

HERALD PAVILION

CONTROL CENTER

User Guide

Version 0.22.4

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1. Welcome

Herald Pavilion Control Center is the DM's master control screen for everything your players look at. One control surface — this window — drives a second screen, a table-mounted TV, or your players' own phones and tablets, switching cleanly between images, video, maps, and the Herald Combat Tracker's live combat view.

Think of it as an OBS-style scene switcher built for the tabletop: you build a library of scenery, maps, and clips ahead of time, arrange them into named scenes, and flip between them with one click during play — with a clean crossfade every time, never a jarring cut or a flash of black.

**Tip**

If you only read one chapter first, make it Chapter 5 (Scenes and the Stage) — it's the core workflow everything else builds on.

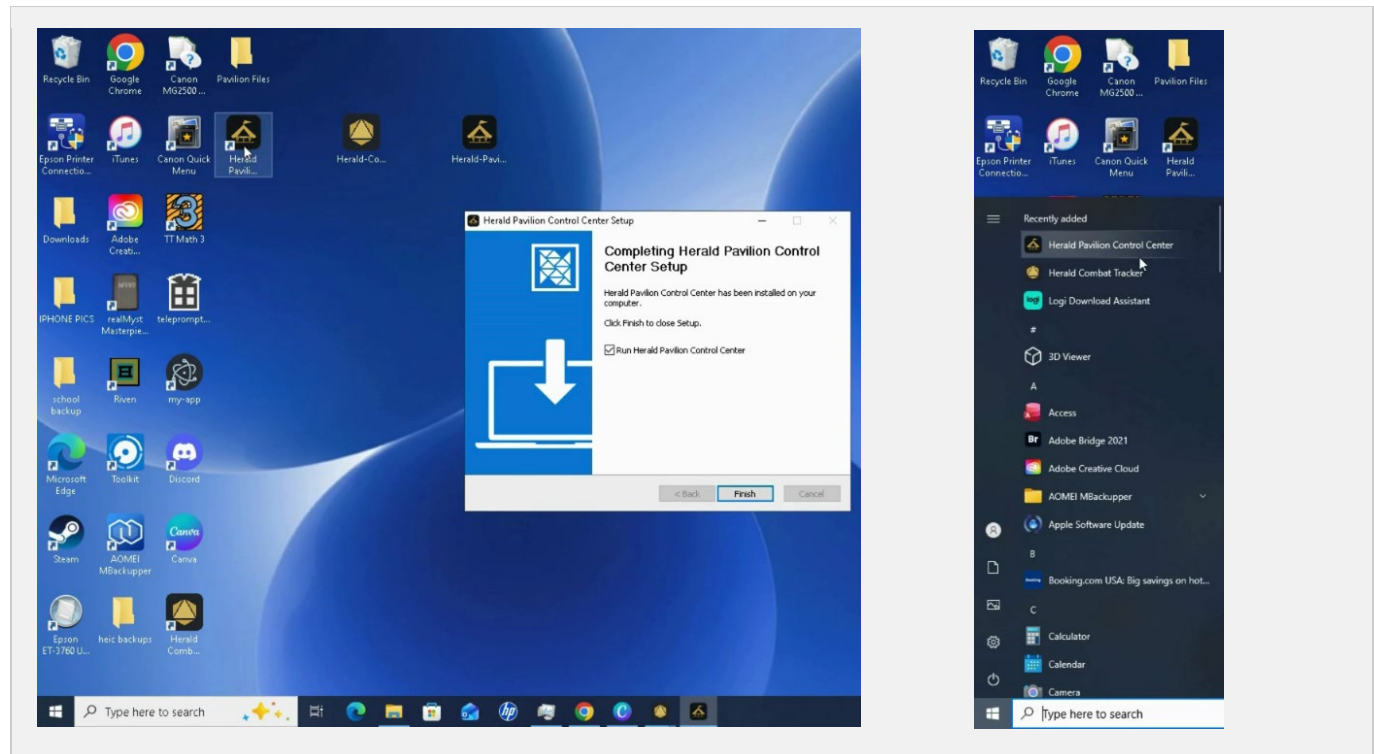
What you get at a glance

- A media library that references your own image and video folders in place — nothing is copied or moved.
- Named scenes with one-click switching and a smooth crossfade, plus instant Blackout and Splash toggles.
- Support for driving more than one screen at once — a wall TV and a table TV, each showing something different.
- Direct integration with the Herald Combat Tracker: show its live player display as one more source, with an optional autopilot that switches to it automatically when a fight starts.
- Overland maps with DM-controlled reveal, and Calibrated Battle Maps that render minis-true physical scale — one grid square, one real inch — on a table-mounted screen, with optional fog of war you reveal room by room.
- Website embedding and Syrinscape sound-button integration.
- The same LAN/QR remote-device system as the tracker, so phones and tablets can follow along too.

2. Installing and First Launch

Installing

1. Run the Herald Pavilion Control Center installer (.exe) you were given.
2. Follow the prompts — no administrator rights required.
3. Launch Herald Pavilion Control Center from the Start menu or desktop shortcut.



The first-run Windows Firewall prompt

The first time you start Remote Displays (Chapter 11), Windows will ask whether to allow network access.

⚠ Important

Choose "Allow access" for Private networks, or phones and tablets will never find Pavilion on your Wi-Fi.

Where your data lives

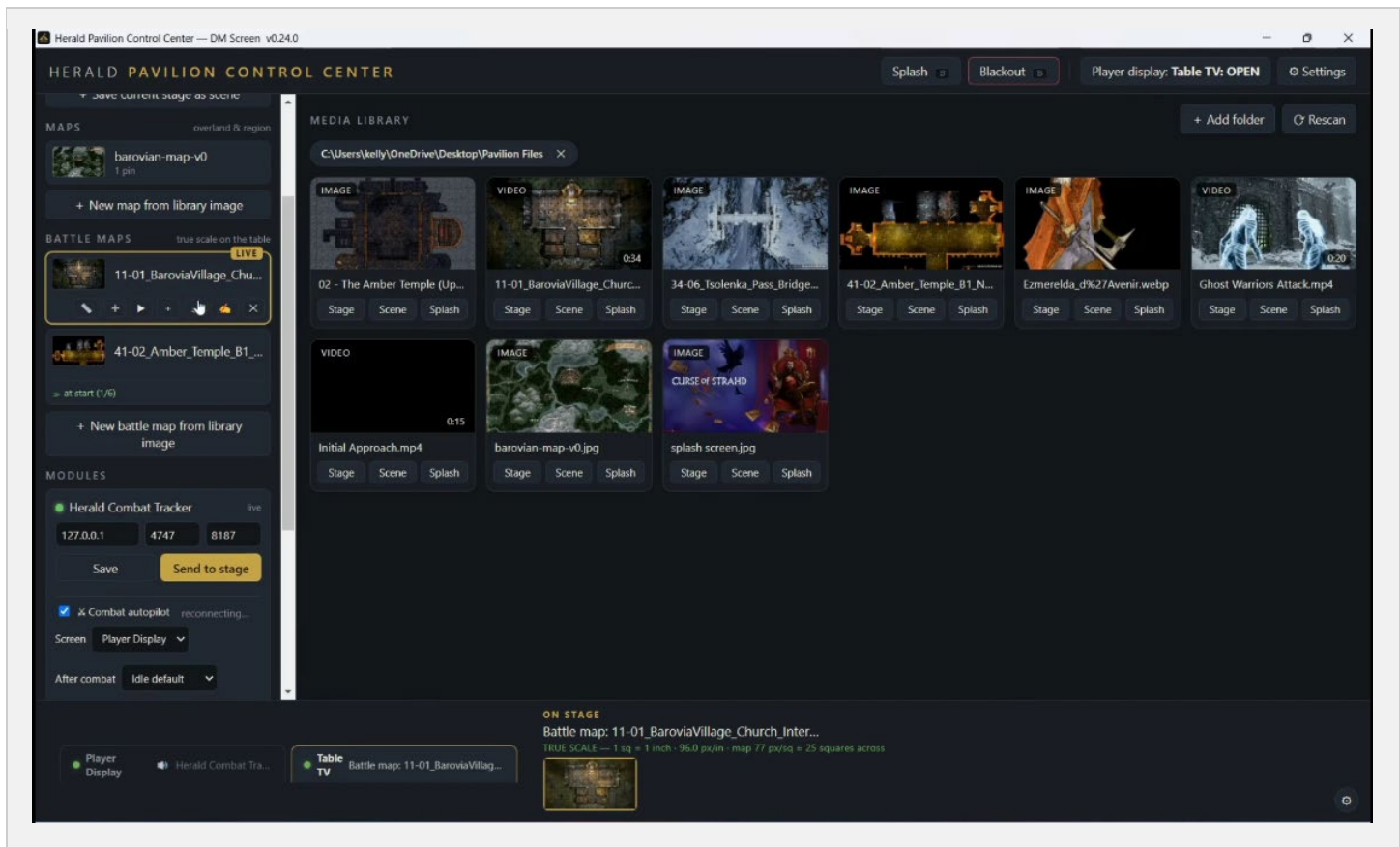
Scenes, maps, calibrations, fog regions, sound buttons, module pairings, and settings are all stored in %APPDATA%\herald-pavilion\, completely separate from the app folder.

i Note

Installing an update never touches your data — no uninstall needed, nothing lost. Your media files themselves are never copied into this folder either; the library only ever references the folders you point it at.

3. The Main Window, at a Glance

The DM window is split into a left-hand sidebar of panels, a media library on the right, and a stage bar across the bottom showing exactly what's live right now.



The top bar

- **Splash / Blackout** — instant idle-screen toggles (hotkeys S / B). See Chapter 5.
- **Player display** — opens or closes the full-screen window your TV or second monitor shows.
- **Settings** — crossfade timing, default fit, outputs, audio, skins, hotkeys. See Chapter 12.

The sidebar panels

- **Scenes** — your saved, one-click switches. Chapter 5.
- **Maps** — overland maps with DM-controlled reveal. Chapter 9.
- **Battle Maps** — true-physical-scale maps for a table screen, with fog of war. Chapter 10.
- **Modules** — the Herald Combat Tracker connection and combat autopilot. Chapter 7.
- **Web** — show a website on the player screen. Chapter 8.
- **Remote Displays** — QR code and session code for phones/tablets. Chapter 11.

The media library

The large panel on the right. Add folder points Pavilion at a folder of images and videos; Rescan picks up anything added or changed since. Files are always referenced from where they already live — nothing is copied.

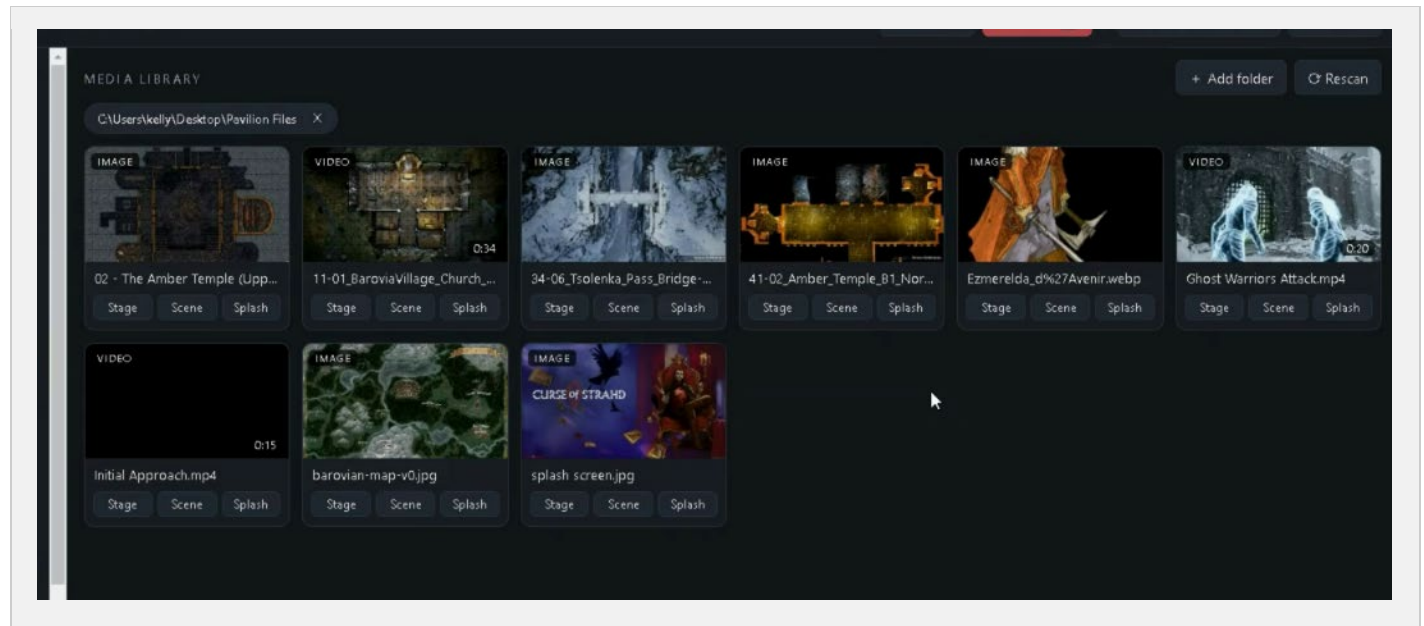
The stage bar

Always visible at the bottom: what's ON STAGE right now, transport controls when a video is playing, and a fit toggle (letterbox vs. fill). With more than one output connected, tabs appear here too — see Chapter 6.

4. The Media Library

Adding your media

1. Click + Add folder and choose a folder of images (PNG/JPG/WebP/GIF) and/or videos (MP4/WebM).
2. Pavilion scans it recursively and generates thumbnails.
3. Add as many folders as you like — they all appear together in one grid.



Rescan (⌂) is manual, plus automatic at every launch — Pavilion does not watch folders for changes live. If a file is deleted or renamed on disk, the next rescan marks it with a MISSING badge, and any scene pointing at it shows a clear "source unavailable" card instead of an error.

💡 Tip

Editing an image or video file (which changes its modified date) regenerates its thumbnail automatically on the next rescan.

5. Scenes and the Stage

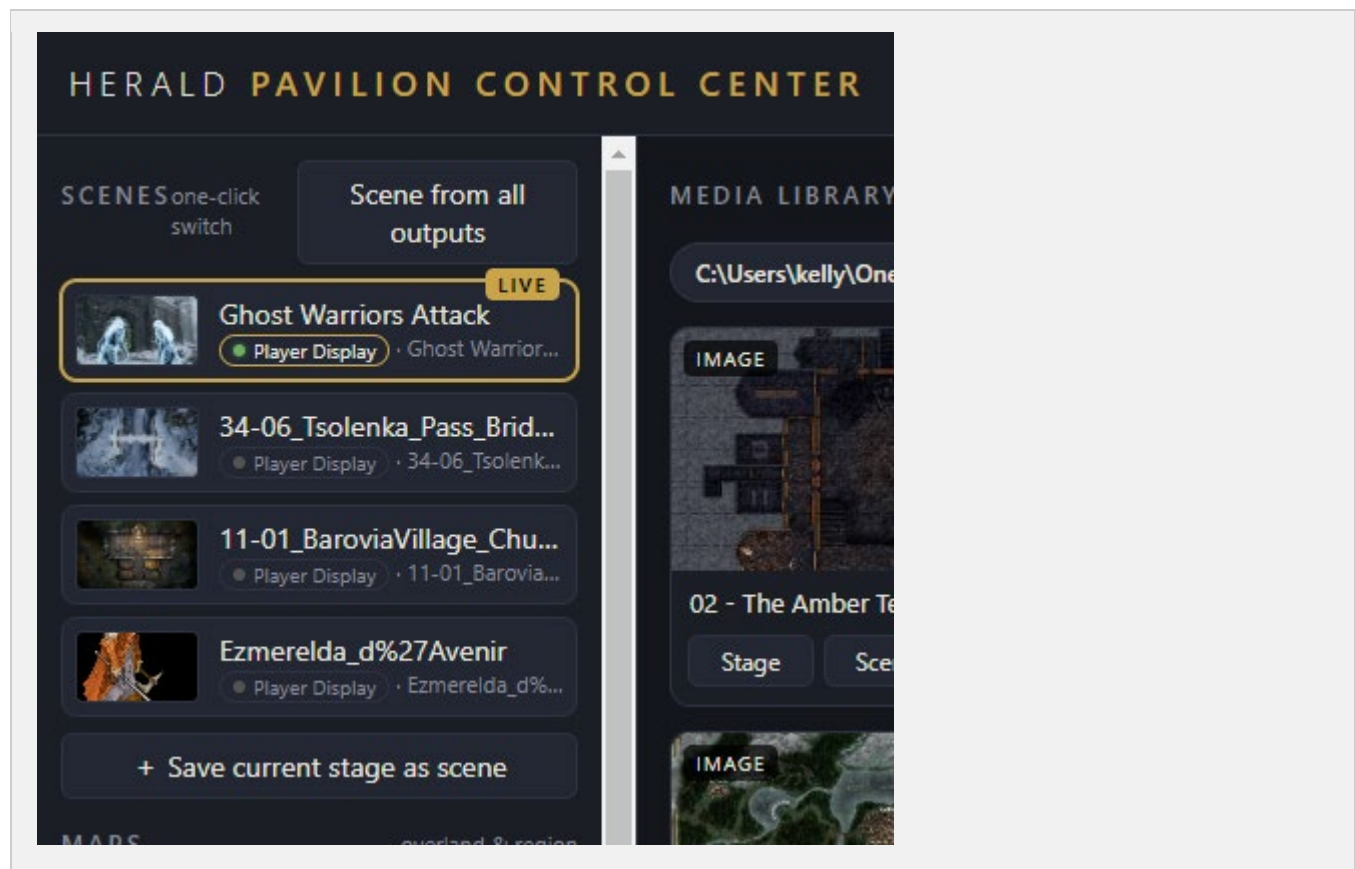
The player-facing screen always shows exactly one thing — an image, a video, a map, blackout, splash, or a module like the tracker — called the current source. Switching sources is always a smooth crossfade.

Sending something to the screen right now

Click any item in the Media Library (or a map, in its own panel) and choose Stage / Send to stage. It crossfades in immediately.

Saving a scene

1. Get the screen showing what you want (an image, a video with the right settings, a map, even the tracker).
2. Click + Save current stage as scene in the Scenes panel and name it.
3. It now appears in your Scenes list — click it any time for a one-click switch back to exactly that.

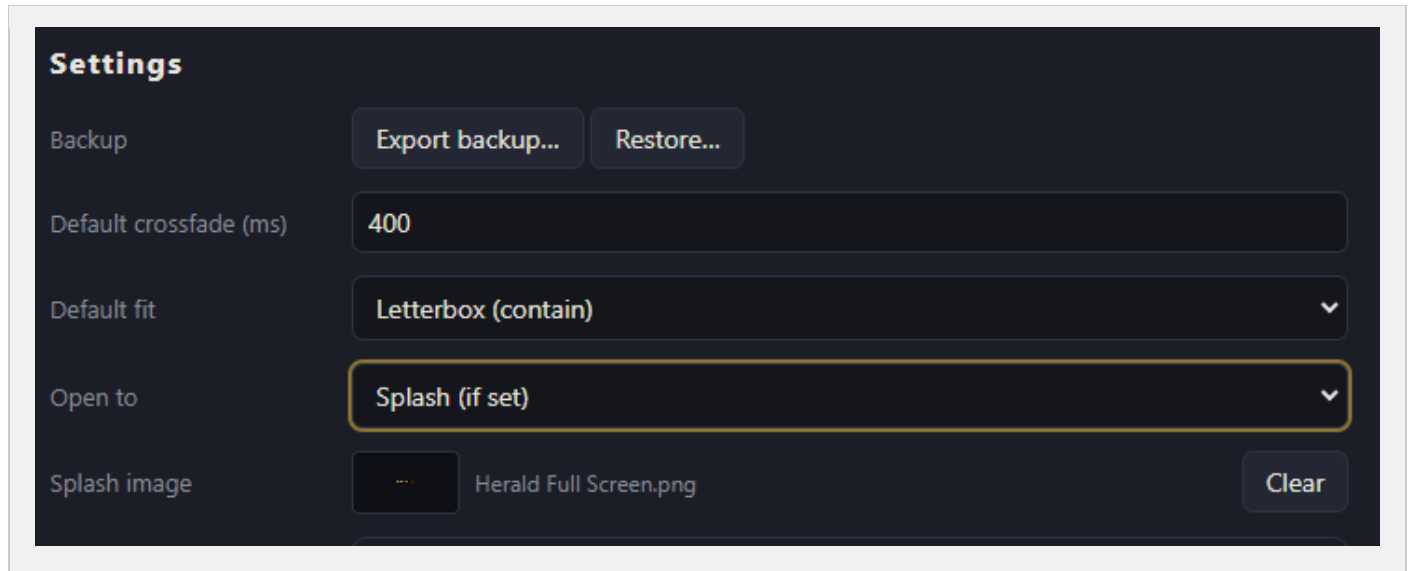


Blackout and Splash — the instant toggles

Two special "idle" screens sit outside the normal scene list, always one keypress away:

- **Blackout** (hotkey B) — an instant black screen. Useful mid-fight to hide a private conversation, or between scenes.
- **Splash** (hotkey S) — your chosen "table screen" image (set it in Settings), for the moments when you want something on-brand rather than plain black.

Toggling either one off restores whatever was showing before — you never lose your place by hitting Blackout for a moment.



i Note

Hotkeys B and S only work while the DM window has keyboard focus — not while typing in a text field or with a dialog open, so a stray keystroke can never blank the screen mid-typing. An opt-in "global hotkeys" setting extends them to work even when Pavilion isn't focused (Chapter 12).

Crossfade timing

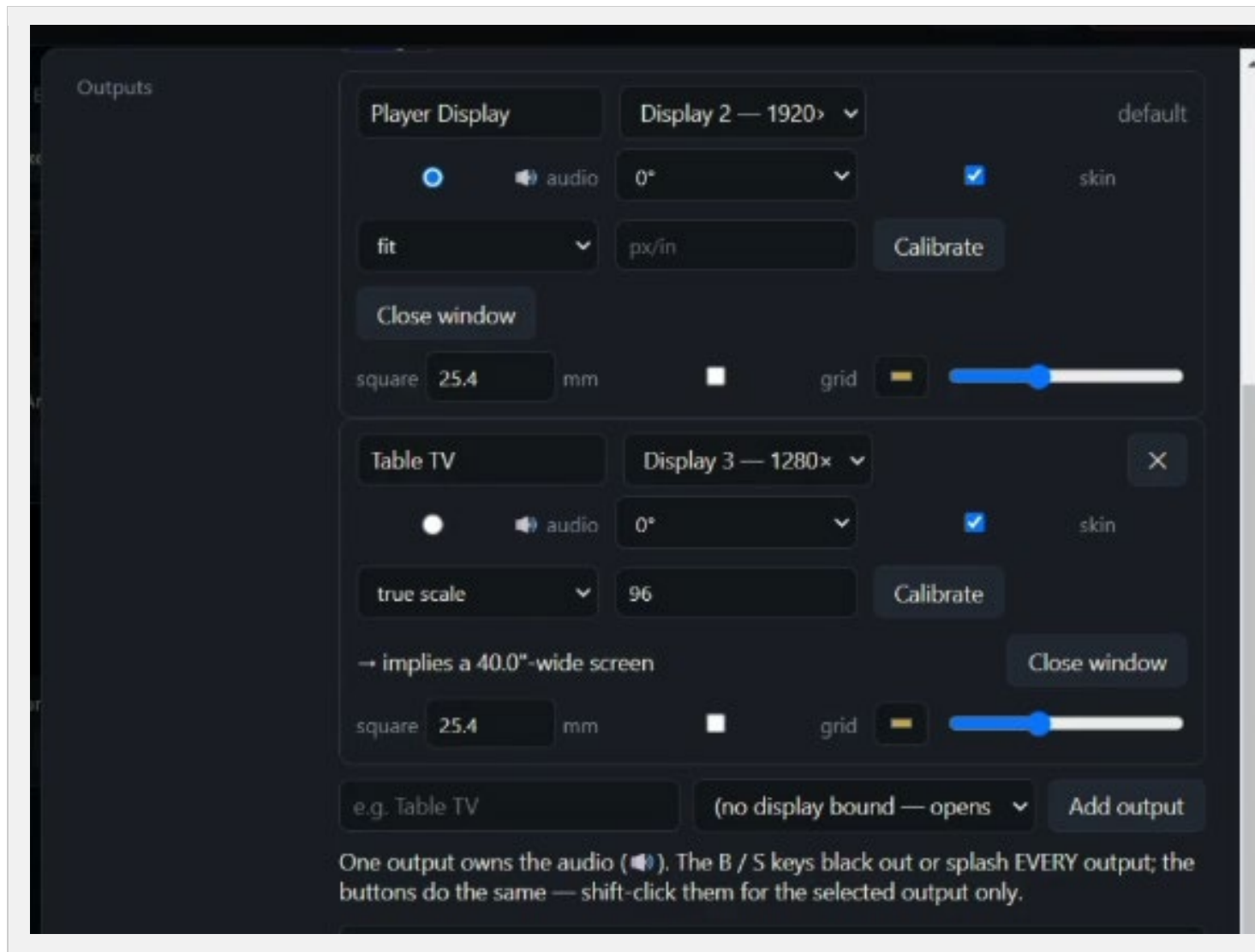
Set a default fade length in Settings (0 = instant hard cut), and override it per scene if one particular switch should be faster or slower.

6. Driving More Than One Screen

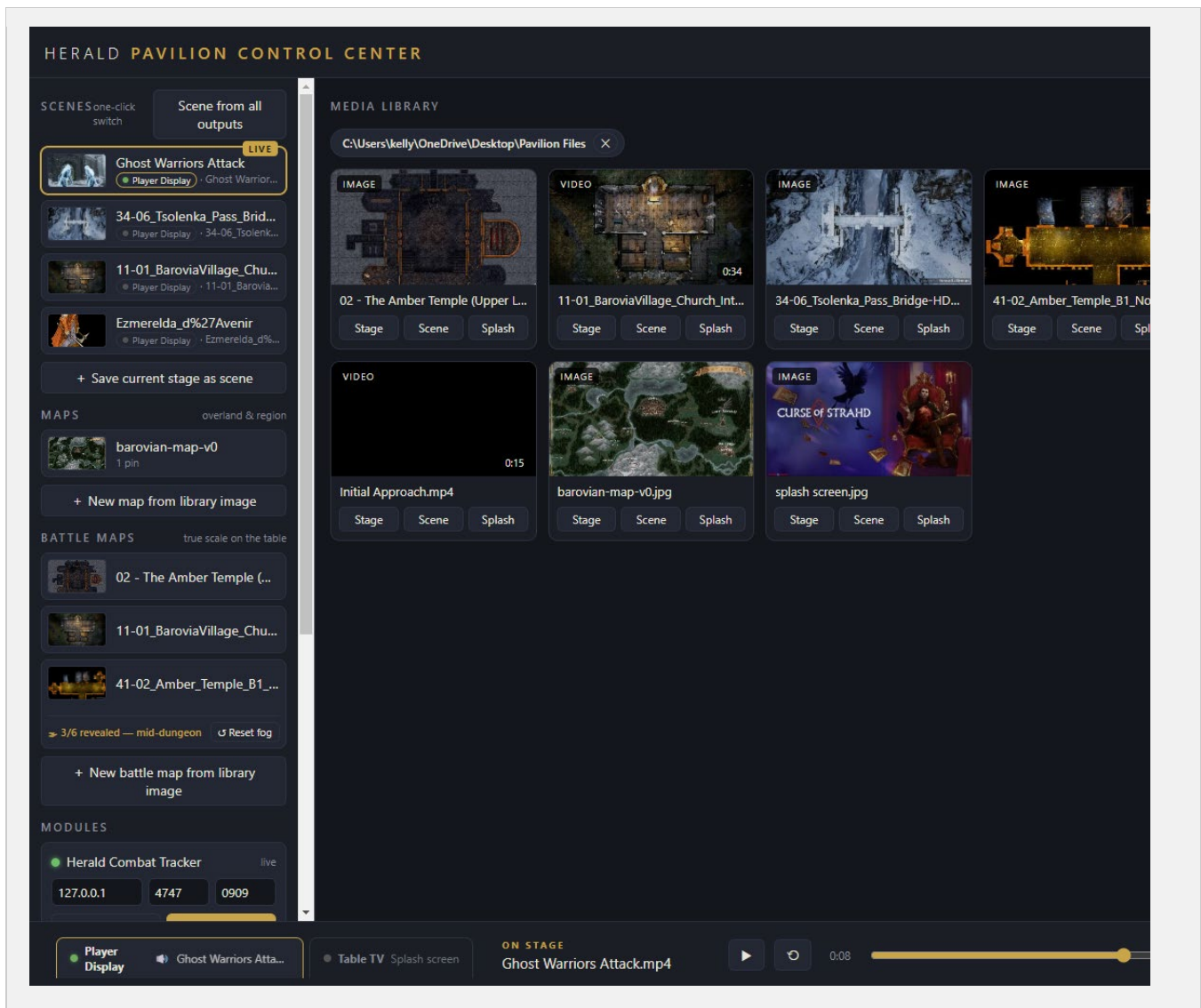
Pavilion isn't limited to one player-facing screen. Add a second output — a wall-mounted TV and a table-mounted TV, for instance — and each shows its own source independently, all from this one window.

Adding an output

1. Open Settings → Outputs.
2. Add an output, name it (e.g. "Wall TV" or "Table"), and choose which physical display it's bound to.
3. Choose which single output owns audio — every other output's video plays muted automatically, so you never get double sound.



With more than one output, tabs appear in the stage bar — everything you do (transport controls, sending an item to stage, saving a scene) acts on whichever tab is selected.



Panic button behavior

Blackout and Splash, pressed normally, affect every output at once — the panic button stays a panic button no matter how many screens you're running. Shift-click either button to affect only the selected output.

Scenes across outputs

A scene can target one output, or — with "Scene from all outputs" — capture what every output is showing as a single saved scene ("Ambush!" = the tracker on the wall and a dungeon map on the table, one click to set both).

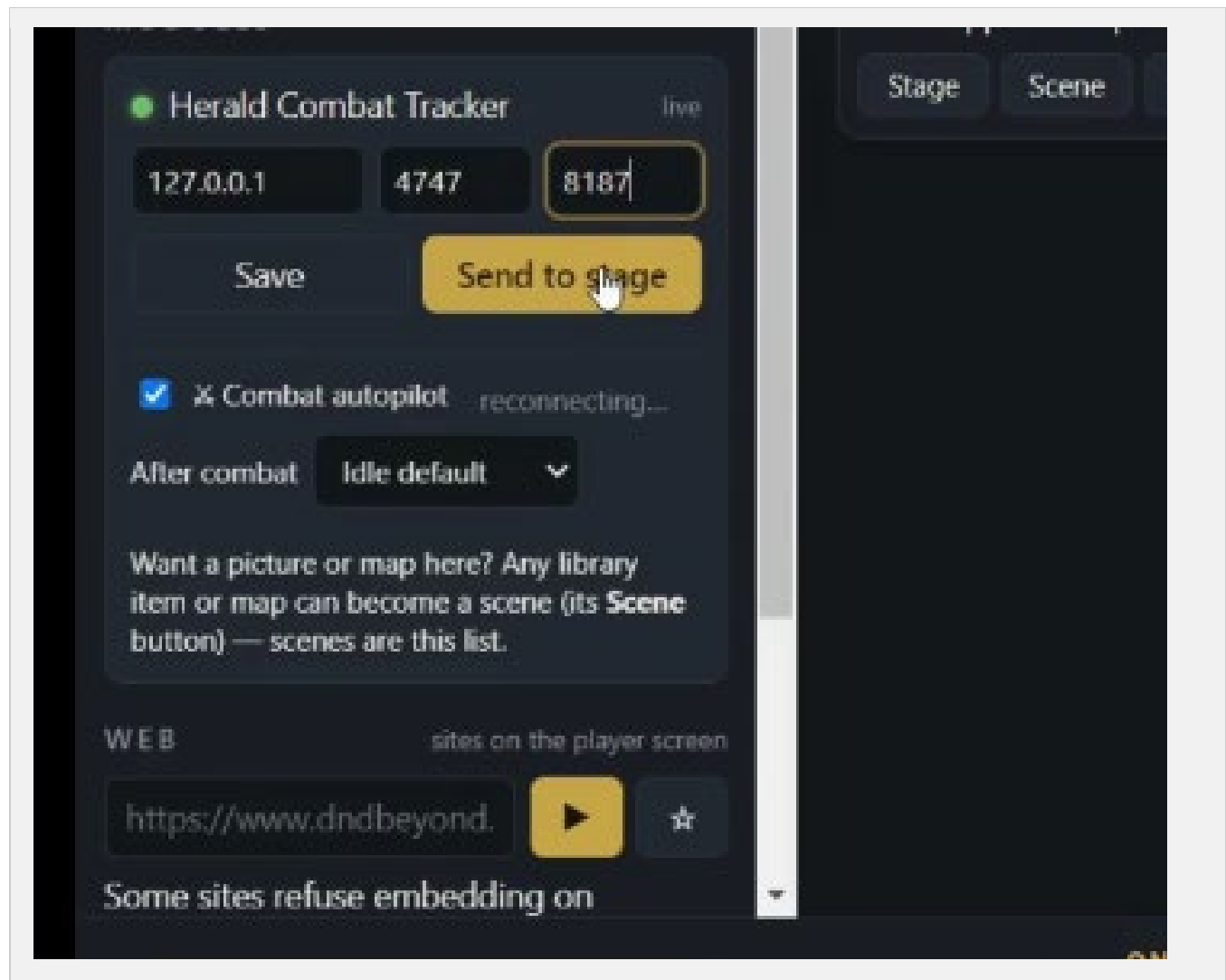
The table output role

An output can be marked as a battle-map table. Doing so tells Pavilion this screen is a surface for miniatures rather than a broadcast, which changes two behaviors deliberately: phones and tablets are never offered it as a screen to follow, and combat autopilot will never take it over when a fight starts. Your fogged dungeon stays on the glass.

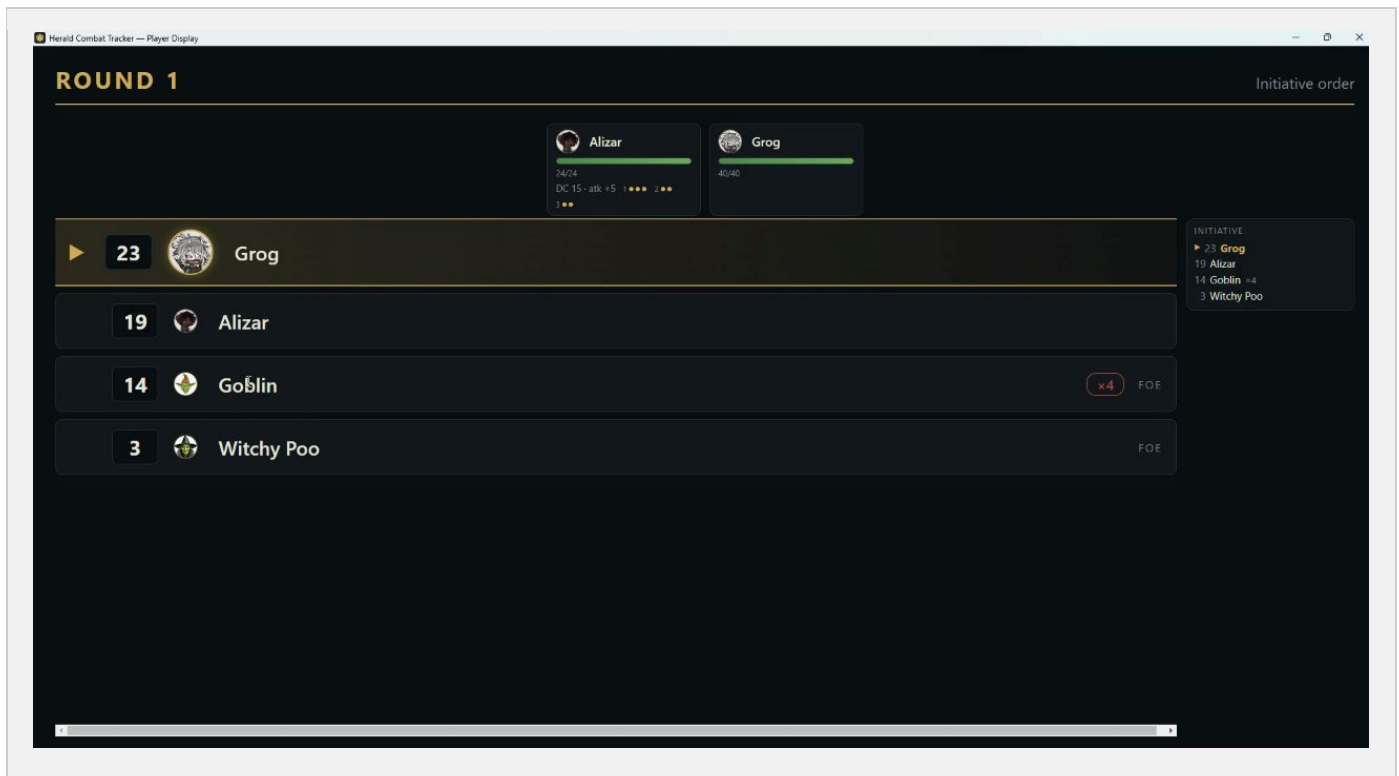
7. The Combat Tracker Module and Autopilot

Connecting the tracker

1. Start Herald Combat Tracker and turn on its remote displays — note the 4-digit session code it shows.
2. In Pavilion's Modules panel, leave Host/Port at their defaults (127.0.0.1 / 4747) unless you changed the tracker's port, and enter the session code.
3. Save. The status dot turns green ("live") once the tracker is reachable.



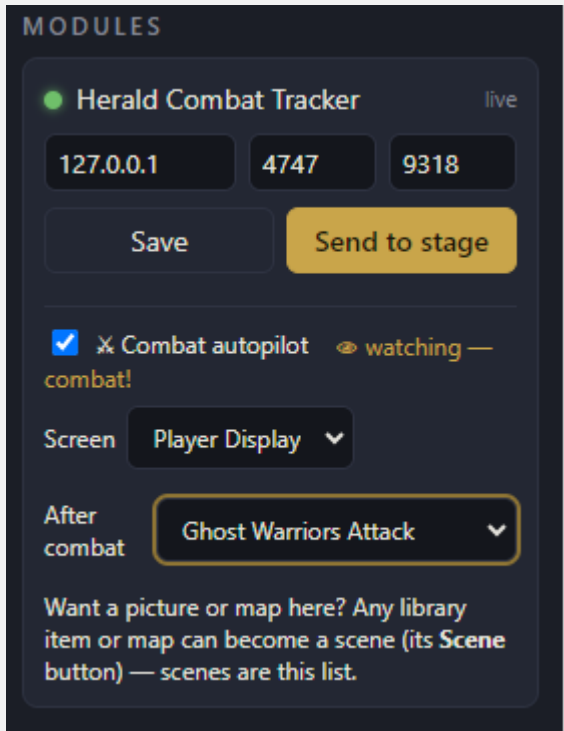
Click Send to stage to show the tracker's live combat view on the selected output — updating in real time, dice rolls and all. Save it as a scene for one-click switching between battle and scenery from then on.



Combat autopilot

An optional feature in the same tracker card: turn on  Combat autopilot and Pavilion watches the tracker for you.

- When combat starts, the selected screen fades to the tracker automatically.
- When combat ends (or a rest's camp view opens and later closes), the screen fades to whichever scene you designated as "After combat."
- If you manually switch the screen to something else mid-fight, autopilot leaves your choice alone when combat ends — it only ever returns to a screen it staged itself.



Tip

Any image, video, or map can become an "After combat" option — select it in the library (or on a map) and click its Scene button. Scenes are the vocabulary autopilot chooses from.

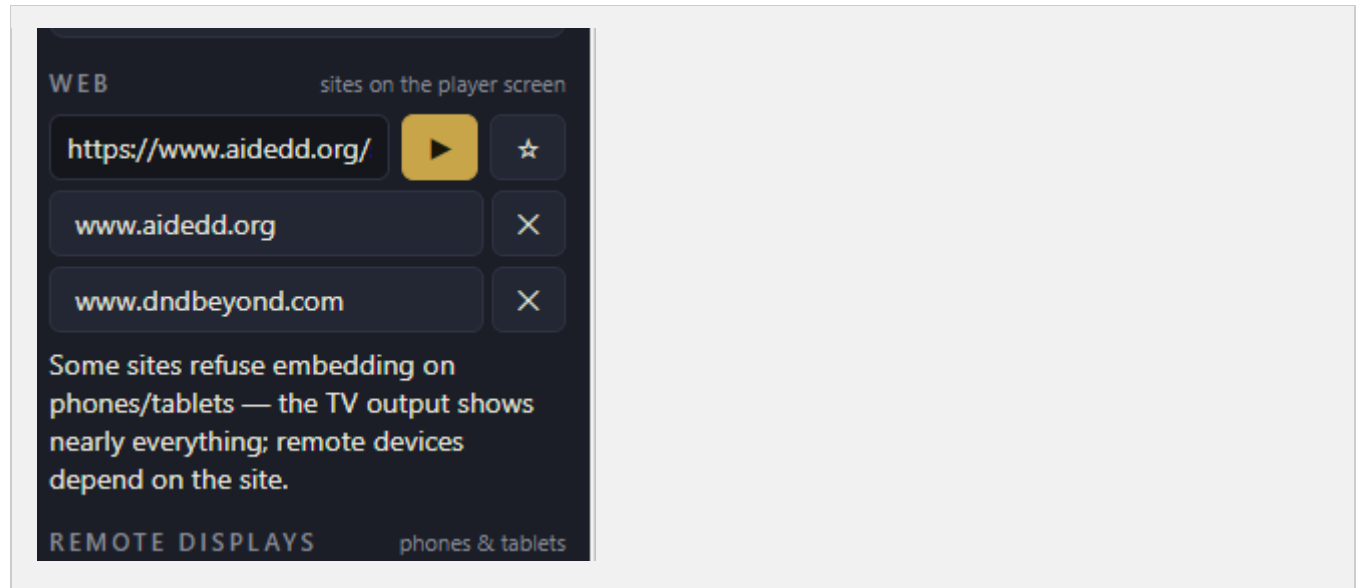
Note

Autopilot never targets a battle-map table output — a fight starting will not pull your map off the table screen.

8. Websites and Sound Buttons

Showing a website on the player screen

1. Open the Web panel and type or paste an address.
2. ▶ shows it on the selected output; ☆ saves it as a bookmark for next time.



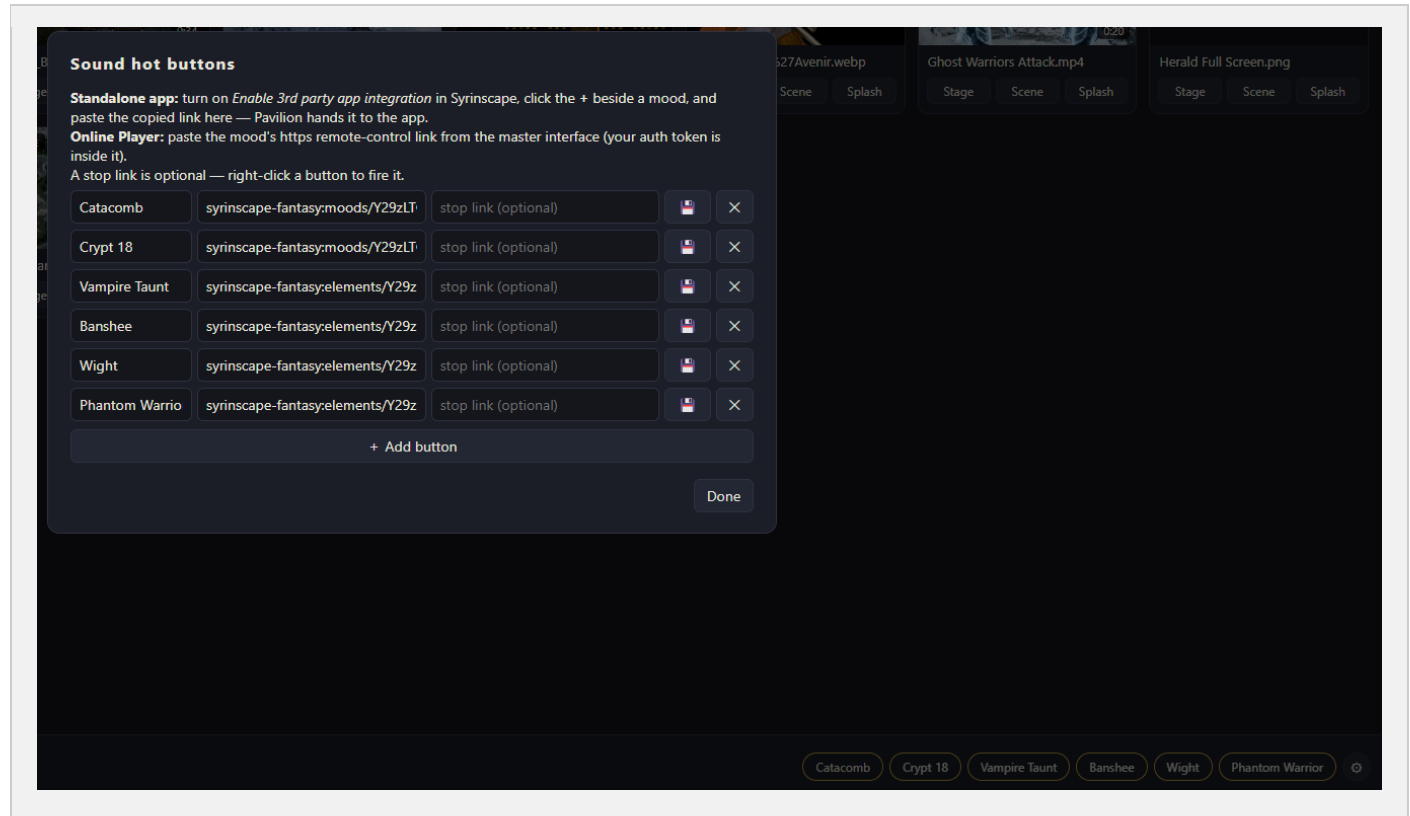
i Note

Some sites refuse to be embedded on phones and tablets — the TV/monitor output shows nearly everything, but a remote device's success depends on the site itself.

Syrinscape sound buttons

Settings for sound hot-buttons let you trigger Syrinscape moods (standalone app or Online Player) with one click from the DM window.

1. First in Syrinscape, make sure the “3rd Party App Integration:” setting is enabled
2. Open the sound hot buttons panel and click Add button.
3. Name it, then paste the link Syrinscape gave you — either the custom app link from the standalone Syrinscape app's "+" button, or an https remote-control link from the Online Player.
4. Save. Click the button any time during play to fire that mood.



9. Overland Maps

An overland map shows the players' own regional map, with DM-placed pins — places, landmarks, labels — that stay hidden until you reveal them, plus a party token you drag as the group travels.

Building a map

1. Add the map image to your media library first (Chapter 4).
2. In the Maps panel, click + and choose that image.
3. The Map Editor window opens: use the pin tools (Place / Landmark / Label / Region) to click points onto the map, and the Party token tool to place the group's marker.



Revealing pins to players

Every pin starts hidden. Click its eye toggle (in the editor, or the side list) to reveal it — the change appears live on the staged player view the instant you click it. Only revealed pins, and the party token (if you've made it visible), ever reach a player screen or phone.

i Note

Dragging the party token on the player display makes it glide smoothly to its new spot — it reads as travel, not a jump cut.

10. Calibrated Battle Maps

For a table-mounted screen, Herald Pavilion can render a battle map at true physical scale: one grid square measures exactly one real inch on the glass, so standard 28–32mm miniatures on 1-inch bases sit correctly. This chapter covers the one concept that trips people up, so read it before your first battle map.

Important

True scale is the ratio of TWO separate measurements. Both must be set; neither substitutes for the other:

1. The MAP's own scale — how many image pixels make up one square, in that specific image file.
2. The SCREEN's calibration — how many device pixels make up one real inch, on that specific piece of glass.

Setting one does not set the other. If a battle map looks the wrong size, check both — the stage bar tells you which one is missing.

Step 1 — Set the map's own scale

1. In the Battle Maps panel, click **+ New battle map from library image** and choose a map image (it must already be in your library).
2. The scale dialog opens by itself. *(Later,  on the map's row reopens it.)*
3. Zoom in on a clean **2×2 or 3×3 block of printed squares near the middle of the map** — somewhere the grid lines are crisp and unbroken, away from walls and furniture.
4. Drag the box corner to corner along the printed lines, then enter how many squares it spanned — **2 across × 2 down**, or 3 × 3.
5. Check the gold preview grid that appears it should sit on the printed grid **all the way to the far corners**.

Tip — measure in the middle, not at an edge

Any tiny error in the square size builds up the further you get from where you measured. Measure at one edge and it runs the whole width of the map. Measure in the middle and it only runs half as far in either direction — so the same small error shows up half as much. On small and medium maps this alone is usually enough that you never need to touch the alignment controls.

Important — a small block beats a long run

Two or three squares at high zoom is the sweet spot. Fewer than that and there is nothing to divide the error by; many more and the printed lines become too thin on screen to place the box accurately, a clean unbroken run is hard to find on a real dungeon map, and it is easy to miscount how many squares you crossed. A 2×2 or 3×3 block is easy to find, easy to trace, and impossible to miscount.

i Note

Pavilion measures both directions and compares them. Squares are square, so the across measurement alone would do — but two readings average out better, and if they disagree by more than a couple of percent you get a warning, which usually means one of the counts was typed wrong. This is another reason to use a block rather than a single line.

Getting the grid exactly right

The dialog has two independent controls, and knowing which one you need saves a lot of fiddling:

- **Square size** — how big one square is. Getting this wrong makes the grid drift steadily: fine where you measured, further out the further you go.
- **Grid alignment** — where the grid starts. Getting these wrong offsets **the whole grid by the same amount everywhere**, without drifting.

Because you measured near the middle of the map, the grid should be spot-on there. That gives you a simple way to read which control you need:

1. **Look where you measured first.** It should sit exactly on the printed grid. If it does not, that is **Grid alignment** — the box corner landed part-way into a square.
 2. **Then look at the far corners.** If the grid is right in the middle but slides out of step towards the edges, that is **Square size**.
6. Fix alignment first, then size — in that order, because a misaligned grid makes a good size look wrong.

💡 Tip

Once the grid matches both in the middle and at the far corners, it is right everywhere in between. That is the whole check — you do not need to inspect the rest of the map.

If one direction lines up and the other does not

That is a grid-origin problem on that one axis, not a size problem — a wrong size drifts steadily in **both** directions, while a wrong origin is a constant offset in **one**. It happens when the corner of the box you dragged landed part-way into a square vertically but cleanly horizontally, or the reverse.

Use the **Grid alignment** row:

- The **arrows** slide the grid one image pixel at a time — hold **Shift** for ten at a time.
- **½ across** and **½ down** shift the grid by half a square. That fixes the common case of everything being exactly out of step, where every fog block straddles two printed squares.
- Each control moves **one direction only**, so the axis that already lines up stays exactly where it is.

The gold preview updates with every click. Nudge until it sits on the printed grid, then stop.

Note

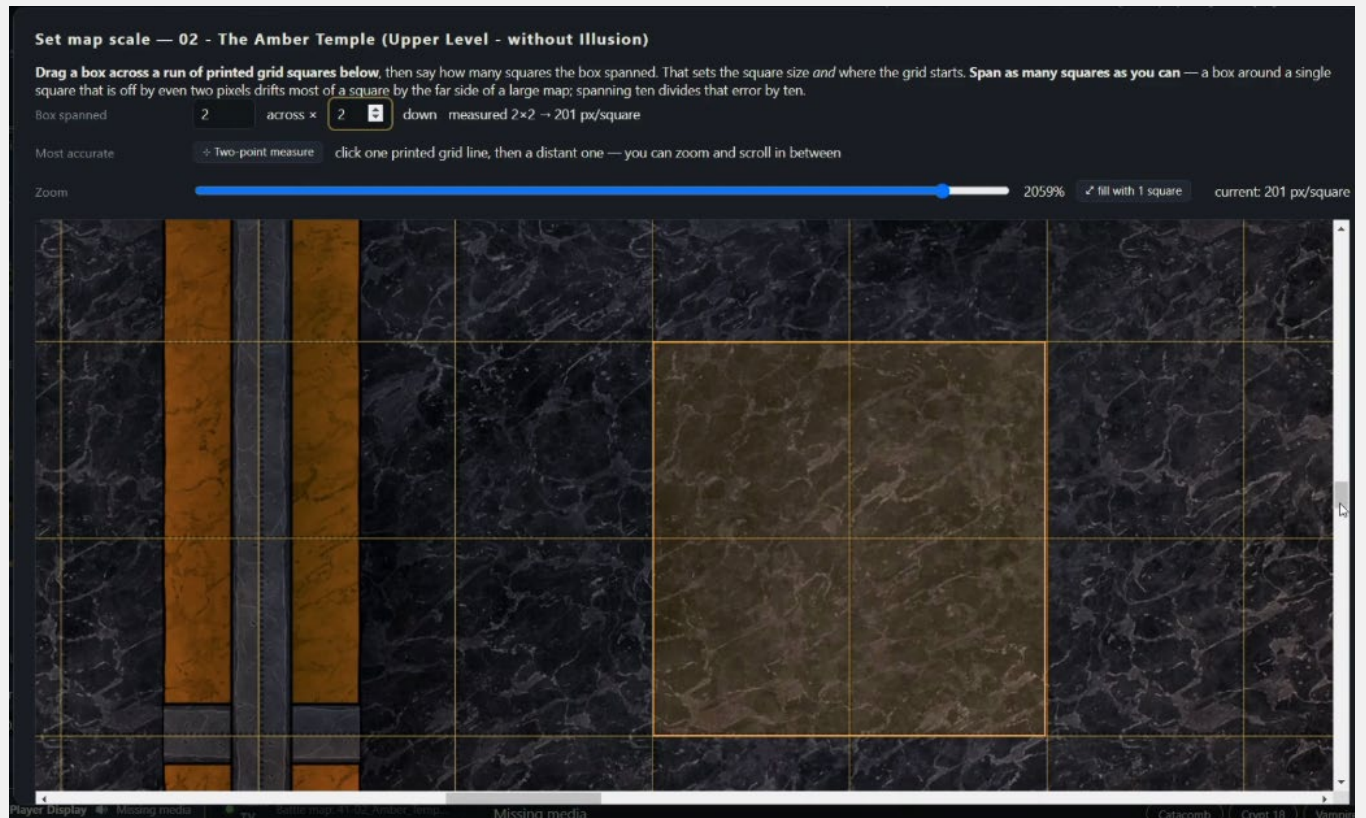
Nudging the alignment never changes the square size, so it cannot undo a good measurement. The two controls are completely independent — you can always adjust one without disturbing the other.

⚠ Important

Drag a box across printed squares — do not type the map's width in squares unless the map has no printed grid at all.

The dragged box tells Pavilion two things: how big a square is, **and** where the grid starts. Battle maps normally have a decorative border, so the grid does not begin at the very corner of the image. Typing a width can only give the size, and it assumes the grid starts at the corner — which puts every fog square out of step with the artwork, and on a bordered map makes the size slightly wrong too, because it divides the whole image, border included, by the square count.

The width option is still there, under "**No printed grid on this map?**", for maps you intend to use with Pavilion's own drawn grid.

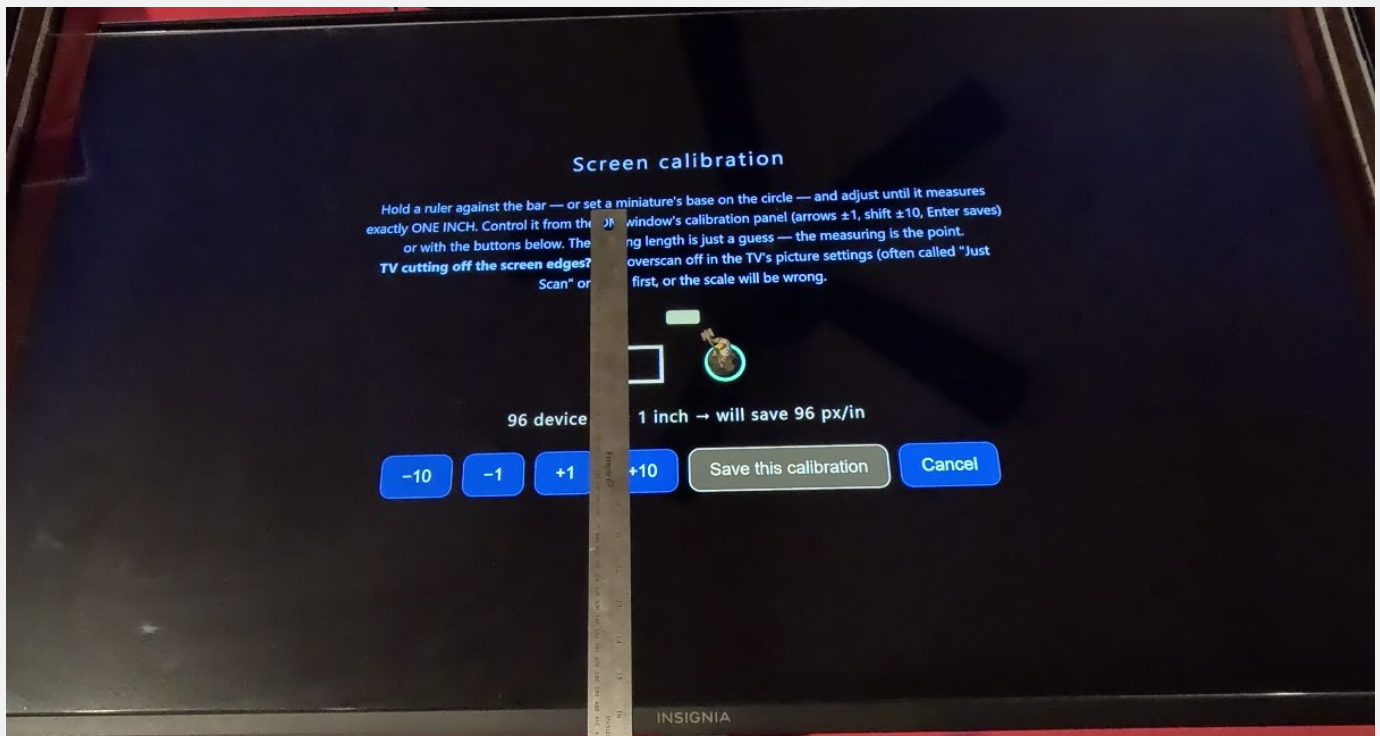


💡 Tip

Zoom in far enough that the printed grid lines are clearly thick on screen; that is what makes the "trace the printed lines" instruction obvious at a glance.

Step 2 — Calibrate the screen (once per screen, ever)

1. Set that output's Scale mode to "true" (Settings → Outputs).
2. Click Calibrate. A bar (and a mini-base-sized circle) appears on that screen.
3. Lay a real ruler — or an actual miniature — on the glass and nudge with the arrow keys until it measures exactly one inch.
4. Press Enter to save. You never have to do this again for that screen unless you move it.

**⚠ Important**

Turn the TV's overscan setting OFF ("Just Scan") before calibrating, or the measurement — and every battle map afterward — will be quietly wrong.

Staging and panning

Stage a battle map like any other source. Pan (⚡ on the map row, or drag the live minimap in the stage bar) glides the table's view to a new center point — useful on a big set-piece map larger than the screen. There is deliberately no zoom control on a true-scale output: zoom is determined entirely by calibration, and a slider would silently break the physical scale.



i Note

Battle maps are shown on your table and monitor outputs only — they are never sent to phones or tablets. A battle map is a surface to put miniatures on rather than something to broadcast, and with fog of war in play, sending the image to a hand-held device would give away the parts you are hiding. A phone watching that screen shows a "Shown on the table screen only" card instead.

Fog of war

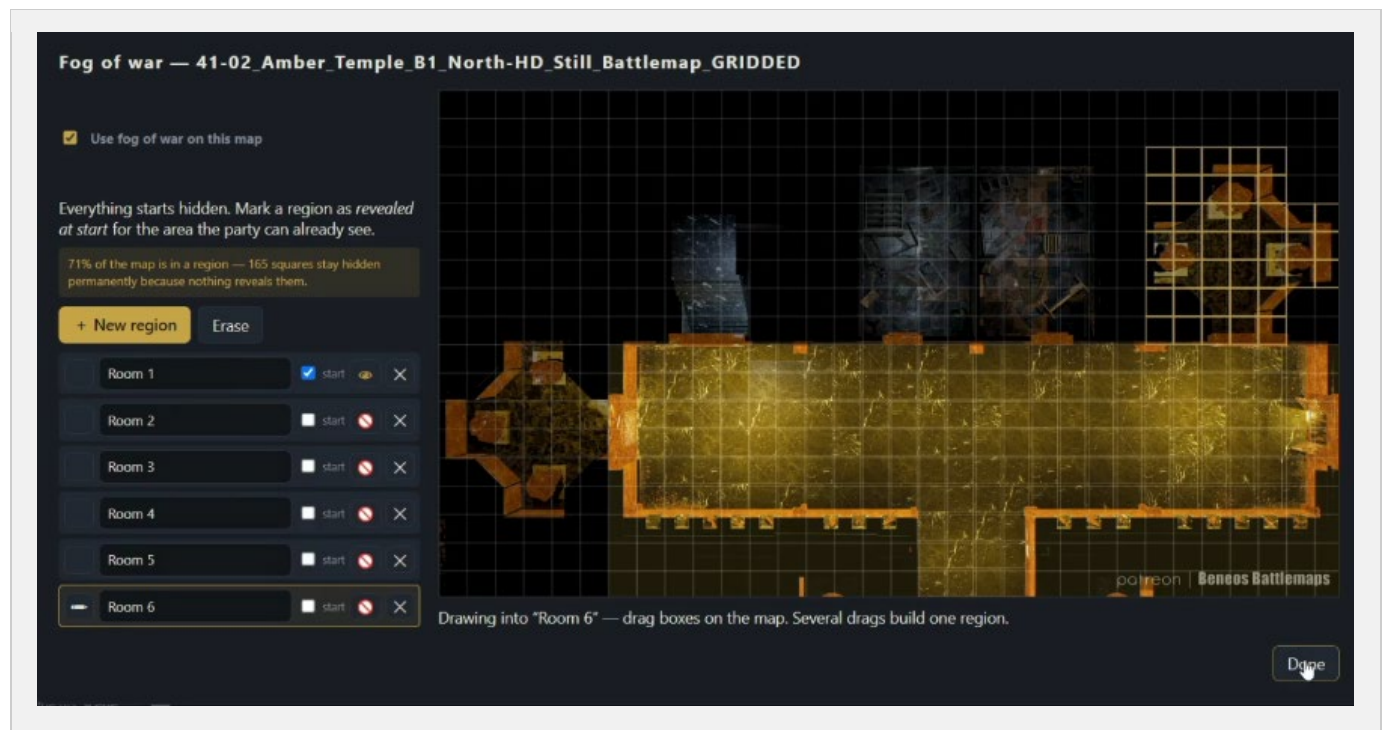
Fog of war hides the map until the party explores it. You divide the map into named regions during prep — rooms, corridors, a courtyard — and reveal them one at a time during play with a single click. There are no tokens and nothing is automatic: you decide what the party can see, exactly as you would sliding a sheet of paper across a printed map.

Note

Fog is optional and off by default. A map you never turn it on for behaves exactly as before.

Setting up regions (prep)

1. Set the map's scale first (Step 1 above). Fog uses the map's own grid, so it needs to know how big a square is — the editor will say so if you skip this.
2. Click  on the map's row to open the fog editor.
3. Tick "Use fog of war on this map."
4. Click  New region and name it (e.g. "Guard Room"). Names are for you — players never see them.
5. Drag a box on the map to add those squares to the region. Drag again elsewhere to add more: a region can be several rectangles, so an L-shaped room is simply two drags.
6. For the area the party can already see when the map first goes up, tick "start" on that region.



⚠ Important

Anything you do not put inside a region stays hidden permanently — nothing can reveal it. That is deliberate: forgetting to cover a corner should never expose it by accident. The editor shows a running coverage figure ("78% of the map is in a region — 66 squares stay hidden") so you can spot gaps while prepping rather than mid-session.

Revealing during play

With the map live on the table, a strip appears under its row in the Battle Maps panel with one chip per region. Click a chip to reveal that region; click it again to hide it. The table updates instantly and the map itself never re-fades, so nothing jumps while your players are looking at it.



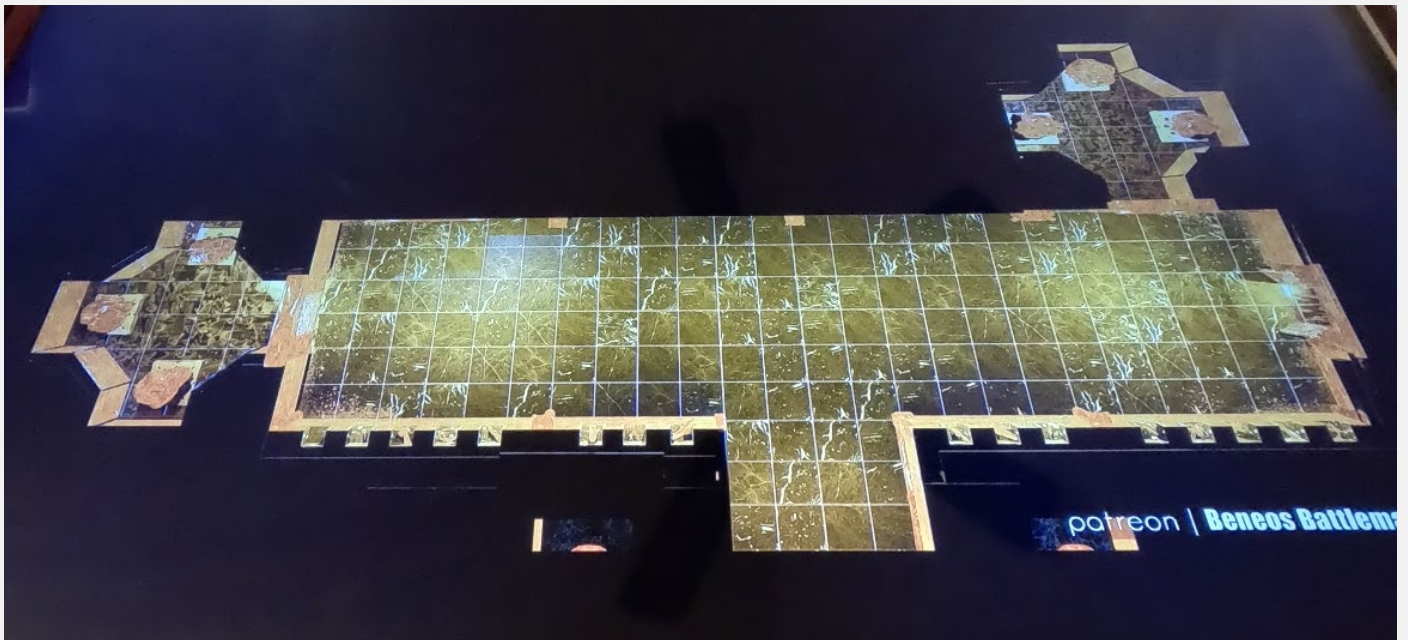
- **Reset fog** returns the map to its starting regions — the entrance lit, everything else re-fogged — so you can run the same dungeon for a different party.
- **Persistence:** what you have revealed is remembered. Stop mid-dungeon and the same rooms are still open next week.
- **Every screen agrees:** if the same map is on the wall TV as well as the table, both hide the same squares.

Check the fog state before you stage a map

Because reveals are remembered, a map you used last session will come back with those same rooms open — the moment you send it to the screen. To save you finding that out in front of your players, every fogged map shows its state on its row in the Battle Maps panel, whether or not it is currently on screen:

-  **all hidden** — nothing is revealed yet.
-  **at start (1/4)** — exactly the regions you marked as revealed at the start. Ready to run fresh.
-  **3/4 revealed — mid-dungeon** (in amber) — this map is part-way through a previous session. Staging it now will show those rooms.

Hover the badge to see exactly which regions are open. If you are starting a fresh run, click  Reset fog on that row first — it appears whenever a map is not at its starting state, so you can re-fog before the map ever reaches the table.

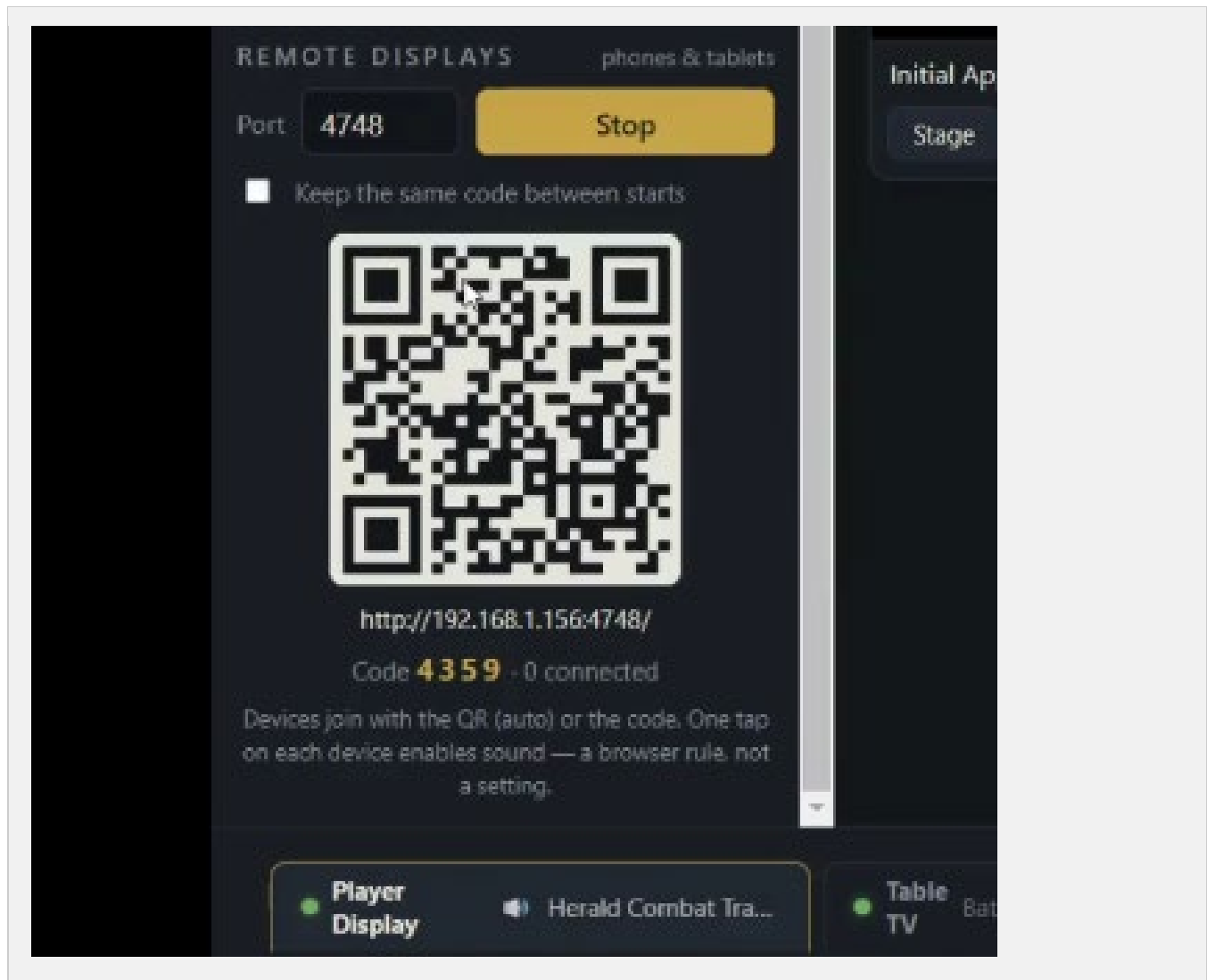


Note

On your DM screen the hidden areas are only dimmed, so you can still see the whole map to run it. On the players' screen they are solid black, and the drawn grid is hidden underneath the fog too — so the shape of an unexplored room cannot be read from the grid lines.

11. Remote Devices (Phones and Tablets)

1. Open Remote Displays and click Start.
2. A QR code and a 4-digit session code appear.
3. On each device (same Wi-Fi network as the PC), scan the QR code, or open a browser to the address shown and type the code.



If you're running more than one output, a joining device is asked which screen to follow, and can switch mid-session from its own on-screen button. Outputs marked as a battle-map table are not offered — see Chapter 10.

i Note

Video sound on a phone needs one tap the first time — a browser rule about audio, not a Pavilion setting. After that single tap, sound follows the DM's controls for the rest of the session.

12. Settings, Skins, and Backup

Settings

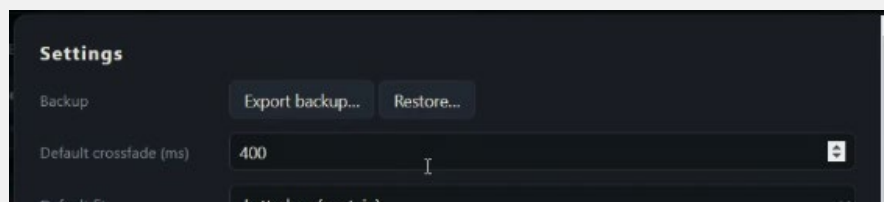
Setting	What it does
Default crossfade (ms)	How long a normal scene switch takes to fade; 0 is an instant cut.
Default fit	Letterbox (contain) or fill (cover) for new sources.
Open to	What the stage shows at launch — splash (if one is set) or blackout. Pavilion never resumes mid-session media on relaunch, by design.
Splash image	The image shown by the Splash toggle.
Outputs	Add, name, and configure every screen Pavilion drives (Chapter 6), including scale mode, calibration, and the battle-map table role (Chapter 10).
Audio output	Which physical audio device carries player-facing sound.
Skin	The visual theme for the player display — see below.
Global hotkeys	Extends Blackout/Splash to work even when the DM window isn't focused.
Backup	Export or restore everything Pavilion knows — see below.

Skins

Pavilion uses the same skin format as the Herald Combat Tracker — a shared skins pack installs once and both apps see it. Pick a set in Settings and apply it; the player display (and any connected phones) update instantly.

Backup and restore

Settings → Backup exports everything — scenes, maps, battle-map calibrations, fog regions, sound buttons, module pairings, skins, and settings — into one dated zip, and restores from one later, showing you the backup's date and contents before you confirm.



i Note

Your media files are never included in a backup — the library only ever references your own folders, so back those up however you already back up your files. Thumbnails also aren't included; they simply regenerate on the next scan after a restore. Your previous data is kept as a timestamped safety copy, never simply overwritten.

13. Troubleshooting

Symptom	Likely cause and fix
Phones can't find Pavilion.	Confirm the same Wi-Fi network, and that the Windows Firewall prompt (Chapter 2) was Allowed.
A battle map looks the wrong size.	True scale needs BOTH the map's own scale AND the screen's calibration set (Chapter 10) — the stage bar names whichever one is missing.
A fogged map shows nothing but black.	Nothing is revealed yet. Open  and either tick "start" on the area the party can already see, or click a region's  . The editor warns you when a map would be entirely covered.
Part of a fogged map never reveals.	Those squares aren't inside any region — uncovered area stays hidden by design. The fog editor's coverage line tells you how much of the map is unassigned (Chapter 10).
A battle map won't show on a phone.	That's deliberate — battle maps stay on the table and monitor outputs only (Chapter 10).
A scene shows "source unavailable."	The media file it points to was moved, renamed, or deleted. Rescan the library, or point the scene at the file's new location.
I updated and I'm worried about losing my setup.	You won't — everything lives outside the app folder in %APPDATA%\herald-pavilion\ and is untouched by an update.
Autopilot isn't switching automatically.	Confirm the tracker's session code is entered and current in the Modules panel, and that  Combat autopilot is checked (Chapter 7).