

Thor-Grid VTT User Guide

Version 3.4.0

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 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 3.4.0**, including the Initiative Tracker, a label visibility toggle, an expanded monster library, 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](#).
2. Find the latest release (v3.4.0 or newer).
3. Download the installer file appropriate for your operating system from the "Assets" section (e.g., ...Setup.exe for Windows).
4. Run the downloaded installer. You may need to grant firewall permission for the application on port 4000 for other players to connect.

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. A selected token will have a blue or cyan border.
- **Toggle Labels:** Click "Show/Hide Labels" to toggle all token nameplates. When hidden, only the label for a hovered or selected token will appear, reducing screen clutter.
- **User Guide:** Click the "User Guide" button to open this document at any time.

4.1 A Note on Simultaneous Movement

The server processes actions as they arrive. If two users try to move the same token at once, the token will move to the position sent by the **last command the server received**. It is recommended that players take turns moving tokens to avoid confusion.

5. Roles: DM vs Player Capabilities

- **DM:** Has full control over the game state. Can add, remove, and move any token; edit all token properties (including hidden ones); draw and erase walls; manage the scene (background, grid size); save, load, and import the game state; and use the dice roller with a hidden roll option. A DM's actions can override a player's move.
- **Player:** Can add, move, and rotate only their own tokens. Can view the map based on their token's vision and light sources. Can use the dice roller for public rolls and can see the initiative order during combat.

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.
- **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.
- **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 to add a new token with a name, image/color, size, and initial combat stats.

- **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, including Name, Image URL, HP, AC, sight, light sources, and Initiative. Click "Save" to apply changes.
- **Removing Tokens:** Use the "Remove Token" button in the context menu.

6.3 Initiative Tracker

The Initiative Tracker panel allows you to manage turn-based combat seamlessly.

1. **Set Initiative:** Before starting, ensure all combatant tokens have their initiative value set via their context menu.
2. **Exclude Tokens:** Any token with an initiative of **0** (like doors, chests, or 'Start' tokens) will be automatically excluded from the combat order.
3. **Start Combat:** Click the "Start" button. The tracker will populate with all valid tokens, sorted from highest to lowest initiative.
4. **Advance Turn:** Click the "Next" button to advance to the next token in the order. The active token is highlighted in yellow on both the tracker and the map.
5. **End Combat:** Click "End Combat" to clear the tracker and end the encounter.

6.4 Using the Dice Roller

- **Rolling Dice:** Enter a formula in the text box and click "Roll".
- **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 private roll.
- **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.

6.5 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. This file contains the map data and all images used, making it perfect for backing up or sharing.
- **Import State:** Load a previously saved .zip or older .json state file to restore a session.

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, your token's inherent sight radius (e.g., darkvision), and walls that block line of sight.

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, where you can change its rotation.
- **Viewing Information:** You can right-click any token on the map to see its public information (Name, HP, etc.).

7.3 Following Combat

When the DM starts combat, the Initiative Tracker will appear for you. You can see the complete turn order and which creature's turn is currently active via the highlight in the list and on the map.

8. Appendix: Using Pre-Made Assets

8.1 Python Dungeon Generator

Included with the VTT is a separate Python script, `floortowall.py`, for creating random dungeons.

- **How to Use:** Run the script from a terminal (`python floortowall.py`).
- **Expanded Monster Manual:** The script now has an **expanded library of over 25 monsters**. It will automatically populate the dungeon with a wide variety of creatures—including **Beholders, Gelatinous Cubes, Vampires, and more**—each with pre-set stats.
- **Output:** The script generates a `.json` file and saves it to a "VTT_Dungeons" folder on your Desktop.
- **Loading:** In Thor-Grid, the DM can click **Import State** and select the generated `.json` file to load the entire dungeon instantly.

8.2 Manual Monster Creation

If you prefer not to use the generator, you can still use the official monster art.

1. Go to the [Thor-Grid GitHub Releases page](#).
2. In the "Assets" section for the latest release, download the **monsters.zip** file.
3. Unzip this file to a convenient location on your computer.

4. In the VTT, use the "**Or Upload Image**" button in the Token form (or Context Menu) and select an image from the folder you just unzipped.

9. 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.