Overview

The Syrsincape Sounds extension for Fantasy Grounds Unity allows users to trigger sound playback in Syrinscape from within the Fantasy Grounds VTT. This extension was developed by **mattekure** (discord mattekure#8651) and distributed through Team Twohy. The product was originally sold on DMsGuild, and then transitioned to now be sold on the Fantasy Grounds Forge.

https://forge.fantasygrounds.com/shop/items/117/view

The Syrinscape Sounds extension is ruleset neutral and should work in all CoreRPG based rulesets. A Syrinscape account is required to use this extension. This extension will work with any sounds purchased through Syrinscape, and at any subscription level. To get the full benefit of Syrinscape and this extension I recommend getting the SuperSyrin subscription. Details on Syrinscape accounts and offerings can be found on their website.

https://syrinscape.com/

Syrinscape Player Options

This extension will work with all current Syrinscape Player options. Details about each Syrinscape player can be found on their website.

Online Players

Web Player (Recommended) - An online web based player requiring no client install. Easiest to use for both Game Masters and Players. Players do not require an account to hear sounds triggered by the GM. With a SuperSyrin subscription, pushing sounds to players is simple.

Online Player - An online client player that must be installed on both the GM and Players devices. Both GM and Players require at least a free syrinscape account. With a SuperSyrin subscription, pushing sounds to players is simple.

Offline (Genre) Players

Fantasy Player - An offline client player that must be installed on the GMs device containing primarily Fantasy genre sounds. The GM must pre-download all of the soundsets which will be used. The Fantasy player has no built-in capability to send audio to players. For information on directing audio to players, see Sharing Audio with Players.

Sci-Fi Player - An offline client player that must be installed on the GMs device containing primarily Sci-fi genre sounds. The GM must pre-download all of the soundsets which will be used.

The Fantasy player has no built-in capability to send audio to players. For information on directing audio to players, see Sharing Audio with Players.

Tutorial videos

Youtube Playlist: https://www.youtube.com/watch?v=7m6B4-kmJWE&list=PLcdYC2zo9JB8dy1nNj8jWMgtP5kkUPFV-

Optional Chat Triggers Module

This extension supports the use of Chat Triggers to automate sound playback, but it does not come with any sound triggers defined. GMs are free to build their own chat triggers, but for convenience, I have released an optional chat triggers module which contains around 800 pre-built chat triggers. The triggers are primarily defined for the D&D 5E ruleset, but may work in others. In order to guarantee access to all of the sounds in the Chat Triggers module, a SuperSyrin subscription is recommended.

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Support

As this is a complicated programmed feature, if you are having any issues, Please come to our Discord and tag @mattekure so he can help you...

Discord server - http://discord.gg/rob2e

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