

# **Pocket Virtual Tabletop – beta**

<https://pocketvtt-beta.netlify.app/>

## **Tutorial**

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## App overview (15 seconds)

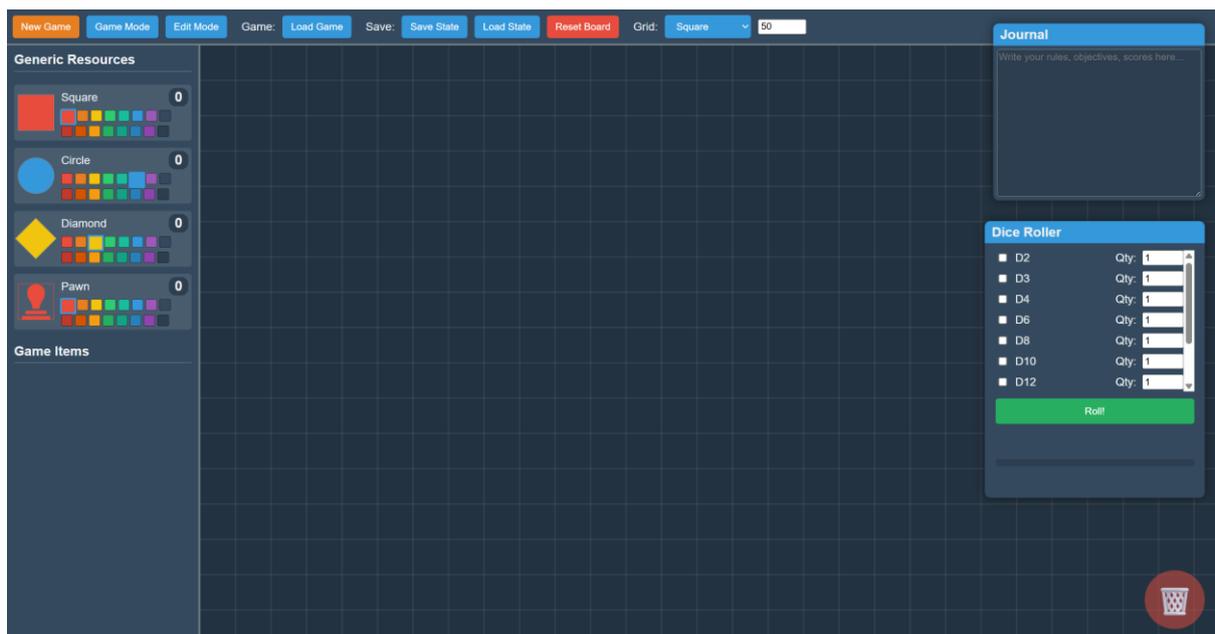
The app has 3 work areas:

1. **Game Table (Mesa)**: where you actually play — place cards/tokens on the table, use a grid, write notes in the Journal, and roll dice.
2. **Simple Editor (Edit Mode)**: crop pieces from an image or PDF and save them as simple tokens (PNG).
3. **Workshop (Cards & Tokens / Oficina)**: create cards (front/back), tokens, and custom D6; organize everything into a Set/Deck (saves the images + a JSON file for the set).

Typical flow: **Editor/Workshop (create pieces)** → **Game Table (play)** → **Save/Load State (save/load a match)**.

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## 1) SCREEN: GAME TABLE (Mesa)



### 1.1 Top bar (main buttons)

From left to right:

- **New Game**  
Restarts the current session, clearing the table so you can start from scratch.
- **Game Mode**  
Returns to the Game Table screen. This is the “normal” mode to play.
- **Edit Mode**  
Opens the Simple Editor (the cropping screen), so you can create tokens from image/PDF.

- **Game: Load Game**  
Loads a “game package” (your game folder).  
In practice, this is the folder where your files live: images and the sets/decks created in the Workshop.
  - **Save: Save State**  
Saves the current match (positions on the table + notes + dice, etc.) into a state file.
  - **Load State**  
Loads a previously saved match (state).  
Usually the app will ask for: the game folder (assets) + the state file.
  - **Reset Board**  
Resets the table/view (useful if you got “lost” with zoom/pan or want to return to center).
  - **Grid: [dropdown] + number field (e.g., 50)**  
Sets the grid type and size:
    - **Square:** square grid
    - (other grid types may exist in the app; this screen shows “Square”)  
The number (e.g., **50**) is the cell size.
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## 1.2 Left panel: Generic Resources

This panel is a “quick pieces box” so you can prototype or play without loading images.

Visible types:

- **Square**
- **Circle**
- **Diamond**
- **Pawn**

For each item:

- The small color squares let you choose the piece color.
- The number on the right (e.g., **0**) shows that item’s count (usually how many are in use/on the table, depending on the app’s logic).

How to use (what the user should do):

- Pick a color on the item.
  - Drag/place it on the table (or click to create and then position it, depending on the interaction).
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## 1.3 Left panel (bottom): Game Items

This is where real game items appear after you use **Load Game**:

- Decks, cards, tokens, images, and resources from your “game package”.

In short:

- If it’s empty, you haven’t loaded your game folder yet — click **Load Game**.
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## 1.4 Center area: the table (board)

The large area with the grid.

Typical use:

- Place pieces (from **Game Items** / **Generic Resources**).
  - Drag to move.
  - Use zoom/pan (usually mouse wheel + dragging the background, as in most VTTs).
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## 1.5 Right-side panels

### Journal

A text box for:

- quick rules
- objectives
- scoring
- match notes

Everything you write here should be saved along with the match when you use **Save State**.

### Dice Roller

Panel to roll “standard” dice:

- **D2, D3, D4, D6, D8, D10, D12**

For each die type:

- check the box (selects that die)
- adjust **Qty** (how many of that die)
- click **Roll!**

Depending on the app behavior, results may appear as visual dice on the table and/or as results in the panel.

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## 1.6 Bottom-right icon: Trash

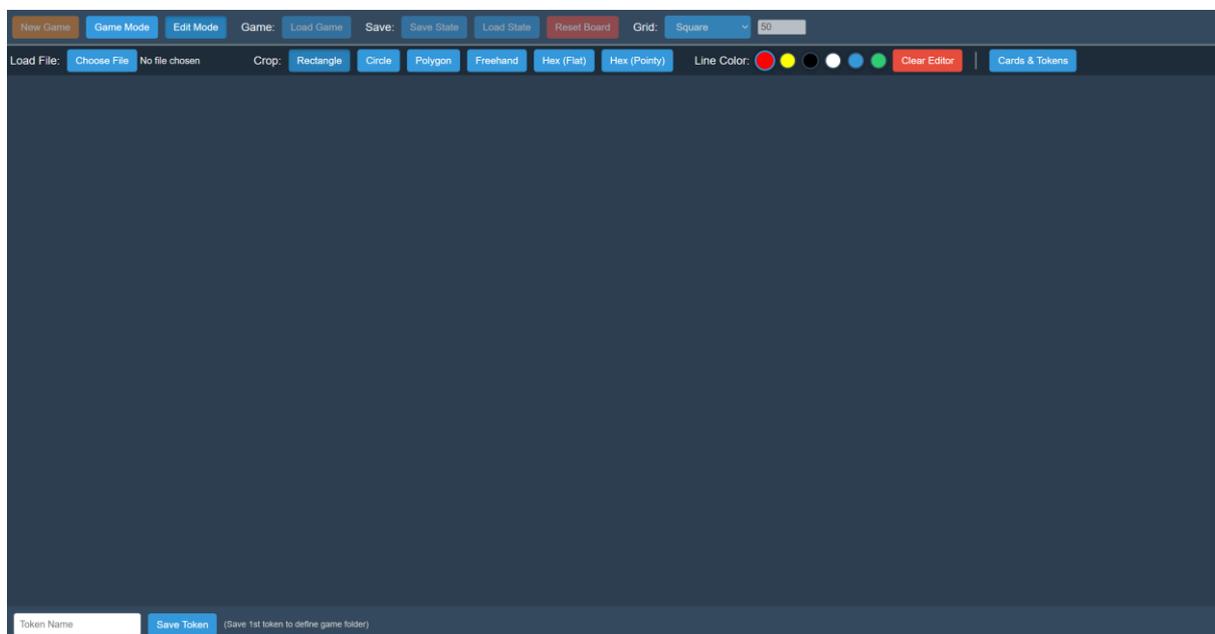
A circular button with a trash/bin icon.

Purpose (typical VTT behavior):

- delete pieces from the table (for example, by dragging a piece into the trash, or clicking the trash while something is selected, depending on the implementation).

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## 2) SCREEN: SIMPLE EDITOR (Edit Mode)



This screen exists to quickly turn **image/PDF** → **token PNG**.

### 2.1 Top bar (same main buttons)

You still see:

- **New Game / Game Mode / Edit Mode**
- **Load Game**
- **Save State / Load State**
- **Reset Board**
- **Grid**

But here the focus is cropping.

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## 2.2 Editor toolbar (top of the editor)

### Load File: Choose File

Select the source file:

- image (PNG, JPG, etc.)
- PDF (to crop pieces from pages)

### Crop

Choose the crop shape:

- **Rectangle**
- **Circle**
- **Polygon**
- **Freehand** (lasso-style, draw freely)
- **Hex (Flat)**
- **Hex (Pointy)**

### Line Color

The colored dots set the outline color of your crop selection, so it's easier to see on top of the PDF/image.

### Clear Editor

Clears the current crop / resets the editor so you can start again.

### Cards & Tokens

Shortcut to open the Workshop (the advanced editor for cards/tokens/custom D6).

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## 2.3 Empty center area

This is where the loaded file appears (image or PDF page) so you can crop.

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## 2.4 Bottom area

### Token Name

Field to name the token before saving.

## Save Token

Saves the crop as a **PNG** file.

Important on-screen message:

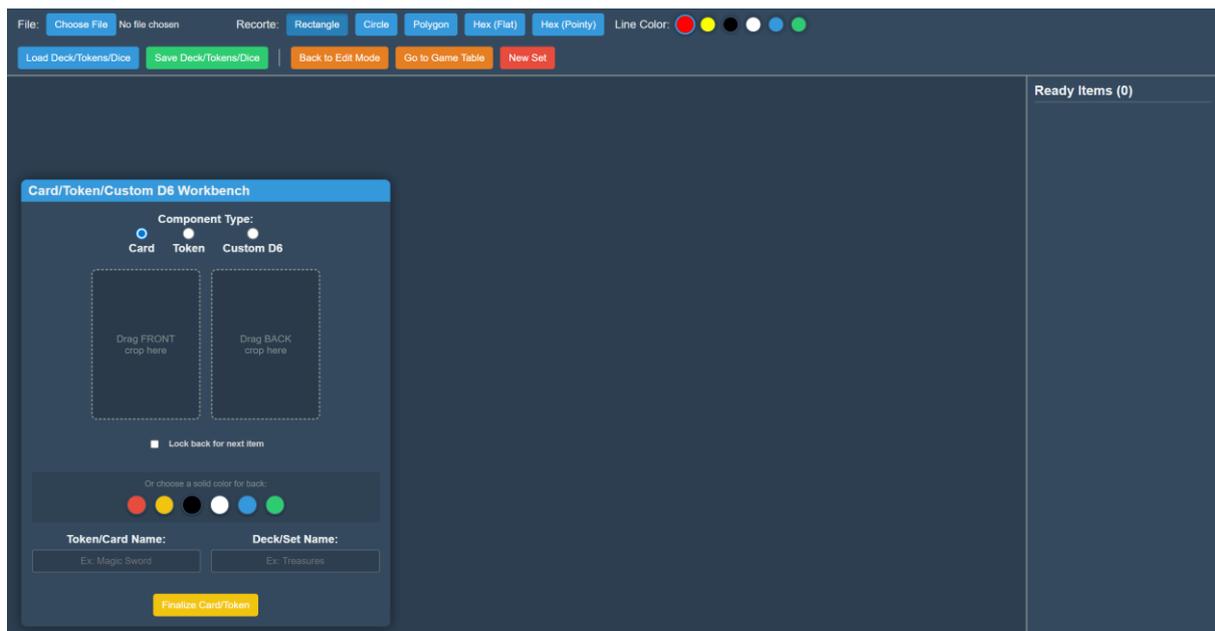
**“(Save 1st token to define game folder)”**

This means:

- On the first **Save Token**, the app may ask you to choose/authorize the game folder.
- Once the folder is defined, saving tokens becomes more direct (the app already knows where to write files).

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## 3) SCREEN: WORKSHOP (Cards/Tokens/Dice Workshop)



Here you create “real” components organized in sets: cards (front/back), tokens, and custom D6.

### 3.1 Top bar (file + crop tools)

#### File: Choose File

Select the base file (image/PDF) to crop parts and build cards/tokens/die faces.

#### Crop

- **Rectangle**
- **Circle**
- **Polygon**
- **Hex (Flat) / Hex (Pointy)**

## Line Color

Sets the crop/selection outline color so it stays visible.

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## 3.2 Main Workshop buttons (row below)

- **Load Deck/Tokens/Dice**  
Opens an existing set (to continue editing or reuse).
  - **Save Deck/Tokens/Dice**  
Saves the current set:  
usually includes generated images + the Set/Deck file.
  - **Back to Edit Mode**  
Returns to the Simple Editor.
  - **Go to Game Table**  
Goes directly back to the Game Table (where you play).
  - **New Set**  
Starts a brand-new set/deck from scratch.
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## 3.3 Left panel: Card/Token/Custom D6 Workbench

### Component Type

Choose what you are creating:

- **Card:** usually has front + back
- **Token:** usually front only (one face)
- **Custom D6:** you create the die faces using crops

### “Drag FRONT / Drag BACK crop here”

- **Drag FRONT crop here**
- **Drag BACK crop here**

Logic:

1. make a crop (using the top tools)
2. drag that crop into FRONT or BACK
3. repeat to build the full piece

## Lock back for next item

For batch creation:

- keep the same back (e.g., a standard deck back)
- only change the front for each new card

## “Or choose a solid color for back”

If you don’t want an image on the back:

- pick a solid color (the colored dots) as the back background.

## Token/Card Name

Name the individual item (e.g., “Magic Sword”).

## Deck/Set Name

Name the set/deck (e.g., “Treasures”).

This name is essential for organization and for the app to generate/identify the set.

## Finalize Card/Token

Finalizes the current item and sends it to **Ready Items**.

In other words: it “locks in” the item as ready and adds it to the set.

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## 3.4 Right panel: Ready Items

Shows how many items are ready in the set (e.g., “Ready Items (0)”).

This is where you visually confirm:

- whether cards/tokens were generated
  - whether the set is complete before saving.
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## Quick mini-flows (so users don’t get lost)

### A) I want to play with a game I already have (ready folder)

1. On the Game Table, click **Load Game** and select the game folder.
2. Items appear in **Game Items**.

3. Drag items onto the table and play.
4. Use **Save State** to save the match.

## **B) I want to crop a quick token from a PDF/image**

1. Click **Edit Mode**.
2. Click **Choose File**.
3. Select a crop type (Rectangle/Circle/Polygon/Freehand/Hex).
4. Enter **Token Name**.
5. Click **Save Token**.
  - If it's your first time, the app may ask you to define the game folder.

## **C) I want to create cards with a standard back (a real deck)**

1. In the Editor/Workshop, click **Cards & Tokens**.
  2. Under **Component Type**, choose **Card**.
  3. Crop the front and drag it into **FRONT**.
  4. Crop the back and drag it into **BACK** (or choose a solid back color).
  5. Check **Lock back for next item** to keep the same back for the next cards.
  6. Name the card and the **Deck/Set Name**.
  7. Click **Finalize Card/Token** to send it to **Ready Items**.
  8. When finished, click **Save Deck/Tokens/Dice**.
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# Quick summary (English) — Table + Editor + Workshop

## What each screen does

- **Game Table:** play (place pieces, roll dice, take notes, save/load a match).
  - **Simple Editor:** crop from PDF/image and quickly save PNG tokens.
  - **Workshop:** create Cards (front/back), Tokens, and Custom D6, organized into a Set/Deck.
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## Start here (3 ready-to-use flows)

1. **I want to play with a ready game**  
Game Table → **Load Game** → select folder → items appear in **Game Items** → play → **Save State** to save.
  2. **I want to crop a quick token (PDF/image)**  
**Edit Mode** → **Choose File** → choose crop → enter **Token Name** → **Save Token**.  
Important: on the first token, the app may ask you to choose/authorize the game folder.
  3. **I want to create real cards/tokens/custom D6**  
In the editor, click **Cards & Tokens** (opens Workshop) → create items → **Save Deck/Tokens/Dice** → back on the table, **Load Game** to load your set.
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## 1) GAME TABLE — what each panel does

### Top bar

- **New Game:** start from scratch.
- **Game Mode:** go back to the table.
- **Edit Mode:** open Simple Editor (crop).
- **Load Game:** load the game folder (assets/decks/sets).
- **Save State:** save the match state.
- **Load State:** load a saved match.
- **Reset Board:** recenter/reset the view.
- **Grid + number:** grid type + cell size.

### Left

- **Generic Resources:** ready shapes (Square/Circle/Diamond/Pawn) with color selection.
- **Game Items:** game items loaded from your folder.

## Right

- **Journal:** notes (rules, scoring, reminders).
- **Dice Roller:** pick dice (D2...D12), set **Qty**, click **Roll!**.

## Bottom-right

- **Trash:** delete pieces (by selection or dragging, depending on use).
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## 2) SIMPLE EDITOR — quick cropping

### Top

- **Choose File:** open image/PDF.
- **Crop:** Rectangle / Circle / Polygon / Freehand / Hex (Flat) / Hex (Pointy).
- **Line Color:** selection outline color.
- **Clear Editor:** clear current crop.
- **Cards & Tokens:** go to Workshop.

### Bottom

- **Token Name:** token name.
  - **Save Token:** saves crop as PNG.  
Note: on first save, you define/authorize the game folder.
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## 3) WORKSHOP — cards, tokens, and custom D6

### Top

- **Choose File + Crop + Line Color:** same idea as the editor, for building pieces.

### Main buttons

- **Load Deck/Tokens/Dice:** open an existing set.
- **Save Deck/Tokens/Dice:** save the current set.
- **Back to Edit Mode:** return to Simple Editor.
- **Go to Game Table:** go to the table.
- **New Set:** start a new set.

### Workbench

- **Component Type:** Card / Token / Custom D6.
- **FRONT / BACK:** drag crops to fill front/back.
- **Lock back for next item:** keep the same back for the next card.
- **Back color:** solid-color back option.

- **Token/Card Name:** item name.
- **Deck/Set Name:** set name.
- **Finalize Card/Token:** sends the item to Ready Items.

### **Ready Items**

- List/counter of what's ready in the set.