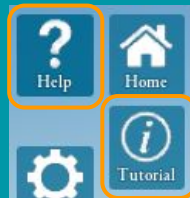# Basics

There are many ways to do things in Yag. This short introduction should allow you to quickly create a scene populated with pawns. Only the very basics will be covered.
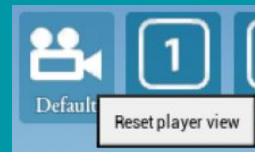
- This tutorial can be found in the main menu (info/help):

- Basic options can be changed anytime in the home window:

Keyboard layout:	qwerty ☐	azerty ☑
Distance unit:	foot ☐	meter ☑
Language for pdf tutorials:	🇺🇸 ☑	🇫🇷 ☐

- Most of the UI elements display a tooltip when hovered by the mouse:

  Reset player view

- Always use the Exit button to quit the game so Yag can save the current state before exiting:

First start

It is necessary to configure Yag during the first start.
The steps are described in the home window:

- Watch the 2 introductory videos, which introduce Yag and help you get started with it.

- Choose your local options, especially:
  - The keyboard layout
  - The language for the pdf documentation

- Install the content.
  - Yag content is free but must be installed.
  - It is available as DLC on Steam.
  - You will need to quit Yag during installation.

FIRST STEPS

1 Watch the introduction videos/pdf

Presentation (Youtube):

Getting started (Youtube):

Getting started (pdf):

2 Choose your local options

Keyboard layout: qwerty ☐   azerty ☑

Distance unit: foot ☐   meter ☑

Language for pdf tutorials: ☑   ☐
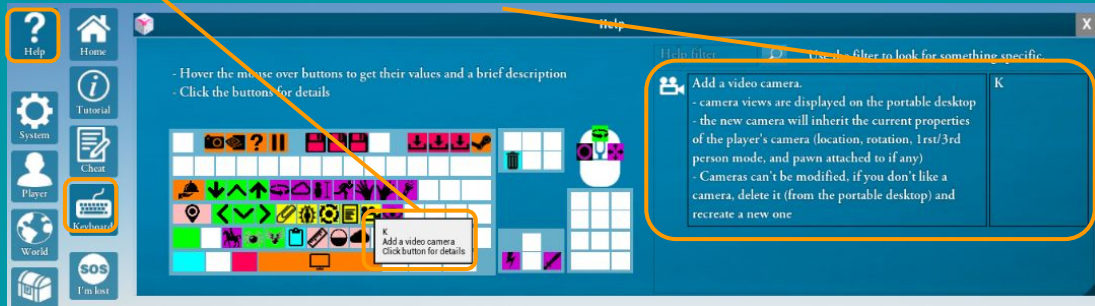
3 Install the (forever free) content

How to (Youtube):
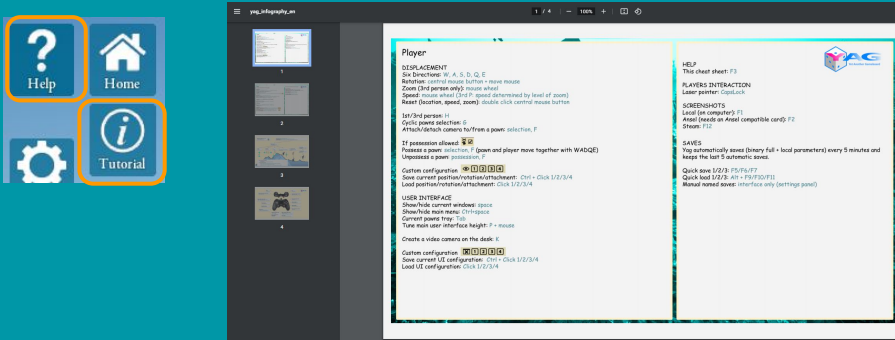
All DLC links (Yag website)   ⬇

Installing the DLCs will require you to quit Yag.
See you back here when it's done.

Keyboard shortcuts

- The keyboard windows gives all the available shortcuts.
- Tooltips will give the value of the key and a short explanation.
- Buttons are clickable for details.
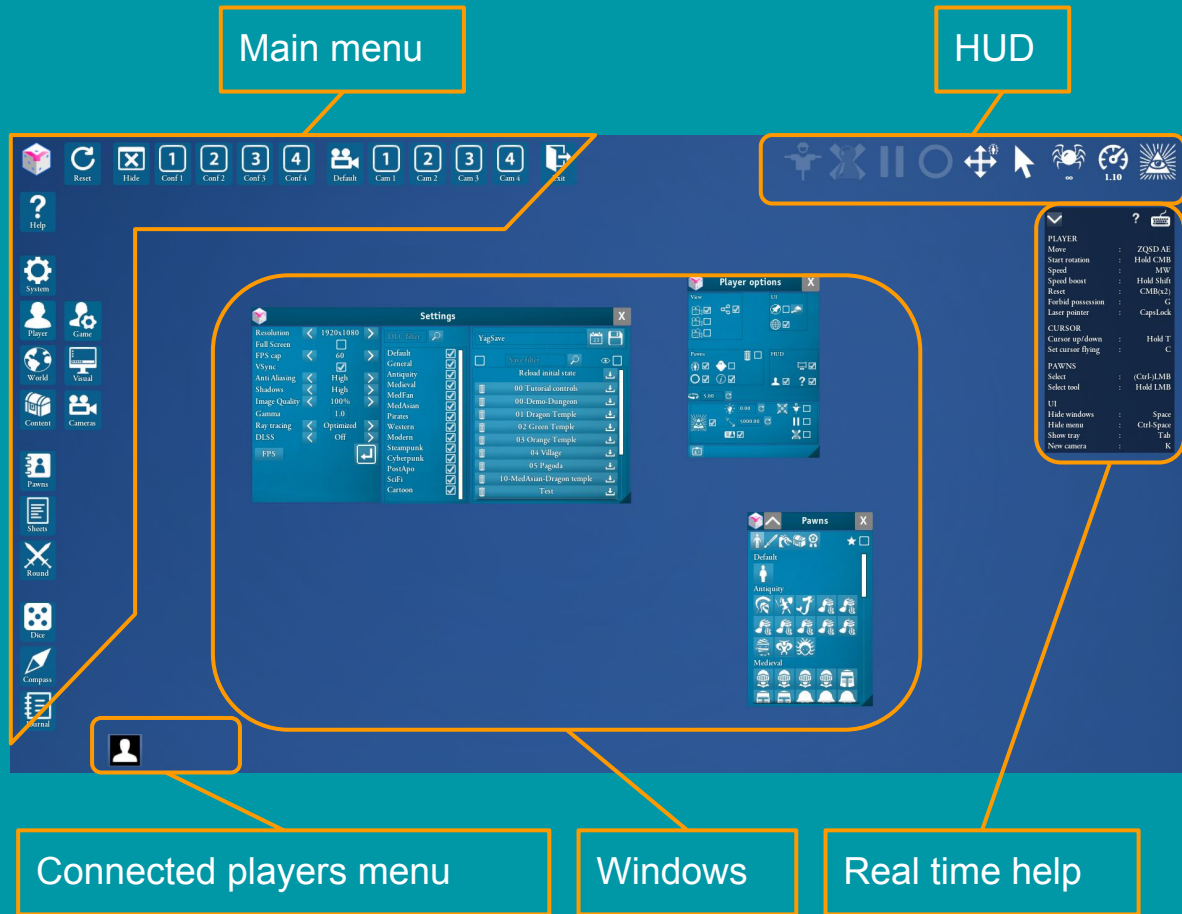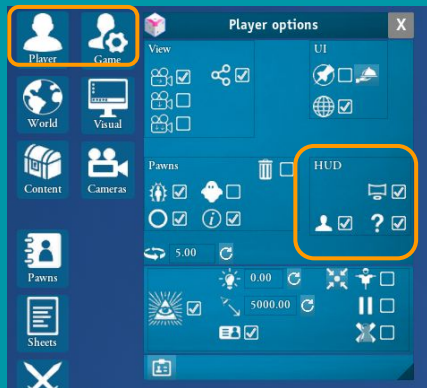

- The pdf cheat sheet (shortcut: F3) also gives all the available shortcuts

User Interface (UI)

- Hide Windows: Space

- Hide Menu: Ctrl-Space

- Hide the 3 lateral elements in the player's options (HUD section):

Main menu

HUD

Connected players menu

Windows

Real time help

Main menu

Reset all visible windows

Quit game

Info / help menu

Sub menus:
- System
- Player
- World
- Content

Lists:
- Created pawns
- Character sheets
- Round management

Fast access:
- Dice
- Compass
- Journal

| Reset | Hide | Conf 1 | Conf 2 | Conf 3 | Conf 4 | Default | Cam 1 | Cam 2 | Cam 3 | Cam 4 | Exit |

Help

System

Player

World

Content

Pawns

Sheets

Round

Dice

Compass

Journal

Windows configurations
- Ctrl-click to save
- Click to load

Camera configurations
- Ctrl-click to save
- Click to load
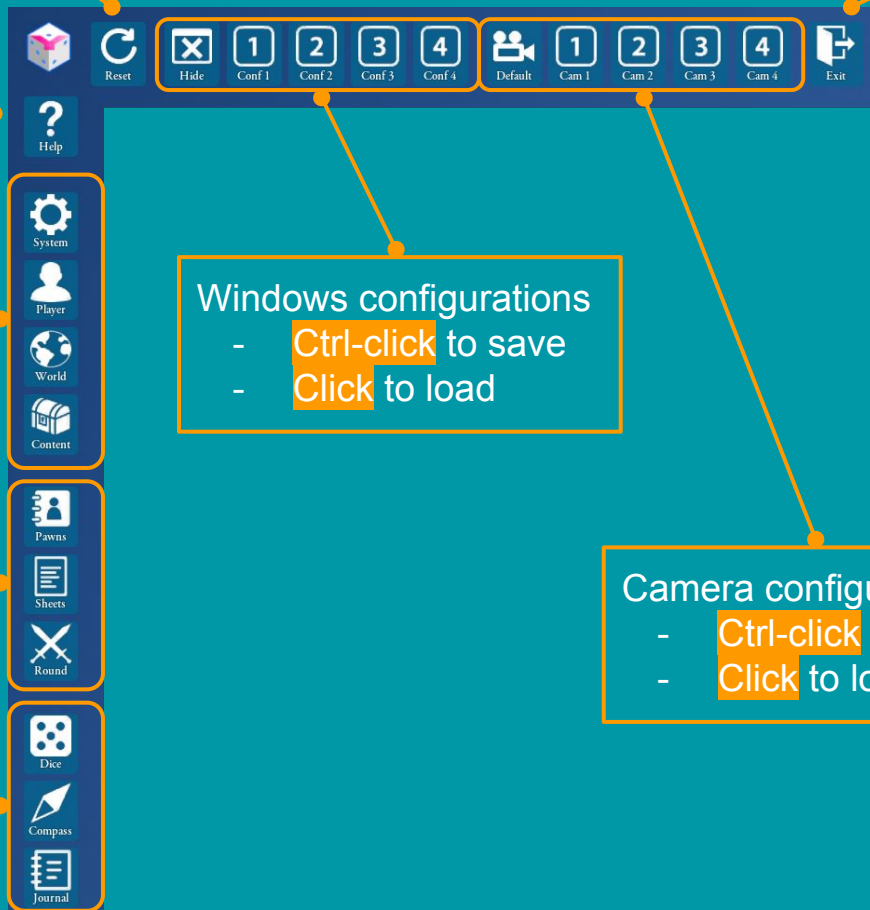
Windows

- Bar: Move / reset (double click)

-   : Show / hide advanced content

- : Resize

- X : Close

- Spline properties ? : documentation (when available)

Advanced content

Bar

Regular content
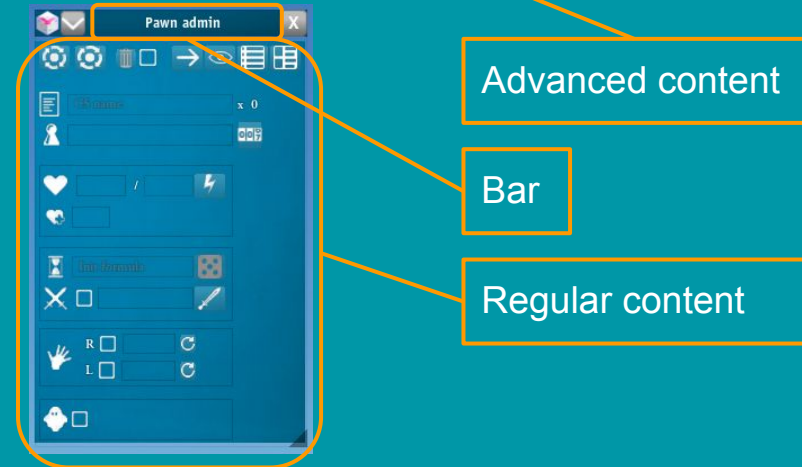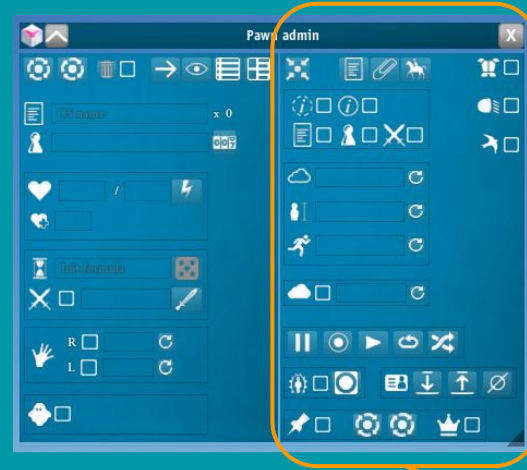
HUD

The HUD (Head-Up Display) shows in real time some useful information about the state of the game and the player.
- A icon is grayed if its corresponding function is disabled

Players displacement forbidden

Number of selected pawns

Mouse movement

Cursor

Rotation

View mode

Speed.

Zoom level

Pawns displacement forbidden

Cursor displacement and altitude

Dungeon Master

Game paused

Player displacement

Free

Attached to a pawn

Possessing a pawn

Stick to the ground

Ignores the ground
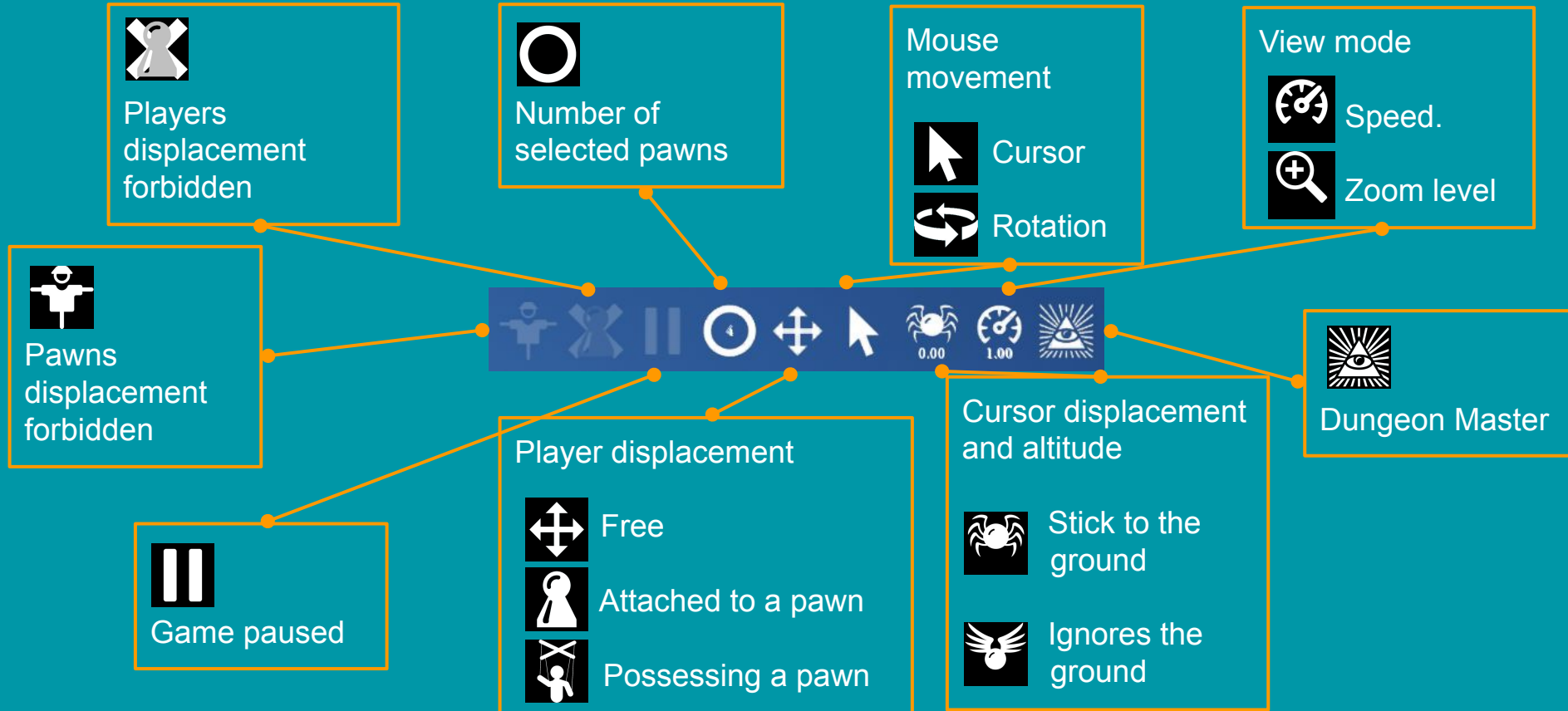
Other elements

Real time help
- Shows available commands
- Works for keyboard and gamepad
- Can be completely hidden:

Connected players menu:
- Displays a button for each connected player:

- The button displays the target player window
  - information
  - player's view
  - controls on the player
- Can be completely hidden:
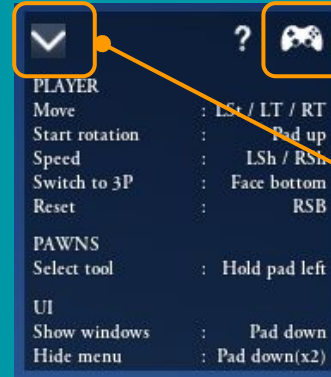
- Keyboard
- Gamepad

- Expand
- Collapse

PLAYER
Move   : LSt / LT / RT
Start rotation   :   Pad up
Speed   :   LSh / RSh
Switch to 3P   :   Face bottom
Reset   :   RSB

PAWNS
Select tool   : Hold pad left

UI
Show windows   :   Pad down
Hide menu   : Pad down(x2)

Player sheet

vedric

Player displacement & journal
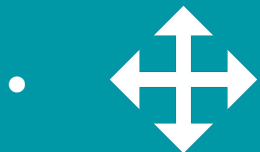
Six directions: WASD QE

Speed:
- Wheel: change
- Hold Shift: x10
- Hold Ctrl: x0.1

Camera rotation: Hold wheel button + move mouse

Reset: Double click wheel button
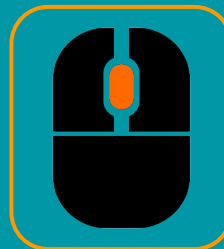
The journal is the way Yag communicates to the player (dice results, various messages)
- It pops up automatically on error messages.

Journal

LocalParameters/ModuleLocalParameters.csv
Local parameters save complete: C:/Users/cedric/Documents/My Games/Yag/Client/LocalParameters/LocalParameters.csv
Export OK: C:/Users/cedric/Documents/My Games/Yag/Client/PawnTraysFavLists/New list.csv
Full binary save complete: C:/Users/cedric/Documents/My Games/Yag/Server/BinaryFull/AutoSave_YagDungeon.yag

+2d10 (wo): 4 , 9
Total: 13

toto-12C4EFA84FED393 is no longer Dungeon Master
Only the Dungeon Master can modify the dungeon.

Shared laser pointer

-

  Hold CapsLock and move mouse

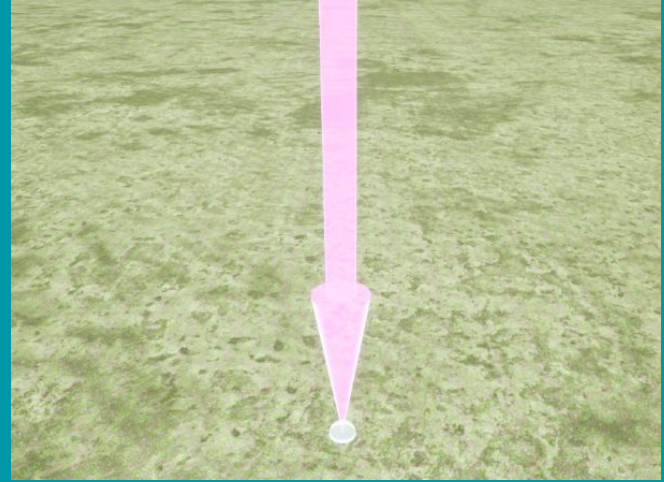This pointer is visible by all the player.

Pawn creation and removal

To create a pawn you have to copy-paste it on the scene from a tray with Ctrl-C / Ctrl-V

To delete a pawn, double-click on it and use the "bin" button in the pawn window:

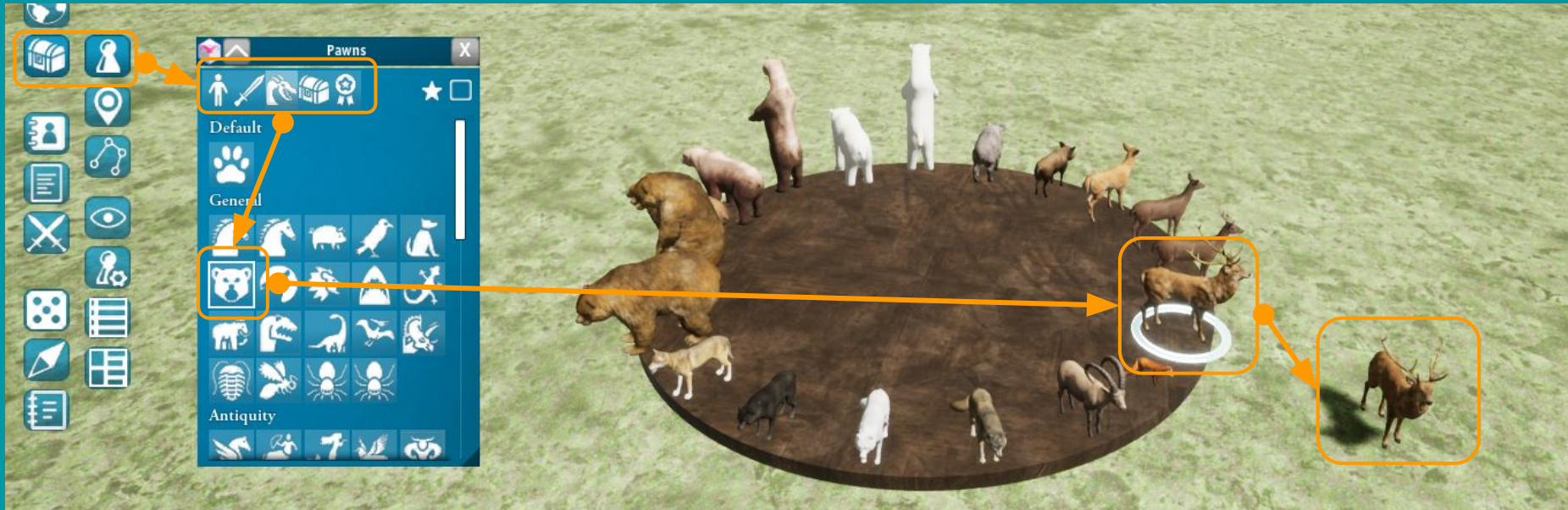| Open content window | Choose a type | Choose a tray | Select a pawn | Ctrl-C / Ctrl-V (copy-paste) |

Pawns selection

In Yag, every pawn action (moving, mounting, weapon equipment, hit point change, etc) is always applied to all pawns selected. So it is very important to select exactly what you want.
There are conditions on pawn selection (Dungeon Master ? Owner ? Visible ? Pinned ?). So selection will not always be possible.

- **Click** a pawn to select it alone:

- **Ctrl-click** a pawn to add/remove it to selection:

- **Ctrl-A** to select all identical pawns:

- **Drag the mouse** to select everything inside the cylinder:

- **Click the floor** (long click) to clear the selection:

Pawns displacement

- Select pawns
- Hold right-click and move the mouse to put the cursor(s) on the destination(s).
- Release right-click: selected pawns will move to their cursor location.

Hold

Release
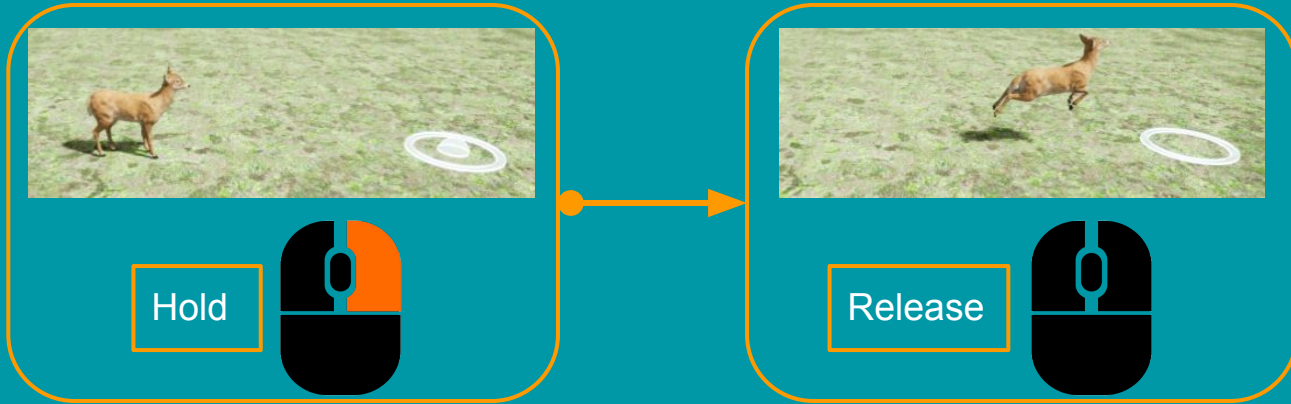
- Hold T and double-click to land vertically
- While holding the right click:
  - Hold T to go up and down
  - Press X to force the cursor on the ground
  - Press C to force the cursor on the pawns altitude

And if needed:
- Ctrl-Z: undo
- Ctrl-Y: redo

Riding creatures

To mount or unmount a creature: select rider + creature and press W

When multiple riders and creatures are selected, Yag will randomly send riders to creatures.

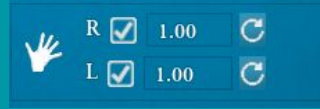| Mount		Dismount	
Select both rider and creature	Press Z to mount the creature	Select the rider	Press Z to dismount

Weapons

Attack animations depend on the weapon and sometimes on the hand (right/left) equipped.
Weapons will be equipped on all selected pawns.
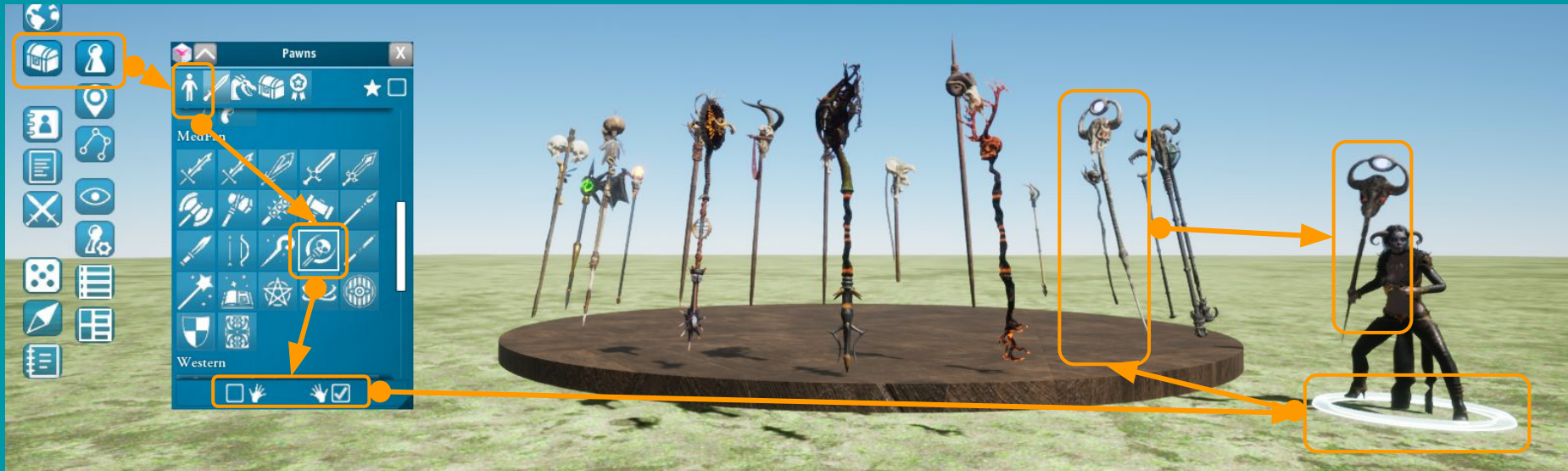To unequip a weapon, hide it from the pawn window:

Open weapon panel in content windows	Choose a weapon tray	Choose left/right hand	Select pawn	Ctrl-click a weapon to equip the pawn

Pawns management and properties

Changes will affect all selected pawns.

Double click to display properties

- Health (current / modifier)

- Participation to the round
- Init can be set manually

- Equipped weapons (Left/Right hand)
- Show / hide / resize
Weapons can't be unequipped, only hidden.

- Invisibility to other players

Delete
- Secured by a two steps mechanism

Pawn name (ID):
- Must be unique
- The button adds a sequential identifier to ensure uniqueness

Character Sheet (CS) properties:
- CS name
- Max health
- Init formula
Grayed if the pawn is not attached to a CS.

Dungeon Master (DM)

- The DM option is the main option in Yag:

- The DM in Yag has all the privileges and no restriction:
  - It sees everything
  - It can do anything

- The DM option is enabled in the player options window:
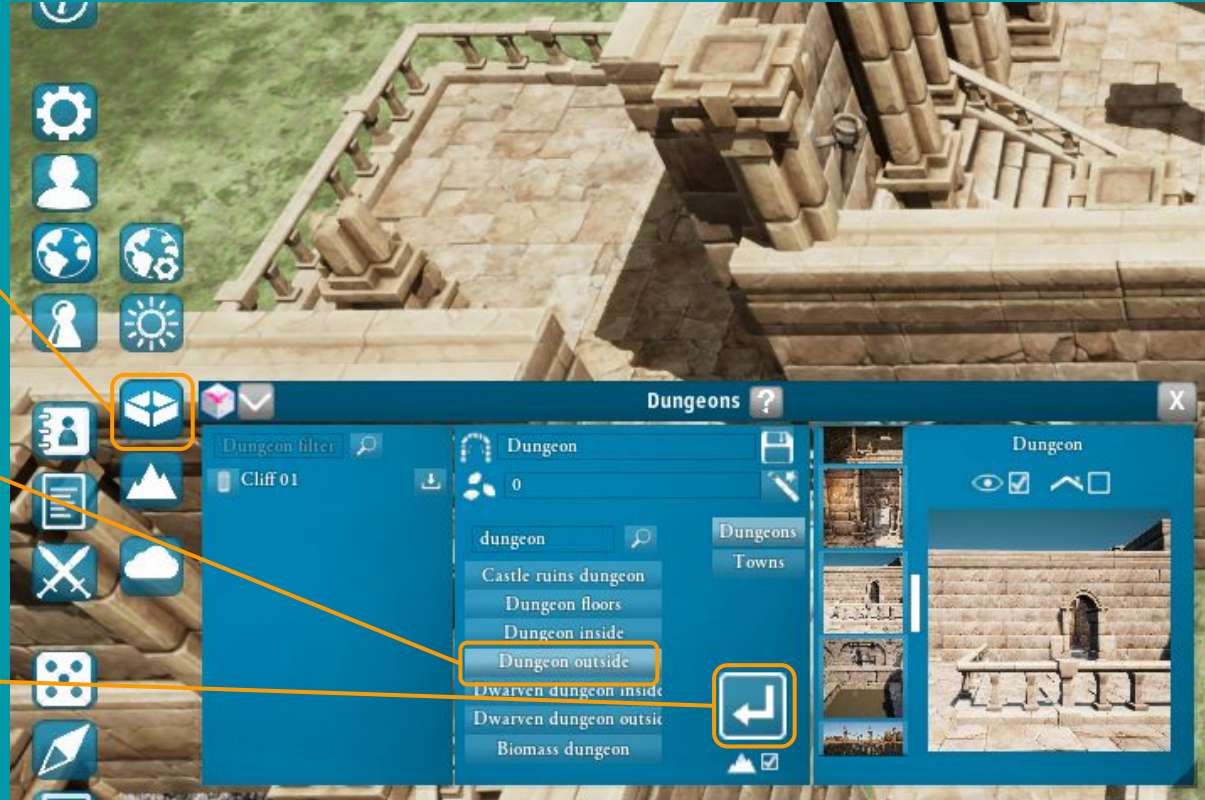
- You need to be DM to finish this tutorial.

Creating a dungeon

Dungeon creation/modification can only be done by the Dungeon Master.
Dungeons offer a lot of options (manual modifications, etc.)

To create a dungeon quickly:

- Open the Dungeon window

- Choose a preselection

- Click the Apply button

Creating a terrain

Terrain creation/modification can only be done by the Dungeon Master.
Terrains offer a huge lot of options (manual modifications, etc.)
This page only shows how to quickly create a procedural terrain.

Creating a terrain in a few clicks:

- Open the Terrain window

- Choose a preselection

- Click the Apply button