

****Thor-Grid VTT User Guide****

****Version 3.3.3****

1. Introduction

Welcome to Thor-Grid Virtual Tabletop (VTT)! This application is designed to help Game Masters (GMs) and players manage encounters on a grid-based map. Thor-Grid is a self-hosted Electron application, meaning one person runs the server (typically the GM), and others connect via their web browser or the Electron app itself on the same local network.

This guide covers all features up to ****version 3.3.3****, including the integrated dice roller, dynamic fog of war, wall collision, and the advanced token context menu.

2. Installation

Thor-Grid is provided as executable installers for Windows and Linux (.deb).

1. Go to the ****[Thor-Grid GitHub Releases page](https://github.com/Thor-Grid/ThorGridVTT/releases/latest)****.
2. Find the latest release (v3.3.3 or newer).
3. Download the installer file appropriate for your operating system from the "Assets" section (e.g., `...Setup.exe` for Windows, `.deb` for Debian/Ubuntu).
4. Run the downloaded installer and follow the on-screen instructions. You may need to grant firewall permission for the application on port 4000.

3. Getting Started

****3.1 Running the Application****

****On the Host Machine (GM):****

- * Launch the Thor-Grid application. It will start a local web server and open the VTT interface.
- * The "Server Addresses" display at the bottom of the controls panel shows the "Local" address (for the GM's own window) and one or more "Network" addresses (e.g., `http://192.168.1.X:4000`).

- * Share one of the ****Network**** addresses with players on the same local network (Wi-Fi) so they can connect.

****On Player Machines:****

- * Players can either install the application or simply use a modern web browser (Chrome, Firefox, Edge, etc.).
- * Enter the "Network" address provided by the GM into the browser's address bar and press Enter.

****3.2 Joining a Session (Login Screen)****

When the VTT loads, you will see a login screen.

1. ****Username:**** Enter a unique name (e.g., your character's name).
2. ****Role:**** Select your role (DM or Player). The first person to log in as DM gets control.
3. Click "Join".

4. Basic Interaction (All Users)

- * ****Panning:**** Click and drag on the canvas background (but not on a token).
- * ****Zooming:**** Use the mouse scroll wheel or pinch-to-zoom on touch devices.
- * ****Reset View:**** Click the "Reset View" button to center the grid and reset zoom to 100%.
- * ****Selecting a Token:**** Click on a token to select it. This is important for features like applying damage from the dice log. A selected token will have a blue or cyan border.

5. Roles: DM vs Player Capabilities

- * ****DM:**** Has full control. Can add, remove, and move any token; edit all token properties via the context menu; draw and erase walls; manage the scene (background, grid size); save, load, import, and export the game state; and use the dice roller with a hidden roll option.
- * ****Player:**** Can add, move, and rotate only their own tokens (or minions assigned by the DM). Can view the map based on their token's vision and light sources. Can use the dice roller for public rolls.

6. DM Features

****6.1 Setting up the Scene****

- * ****Scene Size:**** Set a predefined or custom grid size for the map.
- * ****Background:**** Load a background image from a web URL or a local file on your computer.
- * ****Show/Hide Grid:**** Toggle the visibility of the grid lines for all players.
- * ****Show/Hide Map:**** Toggle the Fog of War on or off for all players. Useful for revealing the entire map or setting up a scene before players join.
- * ****Clear Board:**** A dangerous but useful button to completely wipe the map of all tokens, walls, and the background image.

****6.2 Managing Tokens****

- * ****Adding Tokens:**** Use the "Tokens" form in the Controls Panel to add a new token with a name, image/color, size, and initial combat stats (HP, Initiative, etc.).
- * ****Editing Tokens (Context Menu):**** The primary way to edit a token is to ****right-click**** it (or ****long-press**** on a touch device). This opens a powerful menu allowing you to edit all of its properties in one place.
 - * ****Name & Image URL:**** Directly type to change the token's name or image.
 - * ****Browse... (...`):**** ***(Desktop App Only)*** Click this to open a file dialog and select a local image.
 - * ****All Stats:**** Edit HP, AC, sight, light sources, and more. Click "Save" to apply all changes.
- * ****Removing Tokens:**** Use the "Remove Token" button in the context menu. A confirmation will appear to prevent accidents.

****6.3 Managing Walls****

Walls block line of sight and token movement.

- * Click ****"Draw Walls"***** to enter drawing mode. Click and drag to create walls.
- * Click ****"Erase Walls"***** to enter erasing mode. Click and drag over existing walls to remove them.
- * Click ****"Interact"***** to return to the normal token-moving mode.

****6.4 Saving and Loading Game State****

- * ****Save State:**** Saves the current game state to a local file on the GM's machine. This also happens automatically every few minutes.
- * ****Download State (Export):**** Saves the game state as a portable ****zip**** file to your computer's download folder. This file contains the map data and all images used, making it perfect for backing up or sharing with others.
- * ****Import State:**** Load a previously saved ****zip**** or older ****json**** state file to restore a session.

****6.5 Using the Dice Roller (v3.1+)****

- * ****Rolling Dice:**** Enter a formula in the text box and click "Roll". Results appear in the Dice Log for everyone to see.
- * ****Applying Damage:**** First, click a token to select it. Then, click on a numerical result in the Dice Log to apply that number as damage to the selected token.
- * ****Hidden Rolls (DM Only):**** Check the "Roll Hidden" box to make a roll where only you can see the result. Players will see that you rolled, but not the outcome.
- * ****Dice Syntax Examples:****
 - * `2d20`: Rolls 2 d20s and adds the results.
 - * `2d20kh1`: Rolls 2 d20s and "keeps the highest 1" (Advantage).
 - * `2d20kl1`: Rolls 2 d20s and "keeps the lowest 1" (Disadvantage).
 - * `5d8+5`: Rolls 5 d8s, sums them, and adds a +5 modifier.

7. Player Features

****7.1 Understanding Visibility (Fog of War)****

Players only see what their tokens can see. Visibility is determined by a combination of light sources (set by the DM), your token's inherent sight radius (e.g., darkvision, also set by the DM), and walls that block line of sight. You will see walls that are adjacent to any space you can see.

****7.2 Managing Your Tokens****

- * ****Adding Tokens:**** Use the "Player Tokens" form to add your own character or minion tokens to the map.
- * ****Moving Tokens:**** Click and drag a token you own. You cannot move through walls.
- * ****Rotating Tokens:**** Right-click (or long-press) a token you own to open its context menu. Here you can enter a new rotation value and click "Save".
- * ****Viewing Information:**** You can right-click any token on the map to see its public information (Name, HP, etc.).

****7.3 Using the Dice Roller****

Players can use the dice roller just like the DM. Enter a formula and click "Roll". All player rolls are public and visible to everyone in the session.

8. Troubleshooting

- * **Cannot Connect:** Ensure the GM's application is running. Verify you are using the correct **Network** address (not "localhost"). Check that you are on the same Wi-Fi/local network and that the GM's firewall is not blocking the application or port 4000.
- * **Username Already In Use:** Choose a different name.
- * **UI/Features Not Working:** Try refreshing the page (**F5**) or reloading the application.