Options Menu

After enabling the extension in your Fantasy Grounds Campaign, several options will become available in the Options window.



Autoload Module?

Option Values: Yes | No

Default Value: Yes

When this option is set to **Yes**, the extension will attempt to automatically load the Sound Links module when the campaign is started.

Include speaker in trigger check?

Option Values: Yes | No

Default Value: No

When this option is set to **Yes**, the extension will include the name of the speaker When performing a chat trigger check. This can be useful for setting up unique triggers for individual players. For example, setting up a unique sound for when Bob the Barbarian attacks with a war hammer, vs when an Orc attacks with a war hammer.

Player Type

Option Values: Online | Genre

Default Value: Online

This should be set to **Online** if using the Web or Syrinscape Online players. It should be set to **Genre** if using the Fantasy or Sci-fi players.

Trigger on hidden/GM Only messages

Option Values: Yes | No

Default Value: No

When this option is set to **Yes**, the Chat triggers will attempt to match against messages that are hidden from the players. This allows GM rolls to be kept hidden, while allowing triggers to occur on hits/misses, etc. In order to trigger on an initiative TURN notification, this must be set to **Yes**.

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