

Overview of the “On-Use Only Macro”

Important Notes First:

Modules Required for using these:

1. JB2A module (at least installed, not necessary for it to be active)
 - a. These are written for the Patreon version of the module
2. FX Master
3. Token Magic FX
4. Midi-QOL
5. The Furnace

****Known Issues when using the Module About Face.** It interferes with animations and they will play incorrectly if you are using it******

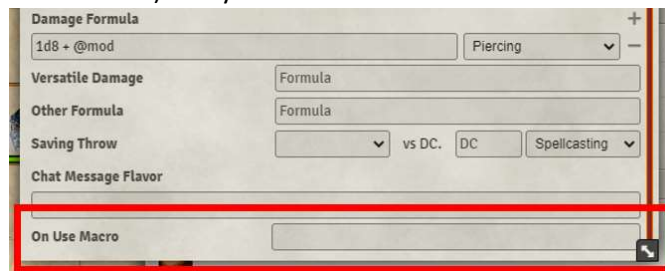
All of the macros inside this compendium can ONLY be used in the On-Use field of items. They will not work from the Macro Hot-Bar.

The benefit to this is that you will not need to have the “Casting” token selected, as it pulls that information from the Midi Workflow. You only need to have a target(s) targeted.

I’ll go over the 3 big macros in this folder:

- AllAttackSpells
- AllMeleeAttacks
- AllRangedWeaponsMacro

1. These can only be used in the On-Use Macro area at the bottom of the Item Details page (enabled through Midi workflow). They will NOT work from the Macro Bar



The screenshot shows the 'Item Details' page for a weapon. The 'On Use Macro' field at the bottom is highlighted with a red box. Above it are fields for 'Damage Formula' (1d8 + @mod), 'Versatile Damage' (Formula), 'Other Formula' (Formula), 'Saving Throw' (vs DC), 'Chat Message Flavor', and 'Spellcasting'.

2. The Macro reads the Name and Source field of the Item.



The screenshot shows the 'Item Details' page for a weapon. The 'ITEM NAME' and 'SOURCE' fields are highlighted with red boxes. The 'ITEM NAME' field contains 'Light Crossbow' and the 'SOURCE' field contains 'WEAPON NOT EQUIPPED'. Below these fields are tabs for 'DESCRIPTION', 'DETAILS', and 'EFFECTS'. The 'DESCRIPTION' tab is active, showing 'Quantity 1', 'Weight 5', 'Price 25', and 'Two-Handed'.

Examples for the AllMeleeAttacks Macro:

Greataxe



When activated through the attack, the macro reads Greataxe in the Name field and plays the standard Greataxe animation from JB2A.



Here I have added the word “red” in the Source field. The macro will now play the Red Greataxe animation from JB2A

This will only read the available color options in the JB2A Module. For example if you put Brown in the Source field, you would only get the standard Greataxe animation because there is no Brown color option in the JB2A module



Here we have a legendary Greataxe known as Orcsplitter. In order to use a Greataxe animation I’ll need to put “Greataxe” in the Source Field. Then I can also add a color to tell the macro which variant animation I want to use. In this example it will use the Red Greataxe animation

Scimitar



For weapons like the Scimitar that do not have a specific animation in the JB2A module yet, you will need to use the Source field to tell the macro what you want to use. In this case I want to use the Sword animation so I put "Sword" in the Source Field.



This will have the same effect because the macro finds the word sword in the Name.



Then If you want a color effect, just put the color somewhere in either the Source or Name fields.

Examples for the AllRangedWeaponsMacro Macro

NOTE

This macro will autodetect Longbow, Shortbow, crossbow etc and play the arrow animation:

Longbow



I want to use the arrow animation when attacking with the Longbow, so I put the word “arrow” in the Source field.



Adding Green to this field will use the Green Arrow animation from JB2A



Adding the words “blue” and “laser” to the source field of the Longbow will play the LaserShot animation from JB2A when I use the Longbow.

Throwing weapons

Dagger



This will play the Dagger02 throwing animation from JB2A



This will play the Dagger01 throwing animation because Dagger02 is not present anywhere



This will play the Kunai throwing weapon animation from JB2A

Examples for AllAttackSpells Macro

NOTE

This macro will play the following Spell Animations:

Fire Bolt, Ray of Frost, Witch Bolt, Scorching Ray, Disintegrate

It will read the name of the spell and play the default color animation no matter what. You need to specify a color in the Source or Name field to change the animation color.

The steps below can be used for each Spell listed above

Fire bolt



This will play the standard Orange Firebolt animation from JB2A because **Fire Bolt** is already in the name and it defaults to the orange color.



Here I have added a specific color "purple" to the Source field. It will now play the Purple Firebolt macro from JB2A

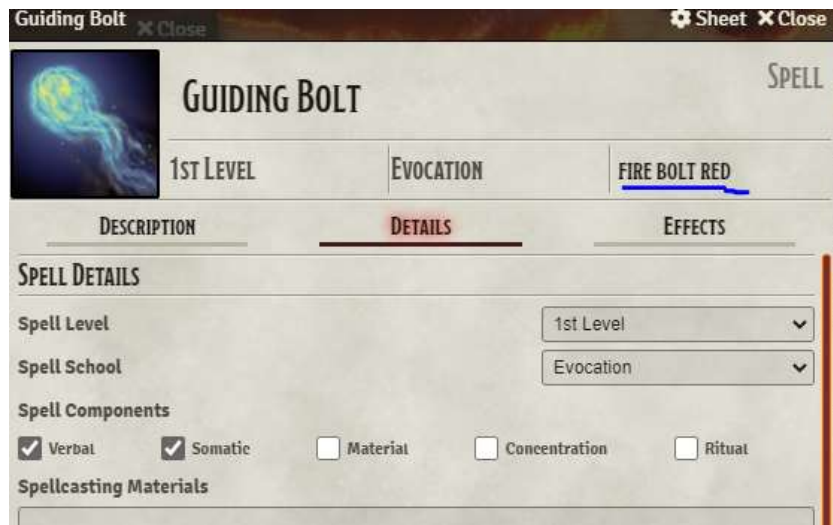
Guiding Bolt



The screenshot shows the 'Guiding Bolt' spell sheet. The 'DETAILS' tab is active. The 'Spell Level' is set to '1st Level' and the 'Spell School' is 'Evocation'. The 'EFFECTS' section has 'FIRE BOLT BLUE' selected, which is underlined in blue. The 'DESCRIPTION' tab shows a blue fire bolt animation.

GUIDING BOLT	
1ST LEVEL	EVOCATION
FIRE BOLT BLUE	
DESCRIPTION	EFFECTS
SPELL DETAILS	
Spell Level	1st Level
Spell School	Evocation

There is no animation for Guiding Bolt, but a Blue Fire Bolt makes a great replacement for this spell. In this example I put “fire bolt blue” in the Source field and it will now play the Blue Firebolt animation from JB2A.



The screenshot shows the 'Guiding Bolt' spell sheet. The 'DETAILS' tab is active. The 'Spell Level' is set to '1st Level' and the 'Spell School' is 'Evocation'. The 'EFFECTS' section has 'FIRE BOLT RED' selected, which is underlined in blue. The 'DESCRIPTION' tab shows a red fire bolt animation.

GUIDING BOLT	
1ST LEVEL	EVOCATION
FIRE BOLT RED	
DESCRIPTION	EFFECTS
SPELL DETAILS	
Spell Level	1st Level
Spell School	Evocation
SPELL COMPONENTS	
<input checked="" type="checkbox"/> Verbal	<input checked="" type="checkbox"/> Somatic
<input type="checkbox"/> Material	<input type="checkbox"/> Concentration
<input type="checkbox"/> Ritual	
SPELLCASTING MATERIALS	

Or if my caster is evil, I'll use the Red Firebolt animation

Available Word Combinations for using the Macros

AllMeleeAttacks

Name
greatsword
greataxe
greatclub
handaxe
mace
sword
dagger
maul
spear

Color Options
white
purple
blue
green
orange
pink
red
yellow

It is NOT necessary to put White in any areas. The default animation for the Names above default to the White (Simple) animation

Name
lasersword

Color Options
darkred
red
blue
green
purple

AllAttackSpells

fire bolt	darkred
	blue
	green
	orange
	purple

ray of frost	blue
	blueyellow
	green
	purpleteal

scorching ray	blue
	green
	orange
	purple
	red
	yellow

witch bolt	darkgreen
	darkpurple
	darkred
	blue
	green
	red
	yellow

disintegrate	darkred
	green
	orangepink
	purpleblue

AllRangedWeaponsMacro

laser	blue
	green
	orange
	red

arrow	white
	green

Also recognizes the names:

1. Hammer
2. Boulder
3. Siege
 - a. For the SiegeBoulder animation
4. Javelin

AllCreatureAttacks

bite	blue
	green
	orange
	purple
	red
	yellow

claw	blue
	green
	orange
	purple
	yellow
	red
	darkred

ArrowExplodeMacro

1. Green (for green arrow)
2. Explosions:
 - a. Acid
 - b. Explosive
 - c. Lightning

The remaining macros in the On-Use Only Macro compendium can call all colors for the given spell by putting it in the source field. Check the tile browser to see available colors.