

Playing while on Roll20

v1.4

Players should play in a room separate from other household members and distractions. There will be ambient sound, music, and the occasional sound effect and a headphone set with a microphone is very useful! (A basic Logitech set seems just fine.) This really is important to keep focus on play for maximum fun as sound is a big part of the experience!

Players are expected to have good discipline and not engage in side activities or projects during play as this detracts from it for everyone.

When conversing players **MUST** take a pause and permit others to talk. There is a slight delay and it is vital that some players are not left out! Please get used to pausing for several beats after framing a thought before continuing. Please keep in mind that a lack of visual cues can be daunting for folks. It is also often helpful to describe some of your character's expressions and body language when role-playing.

When you are chewing, moving things around, or otherwise making noise that will be picked up by the microphone please use MUTE. People will have a much better time if they don't hear chewing and paper rustling. Most headsets have a handy mute button and the application has a mute function as well.

We do an alternative voice and/or video chat to offload processing from the browser to the cloud and the desktop app for Discord which keeps Roll20 from bogging down. If there are issues with a bad web connection things may be improved by lowering the Discord Bit Rate under Settings - Audio & Video.

Technical issues can really bog a session down. Make sure to test and confirm your set up well **BEFORE** the session! A quick check-in on Discord is always a good idea. You may need to go to your Discord Settings - Audio & Video and select your headset from the drop down menu each time. If you have choking and bandwidth issues and can manage to plug your machine into your router with a wire, you'll have better performance.