



The Fan-tasy Tileset Documentation

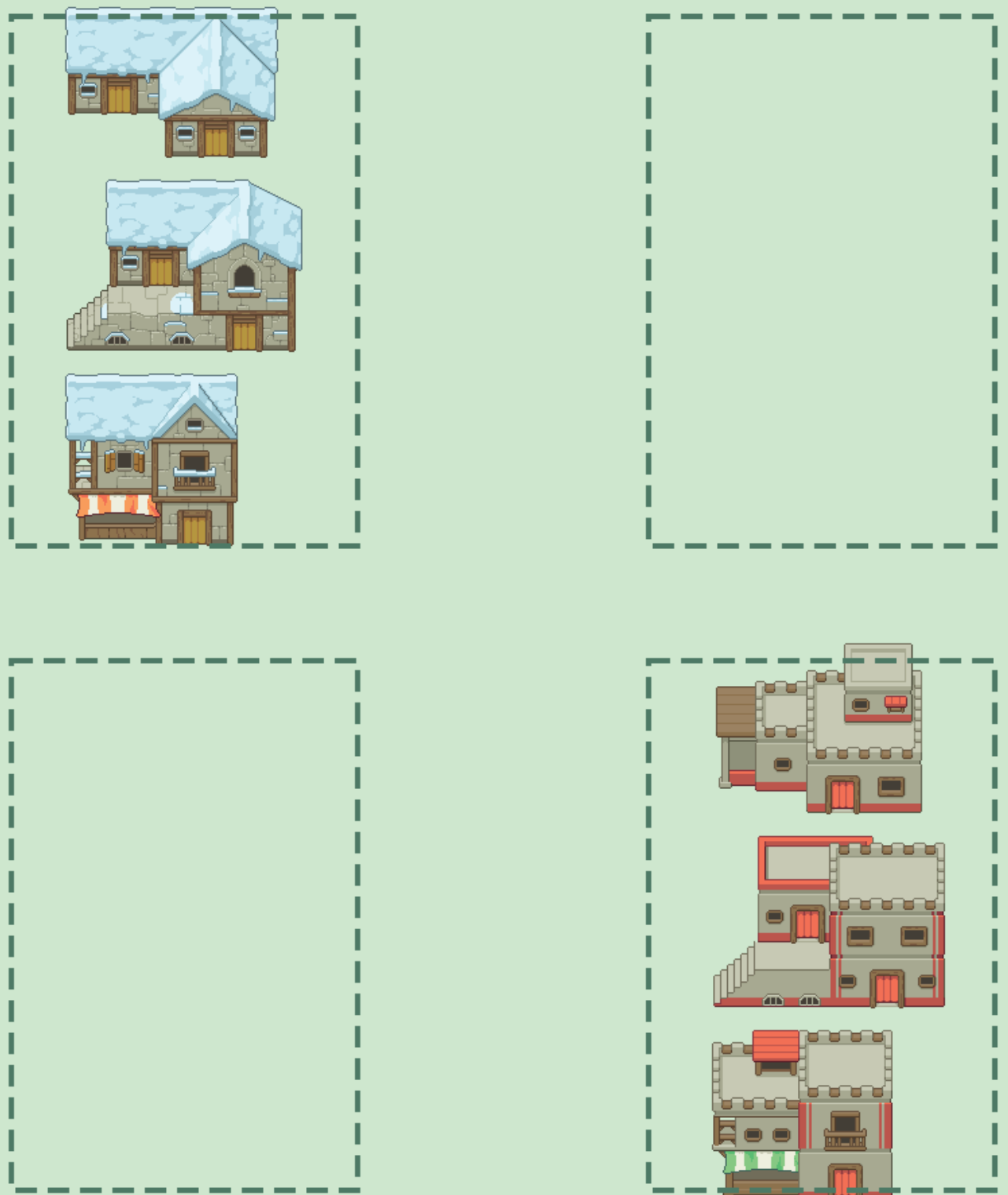
Merging Packs

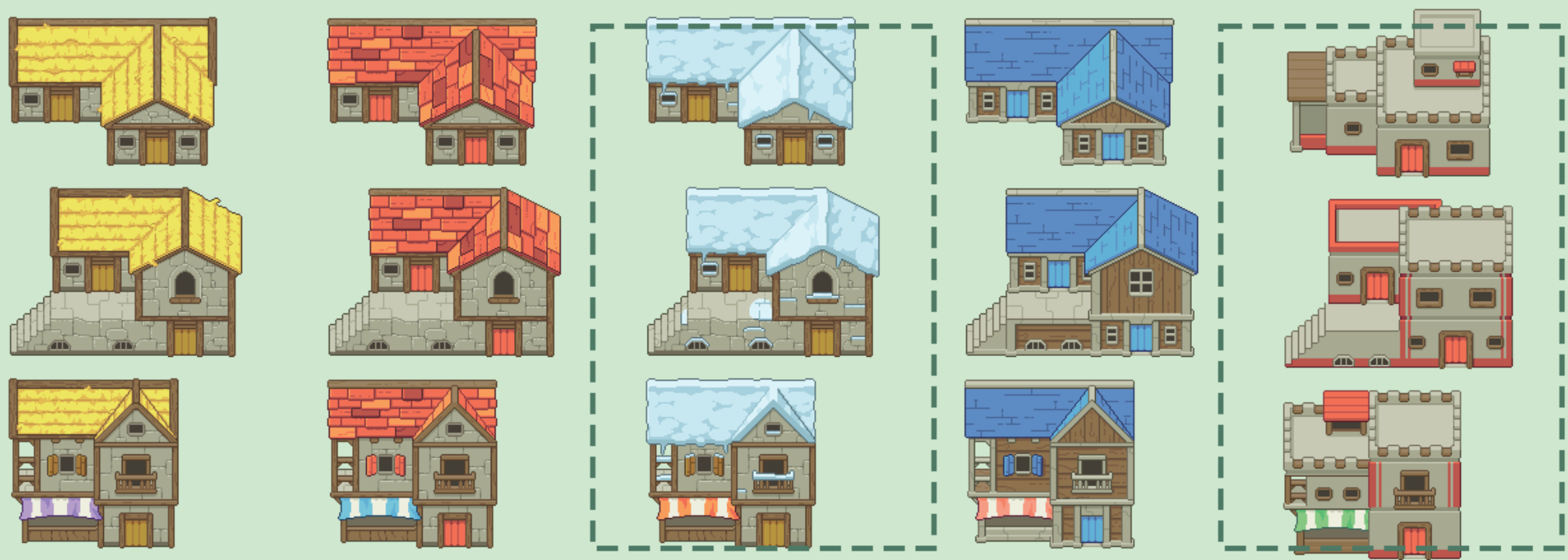
To easily merge all of my asset packs in the moment you buy more than one I have created some spacing rules and naming conventions in order to help you.

looking at the atlas you might have seen some weird spacing like this ones:



This gives you the possibility to easily paste the other assets with the same names from the other asset packs into one another (In this example here I'm copying and pasting the atlas "Buildings" "Buildings_Snow" and "Buildings_Desert" from three different asset packs)





All the mergeable assets have the same width to make the process as simple as possible.
The assets with which this merging is possible are:

The Fantasy Tileset	Snow Adventures	Desert Oasis
Buildings	Buildings_Snow	Buildings_Desert
Rocks	Rocks_Snow	Rocks_Desert
Tileset_Ground	Tileset_Ground_Snow	---
Trees_Bushes	Trees_Bushes_Snow	Trees_Bushes_Desert

It is NOT possible to merge the props assets, you will need to use them as separate atlas.

Tiled

All the tileset files (the .tsx ones) already contain the colliders and terrain sets for any other mergeable asset, the file "Buildings" contains colliders for both "Buildings_Snow" and "Buildings_Desert" so be careful and paste them in the right place!

Rock Slopes

Rock slopes can have various heights starting from 1 block tall reaching 3, for every of these heights i have built tiles of conjunction between them to give you the maximum flexibility building your maps. While only one-layered slopes can be built using the normal terrain sets of Tiled much more complex shapes can be achieved with the use of automapping.

Automapping uses a set of rules that I have already implemented in a .tmx file you can find inside the main folder of the asset pack following this path: \Tiled\Tilemaps\Rules

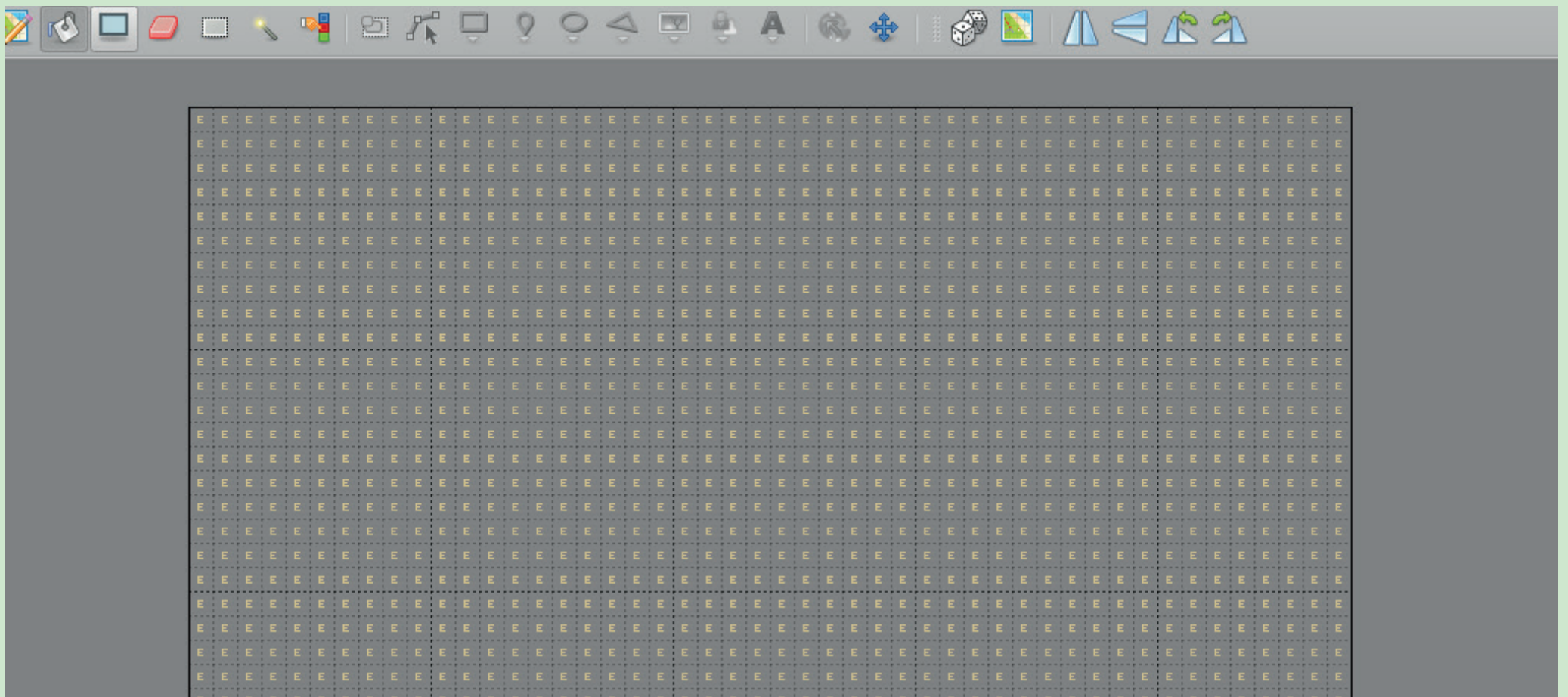
It's important to remember that for it to work you will need to create your maps in the "Tilemaps" folder or copy the "rules.txt" that is in that folder and the various rules files in the folders you will use!

Each rock slope file contains four tiles in the top left corner which are the ones you will need to use:

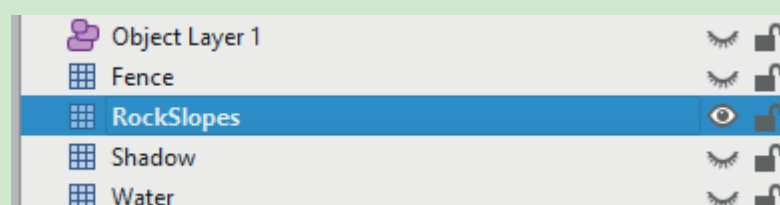


- 1- An empty tile that does not contain any element of the rock slope.
- 2 - A rock tile.
- 3 - This tile is here to be placed on the higher side of the rock slope, in this way it will be possible to understand how it is oriented.
- 4 - A stair tile.

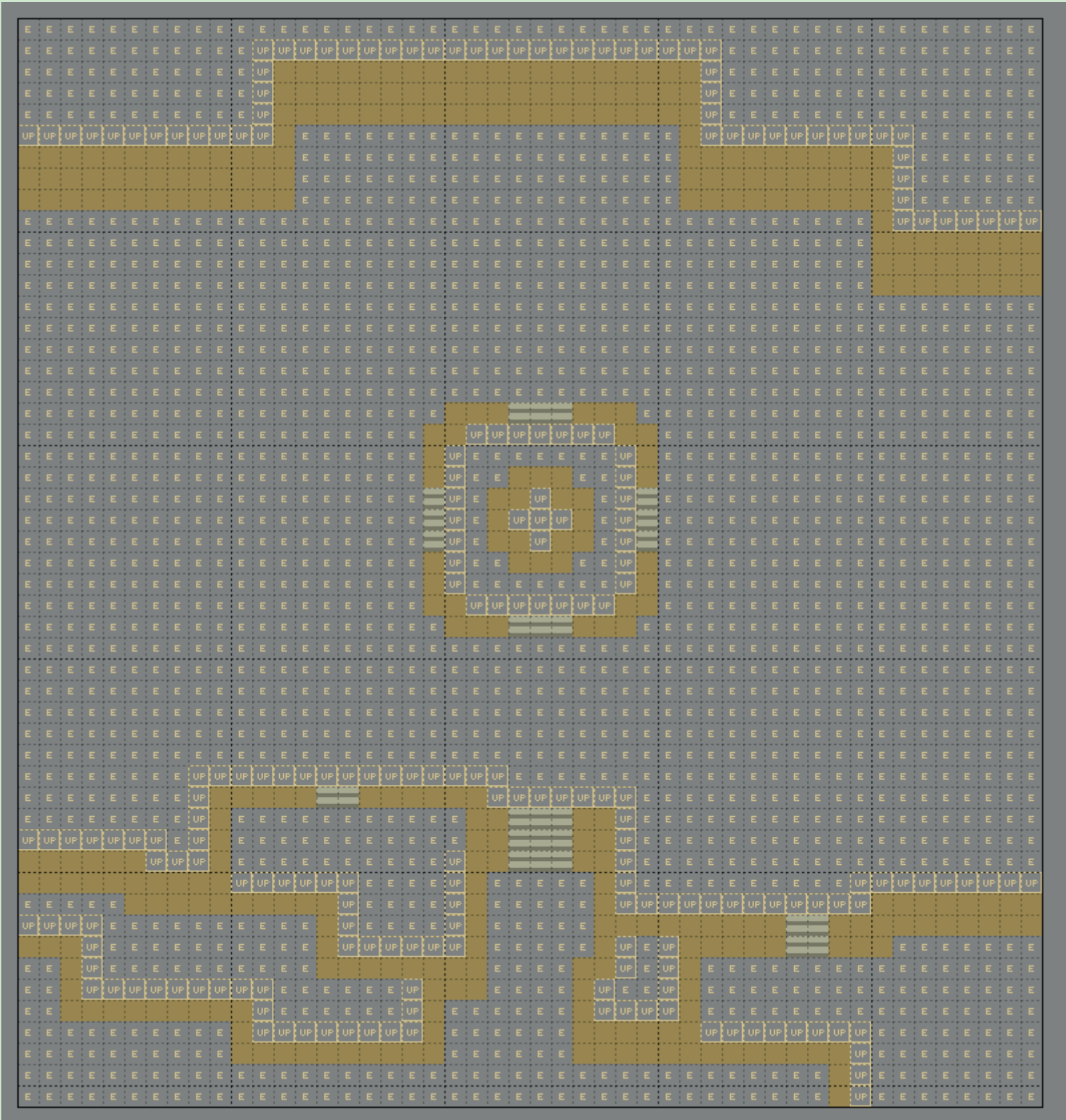
To start creating your rock slopes, fill a new layer with empty tiles (The ones with an E in the middle, not any empty tile present in the tileset!)



Rename the level in "RockSlopes" this is really important, with any other name the automapping won't work. The layer name of other rock slopes must be "RockSlopes2" and "RockSlopesSand" depending on which one are you using.



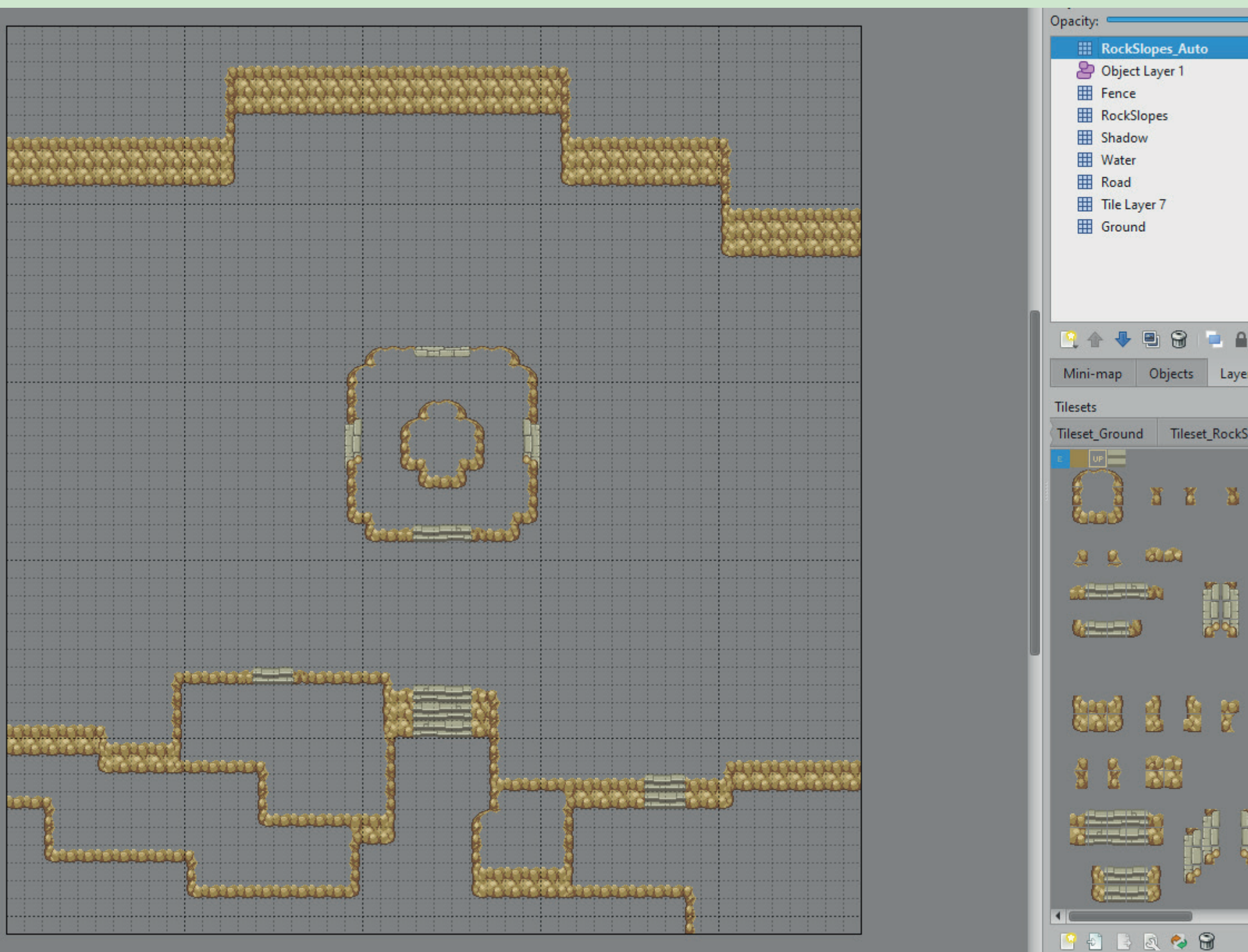
Now draw the tiles that will be occupied by the rock slopes and put the “up” tiles on the upper side of the slope.



It’s important to keep the up tiles in the right place to have a correct automapping, here you can see an example:



The next step will be an easy one: just press “CTRL + M” or go to “Map/AutoMap” and the magic will be done. A new layer named “RockSlopes_Auto” will appear.



With more complex shapes it might happen that a few tiles are not placed correctly, in that case you can manually place them. If that happens to you please let me know and I will add that rule in the next updates!

If you want to learn more about Tiled automapping you can find here their documentation: