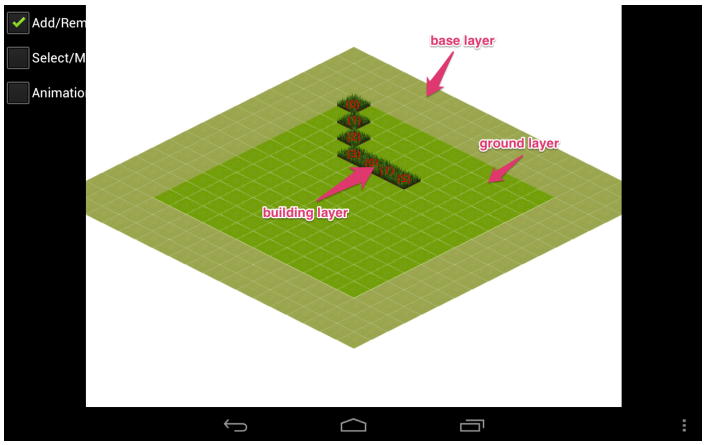
Difference between TiledMapEditor and Zona

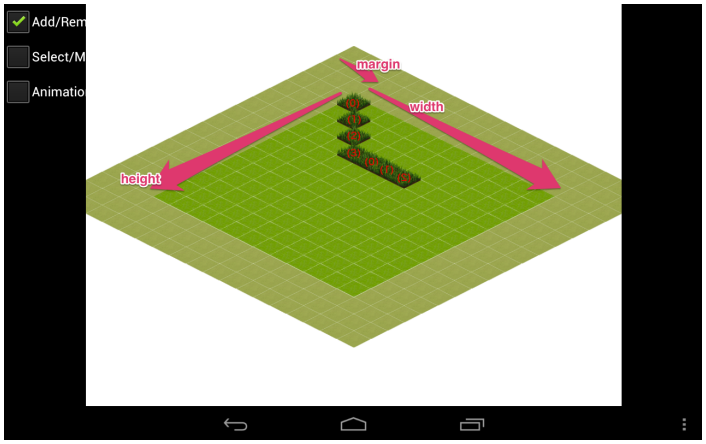
We can't use TiledMapEditor for our Platino.IsometricTileMap because...

1. IsometricTileMap has fixed layers

IsometricTileMap has only 3 layers, fixed "base", "ground" layer and building layer.



2. Map width and height represents "ground tile size" without margin



TileMapEditor has no concept of "margin" tile.

3. IsometricTileMap manages tiles data differently

TiledMapEditor JSON file managers tile layer like below, even if there's no tiles in that position, it fills "empty tile" id. (In this case it is "0", "0" means there's no tile).


```
"data":[0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 25, 26, 26, 26, 26, 26, 26, 26, 26, 26, 26, 26,
27, 9, 10, 11, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 33, 34, 34, 34, 34,
34, 34, 34, 34, 34, 34, 34, 35, 9, 10, 11, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 33, 34, 36, 42, 37, 34, 34, 34, 34, 34, 34, 34, 35, 9, 10, 11, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 33, 34, 35, 0, 33, 34, 34, 34, 34, 34, 34, 34, 35, 9,],
```


Platino IsometricTileMap manages it differently, it needs tile meta data. No need to insert empty tile id if there's no tile on that position.


```
"data": [
{"did":2, "frame":0, "row":0, "col":0, "isFlipped":"false"},
{"did":2, "frame":1, "row":1, "col":1, "isFlipped":"false"},
{"did":2, "frame":2, "row":2, "col":2, "isFlipped":"false"},
{"did":2, "frame":3, "row":3, "col":3, "isFlipped":"false"},
{"did":2, "frame":0, "row":3, "col":4, "isFlipped":"true"},
{"did":2, "frame":1, "row":3, "col":5, "isFlipped":"true"},
{"did":2, "frame":2, "row":3, "col":6, "isFlipped":"true"}
]
```


4. IsometricTileMap layouts tiles based on "registration point"

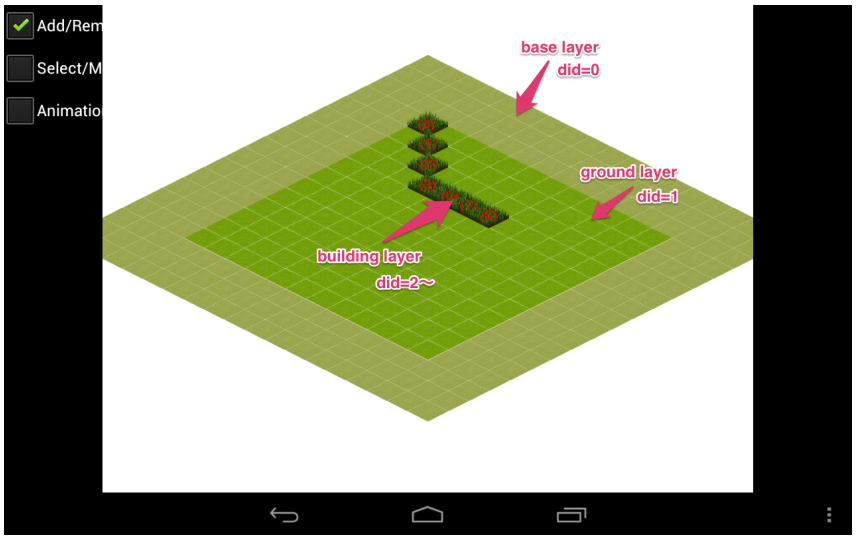
"registration point" indicates center of tile. TiledMapEditor layouts it based on "margin" and "spacing", there's no concept of "registration point" on TiledMapEditor.

5. IsometricTileMap tileset property

IsometricTileMap uses “did” property for each tiles that represents tileset id. TileMapEditor has no “tileset id”.

6. The special tileset id

The tileset with “did=0” is the “base layer” with margin. Tileset with “did=1” is “ground layer”. building tileset has id=2 and later.



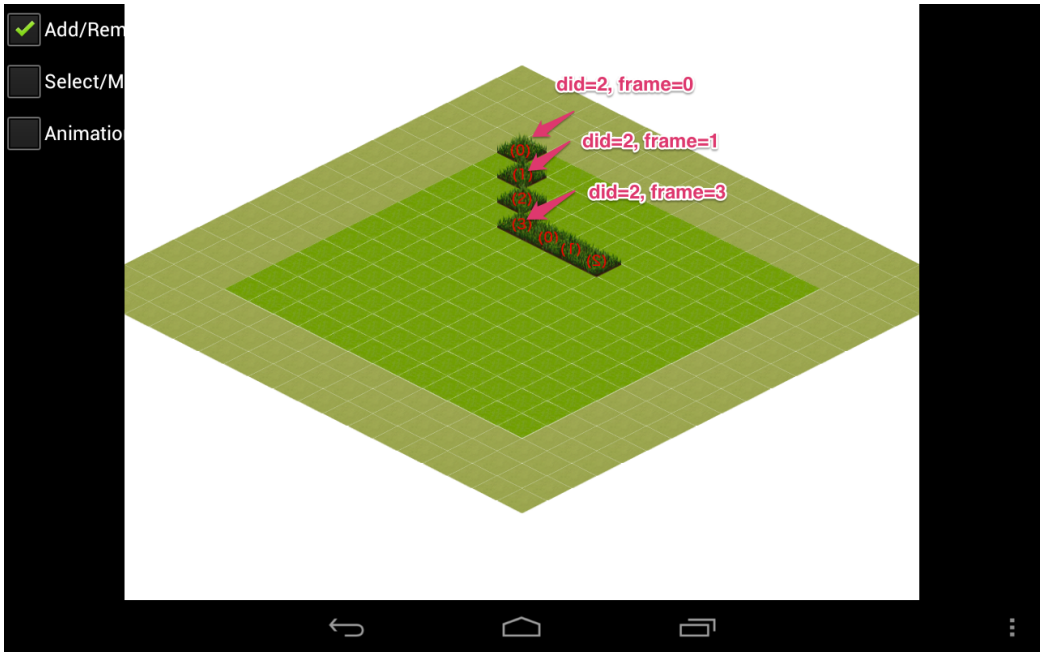
Base tile (example)

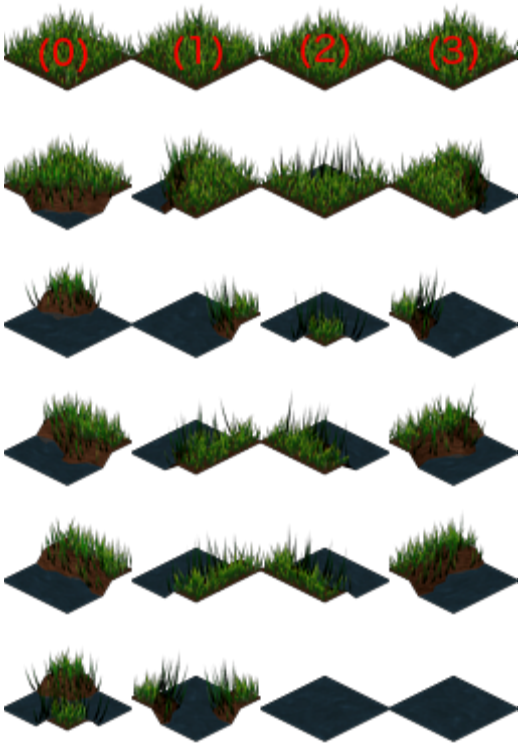
Ground tile (example)

Each tile width should be twice by height.

7. IsometricTileMap identifies tiles by “tileset with frame index”

On the other hand, TiledMapEditor identifies tiles by “global id”.





Platino IsometricTileMap tileset definition (example):

```
 "tilesets": {
        "isometric_grass_and_water": {
        "did":2,
        "image":"isometric_grass_and_water.png",
        "tileheight":64,
        "tilewidth":64,
        "registrationPointX":32,
        "registrationPointY":32,
        "spanColumns":1,
        "spanRows":1,
        "frameCount": 24
        }
 }
```

TiledMapEditor tileset definition (example)

```
"tilesets":[
        {
        "firstgid":1,
        "image":"desert_tiles.png",
        "imageheight":199,
        "imagewidth":265,
        "margin":1,
        "name":"Desert",
        "properties":
        {

        },
        "spacing":1,
        "tileheight":32,
        "tilewidth":32
        }],
```