

[Version of this document](#)

[modules](#)

[Using a module](#)

[If the zip file is given through a URL](#)

[If the zip file is received by mail](#)

[Installing and loading the module](#)

[Preparing a module](#)

[Creating the new module](#)

[Preparing the module](#)

[Distributing the module](#)

Version of this document

If you found this document in your Yag installation, you may want to download the latest version at the following address: <http://yagame.fr/lua-api/>

modules

Yag allows to manage multiple different games by storing each game data in a separate directory that is called a module.

Hence a module in YAG is a directory containing everything that's necessary to a game:

- all the saves (binary, character sheets, dungeons...)
- local images
- custom dice
- rulesets

This directory can be zipped and distributed to all players in a zip file that is unique and self sufficient.

Each player can install it on their computer and have all the necessary resources for the common game.

The module is not automatically shared by YAG.

Each player must install and load it locally on their computer.

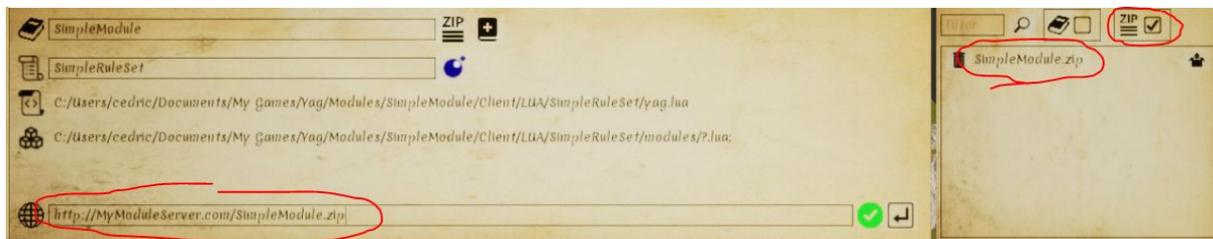
Using a module

Each player can receive a module in 2 different ways:

- a URL pointing to the zip file
- an email containing the zip file

If the zip file is given through a URL

We just have to copy the URL in the modules panel in YAG:

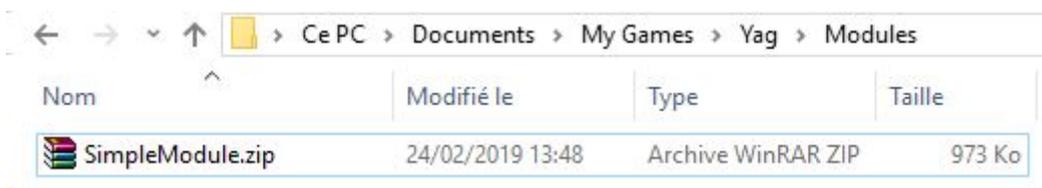


When checking the “zip” box, the zip file appears in the list of available zip files.

If the zip file is received by mail

It must be put in the following directory:

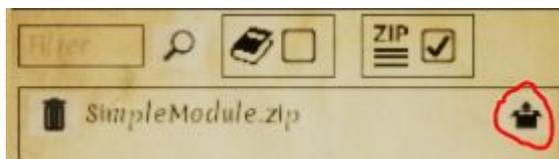
<My Documents>/My Games/Yag/Modules



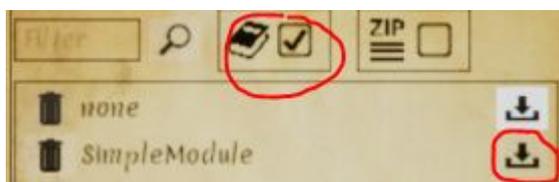
It then appears in the list of available zip files in YAG, as seen above.

Installing and loading the module

Once the zip file is seen by YAG, we can click the extract button to install the module (YAG merely unzip the zip file in the “Modules” directory).



After checking the “modules” box, the module is available in YAG, but not yet loaded. We can then click the load button to use it:



YAG loads the module and display its name in the dedicated field:



Preparing a module

Creating the new module

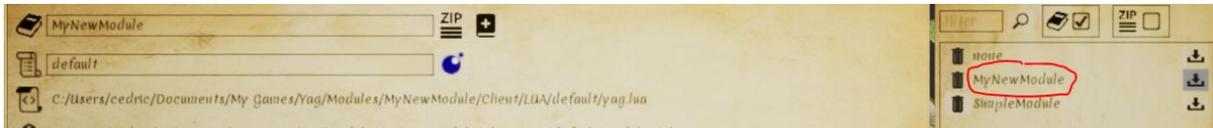
We start by creating a copy of the current module, giving it the name of the module we want to create. To do so, we enter the name of the new module (here [MyNewModule](#)) and we click on the creation button:



YAG then creates the new module:

- creation of the new directory [MyNewModule](#)
- copy of the current module in the directory [MyNewModule](#)
- loading of the directory [MyNewModule](#)

We now work in the module [MyNewModule](#), which correctly appears in the available modules list:



Preparing the module

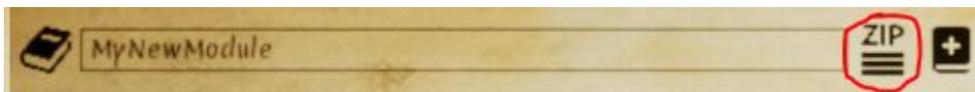
We prepare everything that's necessary for the shared game in YAG:

- scenes and their saves
- character sheets, dungeons, etc.
- custom dice
- images
- rulesets
- etc...

Distributing the module

When everything is ready, we can create the zip file that will be distributed to all players.

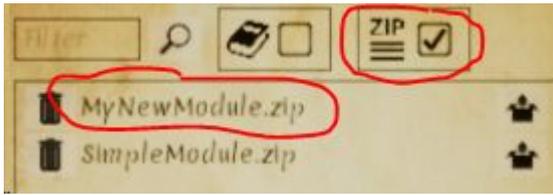
To archive the module, we simply have to click on the [ZIP](#) button in the modules panel:



The zip file is created in the [Modules](#) Directory:

[<My Documents>/My Games/Yag/Modules](#)

We can check that the zip file is seen by YAG:



And that it exists on the disk:

Ce PC > Documents > My Games > Yag > Modules >

Nom	Modifié le	Type	Taille
SimpleModule.zip	24/02/2019 13:48	Archive WinRAR ZIP	973 Ko
MyNewModule.zip	24/02/2019 15:44	Archive WinRAR ZIP	429 Ko
SimpleModule	24/02/2019 13:11	Dossier de fichiers	
MyNewModule	24/02/2019 15:41	Dossier de fichiers	

We can then pick it up to send it to all players by email, or upload it on a http server to distribute the URL.