

Thor-Grid VTT User Guide

Version 3.1.0

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 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 3.1.0, including the integrated dice roller, dynamic fog of war, and wall collision.

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 (**v3.1.0 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 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".

3.3 Understanding the Interface Layout

- **Canvas:** The large central area with the grid, background, and tokens.
- **Controls Panel:** A panel containing buttons and forms for managing the game. It can be hidden and shown.
- **Notification Area:** A box in the top-right where temporary messages appear.
- **Server Address Display:** Shows the network addresses players can use to connect.

4. Basic Interaction (All Users)

- **Panning:** Click and drag on the canvas (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.

5. Roles: DM vs Player Capabilities

- **DM:** Has full control. Can add/remove/move any token, set stats, draw walls, manage the scene, save/load the game state, and use the dice roller with a hidden roll option.
- **Player:** Can move and rotate only their own tokens. Can view the map based on their token's vision. 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.
- **Background:** Load a background image from a URL or a local file.

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 (HP, Initiative, etc.).
- **Editing Tokens:** Right-click (or long-press) a token to open the context menu. Here you can edit all its properties, including HP, Initiative, and vision/light settings. Click "Save" to apply changes.
- **Removing Tokens:** Use the "Remove Token" button in the context menu.

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**" or press Escape to return to normal mode.

6.4 Saving and Loading Game State

- **Save State:** Saves the current game state locally. This also happens periodically.
- **Download State:** Saves the game state as a file to your computer's download folder. For larger saves, this will be a compressed **.zip** file to ensure reliability and prevent disconnects.
- **Import State:** Load a previously saved state file. The application supports both new **.zip** files and older **.json** files for backward compatibility.

6.5 Using the Dice Roller (v3.0+)

The integrated dice roller is located in the Controls Panel.

- **Rolling Dice:** Enter a formula in the text box and click "Roll". Results appear in the chat/log area for all to see.
- **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.
- **Hidden Rolls (DM Only, v3.1+):**
 - A "**Hidden**" **toggle** is available next to the roll button.
 - When checked, the roll result will **only be displayed to the DM**. This is perfect for secret perception checks, saving throws, or building suspense.

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), and walls that block line of sight.

7.2 Viewing Token Information

- **Token Labels:** Names of visible tokens are displayed above them.
- **Context Menu:** Right-click (or long-press) any token to see its public information (HP, AC, etc.). You can only edit the rotation of tokens you own.

7.3 Managing Your Tokens

- **Moving Tokens:** Click and drag a token you own. You cannot move through walls.
- **Rotating Tokens:** Use the context menu on a token you own to change its rotation.

7.4 Using the Dice Roller

Players can use the dice roller just like the DM. Enter a formula and click "Roll". All results are public and visible to everyone in the session. The "Hidden" roll option is not available to players.

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.

- Ensure firewalls on the GM's machine are 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.