

## 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\*\*

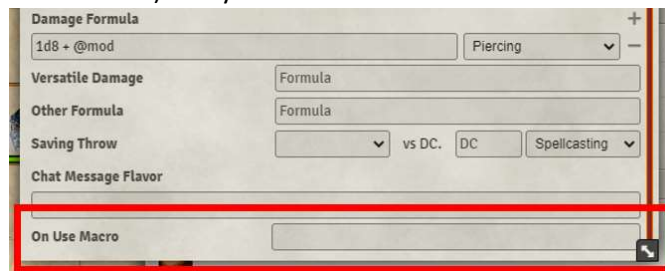
All of the macros inside this compendium can ONLY be used in the On-Use field of items. They will not work from the Macro Hot-Bar.

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 'Damage Formula' section of an item's details. The 'Damage Formula' field contains '1d8 + @mod' and the 'Piercing' type is selected. Below this, there are fields for 'Versatile Damage' (Formula), 'Other Formula' (Formula), 'Saving Throw' (vs DC), and 'Chat Message Flavor'. At the bottom, the 'On Use Macro' field is highlighted with a red box, indicating where the macro should be entered.

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



The screenshot shows the 'Light Crossbow' item details. The 'ITEM NAME' field is highlighted with a red box. The 'SOURCE' field is also highlighted with a red box. The item is categorized as 'SIMPLE RANGED' and 'COMMON'. The 'DESCRIPTION' tab is selected, showing details like 'Quantity: 1', 'Weight: 5', and 'Price: 25'. The 'EFFECTS' tab is also visible.

## 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

## 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

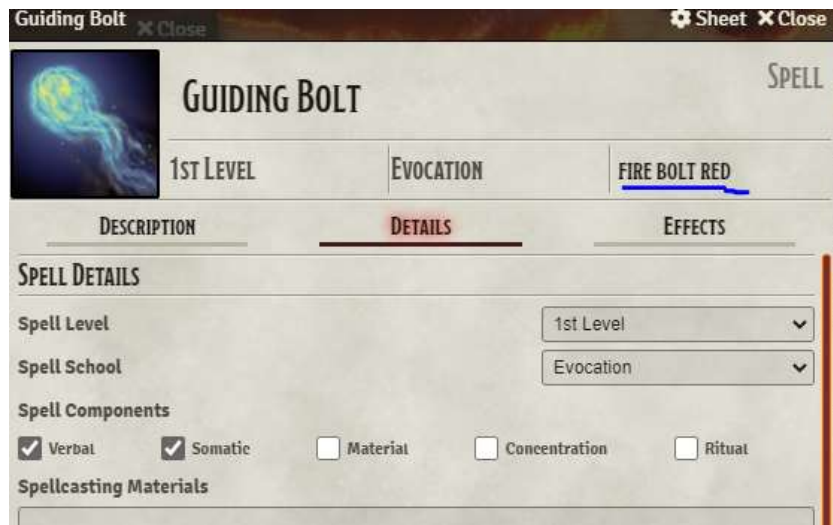
## Guiding Bolt



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 and yellow fire bolt animation.

GUIDING BOLT		
1ST LEVEL	EVOCATION	FIRE BOLT BLUE
DESCRIPTION	DETAILS	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 and yellow fire bolt animation.

GUIDING BOLT		
1ST LEVEL	EVOCATION	FIRE BOLT RED
DESCRIPTION	DETAILS	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	Color Options
greatsword	white
greataxe	purple
greatclub	blue
handaxe	green
mace	orange
sword	pink
dagger	red
maul	yellow
spear	

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

Name	Color Options
lasersword	darkred
	red
	blue
	green
	purple

**\*NOTE\*** Lasersword is not working correctly in module version 0.1.0. I will fix this on update 0.1.1



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