

How to:

Install the „A Day at“ FoundryVTT Map Modules

Completely new to FoundryVTT?

Here is an official Tutorial to help you getting started with the basics: <https://foundryvtt.com/article/tutorial/>

STEP 1:

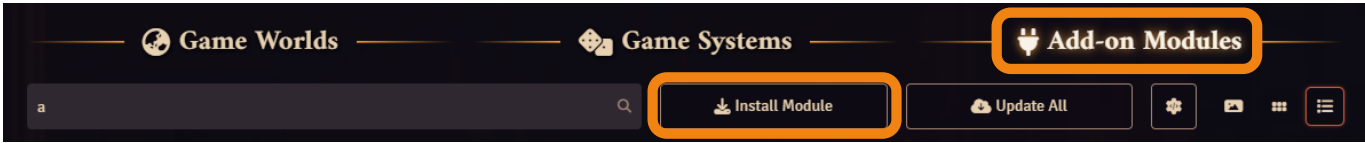
Copy the provided URL for the map module

For example: here is the link to the a day at showcase map module
<https://github.com/a-day-at/free-maps/releases/latest/download/module.json>

STEP 2:

Launch Foundry VTT

Go to the „Add-On Modules“ page
& select „Install Module“:



STEP 3:

The „Install Module“ site opens.
Paste the copied URL from Step 1 in the „manifest URL“
Box at the bottom of the page and select „install“

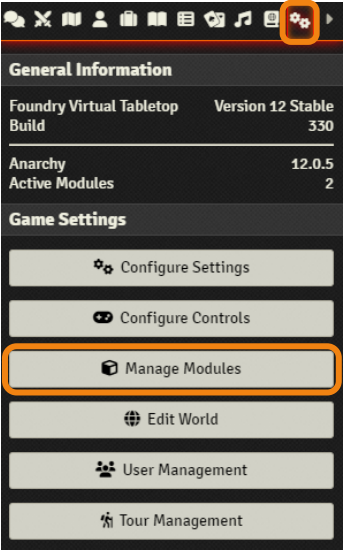


STEP 4:

Wait until the download and installation finished,
then open the world you want to use the map set in

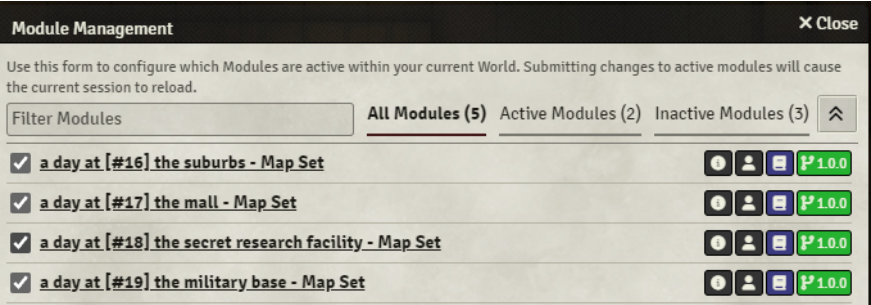
STEP 5:

Open the „Game Settings“ Tab and then go to the
„Manage Modules“ Tab

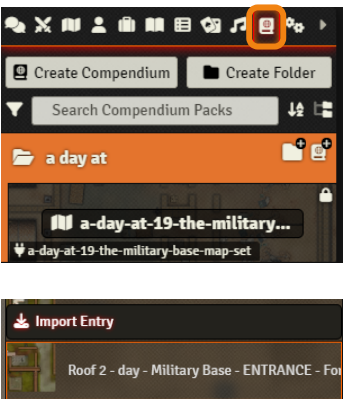


You can now find the newly installed Module in the
Modules list (all my modules start with „a day at“ so you
can easily find them)

Check the box next to the module you want to use



STEP 6:



Open the Compendium Folder - all a day at modules are
stored in one parent folder named „a day at“

Click on the map module you want to use - a new tab
with all included maps sorted into folders opens.

Select the map of your choice, right click on it and select
„Import Entry“

You can now find the map in your „Scenes Tab“ with
preconfigured walls and content.

I wish you a lot of fun with the maps in your sessions!

If you have troubles or questions dont hesitate to reach out. The best way to do that is by joining the a day at
Discord Server: <https://discord.gg/bBZNMVpJ44> or write a mail to: contact@adayat-maps.com