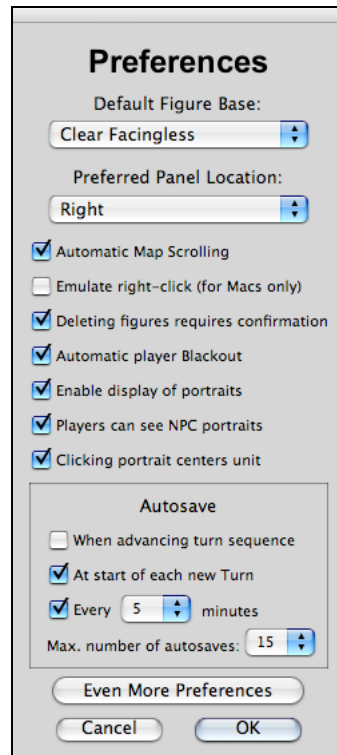
The settings that can be controlled from the first Preferences screen include: choosing your grid type (hexes or squares), grid color, and grid opacity; changing the sound effects used for die rolls, or turning them off completely; and much more.

You will be able to preview your grid settings as you select them. If you change your mind and press the "Cancel" button, everything will revert to your prior settings.

Your settings are saved when you click on the "OK" button or on the "More Preferences" button, and are automatically reloaded the next time you launch the program.

Some options, like grid type and the use of facing indicators, can only be set by the GM, and affect everyone connected to that host. Other options can be set locally by each player, without affecting anyone else.

Certain Preference settings can not be set by a player client while it is logged into a GM client, and are automatically disabled. This is because players should not be allowed to enable certain settings, such as "Players can see NPC portraits".



The second Preferences screen

The settings that can be controlled from the second Preferences screen are shown above, and should be self-explanatory.

"Preferred Panel Location" affects where on your screen most panels in BRPG will open. An exception to this are the panels that appear when you place a unit on the map. These will always open on the left side of your screen if you are placing a unit on the right side of the screen, and vice-versa, so as not to get in your way.

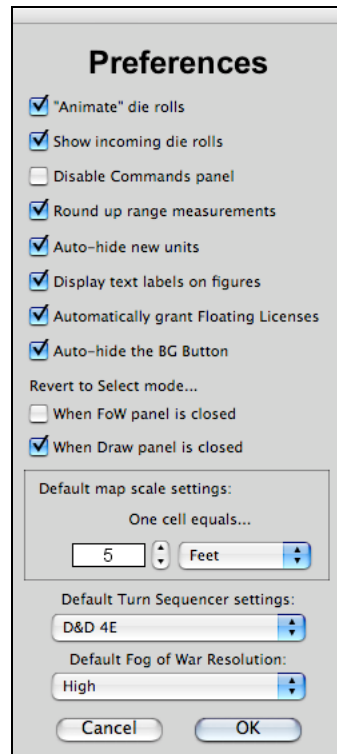
"Automatic Map Scrolling": If this is enabled, the map will automatically pan when you move the mouse cursor close to the edge of the map window, as long as BRPG is the front-most application.

"Automatic Player Blackout": If this is enabled, Blackout Mode will be automatically enabled whenever the GM changes the map, in order to allow the GM to reposition any existing units on the new map.

"Autosave": BRPG has an autosave feature that can help avoid disaster in the event of a power outage, a program crash, or a computer lock-up (other

problems can often be resolved with the Undo feature). The controls on this panel allow you to specify how often and under what conditions the current Encounter is autosaved. Autosaves are stored in a folder called "Autosaves", which is located inside the "Encounters" folder.

Your settings are saved when you click on the "OK" button or on the "Even More Preferences" button, and are automatically reloaded the next time you launch the program.



The third Preferences screen

The settings that can be controlled from the third Preferences screen are shown above, and should be self-explanatory.

Users, feel free to submit explanations of each control if you think they are not self-explanatory.

Purging Obsolete Media

All media assets imported into or received by BRPG are stored in the file "User Cast.cxt", which is essentially a multimedia library. Over time, this file may become bloated in size, and much of that may be due to media assets that you no longer need. A bloated media library may also cause sluggish performance when importing or receiving new media. If you encounter sluggish performance during unit deployment or when importing new maps, it may be a sign that your media library has grown too large and needs to be purged.

To clear out undesired media, select the "Purge Media" command from the BG button's menu. The Purge Media panel will open. It defaults to previewing the last media asset in the multimedia library.



Use the navigation buttons on this panel to cycle through the stored media assets. The name of each asset is presented below the thumbnail preview, and for audio cast members, you can click on the "Audio Preview" button that appears. Click on the "Purge" button to delete each asset you no longer need.

Once you've gone through your entire media library, press the "Done" button to save your changes into a compacted "User Cast.cxt" file. The old "User Cast.cxt" file is automatically deleted.

If you know you won't be needing *any* of your old media anymore, press the "Purge All" button, and then the "Done" button.

This command is not available to players during multiplayer games, to prevent players from peeking at as-yet-unused media, and to prevent accidentally purging media that may be in use (like Sideboarded units).

It is worth noting that unit defaults (a graphic's scaling and rotation info, etc.) are retained even after the media it pertains to is deleted. If you should need to re-import that media at a later date, your default settings should still work.

It may also be necessary to purge a media asset if you have made changes to the media, and want those changes brought into BRPG. For example, if you've edited a map or token in a graphics application, those changes won't appear in BRPG until you've purged the old media and re-imported the version with the changes.

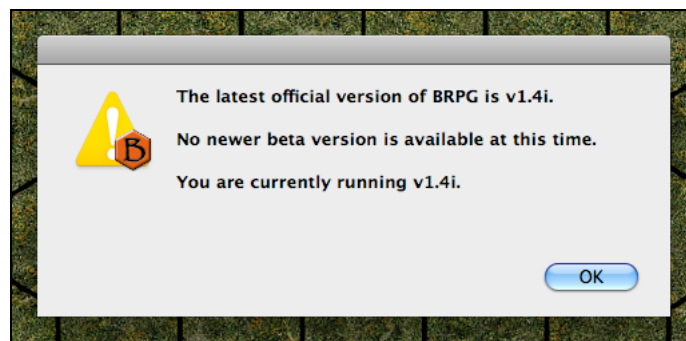
User Manual

Selecting the "User Manual" command from the BG button's popup menu will launch your PDF viewing application and open the User Manual.

If this command doesn't work as expected and you are running Windows OS, you probably forgot to follow the instructions in the "Installing BRPG" section, above.

Check for Updates

Selecting this command will inform you if there are any new official versions and/or beta versions of BRPG available for download. An internet connection is required for this command to work.



Purchase BRPG

Select this command to launch your default web browser and be taken to the Store page of the Battlegrounds Games website.

This command only appears on unlicensed BRPG Demos.

Licensing BRPG

The free Demo of BRPG has two important limitations. The first is a 45-minute timeout period (the application will automatically quit after 45 minutes of use). The second is that the GM is limited to a maximum of 12 units when saving or loading Encounters. Aside from those limitations, the free Demo is nearly as full-featured as a licensed client.

A white text label located above the BG button indicates when BRPG is being run in Demo Mode.

Purchasing and installing a client license unlocks the software and removes these limitations. Note that even a licensed Player Client must be logged into a game session in order to avoid timing out after 45 minutes.

Another way to avoid the timeout limit if you are using just the free Demo is to log into a game that is hosted by a GM with one or more Floating Licenses available.

Important Note: If you are running BRPG on a Windows PC, make sure before proceeding that you have installed BRPG to the hard drive and partition where it will reside permanently. Moving a licensed BRPG installation to another hard drive or partition may disable your license.

If you have purchased a license for BRPG, open the License panel by clicking on the BG button and selecting "License" from the pulldown menu that appears.

License

Challenge Code:
WB728FVXYA3

Response Code:
GM-v1.0-272887

License Type:
GM Client

Unlock

Current License Type:
GM Client

Floating Licenses Installed: 8
Floating Licenses Available: 8

Register Artpack

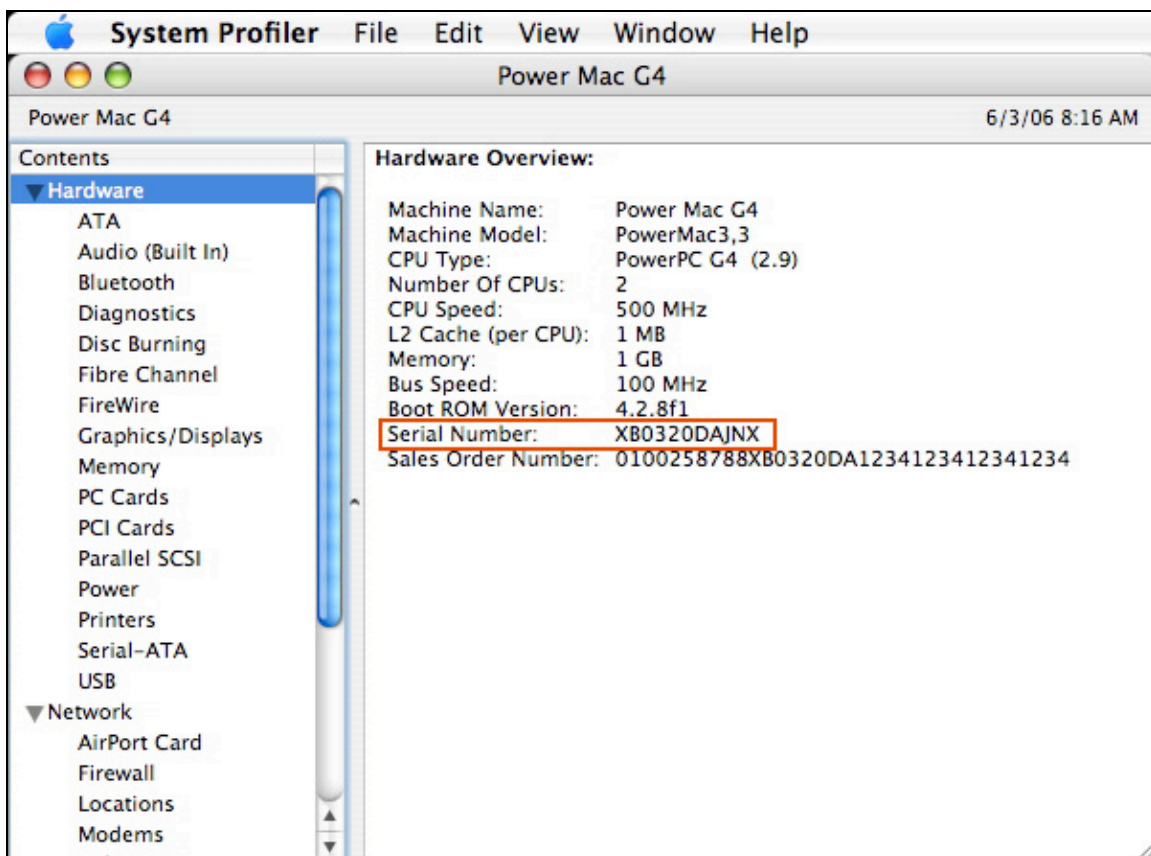
Done

If you are running BRPG on a Windows PC, follow the instructions in brown. If you are running BRPG on a Mac, follow the instructions in green.

If you are running BRPG on a Windows PC, the Challenge Code field will be pre-filled for you. E-mail your Challenge Code to activation@battlegroundsgames.com. We will e-mail you back with a Response Code that will allow you to install your BRPG license/s on that computer. Important: If your Challenge Code is a negative number, please be sure to include the minus sign when submitting your Challenge Code.

If you are running BRPG on a Mac, you must follow a few steps to determine your Challenge Code. Select the Apple menu from the menubar at the top of the screen and select "About This Mac". On the screen that opens, click on the "More Info..." button. This will launch Apple's System Profiler application.

By default, you should be seeing a screen labeled "Hardware Overview". On that screen you will find a serial number listed (see the red highlight below).



In rare cases, no serial number is shown on this screen. Should this occur, use the serial number printed on the computer case, instead.

Please do not submit the serial number shown in the screenshot above. That is just there as an example.

Copy this number down, then quit System Profiler. E-mail your Challenge Code to activation@battlegroundsgames.com. We will e-mail you back with a Response Code that will allow you to install your BRPG license/s on that computer.

Once you've received your Response Code via e-mail, launch BRPG, open the License panel, and paste your Response Code into the Response Code field in BRPG (Mac users should also fill in their Challenge Code). Select the License Type (either "GM Client" or "Player Client") from the pulldown menu and click the "Unlock" button.

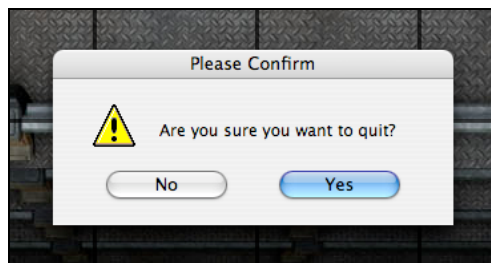
Your BRPG software is now licensed. If you have a GM client, this means you can load & save Encounters without the 12 unit restriction, and you can create custom card decks and export media bundles for your Encounters.

If you have a GM Client and have purchased one or more Floating Licenses, you will also have received your Floating License Response Code keys. The procedure for installing a Floating License is the same as described above, except that you must select "Floating License" from the License Type pull-down menu.

Quitting the Program

You may exit the application at any time by pressing the [Q] hotkey, or by pressing Command+Q (on the Mac) or ALT+F4 (on Windows). You can also quit BRPG by clicking on the Close box in the map window's title bar. On Mac OS X, you can also select the Quit command from the Battlegrounds RPG Edition menu (i.e., the application menu).

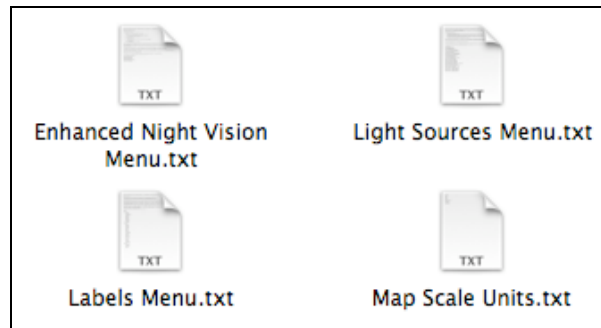
No matter which method of quitting you use, you will be asked for confirmation, to prevent quitting accidentally and losing an unsaved Encounter.



If a player quits BRPG while still connected to the GM, he/she will be automatically logged off. If the GM quits BRPG while one or more players are still connected, the player/s will be informed, then their map window will revert to its default state when the program is first launched.

Customizing BRPG

You can customize BRPG by editing any of the plain text files stored in BRPG's "Preferences" folder.



The information in these files allows you to define the various light sources, night vision types, map scale units, and text labels that you want to use in your games. Complete instructions for editing the contents of the files can be found in the files themselves.

Content in the Labels Menu file can be indented with the TAB character to make a submenu. BRPG will accept up to two TAB characters per line.

In a multiplayer game, the light source information is always pulled from the GM Client, and settings in the players' local file are ignored. As of this writing, radius-based and beam-based light sources are supported. Support for cone-based lights may be added in a future release.

Expanding BRPG

Adding new maps, digital minis, and props to BRPG is very easy. Just drag a JPG or PNG graphic into the appropriate folder. This can even be done in the middle of a game, without re-launching the application. New sounds can be added to the game in the same manner.

A wealth of free, quality artwork is available on the internet (see the Links & Resources page on the Battlegrounds Games web site), and more is posted every day. Of course, the graphically-inclined can make their own custom artwork using any graphics application.

Adding Custom Artwork, Sound Effects, Reference Material, and Grids to BRPG

Users wishing to add their own artwork or sound effects into the program may do so by simply placing the asset file in its corresponding folder at the system level ("Maps", "Figures", "Objects", "Audio", "Visual Aids", "Portraits", "Library", or "Grids").

The "Figures" folder and "Objects" folder accept graphics in JPG, BMP, and PNG format.

The "Maps" folder accept graphics in JPG format only.

The "Visual Aids" folder, the "Portraits" folder, and the "Library" folder accept graphics in JPG, BMP, and PNG format only.

The "Audio" folder accepts sound files in WAV, MP3, SWA, AU, and AIFF format.

The "Grid" folder accepts graphics in PNG format only.

For graphics without a transparency layer (alpha channel), JPG is the recommended format, in order to keep file sizes down and hence speed up transmission times in multiplayer games. For graphics with a transparency layer, use PNG format.

For audio files, MP3 or compressed AIFF format is preferred, in order to keep file sizes down and hence speed up transmission times in multiplayer games.

Custom grid graphics should ideally be named according to what color they are, since the file name is what appears in the Preferences screen when you access the "Color" pulldown menu.

Other than free space on your hard drive, there is no limit to the number of custom assets that can be added to BRPG, but make sure not to place more than 255 assets in a single folder.

You can organize your media assets by placing them in folders, but do not use nested folders (folders within folders), or BRPG will not be able to access them. Frequently-accessed materials can be placed at the root level, as this will allow you quicker access to them within the program.

Using Third-Party Maps with BRPG

BRPG will accept maps from any source that can create JPG output, whether you've created them yourself from scratch in a graphics application, or made them using any third-party mapping program.

Using the Map Settings panel, you can resize a map within BRPG so that it is scaled and aligned properly with BRPG's grid overlay.

But if you follow these instructions and size your map properly using a graphics editing program beforehand, you won't need to do any tweaking in BRPG at all.

If you don't already own a graphics editing program, there are many free applications (for both Macs and Windows PCs) available for download on the internet that will allow you to do this.

To get your maps properly sized, count the number of cells across that it should be, then multiply that number by 122. That's how many pixels wide your map needs to be for use in BRPG (exception: neither the height nor the width of the map should exceed 4000 pixels). If your graphics software allows you to maintain the aspect ratio, you don't need to calculate the map height separately.

Here is a handy chart for figuring out what your map's dimensions need to be:

Squares Across	Width in Pixels	Squares Across	Width in Pixels
5	610	23	2806
6	732	24	2928
7	854	25	3050
8	976	26	3172
9	1098	27	3294
10	1220	28	3416
11	1342	29	3538
12	1464	30	3660
13	1586	31	3782
14	1708	32	3904
15	1830	33	4000
16	1952	34	4000
17	2074	35	4000
18	2196	36	4000
19	2318	37	4000
20	2440	38	4000
21	2562	39	4000
22	2684	40	4000

Maps made with Dundjinni (map creation software) are perfectly compatible with BRPG, although you must still resize them. If you are making a Dundjinni map exclusively for use in BRPG, it is recommended that you output the map as a BMP at 122 pixels per inch, and then convert it to JPG format.

When creating your maps, be sure to leave off any wildlife, doors, or any objects that you want to be moveable, and just insert them later in BRPG. You should also export your map without a grid, since BRPG gives you the option of showing or hiding the grid as needed.

Maps larger than 40 cells in either direction will need to be broken up into several pieces and presented in separate Encounters.

Free and Commercial Adventures for BRPG

As of this writing, there are two free sample adventures available for download on the Battlegrounds Games website. These provide an ideal way for a GM and his/her players to learn together how to use the software and get a glimpse of what it is capable of.

Eventually, commercial adventures may be offered for sale on the website, too, and additional free adventures may also be made available.

Free and Commercial Artpacks for BRPG

Artpacks are collections of media, generally based around a central theme. Artpacks can contain any mixture of maps, Fog of War Overlays, Figure tokens, Object tokens, Visual Aids, Audio clips, and even reference material for use with the Library feature.

There are both free and commercial artpacks available for BRPG. Artpacks can be very useful both for GMs who like to improvise and for those who like to take their time crafting graphically-detailed maps and media-rich encounters prior to a game session.

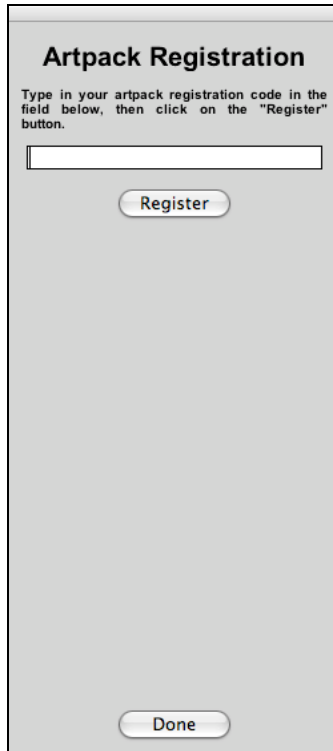
For commercial artpacks, only the GM needs to purchase the artpack. Players can use artpacks for free.

Installing an artpack is as simple as downloading a Zip file from the Battlegrounds Games website, unzipping the archive, and placing the artpack file in BRPG's "Artpacks" folder.

How to Register a Commercial Artpack

Shortly after purchasing a commercial artpack, you will receive your artpack registration code via email. You will need to input your registration codes into BRPG in order to unlock the artpack.

Open the License panel in BRPG and click on the "Register Artpack" button. The Artpack Registration panel opens.

A screenshot of a software dialog box titled "Artpack Registration". The title bar is light gray. The main area has a light gray background. At the top, the title "Artpack Registration" is in bold black text. Below it, a smaller line of text reads: "Type in your artpack registration code in the field below, then click on the 'Register' button." Below this text is a white rectangular text input field. Underneath the input field is a button with a light gray gradient and the word "Register" in black text. At the bottom of the dialog box is another button with a light gray gradient and the word "Done" in black text.

Follow the instructions on the screen to register your artpack. When you are done registering all your artpacks (if you purchased more than one), click on the "Done" button and the panel will close.

The content of your artpack/s that you just registered will be available for use the next time you launch BRPG.

Free artpacks (e.g., the free adventure modules) obviously don't require registration in order to work, but if BRPG was running at the time you placed the free artpacks into BRPG's "Artpacks" folder, you will need to re-launch BRPG in order to access their content.

Animations

Battlegrounds comes with a handful of embedded (and non-purgable) animations, including a campfire with audio, a campfire without audio, a light glow, and fire. Animated tokens are deployed and resized just like other objects. However, the Hide feature doesn't hide an animation on the GM Client by making it semi-transparent (but a hidden animation is still hidden from the players).

Support for Flash Content

Battlegrounds supports Adobe Flash content. Some examples of Flash content are things like animated tokens, mini-apps such as calculators and 3D dice rollers, and even third-party utilities that can add new features to Battlegrounds or provide an alternate interface (e.g., a custom toolbar).

Flash developers wishing to create content for BRPG should keep in mind that interactive Flash content for BRPG must use ActionScript 2, not AS3. Flash apps may communicate with BRPG, and some form of API will likely be published in the not-too-distant future.

Battlegrounds users should only use Flash content from sources they trust.

Auto-Naming

Battlegrounds will automatically name units for you when you place several identical units on the map, either by mass-deploying a unit, cloning existing units or loading additional copies of a unit by loading a Deployment file.

For example, if you place a figure using a piece of artwork called "Goblin", the Character Name field will be automatically filled in with the text "Goblin". You can change the name to something else, if you want, but in many cases this won't be necessary. Suppose you now decide to clone this figure using the Copy and Paste commands, so that you'll have several identical goblin tokens on the map. The first token you placed will be renamed "Goblin 1", and the cloned copies will be automatically named "Goblin 2", "Goblin 3", etc.

Auto-naming in BRPG works for up to 150 similarly-named units.

The GM can temporarily disable unit auto-naming while loading a Deployment by holding down the Shift key while he/she presses the "Load" button.

Public and Private Unit Names

Battlegrounds supports both public and private unit names. If the GM puts part of a unit's name in square brackets (e.g., "Goblin [4]"), the bracketed portion of the name will not be seen by the players. This applies both with the Character Name text label and in the Token Name column of the Turn Sequencer.

Updates

Updates to this User Manual and the BRPG software will be periodically posted on the Battlegrounds Games website, where you'll be able to download them for free. If you are registered on the forums, you will receive e-mail notification every time a new official (i.e., non-beta) version of BRPG becomes available.

Updating from an Older Version of BRPG

Encounters and Deployment files that were created in an older version of BRPG will be automatically updated to the latest format when you load the file. The auto-update feature works only for files created in BRPG v1.0.6b or higher.

Updating to a new version of BRPG sometimes involves installing to a new directory and then copying over any needed files from your old installation to the respective folders of your new installation.

If the GM has used the "Export Encounter Assets" command to make external media bundles for all of his/her Encounters, he/she can easily import all of that media into the a new installation of BRPG by using the "Import Encounter Assets" command.

It may be worthwhile for the GM to make an external media bundle containing all of the media assets from his/her Deployments, as well.

Depending on what version of BRPG you are updating from, it may be possible to simply copy over your old "User Cast.txt" file and have instant access to all of your prior media.

Using BRPG with a Projector

If you have a projector, you can use BRPG in your face-to-face game sessions to great effect. BRPG's full-screen map, high-resolution graphics, and hidden-until-you-need-it interface are ideal for this sort of setup.



Projecting onto a wall



Projecting downward onto a table

Using BRPG with Real Minis

Groups using BRPG as a digital battlemat in face-to-face games can choose to use real minis (rather than digital tokens) in their games, if they can project the map window onto a flat table surface.

To take advantage of BRPG's dynamic Fog of War feature, the GM can lay down some small placeholder tokens, each representing one of the real miniatures being used. After assigning those placeholder tokens the appropriate light sources and enhanced vision types, the GM and/or the players can then move the virtual tokens wherever their matching minis are moved, and the map will be dynamically revealed as the PCs explore.

Running Non-Live Games

Battlegrounds, like most virtual tabletop programs, is usually used for "live" games, where the GM and the players are all logged in at the same time. However, some users may prefer to play "non-live" games, particularly if the players live in widely-varying time zones.

Here's how it works: the GM hosts a game session, which he leaves running continually. Players log in whenever they have a chance and take their move (if it is their turn), then they log off. In this sense, it is like a play-by-post game on a roleplaying forum, except that with Battlegrounds, you have the visual map that is constantly updating unit positions, and you have convenient tools like the Dice Roller built right in. Of course, in non-live games, some features won't be used, such as audio (there's probably no one around to hear it at the moment it's played).

For non-live games, be sure to disable "Automatic Blackout Mode" in Preferences, and enable automatic granting of Floating Licenses, if applicable.

Tips & Tricks

- Battlegrounds comes with an assortment of map pins and generic tokens. Placing these on a map and adding Notes to them is a handy method of placing information on a map that is accessed by placing the mouse cursor over the unit.
- Place the audio token on a map, attach all the sound effects and music tracks you want to it, then set it to be a free-floating object in an unobtrusive corner of the map window. This will provide for a convenient audio library during your Encounter. If the audio collection is generic enough for use in many Encounters, save the audio token as a Deployment, so that it can easily be added again to any Encounter without having to recreate it from scratch.
- Place a suitable token on the map and attach a bunch of common reference charts and tables to it using the Portrait feature. Set the unit to be a free-floating object in a convenient corner of the map window. Now you can reference any given chart or table quickly and easily by selecting the unit and choosing which "portrait" you wish displayed in the top-right corner. Alternatively, rather than attach the charts and tables as portraits, attach them as additional tokens, and use the token-swapping hotkeys to easily change the chart to be displayed. This has the added benefit of connected players seeing exactly what you're seeing (since with the other method, they will only see the portrait art if they select the unit or position the mouse cursor over it). With either method, it may be useful to save this "Charts & Tables" token as a Deployment, so that it can be easily added to any Encounter.
- Assign each PC a token created with the Text Label Draw Tool. They can position this beside or under their PC token and edit the text to announce what actions their PCs are taking (e.g., "Casting a spell").
- If your RPG system doesn't rely heavily on the use of maps and minis (and even if it does), consider using the map window for other things besides maps. Perhaps make a flowchart showing the relationship between key NPCs or rulers in your game world. Lay out some character portraits (possibly with ToolTip notes attached), use the Draw Tools to group or connect them, and use the Text Label tool to write up brief descriptions. In short, use the map window as a virtual corkboard and put whatever you want on it, taking advantage of the fact that you can move individual objects as needed. If playing a murder mystery, place visual aids (clues, faux photographs, murder weapons, etc.) as objects on a virtual table, for the players to examine and interact with. Want to hold a vote on what the party should do next? Use the text tool to write up multiple choices, and have the players move their tokens onto the choice they prefer. Place pieces of a shredded map or shattered stone tablet on a surface of your choice, for the players to piece back together and glean a clue. Your imagination is the limit.

Support

For technical support and customer service, please use the forums on the Battlegrounds Games website, at www.battlegroundsgames.com.

Troubleshooting

- Port-forwarding

If the GM uses a router (and in some cases a cable modem), he/she will need to set up port forwarding in order to allow players to connect to their game session. The GM should be able to successfully *host* a game session even if they haven't set up port forwarding, but if they haven't set up port forwarding correctly, players outside of their local network will not be able to connect.

Port forwarding should only affect whether other computers can connect to your host or not. Players need not concern themselves with port forwarding.

If you can't control port forwarding (e.g., if you are hosting from a hotel or a college dorm), you can use Hamachi or other VPN (virtual private network) software to get around port-forwarding.

The following text was pulled from the BRPG forums, to use as a source for writing more concise instructions (preferably by someone with more experience using Hamachi):

Here are the steps that should work for Windows (XP) users.

Everyone:

Install Hamachi (URL above), and join the same channel/network. I'm not going to detail this as Hamachi walks you through this the first time anyway.

GM/Storyteller:

On your PC as an Administrator:

Start -> Settings -> Control Panel

Double Click 'Network Connections'

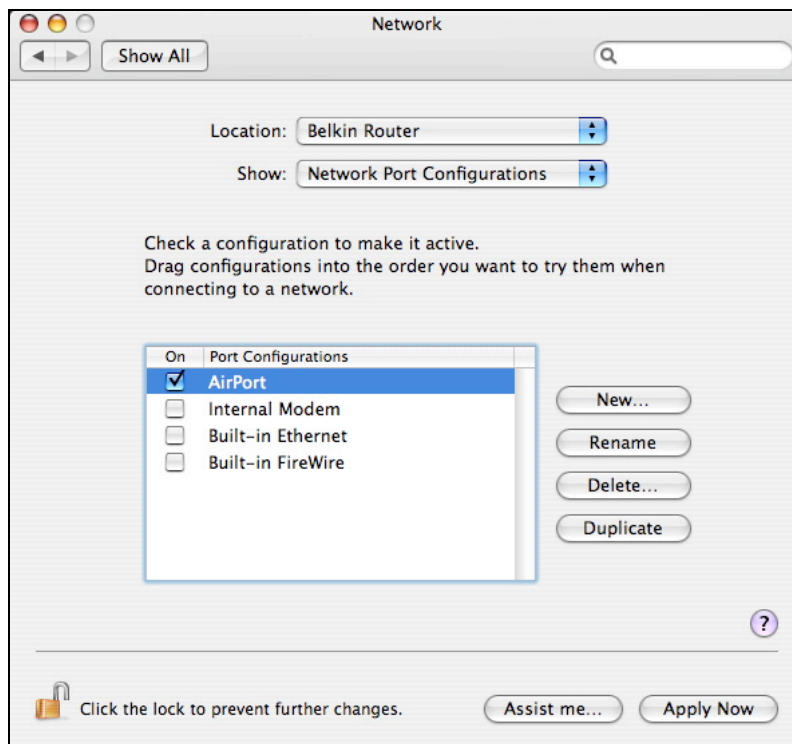
From the 'Advanced' Menu select 'Advanced Settings'

In the top selection box, find Hamachi and move it above your 'Local Area Connection'.

You can now host your game over the Hamachi Interface. You can leave the Network set up this way, it doesn't seem to have any real impact on other applications.

- Firewalls (again, someone more knowledgeable than I should write this section)

- Hosting wirelessly on Mac OS X: If you cannot seem to host a game and instead see the "Connection Failed" message, it is probably because BRPG is attempting to host on the wrong network interface. Disable any network protocols that you don't need (e.g., Firewire networking, dial-up modem, Bluetooth, etc.), and make sure that the wireless protocol has priority.



Enabling only AirPort and disabling other network protocols should ensure that you can host games in BRPG under Mac OS X.

Note: For Leopard users, the Network preferences screen is somewhat different. For everything except AirPort, you have to highlight the item, click on the “cog” button at the bottom of the window, and choose “Make Service Inactive”.

- “A serious error has occurred”: Clicking the splash screen during launch can cause this error to occur, particularly on Windows PCs. Let the splash screen close automatically and allow the program to fully finish launching prior to attempting to use it.

- Any other common issues that need covering?

Potential Conflicts with Third-Party Software

- On some Windows systems, ZoneAlarm (from Zone Labs) can cause BRPG to crash or fail to connect when hosting or joining an online game. If this happens, ZoneAlarm should be turned off for the duration of the game session.
- Window's Software Firewall may block access when hosting or joining an online game, if not properly configured. On some systems, it may even have to be disabled for the duration of the game session.
- On Mac OS X, Smith Micro's StuffIt version 9 or less does not extract the BRPG zip file properly (although it may *look* like it did). Upgrade to StuffIt v10.0 or better, or use Mac OS X's default unzipping tool, BOMArchiveHelper, which is accessed by control-clicking on the BRPG zip file and selecting "Open With..." from the contextual popup menu.
- On Mac OS X, right-clicking does not work with certain models or brands of Bluetooth mouse. Use control-click instead to simulate a right-click.
- On Mac OS X, Unsanity's Application Enhancer (APE) and/or WindowShade X may be incompatible with BRPG. If you experience problems, disable these programs and try again.

Known Issues and Limitations

- BRPG popup menus do not display correctly in Windows Vista while using the "Windows Aero" or "Windows Vista Basic" appearance settings.
- Hosting over a wireless connection may not work on Mac OS X unless you disable other network protocols (e.g., Ethernet, Firewire, Bluetooth, etc.). This generally means disabling all network protocols except for Airport.
- Changing the grid type while gridded AoEs are in use is not currently supported, and may lead to errors.
- At this time, a maximum of 44 simultaneous AoEs are supported. Using more than that will cause errors. This limit may be increased in a future version.
- At this time, a maximum of 12 simultaneous Free-Floating Objects are supported. Using more than that will cause errors. This limit may be increased in a future version.
- Only radius-based and beam-based light sources are currently supported. Cone-based light sources might be added in a future update.
- Using a filename that is over 27 characters long when saving an Encounter will produce a blank/invalid Encounter file.
- Avoid using a filename that is over 27 characters long on any map or media asset.
- When moving the next-to-last item in the Unit Manager list down (making it the last item on the list), it loses its highlight. This is purely a cosmetic issue.
- Media assets and saved Dice Macros should not contain parenthesis in their filename, or they will be unselectable from the popup menus in BRPG.
- The popup menus in BRPG only support up to 255 entries, so be sure not to

throw more than 255 media assets into any single folder. Using different folders to further categorize your media is a good idea anyway, since it will help you find specific items faster.

- If you are using Ventrilo, dice rolls will not be received in BRPG if Ventrilo's text chat window is open. Yeah, that's a very weird bug.
- The unit selection marquee, the Draw tools, and the Fog of War reveal/conceal tools do not provide proper visual feedback when Fullscreen Mode is enabled.
- Selecting a dice macro from the "Roll Dice Macro" button on the Chat window will fail to load the selected macro if the Dice Roller has never been opened during that BRPG session.

Free Use Promos

Two or three times a year, a "Free Use Promo" is held, during which period the BRPG software is free for anyone to use without a license. Be sure to take advantage of these promo periods to introduce new players to the software, since they'll be able to experience the fully unlocked software as if they had a GM Client license. An internet connection is required to take advantage of a Free Use Promo.

How You Can Help Support Battlegrounds Games

If you enjoy BRPG, you can help by spreading the word. There are still many people who have never tried or even considered the possibility of gaming online via a virtual tabletop program, and many people have tried other virtual tabletop programs but have not heard of BRPG.

Credits

Lead Developer & Programmer:	Hernan Ruiz Camauer (aka Heruca)
Feedback & Consulting:	Roger Rutherford (aka Halebop) Daryl Hildebrand (aka Omnidon)
Webhosting & Server Support:	Daryl Hildebrand (aka Omnidon)
User Manual & Website:	Hernan Ruiz Camauer (aka Heruca)
Animated Special Effects	Roger Rutherford (aka Halebop)
Graphics Support:	Mark Manders (aka Kepli) <i>Dice scans</i> Eric Williamson (aka Erian_7) <i>AoE overlays</i> David Bellot (http://david.bellot.free.fr/svg-cards/) <i>Playing cards</i> Richard Dufault (aka Harman) <i>The following maps:</i> <i>Necromancer's Lair</i> <i>Troll Ambush</i> <i>Sewer Map</i> <i>Sewer Map Extreme</i> Devinnight – Hand-drawn Token Sampler Set <i>(more token sets available at</i> <i>http://fouruglymonsters.com/)</i> Jason Sandeman (aka Kalmarjan) <i>Generic Tokens</i> <i>Doorway Tokens</i>
Sample mini-adventure:	Hernan Ruiz Camauer (aka Heruca)

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- You, for downloading Battlegrounds and giving it a try.