

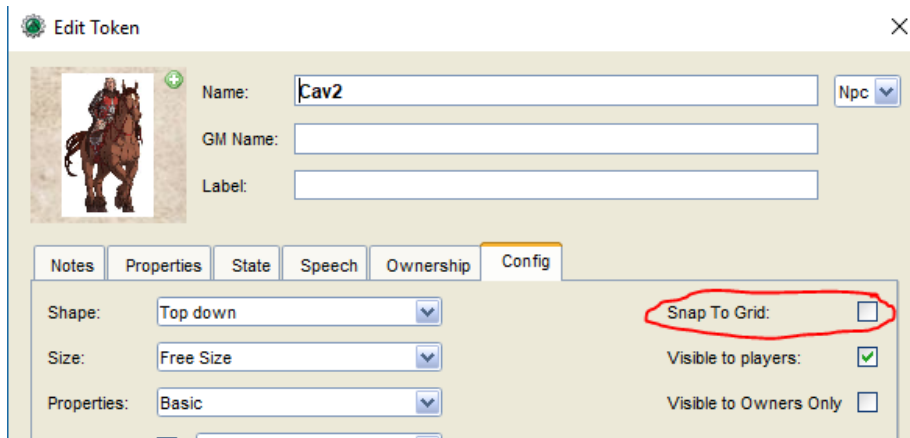
Maptool wasn't designed with rectangular tokens in mind, so it takes a bit of work to make one.

First off, create a graphic file (jpg, png, etc.) that has the image you want in it. It works much better if it's rectangular and the pixel dimensions of the image have a 2:1 ratio. Try to get the image not much bigger than 200x400 pixels to save space and reload time in the campaign file.

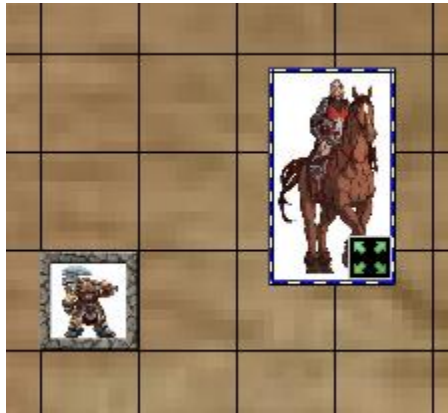
Next, open Maptool and make sure you are on the Object layer **of the map you want the token on**. Drag the image onto that layer. It may still be insanely large, depending on the pixels per cell setting of the map and the size of the image.



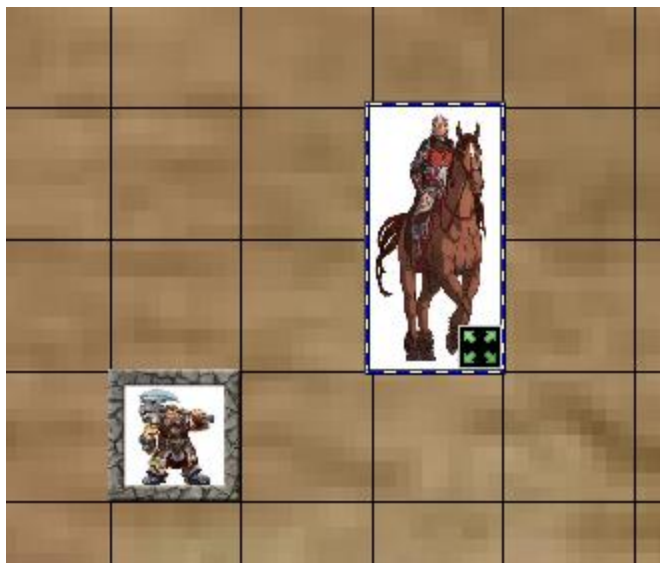
Make sure the token isn't set to snap to grid. Doubleclick the token and go to the Config tab. Uncheck the box if selected, then hit OK.



Click and drag the Freesize box (the black icon with four green arrows in the lower right corner of the token) to shrink the token until it is 1x2 boxes in size. Don't worry about it lining up with the grid yet.



Next, drag the token so the upper left corner is at the corner of the grid and drag the freesize box until the whole thing fits in the 1x2 box area you are going for.



Right click the token and click Change To / Token, then edit it and set the Shape to Top Down so the token will rotate properly.

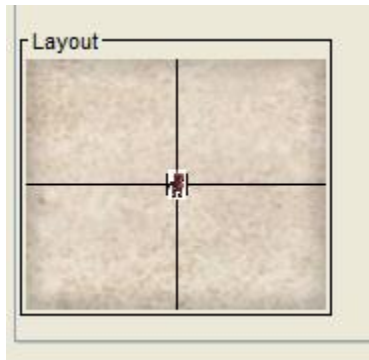
If you do not want a snap to grid token, then you are done.

If you want to have it snap to grid, we have more work to do.

Go back to the Config tab and select Snap to Grid. You will not be happy with the results:



To get the token to line up with the grid squares, edit the token and go back to the Config page. In the lower right is the Layout box. Depending on how much you had to shrink the image to fit in the 1x2 square area, the picture here might be pretty small. In the example I did, this ended up being tiny:



Click the picture in the box and drag it in the direction the token needs to go to line up with the boxes, then click OK to see how you are doing. Don't be surprised if you have to do this many times to get the token where you want it. This is by far the most frustrating part.



Now that you've done all that work to line it up, you can make as many copies of that token as you want on that map. However, if you decide to copy that token to another map you may have to go through this whole process again. Don't forget that you can only adjust the size by sending it to the Object layer and setting it to Freesize.