This document outlines the use and instructions when working with Tiled Map Editor.

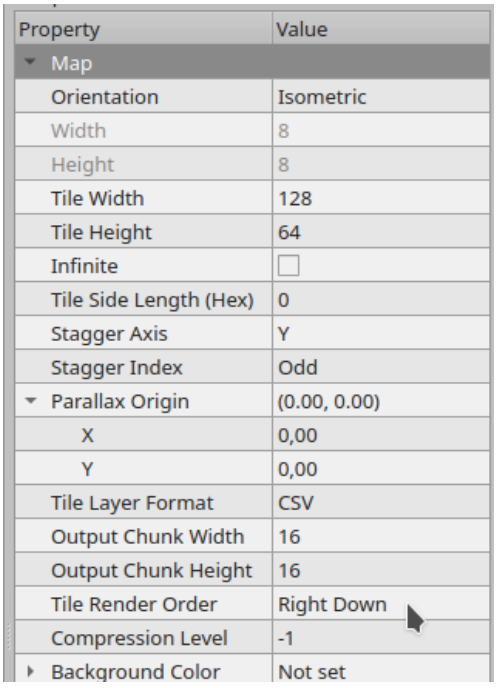
Supported/Unsupported Featues

- See Document Isometric (TiledMap Engine)

Make sure the following settings are correct when working exporting tile maps.

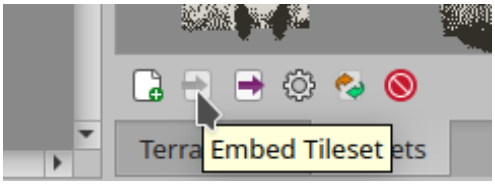
Map Properties

- Orientation: Isometric
- Tile Render Order: Right-Down
- Tile Height = ½ * Tile Width



Tilesets - Application searches for the spritesheets at runtime using the name of the tilesets.

- Use image-tables in the `assets/image` folder
- Embed Tileset before exporting



Export

- Export as tilemaps JSON file into `assets/map`folder

Custom Properties

Custom properties are added to the tile entity and are treated as components for that tile. This allows to define entities from the data they are composed of. The behavior is then processed depending on the added components. See documentation for ECS Components.
Individual fields of composite components can be set using dot notation,
e.g. for hitbox = (w, h), we set the individual properties “hitbox.w” and “hitbox.h”.

Properties can either be defined for the entire layer or in case of objects, for a single object individually.

Example: Setting the player object

In an object layer set a point with the custom properties

- “player”
- “cameratrack”
- “collision”

Note: There should only be 1 object with the “player” property.