

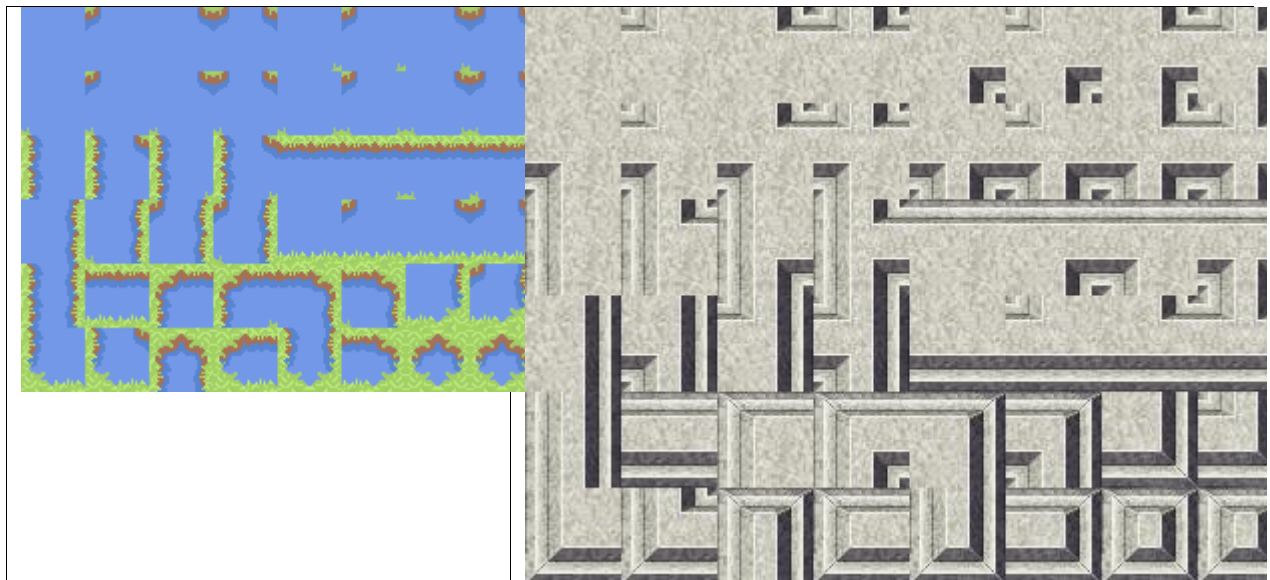
There's also an autoconverter for tilesets so it will create autotile combinations for you. By default Tiled doesn't have any autotiles that is compatible with RPG Maker. It would require using the auto mapping feature. So you would need this plugin. Thank you to TDS

- Make a folder named Tile Converter inside your project
- And inside that make two folders -- Input and Output
- In input you put in the auto tiles you wish to convert. The filenames should have this: tw[48]th[48] (Tile Width, Tile Height).

Here are two examples:

|  |                        |
|--|------------------------|
|   | tw32th32A1Water.png    |
|  | tw48th48Dungeon_A2.png |

In the output folder it will result to this:



And these tiles are basically what RPG Maker does automatically. Happy Mapping!