

The tutorials can be found here:

<https://www.youtube.com/watch?v=tY7vTmQtoyA>

<https://www.youtube.com/watch?v=cWR0lf27goM>

Pyxel Edit Tilemap Importer is a powerful import tool for PixelEdit to Unity workflow.

Instructions:

1. Import package
2. From Pyxel Edit export out the tilemap in .json format and import it into Unity's Asset Folder
3. From Pyxel Edit export out the tileset as a .png and import it into Unity's Asset Folder
4. Make your .png file a multiple sprite Sprite image and make each tile it's own sprite with a name.
5. Use Sprite To Prefab (Recommended) or build out each sprite into it's own prefab.
6. Bring in the Tilemap Importer into your scene and attach the .json file and the prefabs to the importer.
7. Click on the gear of the Tilemap Importer script and click on Import
8. Pixel Edit Tilemap Importer will handle the rest.

If you have questions send an email to [michaelchugg@dietchugg.com](mailto:michaelchugg@dietchugg.com)