

WHO DIS?

- [WHO DIS? Documentation](#)
- [Changelogs](#)
 - [v1.0.0 - 2026-15-2](#)
 - [v1.0.5-2026-03-06](#)

WHO DIS? Documentation

This module is in active development and this is a living document. Not all information or screenshots may accurately represent the current state of the module. View the latest [Changelogs](#) for the most up-to-date information. [Questions, issues, or suggestions can be submitted here.](#)

NOTICE: Please note that WHO DIS is currently only verified for Foundry VVT version 13.

Installation

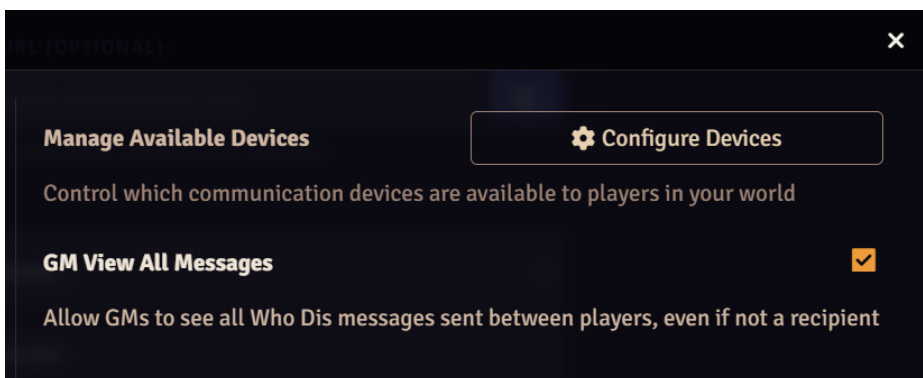
Installing this module follows the same process as installing any Fuligin Heart module:

1. Visit <https://fuliginheart.dev>
2. Click the **"Login with Patreon"** button in the upper right.
3. On your **Dashboard**, copy your custom manifest link.
4. Open Foundry and navigate to **"Add-on Modules"**
5. Click the **"Install Module"** button to open the Install Module panel.
6. Paste your custom manifest link into the Manifest URL input at the bottom of the panel.
7. Click the **"Install"** button.

Getting Started

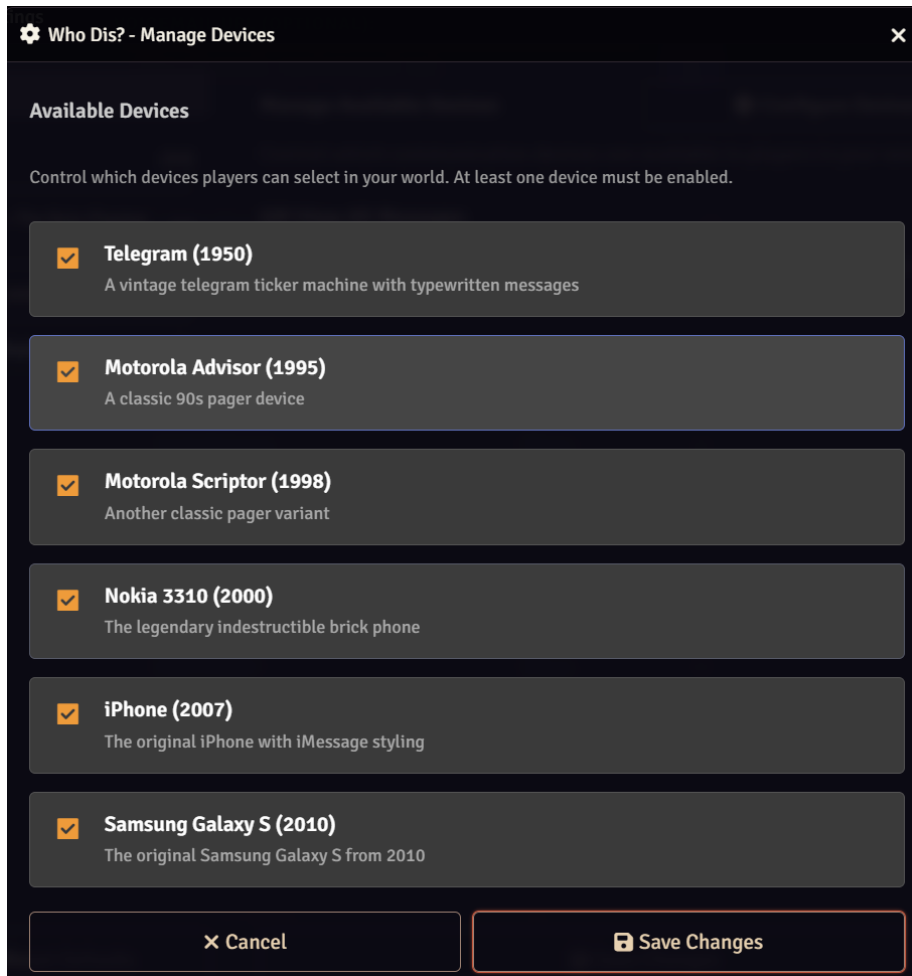
Module Options

WHO DIS? is a relatively simple module and there are very few settings to be concerned with. That said, below are the details of those settings which are available.



Manage Available Devices

A good first step as GM is to limit which devices are available to your players. Often, this decision is very straight-forward: if your game is set in the Victorian Era, the Telegram would be the only option that makes sense. Likewise, special agents in 2002 would have little use for a telegram. Or would they? Whatever you decide, you can enable and disable devices in the module settings.



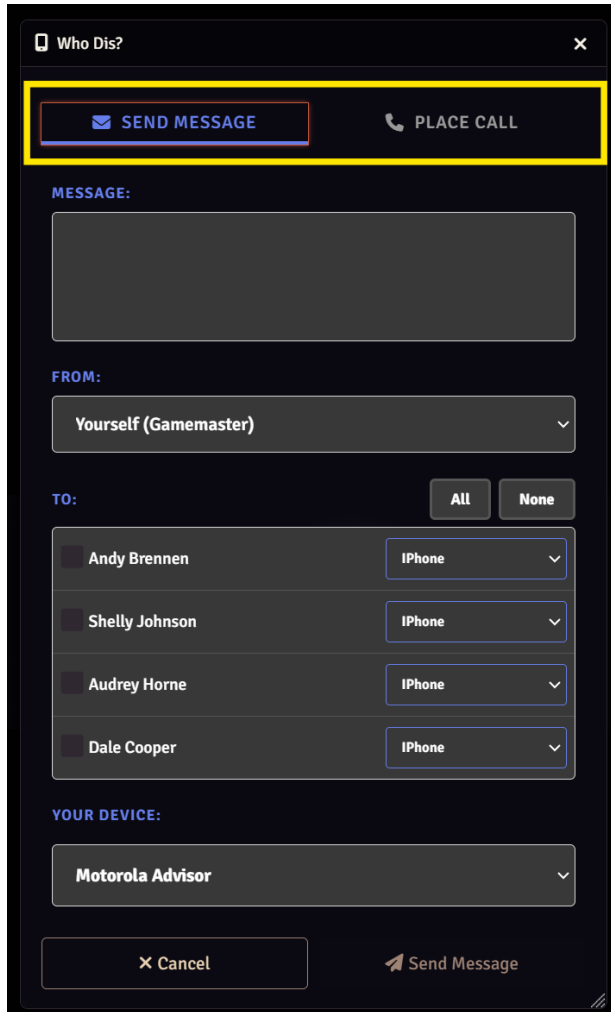
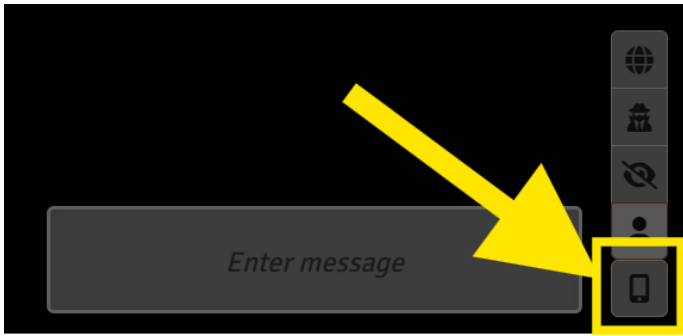
GM View All Messages

It's right there on the tin- WHO DIS? does what it does by making use of Foundry's whispers. Normally, whispers are only visible to those involved. Some GMs may wish to see all WHO DIS? messages regardless of whether or not they were meant to. Sneaky GMs.

Finding and Opening the Message Panel

Opening the Message Panel is accomplished by clicking on the smartphone icon in the lower right of the Foundry window. The exact location of this button is determined by the state of your chat panel.

Opening the WHO DIS? message panel.



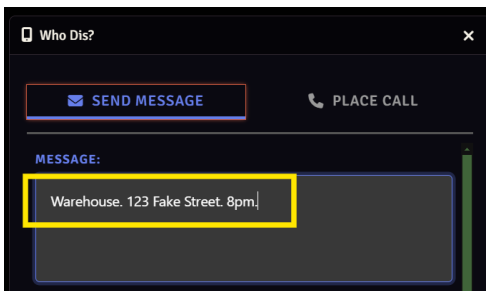
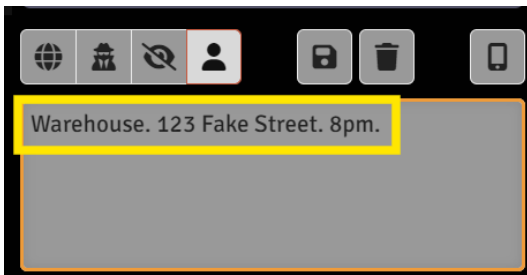
Using WHO DIS?

The Message Panel

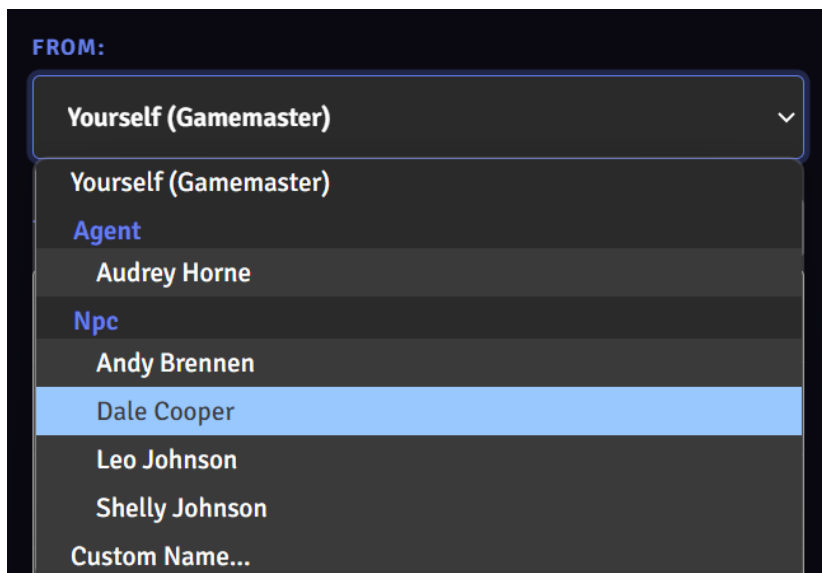
The message panel is the core of WHO DIS? Almost all functionality for both GMs and Players is initiated and handled from here. At the top of the panel are two buttons that allow the choice of which type of action will be taken: Send Message or Place Call. Each of these options have different slightly different features and not every device is capable of performing each function.

Sending a message to one or more players begins with adding the message you wish to send into the text area labeled "MESSAGE:". The text you add were is what will appear in the main content

area on the device(s) of the recipient(s). Be mindful of the target devices when entering your message; not all will handle large or long messages, although most will simulate scroll in case of overflow.



If you already have a message entered in the chat window when you open the message panel, that message will be carried in to the message panel and prepopulate the MESSAGE text area.



Choosing a Sender

You can choose to send a message or place a call from **any** Actor in your world. PCs, NPCs, Vehicles- any Actor can be selected as the sender. In this way you can appear to send messages from one of your NPCs, PCs, or even a Vehicle ("I'm sorry, Dave. I'm afraid I can't do that.")

Not only that. If you need to send a message for a one-off character or even an "Unknown Caller", you can use the Custom Name... option and specify whatever you want. Imagine what might happen to that PC's sanity when they receive a text from their childhood dog.

Choosing Recipient(s)

The list of available recipients populated under the **TO:** label is populated by **players with an actor assigned to them**. Checking the box next to a name will mark that character as a recipient of the sent message or call. The value displayed is the name of the actor. GMs and players can choose one, many, or all to send to.

You must select at least one recipient in order to send.

Selection of certain devices will cause other devices may cause other fields to display. A notable example of this is the Telegram device.

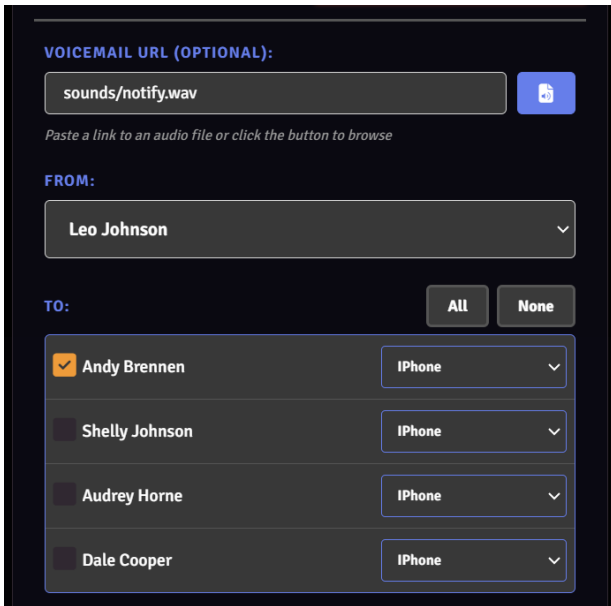
Controlling Player Devices (GM Only)

You may have also noticed that next to each PC's name is a dropdown box that lists all currently available devices. This is so that you, as GM, can further force your users to use any device you wish. Simply change the value here and any future messages or calls that user receives will arrive on that device.

Controlling Your Own Device (Everyone)

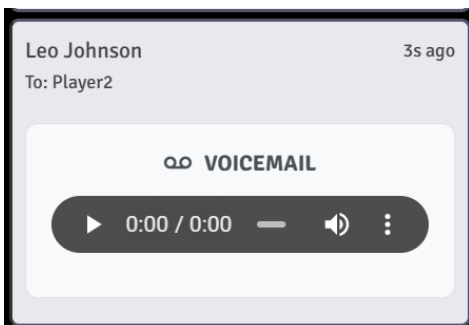
Selecting your own device to receive message on is as simple as selecting one from the available devices in the dropdown list at the bottom of the message panel.

If you are a player, your GM may override this selection at any time. No fighting. **Treat your GM with respect**- we work hard for you.



Making a Call

The calling interface is mainly a fun way to add a little roleplay or immersion to your games. It does nothing more than display the recipient device(s), play a ringtone, and offer buttons to Accept or Deny, or, if a Voicemail message was provided, provide a small interface to play the message.



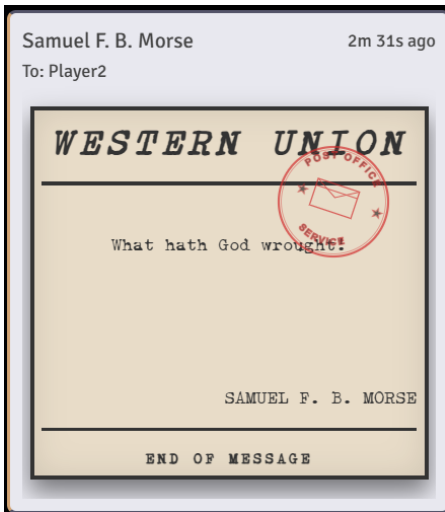
Currently Available Devices

Below you will find image examples of all devices currently available for use within WHO DIS?. More are in the works and I will continue to add as the module matures. I have grouped them by category.

Real World Devices

These are devices that make sense for "real-world" settings such as those presented by games like ***Delta Green*** and ***Call of Cthulhu***.

Telegram



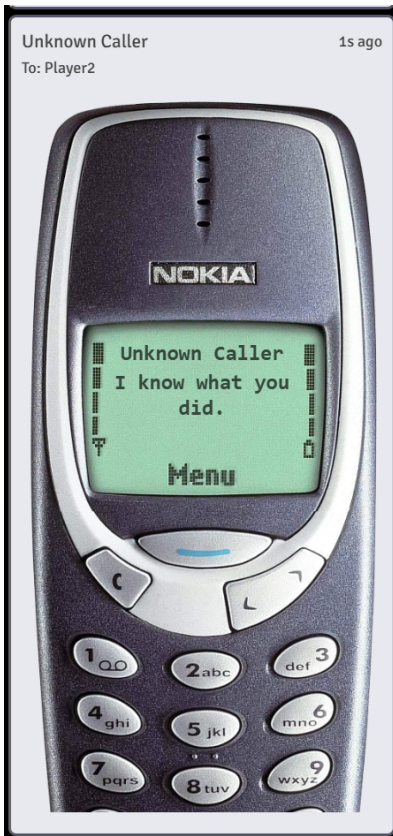
Motorola Scriptor



Motorola Advisor



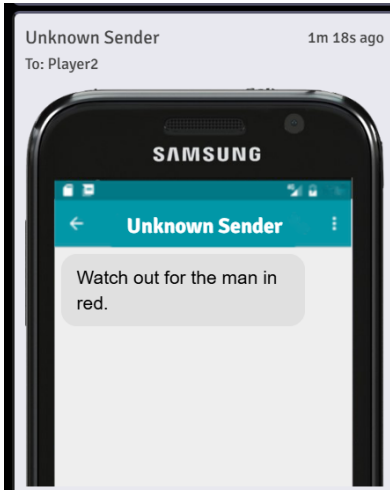
Nokia 3310



iPhone



Samsung Galaxy S



Unknown Sender
To: Player2

1m 18s ago

SAMSUNG

← Unknown Sender

Watch out for the man in red.

Changelogs

Changelogs

v1.0.0 - 2026-15-2

INITIAL RELEASE

Changelogs

v1.0.5-2026-03-06

Fixes

Patch to Fix Phantom Calls