

RPG MAKER AUTO TILE SET IMPOTER

By IGL TECH

First of all thanks for buying and download this little editor extension.

My name is Alessio, and I really thank you :)

This is the Documentation for the version 1.6 of my RPG Maker Impoter for Unity3D 2017.2+

OVERVIEW

The meaning of this tool is to implement import functionality for the user who want to work with tile set file compatible with the various version of the RPG Maker Software.

I always loved old rpg style video game, like the old Final Fantasy or Pokemon ^_^

This extension will create the subfolders for the impoted and managed image. It will create the *Tile* that you can import in you palette, and then you can use that tiles to draw on a standard *Tile Map*.

This tool will setup the assets based on the new tile map system integrate in **Unity 2017.2** +.

So you can (theoretically) use all the add-on and extension designed for the integrated tile map, like custom brushes.

Supported Auto Tile Layout

The tool now supports the following layout of auto tile:

1. A1 Auto Tile File: this file contains ***animated Water*** and ***WaterFall/Water Twist*** and some ***not animated floating element***
2. A2 Auto Tile File: this file contains not animated ***terrains*** or ***water***
3. A3 Auto Tile File: this file contains not animated ***wall*** and ***roof***
4. A4 Auto Tile File: this file contains not animated ***wall*** and ***ceiling/roof***
5. A5 Tile File: this file not contains auto tile. In the RPG Maker software that file contains the plain tile. You have to adjust it in the map based on your need.

The other tile file usually included in the RPG Maker tile set package (named Tile_B, Tile_C, Tile_D, Tile_E) are not auto tile file, and they will not be included (at the moment) in the workflow of this tool.

I have tested it with the Tile set file from RPG Maker VX Ace, and it works fine. I have made a test with a tile set image from the last Rpgmaker MV, and it seems to works fine with that. But I need to investigate ;)

You can write me at this e-mail

info@indiegearlab.com

or send a message to this facebook page

<https://www.facebook.com/Indiegearlab/>

And go to this link too

<http://www.indiegearlab.com/unity3d-stuff/unity3d-rpg-maker-tile-importer>

You can watch the new video that show the process to import the tile at this link

<https://www.youtube.com/watch?v=YcV9vsLQRPU>

The package will include the source code until I will be able to create a functional dll with all the file. You can study or improve the functionality. **It's a little bit tricky**, but if you have in mind to study the code I think you can handle it. :)

READ THIS: Now it should works on Mac too. I have add an underscore (_) before the name of the folder and file generated by the tool. I don't know why but Mac OS has a strange behaviour with the

string path. But it should be fixed now.

PLEASE: do not resell or repost the code as your own code.

Relase note

1.4

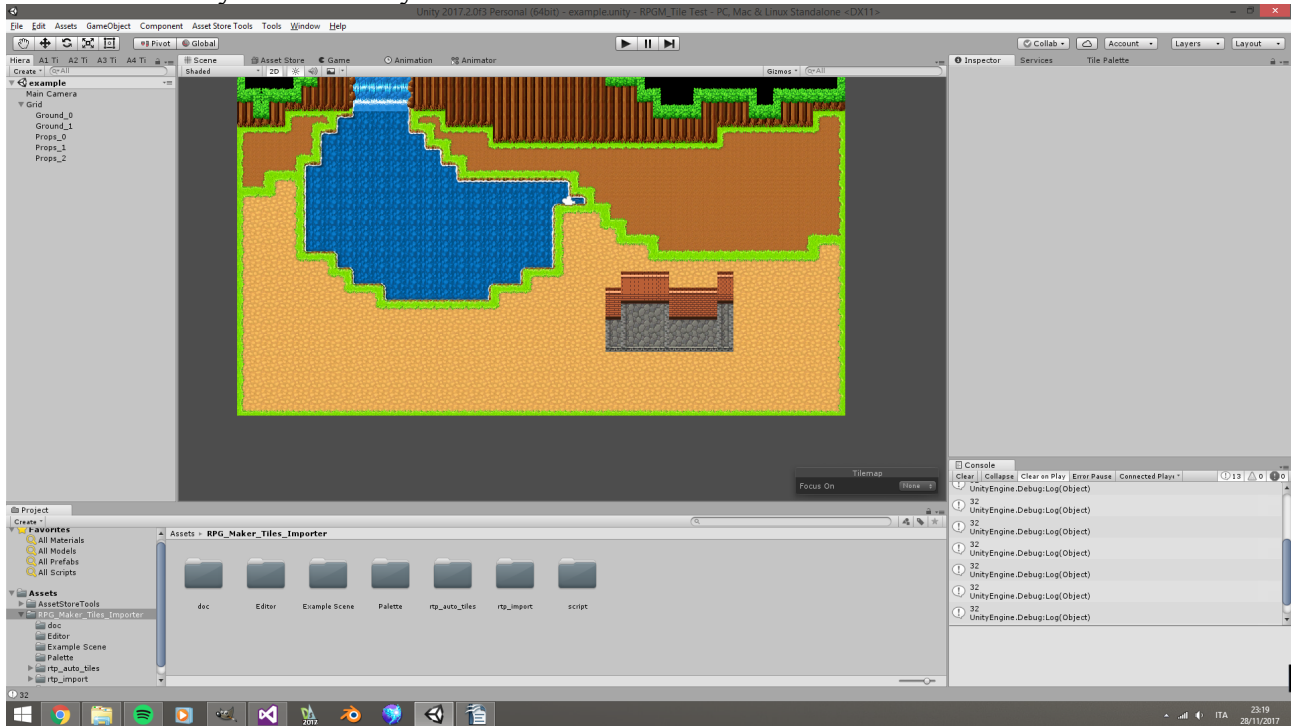
- Animated preview while selecting the tile to import (only for A1 tiles).
- Add *Select All/Selec None* button in the tool UI.
- Tile Preview in the asset manager (so you can Now see what tiles you are selecting before putting them into the palette).
- Add the possibility to import a single tile and not the full layout file.

1.3

- Full support for the A1, A2, A3, A4 layout files.
- Sopport for terrain and water tileset from Wolf RPG Editor

SETUP

All you need to do to setup the tool is to import it into your project.
As I said before you need Unity 2017.2+ to make it works.

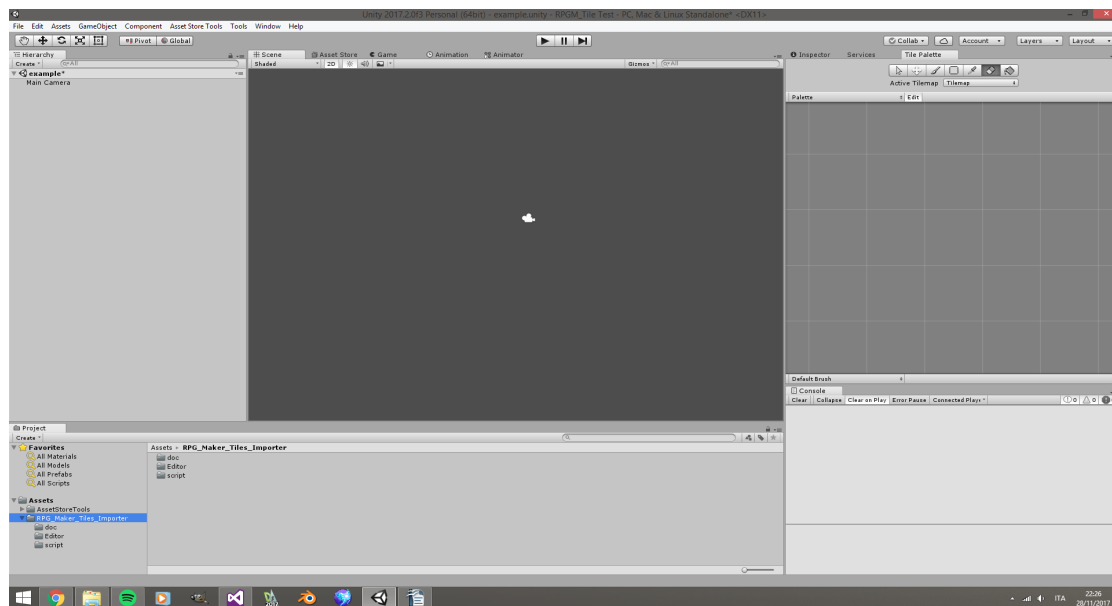


This is the folder structure of the tool

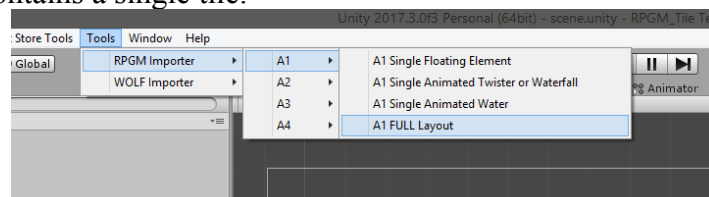
- *RPG_Maker_Tiles_Importer*: the root folder of the tool
- *doc*: contains this pdf file and other/future/usefull items
- *Editor*: contains the script for the import of the tile set
- *Example Scene*: contains an examlpe scene that I created for you :)
- *Palette*: contains an example of the palette that I created for you
- *rtp_auto_tiles*: contains the auto tiles created by the tool. The auto tile will be futher subdivided based on the source file name.
- *rtp_import*: contains all the image sliced and recreated from the tileset
- *Script*: contains the core files for the auto tile system.

HOW TO USE

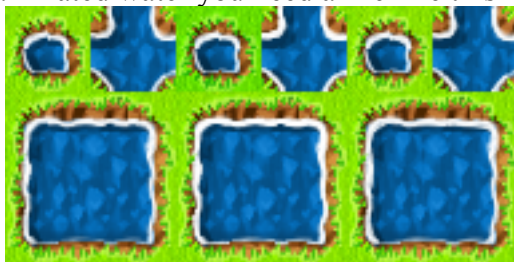
Lets start from an empty scene, with just the minum folder and files needed to make the tool work.
Ignore the AssetStoreTools folder. I'll use that to upload the tool to the asset store.



Go to the *Main Menu* and go to ***Tools->RPGM Impoter*** and in the sub-menu you'll now see 4 options (A1, A2, A3, A4). Each option has a sub menu. You can work and import a full layout file or work on file that contains a single tile.



For animated water you need a file like this

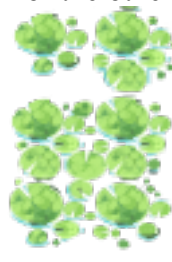


The file must contains all the 3 frame of the animation.

Importing the single tile is the same as import a full layout file.

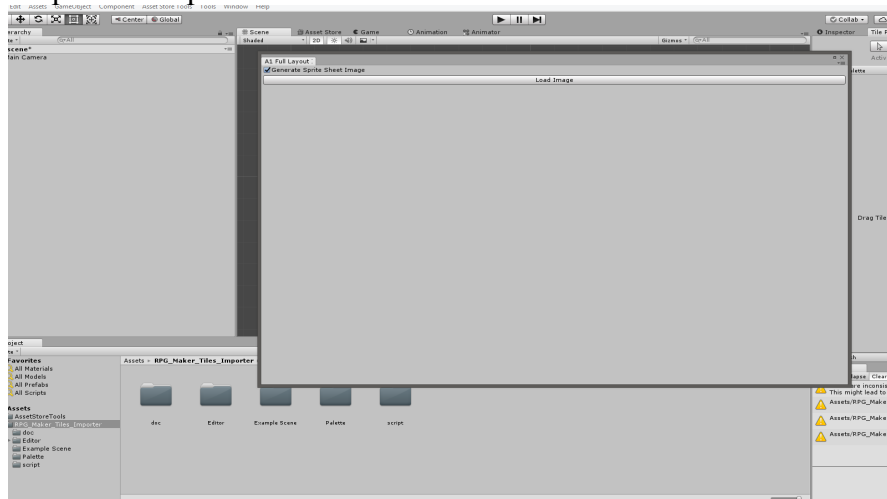
So I'll continue the explanation showing you how to import a full layout file.

For the other tile you need a file like this



Of course for each kind of kind you have to choose the correct option in the menù. This image is not animated A1 or A2 tile. If you need to import a wall or a roof you need to choose a different menù! :D

Just click on it to open the impoter window.

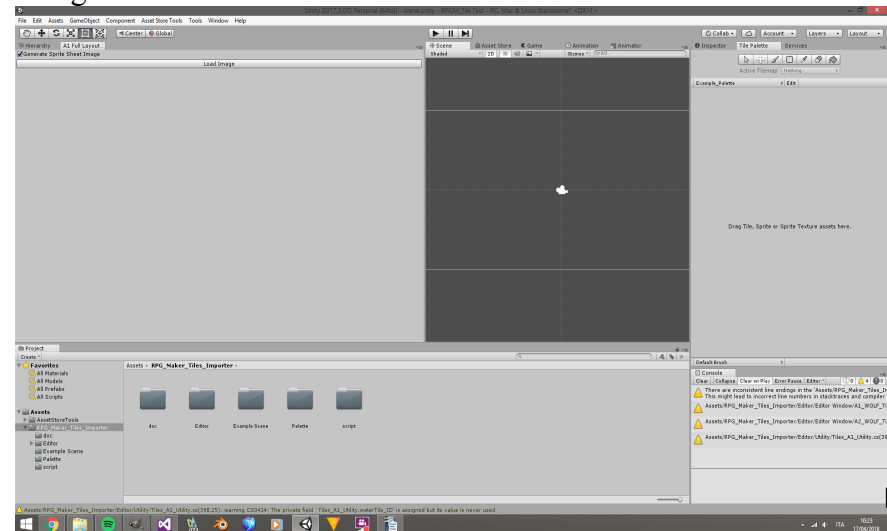


There is a ***toggle*** in the left corner of the window, that let make you choose if you want to rework the image generating a single spritesheet for each sub block. If you un-check the toggle then the tool will generate a single image for each of the final tile generated during the elaboration.

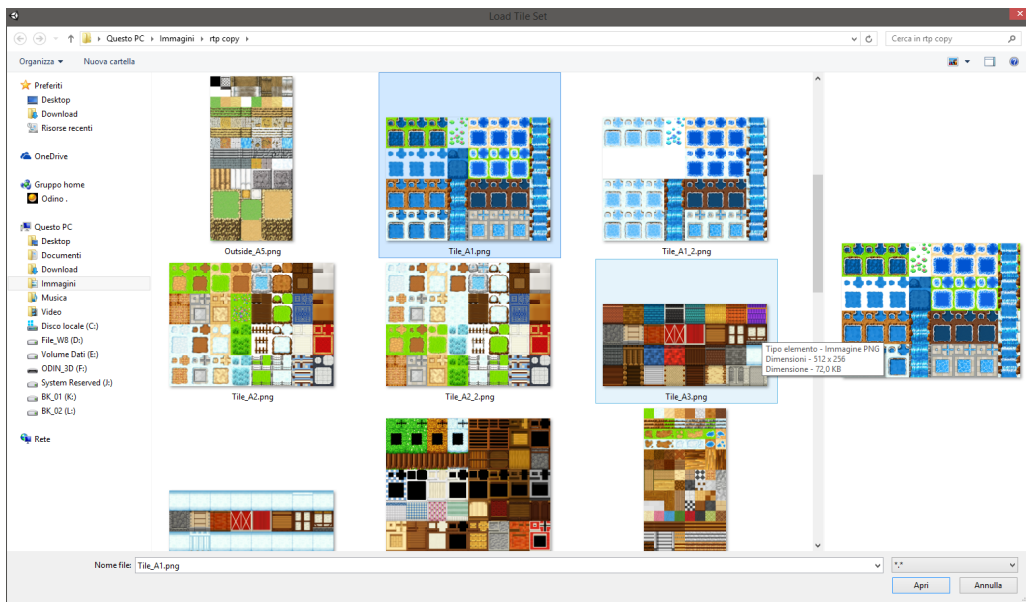
Generating the sprite sheet is MORE efficient and fast, and in the future release will be (maybe) the only available option. Generating a lot (even hundreds) of little image will make you project only bigger but not efficient.

You can put the windows in the tabs.

We will start working with an A1 Tile File



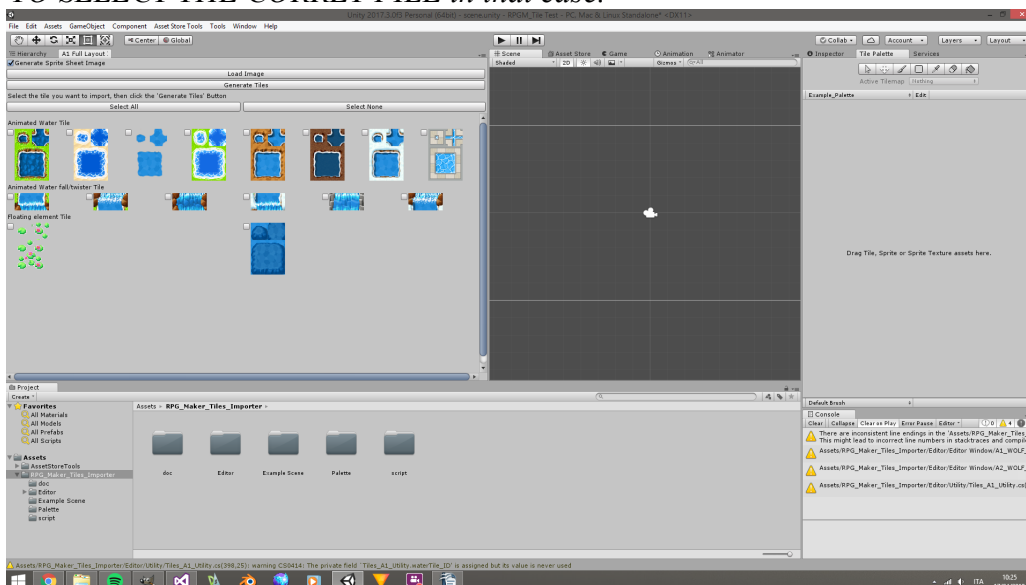
Click on the ***Load Image*** button to open an ***OpenFileDialogWindow***, and choose the file you want to import.



I have bought these assets long time ago, they were in a bundle from Humble Bundle I think. Anyway. Let open it, and the Impoter window will show you something like this.

Note: To help you selecting the correct file the tool require that if you want to open an A1 file, the name of the file must contains "A1". The same goes for the A2, A3 and A4 layout.

Note: The control on the name is not active while you are working on a single tile file. YOU MUST BE SURE TO SELECT THE CORRET FILE in that case.



The tool has sliced the image based on the standard design of the RPG Maker A1 tile set.

You can choose what sub block (part of the tile set) you want to import. You have now **Select All** and **Select None** button to speed up the selection phase.

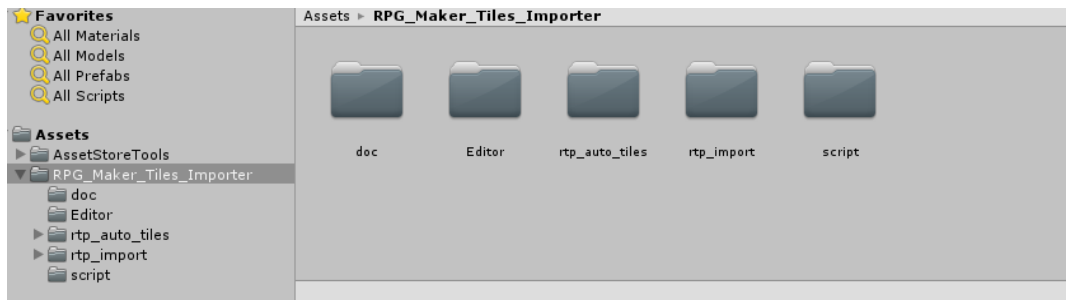
When you are ready click the **Generate Tiles** button and wait until the import will be complete.

It will take a while. The toll will slice the selected sub block into the variants needed to draw all the variants of the cell.

Note1: The first and second row contains the animated tile for water and water fall or twister. From here you can't see it but now THEY ARE ANIMATED. So you can see a preview of the final tile in the map you'll draw :D

Note: It will create 3 sprite sheet for each animated water tile (the sub blocks in the first row), and only one sprite sheet for the water fall tile (the sub blocks in the second row) and for the floating element (the last row).

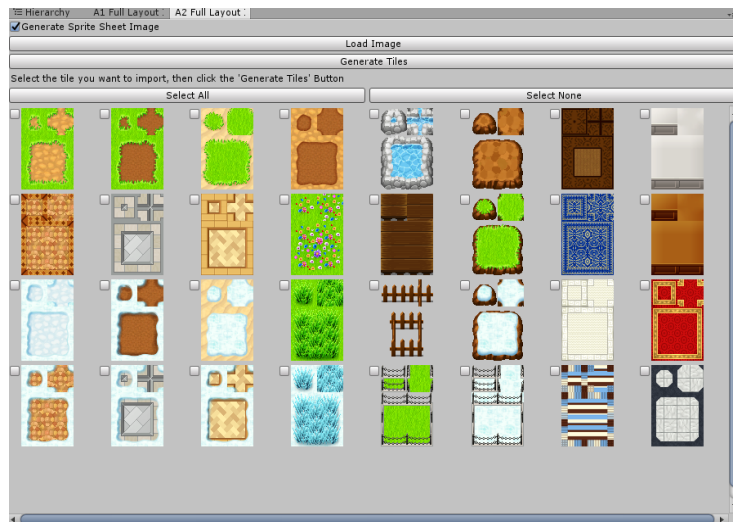
Now your directory structure will be something like the following image



Before creating a *tile map* and a *palette* let's import other element from other tile files.

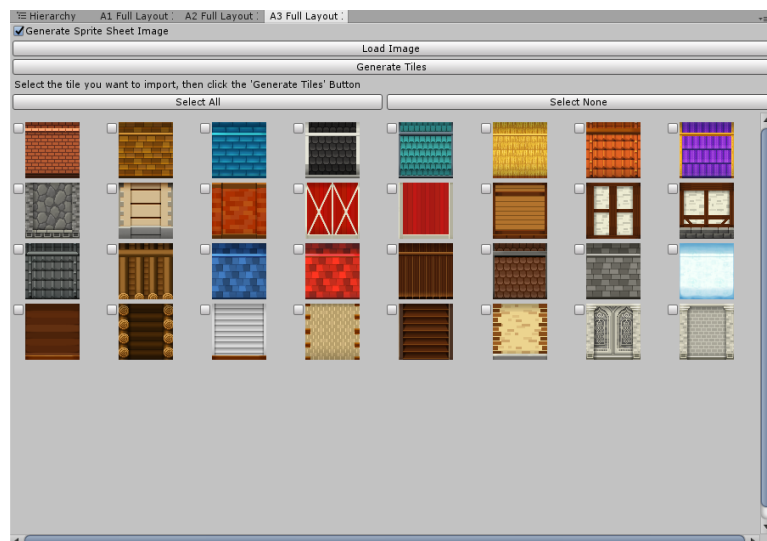
The next images will show you the sliced image for the A2, A3 and A4 tile.
Each layout will be sliced and show in a little different way.

A2 Layout



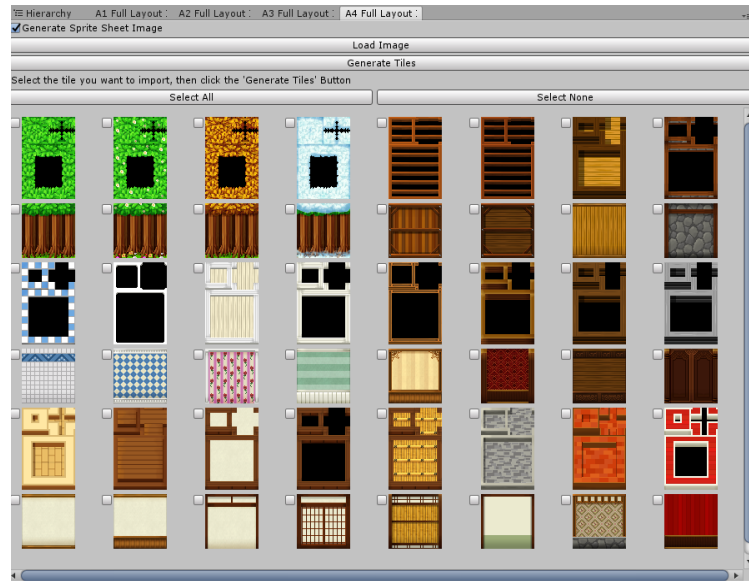
Into the A2 layout file there are 32 sub block with no animation.

A3 Layout



Into the A3 layout file there are 32 sub block with no animation.

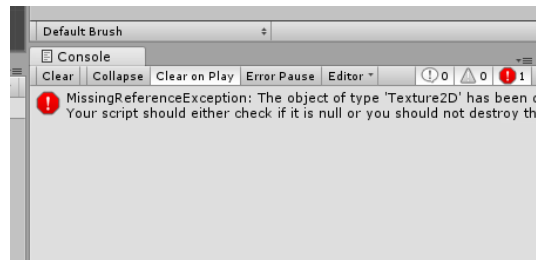
A4 Layout



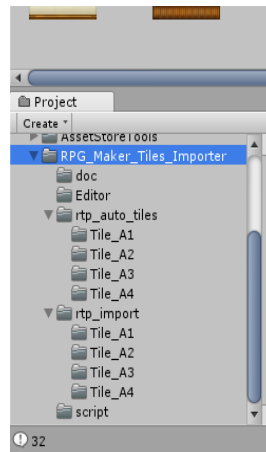
Into the A4 layout there are 48 sub blocks with no animation (half are *top* and half are *wall*).
The workflow is always the same:

- Open the window for the layout you want to elaborate
- Choose the file to open
- Choose the sub blocks to elaborate
- Wait some seconds (or minutes, it depends by your hardware)
- Have fun with the created Auto Tile

NOTE: If during the import procedure you see an exception like the one in the following image just try to import again the tiles you have selected.

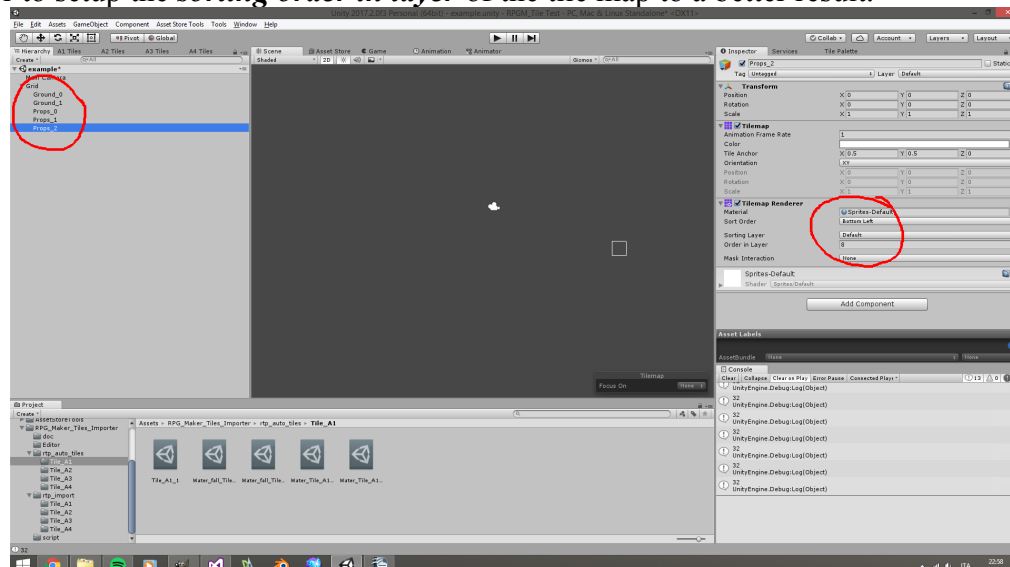


Once you have finished to elaborate all the image, your folders structure will be like the one in next image.

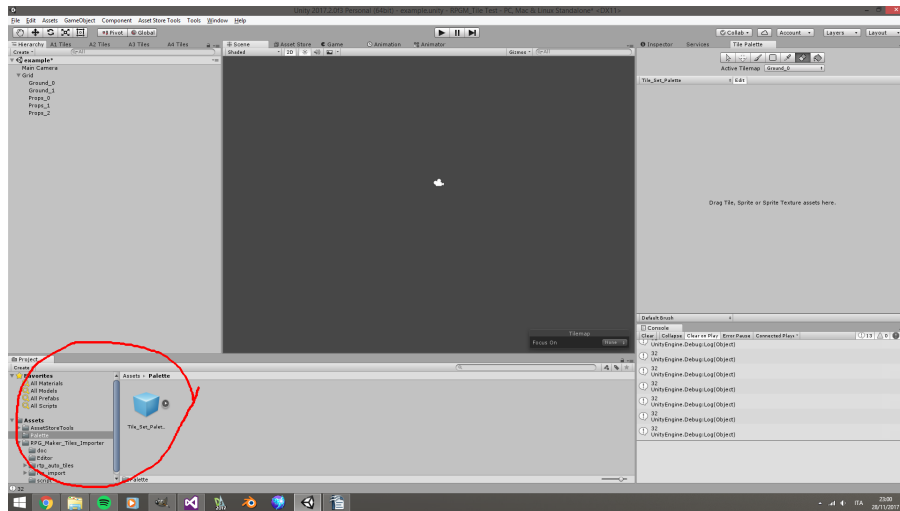


The subfolder name is give by the name of the *source file* you have opened. The elaborate sprite sheet (or single tiles image) will be stored in *rtp_import/source_file_name/sprite_sheet_name*. The auto tile will be store in *rtp_auto_tiles/source_file_name/auto_tile_name*. Note that the auto tile name is based on the original name file. But you can change it if you want.

Now you can create a tile map (with multiple level if you want) and one or more palette. Remember to setup the **sorting order in layer** of the tile map to a better result.



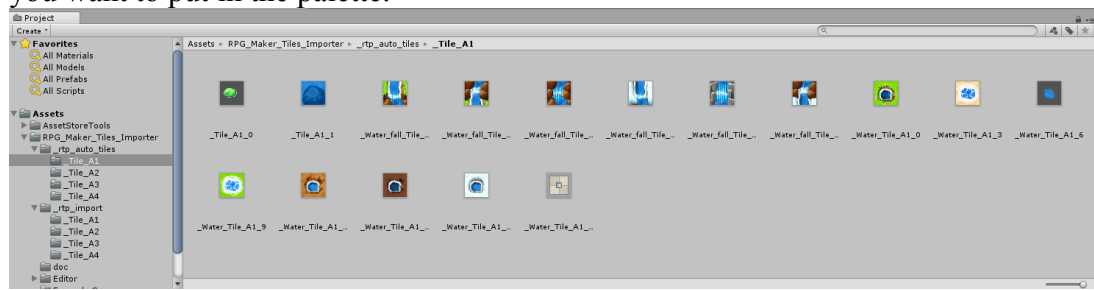
And then you can create the folder for the palette



As I said you can use a single palette or multiple palette. It's your choice.

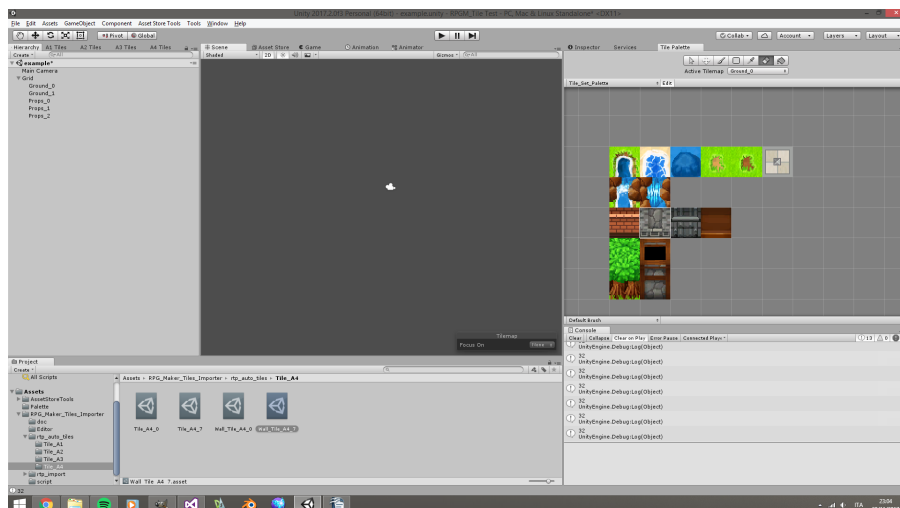
Now you can populate your palette with the created auto tile, that you can find in the *rtp_auto_tiles* subfolder.

Now you have the PREVIEW of the tile in the project asset management. So you can choose better the tile you want to put in the palette.



Simply drag and drop them in the palette.

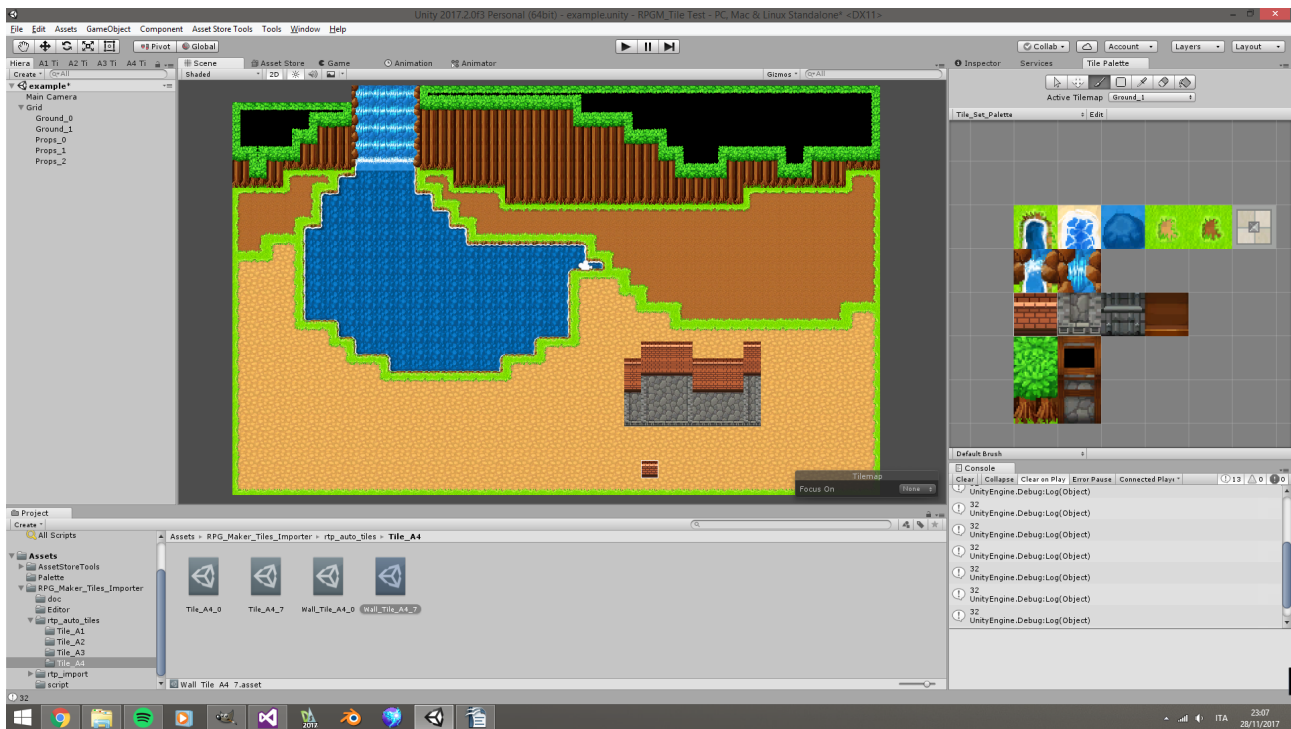
There is a little "bug": the preview image into the palette will be updated based on the neighbours, so the file preview into the palette will be a little different from the preview in the project management.



Now you can start draw into you tile map, like uf you are using any other standard tile. The code of each tile will update the tile image while you are drawing.

Always check the tile map level you have selected (in the example I have created are *Ground_0* , *Gound_1*, *Props_0*, *Props_1*, *Props_2*).

You can create nice level in a very small amount of time :)

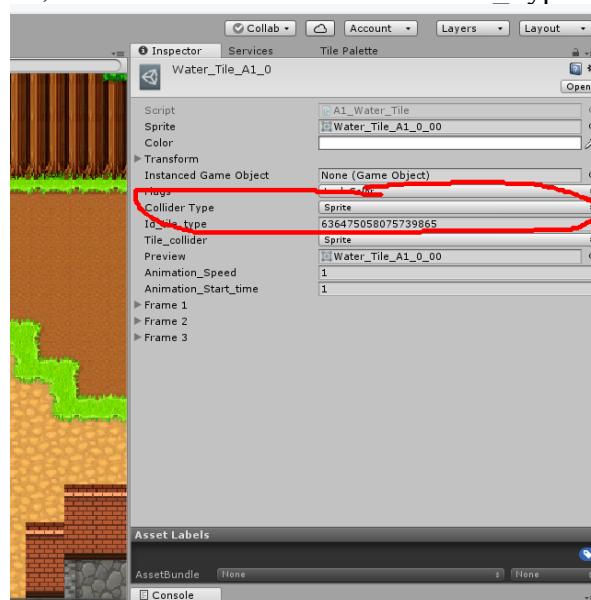


Just a couple of note:

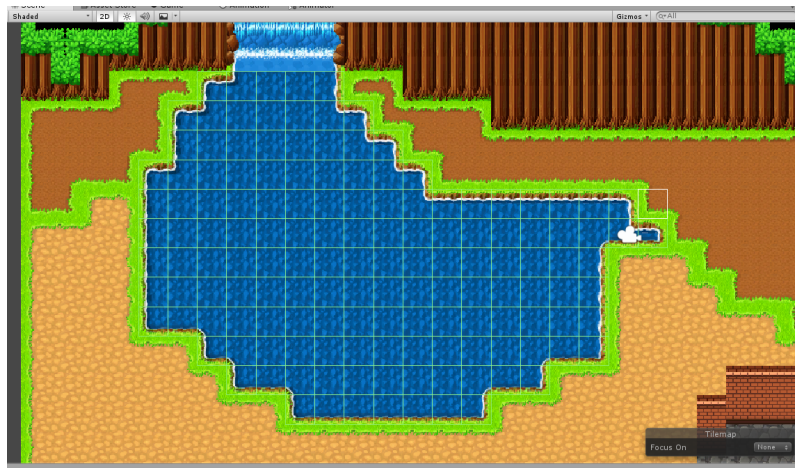
The new tile type now supports sprite collider.

You can add a **Tilemap Collider 2D**. But the collider will not be created by default when you add the Tilemap Collider 2D.

You have to choose what Auto tile can generate a collider. In the next image you can see that I selected the *Water_Tile_A1_0*, and there is field named "Collider_Type".



After I set it to *Sprite*, the map collider will be updated like this.



The water tile I have modified, all the terrain tile, all the wall and top tile are on the same Tile Map element, but only the water tile will be cooperate in the collider generation because the setting of the previous step.

This features is still a WIP, so let me improve it.

If you select an animated tile (water tile or water fall tile) you can change the animation speed.



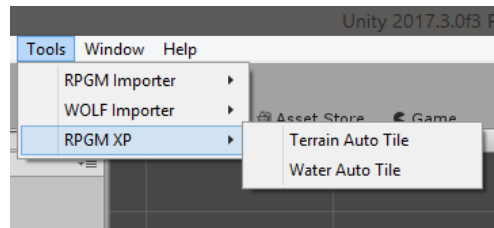
The animation sequence is made by the 3 frame in this order: 1-2-3-2 and the it start again from the beginning.

SUPPORT FOR OTHER AUTO TILE SET

Rpg Maker XP

The tool now support the Rpg Maker XP Auto tile.

There is the dedicated Menu



There are 2 kind of auto tile for the XP version

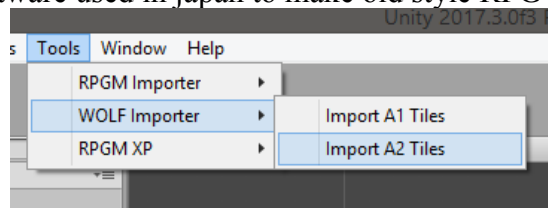
- terrain (not animated)
- water (animated, with 4 frame).

Wolf Rpg Editor

The tool support the Wolf Rpg Editor Auto Tile.

Like for the RPGM XP there are only 2 kind of auto tile, terrain and Water (with 3 frame animation), and it has it's own menu.

The Wolf RPG Editor is software used in japan to make old style RPG game.



Thanks for reading.

If you have any question please write me down a message. In the first page there are my contacts.

Thanks again to have bought this package. I'm an indie developer. And I hope this will be my full time job in the future.

If you want to make a donation to support me you can use the paypal module in this page.

<http://www.indiegearlab.com/wanna-spare-a-coffe>

Thanks again

bye

Alessio