To run Weave's code, your computer must be running Windows 10/11 OS and have NodeJS installed on it. NodeJS can be downloaded here https://nodejs.org/en/download. Once NodeJS is installed, you should be ready to start the application.

To start Weave, you will first want to start a server. Double click the file called "start server.bat". This will open a command box showing that the server is running.Then to open a client double click the file called "start.bat". This will open a 2nd command box and then start a Windows application window. From here you need to click "connect", select a user (Gamemaster has permissions to use more features like importing), and then click join.

To test Weaves websocket functionalites go back and click "start.bat" again to open another client. This will open a 3rd command box and you may notice errors. These errors are occurring because your computer has already allocated memory from its gpu. The application will still run though because it will use the cpu instead.

With two clients now running, you can put them side by side and see Weave in action. With a client that selected the "Gamemaster" user, you can import a map and tokens. When you click the import map or token button, your file explorer will open. Navigate to the Weave/public folder and access images in the maps or tokens folders.