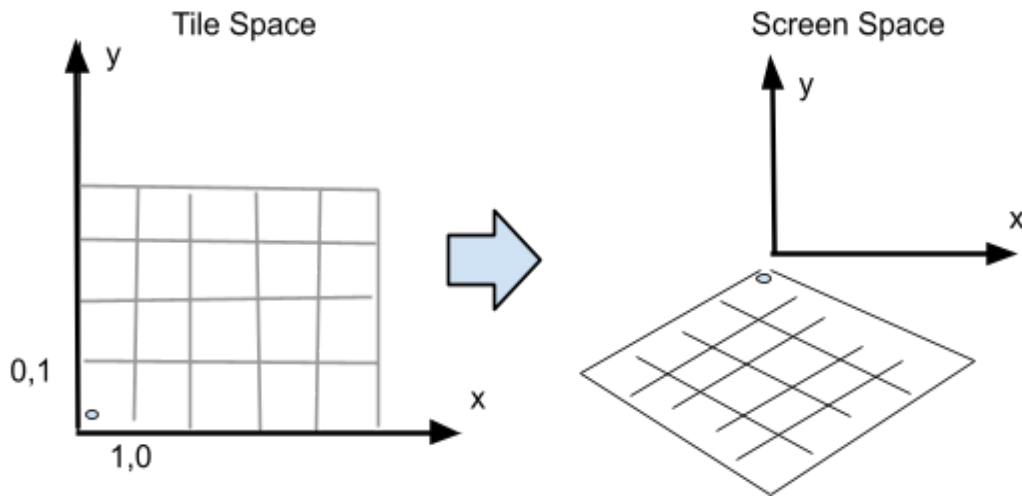The following document specifies how the isometric view is handled internally.

Application logic is handled in top-down 2D **tile-space**, where 1 unit equals 1 tile square length. For rendering these are then transformed into **screen-space**. See sketch for relation.

Usage:
- Tile (Position) coordinates: logic, physics, collision, etc
- Screen (Isometric) coordinates: rendering (with e.g. sprites)

Note: All sprites are centered around the point (0.5, 0.5), tiles are centered at (0.5, 0.0)
Note: The inverse of the isometric transformation is used to project the display rectangle (i.e. the display viewport) back to the visible area in the top-down view

TiledMap Engine

Explicitly supported features
- Isometric Map Orientation
- Right-Down Render Order
- Multiple Tilesets
- Tilelayers (With Offset, User-Properties)
- Imagelayers (With Offset, User-Properties)
- Objectlayers (With Offset, User-Properties)

Explicitly unsupported Features
- Map background color
- Map compressionlevel other than -1 (default)
- Map type other than orthogonal
- Infinite maps
- Render-order other than right-down (default)
- Layer Opacity
- Layer Chunks (infinite layers)
- Layer Compression
- Draworder other than default