Using DM Whisper

What is "The Whisperer"

This app helps dungeon masters create, manage, and bring to the table or on stage their adventures and campaigns.

The Whisperer is system agnostic and is equally useful for mainstream tabletop RPGs, narrative RPGs, OSR RPGs, hex crawls / point crawls and the likes.

The app is open source, its source files can be downloaded and forked from here:

https://github.com/maxmars/dmwhisper

If you're only interested in using it for your own games just click the next link, where the latest version is always installed:

https://marsiglietti.it/dmwhisper/

Table of Contents

What this app can help you do, at a glance

- Authoring your content such as:
  - o Pages of rich text content, including quotes, formatting options, images, and links. You can copy and paste from / to other apps such as Word, LibreOffice etc.
  - o Tables with textual data and numeric values that the Whisperer will roll upon. Examples of such tables are Weather changes, NPCs encounters, Wilderness events...
  - o A hierarchical structure to keep pages and tables in meaningful contexts, to help during play sessions or to organize your thoughts when creating modules.
  - o The app allows you to switch on the fly between up to five content modules. This way you can work on next week session but keep this week session in memory.
- Perusing the content during play sessions.
  - o Browse the hierarchically structured content with a simple user interface. This can be session related content, links to external resources such as character sheets, background music...
  - o Roll values on the tables. The Whisperer lets you roll on multiple tables, roll on a table conditionally (a roll that is dependent on another table roll), prefix/postfix text...
  - o Save important / favorite table rolls for later use.
- Exchange your work with others.
  - o Single pages of content can be copied and pasted to / from elsewhere.
  - o You can load and save content as a single file.
  - o Publish your content on your site and let other dungeon masters load a copy of the app with your content already preloaded, by sharing a single web link. This is useful in case multiple people need to master the same session.

Authoring content

Writing your stories

The most basic kind of content in DMWhisper is rich text, formatted content that's not dissimilar to what you would create with a site builder or a tool like Microsoft Word.

The Whisperer comes with a copy of CKEditor from CKSource, which makes it possible to align, style, format your text and add images and other multimedia items to your content.

It's also possible to paste formatted content from other sources, like Microsoft Word, web sites..

This manual cannot and does not want to teach you how to use CKEditor, but here's what its toolbar looks like (most of its functions can be devised by looking at the toolbar):

If you want to edit your content tap, in DMWhisper:
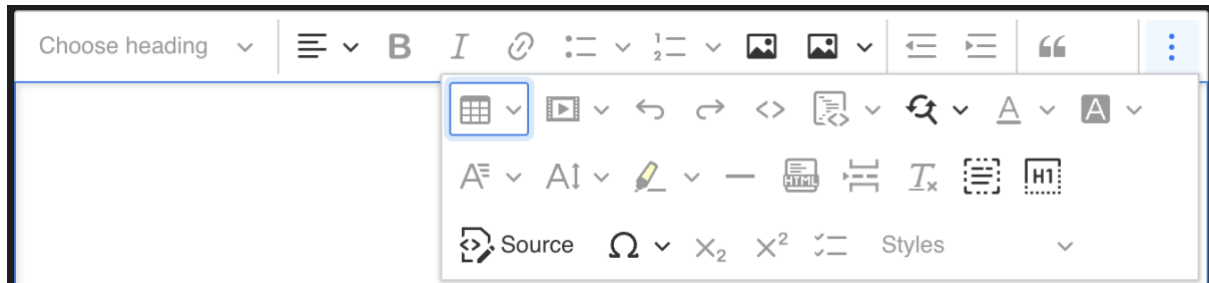
Menu > Edit content > Edit content tree.

Creating a rich text content page means creating a sub menu of type "Information" somewhere in the hierarchical content structure:

After creating it, open it again by tapping on it and you will be able to write content.

Editing tables

In addition to rich text content, you can create tables upon which you will roll during game sessions.

Some tables are not created to be rolled upon, but rather as a list of items to choose from, therefore the Whisperer also allows the master to browse their content at will.

Create a table by tapping, in DMWhisper:

Menu > Edit content > Edit content tables

Then, in the page that follows, fill in the following information:

…and click on "Add new table".

Note: creating a table does not automatically make it visible in the content tree. You still need to insert the table in a tree node in the hierarchical structure for it to be visible in the "Browse" section.

If you want to delete the table after having created it, click on the trash bin, in the tables list, corresponding to the table you want to delete:
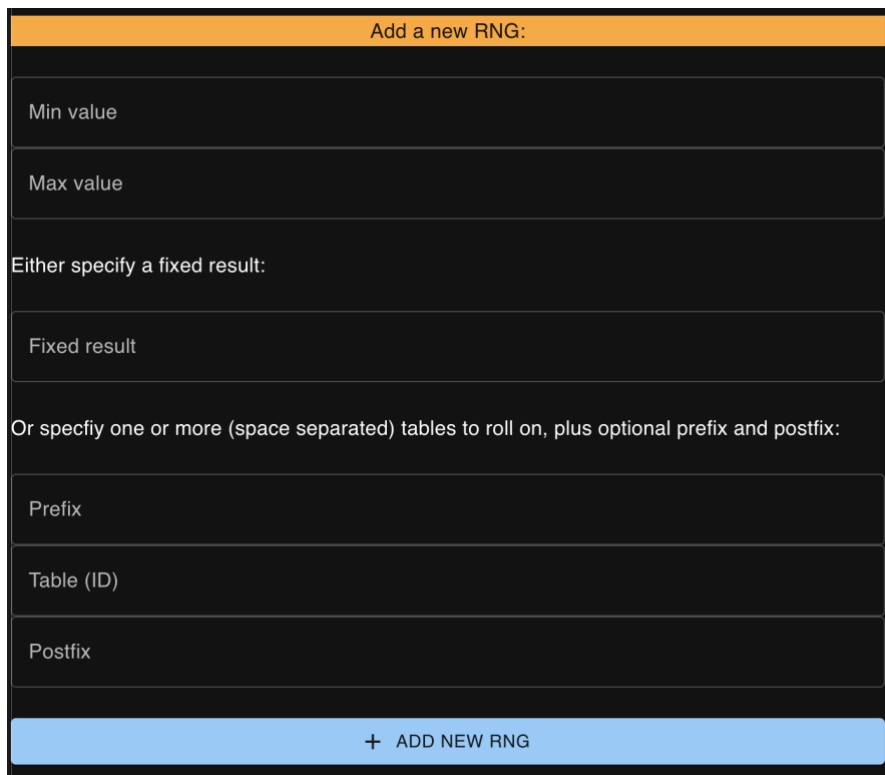
Enter a table by tapping on it, this way you can add values and / or delete them.

Delete items, again, by clicking on the trash bin in the corresponding UI:

List of RNG values

Click on the bin to delete values.

RNG	Description	
1-1	The mayor's wife	🗑
2-4	The mayor	🗑
5-8	A market trader	🗑
9-11	Two city guards	🗑
12-18	A citizen who looks at you with curiosity	🗑
19-20	A schoolgirl from the city	🗑

Add items by filling in the following information and then clicking on "Add a new RNG":

- MIN value and MAX value represent the die roll values that identify this table element. E.g., "2-4: the weather is now warm and temperate".
- Then, you must choose between:
  - Specifying a fixed result. When the die roll value will fall between this item's MIN and MAX values, the fixed result string will be returned.
  - A roll on one or more tables (usually, but not necessarily, different tables). E.g., if you want to create a sentence with a WHO - DOES - WHAT structure, you should create three tables with IDs: WHO, DOES and WHAT. Then in a fourth table, you could add a row with "WHO DOES WHAT" in the "Table (ID)" field and whenever that table item will be selected by a roll, DMWhisper will return a string composed by rolling separately on the three tables.

Note: if you roll on other tables instead of returning a fixed value, you also have the option of prefixing and postfixing a string to the string generated with the roll.

Setting up a hierarchical content structure

The content you browse and use during gaming sessions at the table is organized hierarchically in this section:

Menu > Edit content > Edit content tree

Here you will initially find the root menu, which is the first list of content items the you can find in the "Browse" section of the app.

The menu editing user interface main sections are as follows:

✂ CUT	📋 COPY	📋 PASTE

Menu header `1` ⌄

Sub menus		
A farm just out of the town `2`	↑ ↓ 🗑
Explanation of the example tables	↑ ↓ 🗑

Add a new sub menu `3` ⌄
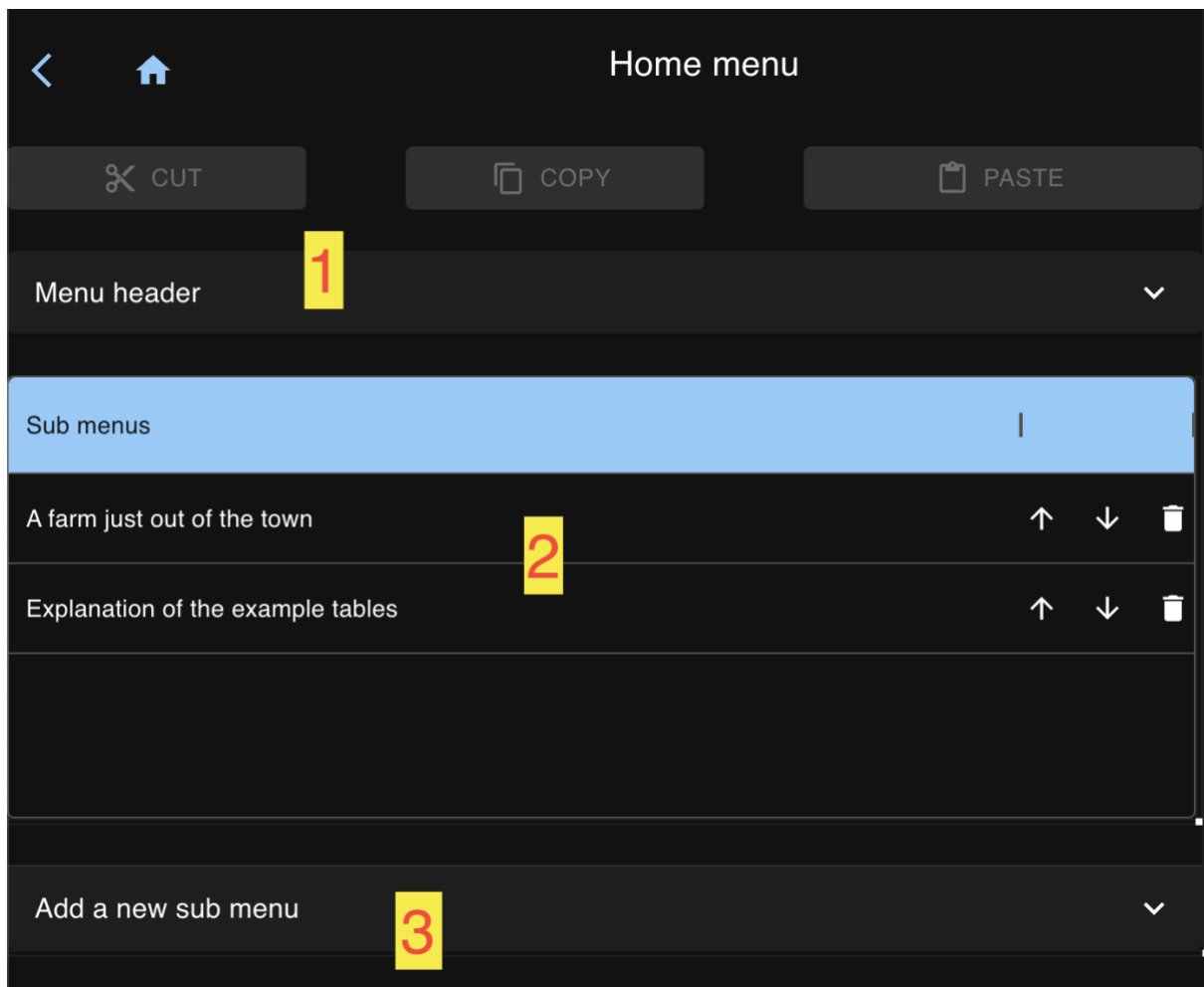
Menu header (1)

The menu header contains the physical attributes of the menu item:

- ID identifies this menu item and should be unique in the whole tree.
- Label is what the user sees when the menu item is shown among its peers.
- Content type lets you specify what kind of node this will be: a menu that will contain sub menus, a content page, a node showing the result of one or more tables.

According to the menu item type, after creating a node and re-opening it, you will also see other fields such as:

- The information (rich text content), for "information" nodes
- Submenus, for "menu" nodes
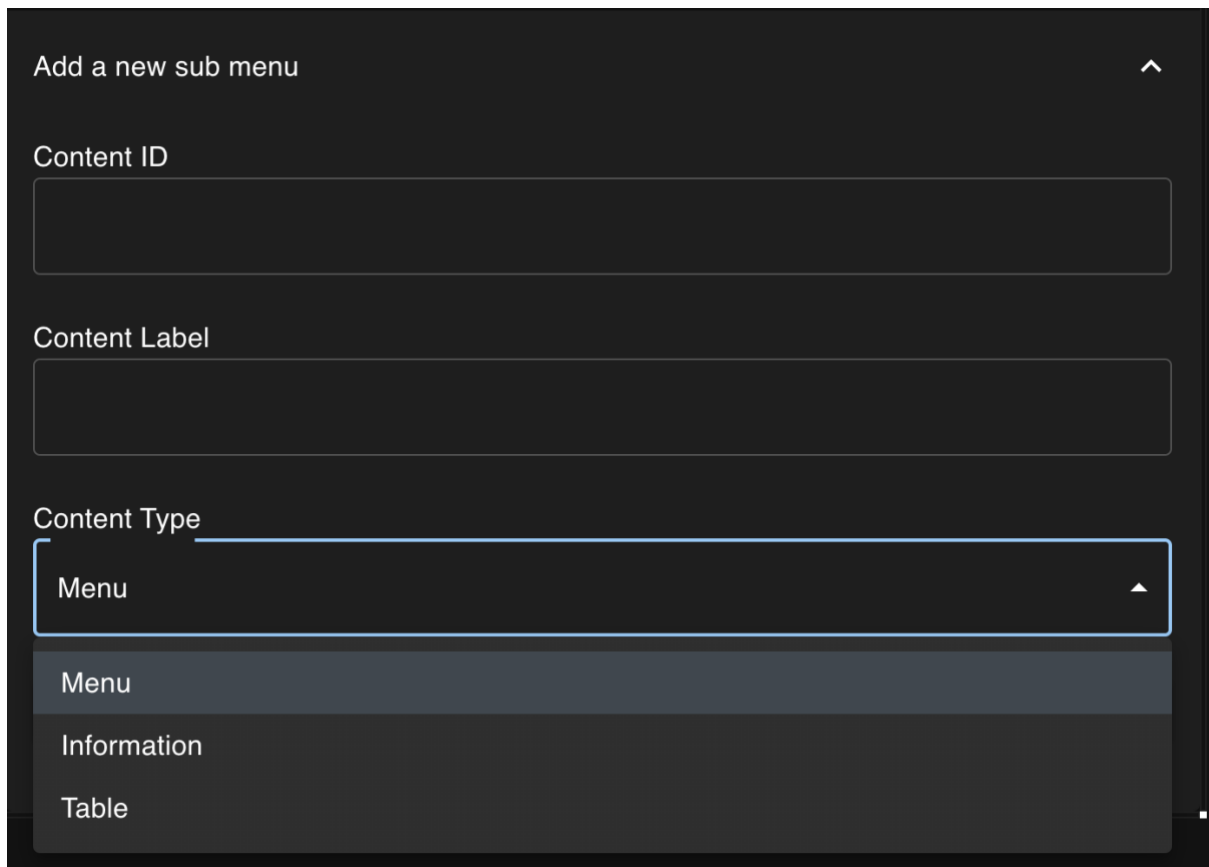- Tables created with the table editor, for "Table" nodes

Sub menus (2)

In this interface section you can delete nodes (submenu items) contained in the current menu or rearrange their order.

New sub menu creation (3)

This is very similar to the menu header editing section, because it is pertinent to the creation of a new menu item:

Managing multiple contents

- Suppose you're working on a new module that won't be finished until next month.
- Maybe you're also working on next week's session.
- But tonight, there's this week session and you need it on the Whisperer both for rehearsal and for mastering at the table.
- Now suppose that a friend sends you a DMWhisper file looking for feedback on their latest adventure.

Given that managing files can be tedious on smartphones and tablets, wouldn't it be great if you just could switch from a DMWhisper file to another without leaving the app, much like save slots on old video games?

Good news: this feature is already there! Click on:

Menu > List of contents

..to access this interface:

Save current content in slot

5 ▼

With label
Content label

Forbidden Garden II

Overwriting current content, if any

⤓ SAVE NOW   **2**

Or, load content from a slot:

Save slots |

Cy_borg   ⬆   🗑

Mork Börg   **3**   ⬆   🗑

Call of Catthulhu   ⬆   🗑

Forbidden Garden I   ⬆   🗑

Forbidden Garden II   ⬆   🗑

1. Here you choose which slot you're going to save to and the name it will have
2. Clicking on the "Save now" button the content currently loaded will be saved in the slots chosen in step one.
3. In this part you can load and delete content that's currently sitting in one of the five slots.

Browsing content

Browsing menu items

The main interface for browsing content, the one that allows navigation through the menu items, is the following:
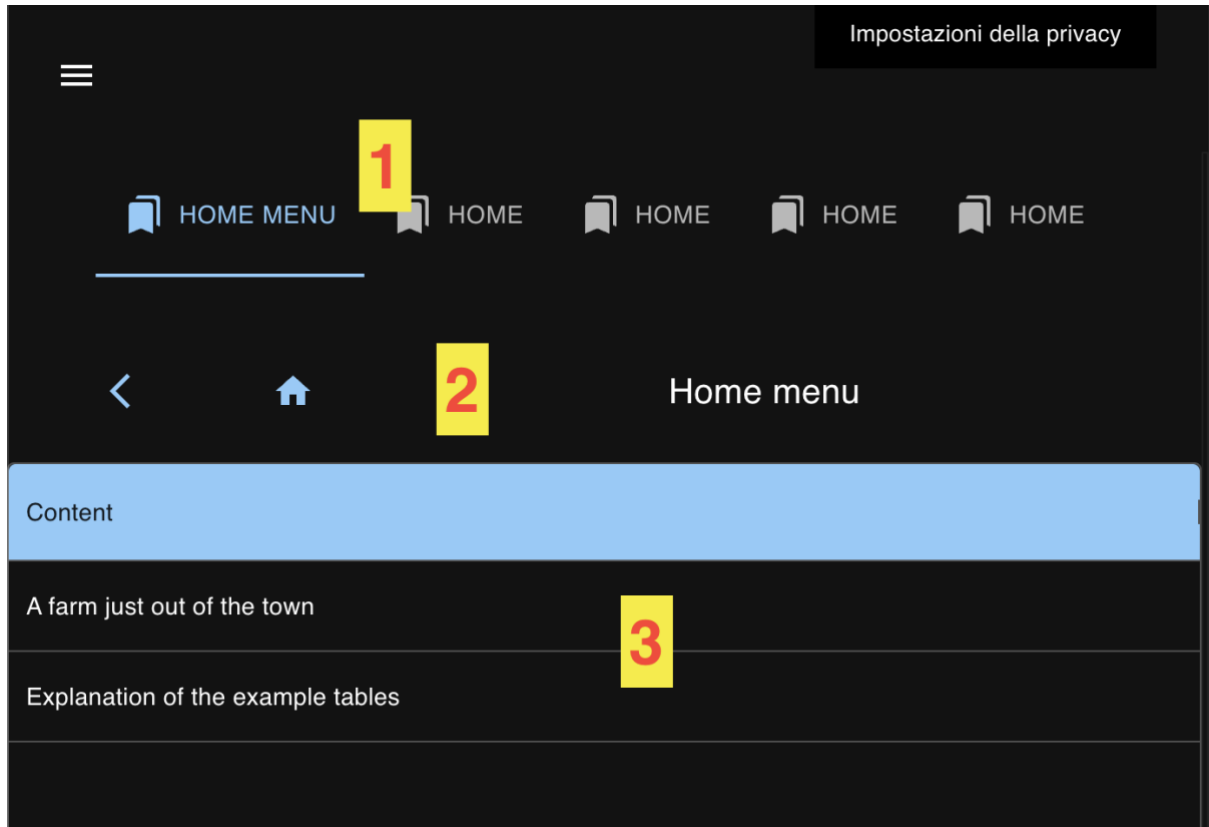
Bookmarks section (1)

You have five different bookmarks for your content, that you may also think of as the equivalent of browser tabs.

This will allow you to switch from one section of the hierarchical structure to another with a simple tap.

This feature is very useful during gaming sessions because you could have, say, the list of monsters in one bookmark and the list of locations in another one.

Navigation section (2)
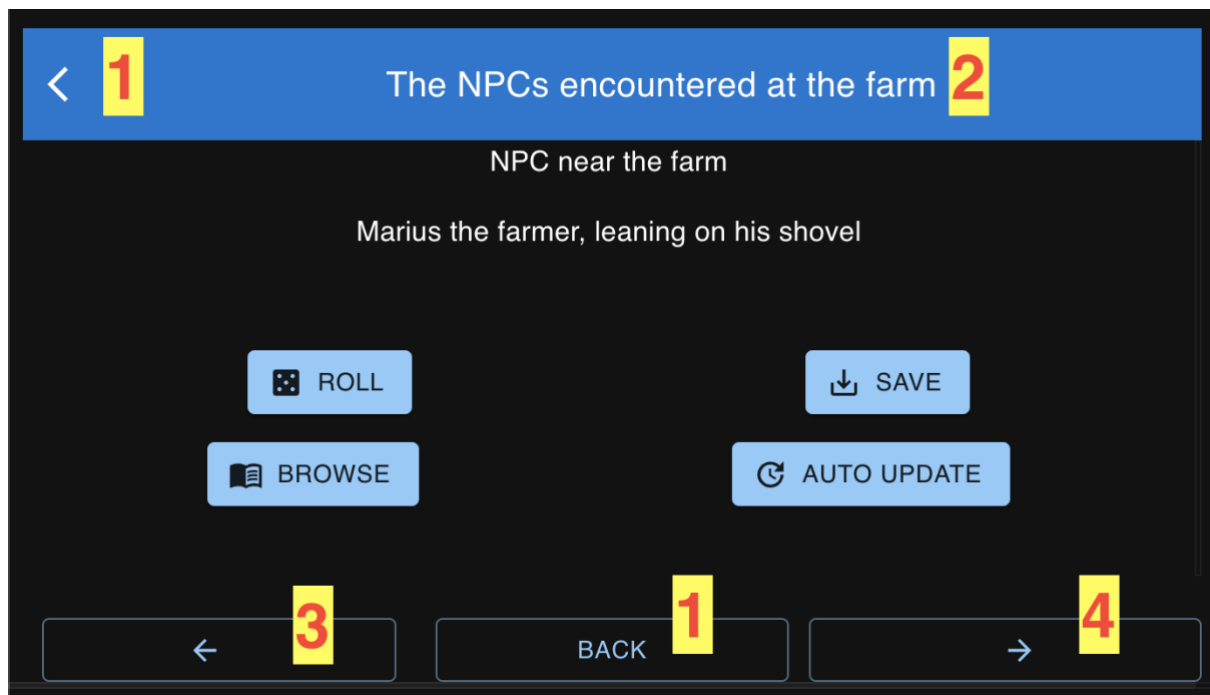
Here you have the "go up one level" button, the "home" button (will return to the root menu) and the current menu label.

Sub menus (3)

In this section you will find the list of nodes (sub menus) descending from the current one.

Browsing content items

The leaf nodes user interface is the same for all content types (currently "information" nodes and "table" nodes):

Go up one level buttons (1)

Clicking one of those buttons will take you back to the menu containing this content node.

Content label (2)

This is the content name / label.

Navigation buttons (3) and (4)

These buttons allow you to move from one content node to the next one in the same hierarchical structure level.

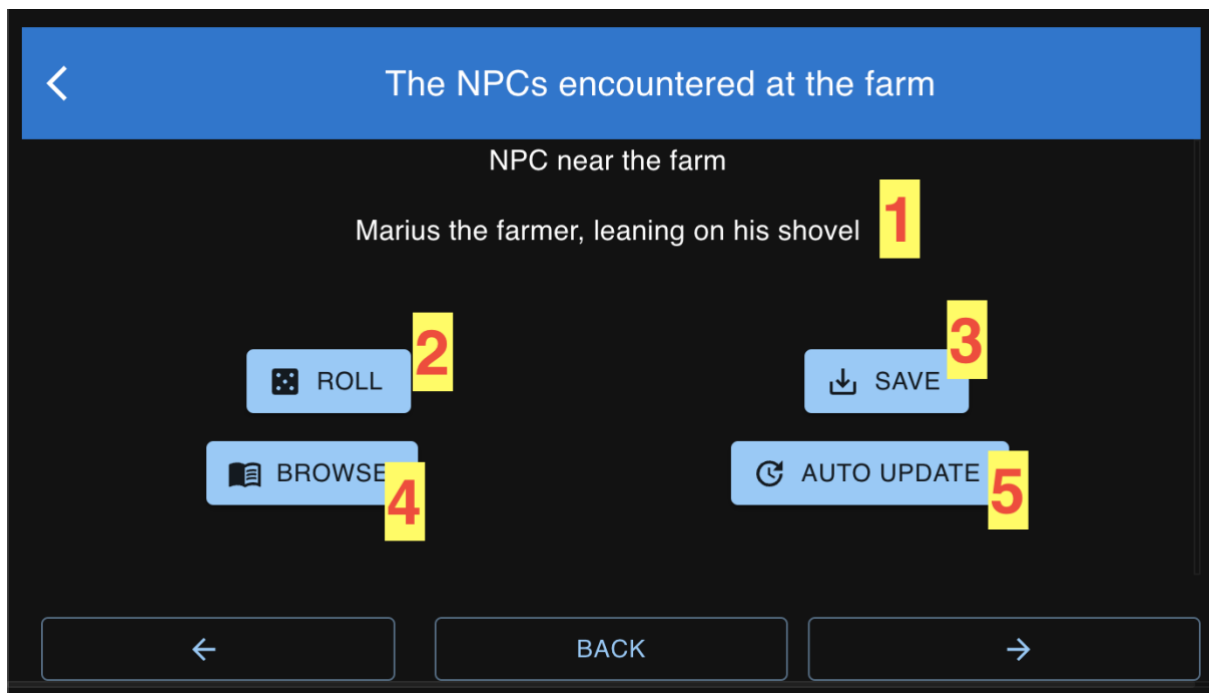Therefore, if we have the following structure:

- Animals
    - Cat
    - Dog
    - Parrot

..and you click on (4) when you are in the "Cat" node, you will land on the "dog" node without having to go back to the Animals node first.

Specific content types interface

What changes from a content node type to another is the inner part of the interface.

Tables

1. This is the current roll value.
2. The Roll button allows you to roll a new value.
3. The save button copies the current roll value into the favorites ("Save" section of the menu)
4. Browse, when interaction is allowed, will take you to the user interface to browse table values, such as:

5. Auto update will roll a new value every few seconds. Simulates places where the scenario changes frequently, like interactions between people in a market.

Information

"Information" nodes do not sport peculiar interface elements.

They show content to be read and/or interacted with.

Sharing content

Importing content

You can import content from a file or from a JSON string currently copied into the clipboard.

Access this section by clicking on:

Menu > Import data

Upload JSON file

Clicking on this button in the import data section will let you upload a JSON file previously exported with DMWhisper.

Paste JSON and import as content

Clicking this button will let you paste a JSON text, previously created with a text editor.

This feature is here for historical reasons, because in the beginning it was the only option for importing or even creating data (authoring was not possible in early DMWhisper versions).

Reset content to the initial one

In the "Paste JSON and import as content" section just make sure there is nothing in the big text area in the center and click on "parse content". This will revert the currently loaded content to the initial one.

Please note that the content stored in the "List of contents" slots will *not* be erased.

Exporting content

You can export and share the content that you're currently authoring. Just tap:

Menu > Export data

This will bring you the following options.

Download content as JSON

Clicking this button will let you save the current content; on a personal computer this will make a directory and file selection dialog window, while on mobile devices it will, most of the times, just save the file in the default directory for the browser being used (usually the general Download directory).

Copy content as JSON to clipboard

Should you find easier to share content without resorting to files, this option will copy the current content in the clipboard. From here you can share it e.g. through a mail message.

Use the corresponding "Paste JSON and import as content" option to load it into another copy of the Whisperer.

This option was, historically, the first one to be implemented for data import.