Using Tiled

1. Download Tiled
2. Open Tiled
3. Make a new map with these settings

- Orientation: Orthogonal
- Tile Layer Format: CSV
- Tile Render Order: Right Down
- With a tile size of 32x32
- Width: 25 (for example)
- Height: 20 (for example)

4. Select Map at the top of the menu and select "Add External Tileset. . . "
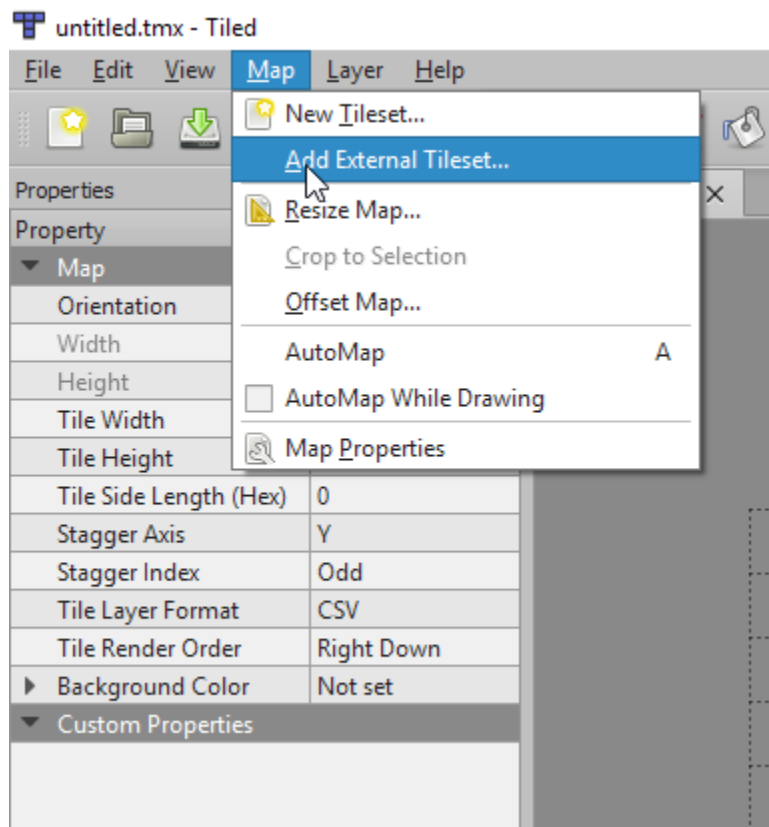

Figure 1: Add External Tileset

5. Select the the following .tsx files found in the "assets/tilesets" folder

- meta.tsx
- road.tsx
- traps.tsx
- wallsandroofs.tsx
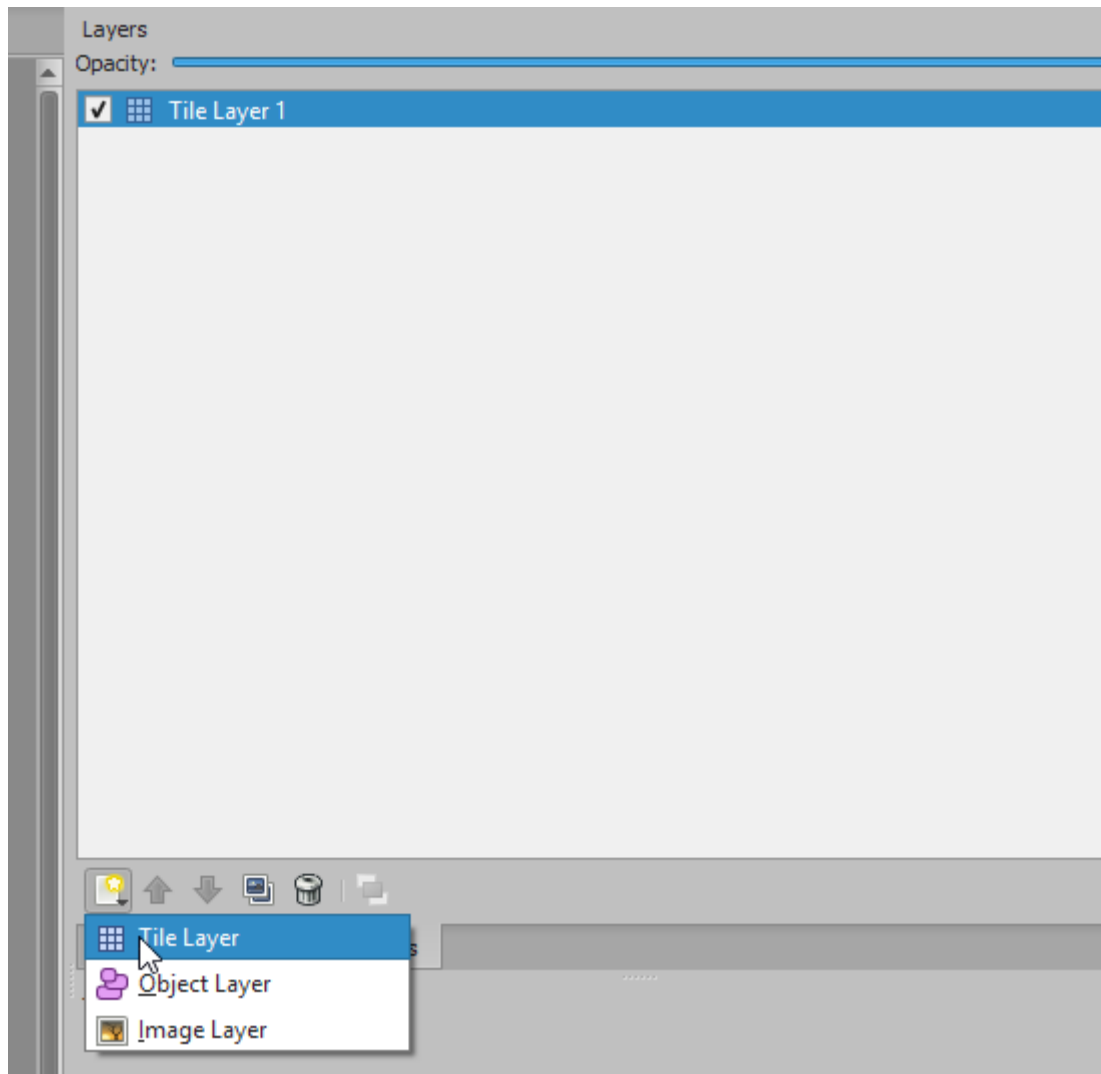
6. Create four Layers as shown below:

Figure 2: Adding Layers

Call them: Wall, Utility, Trap and Road.

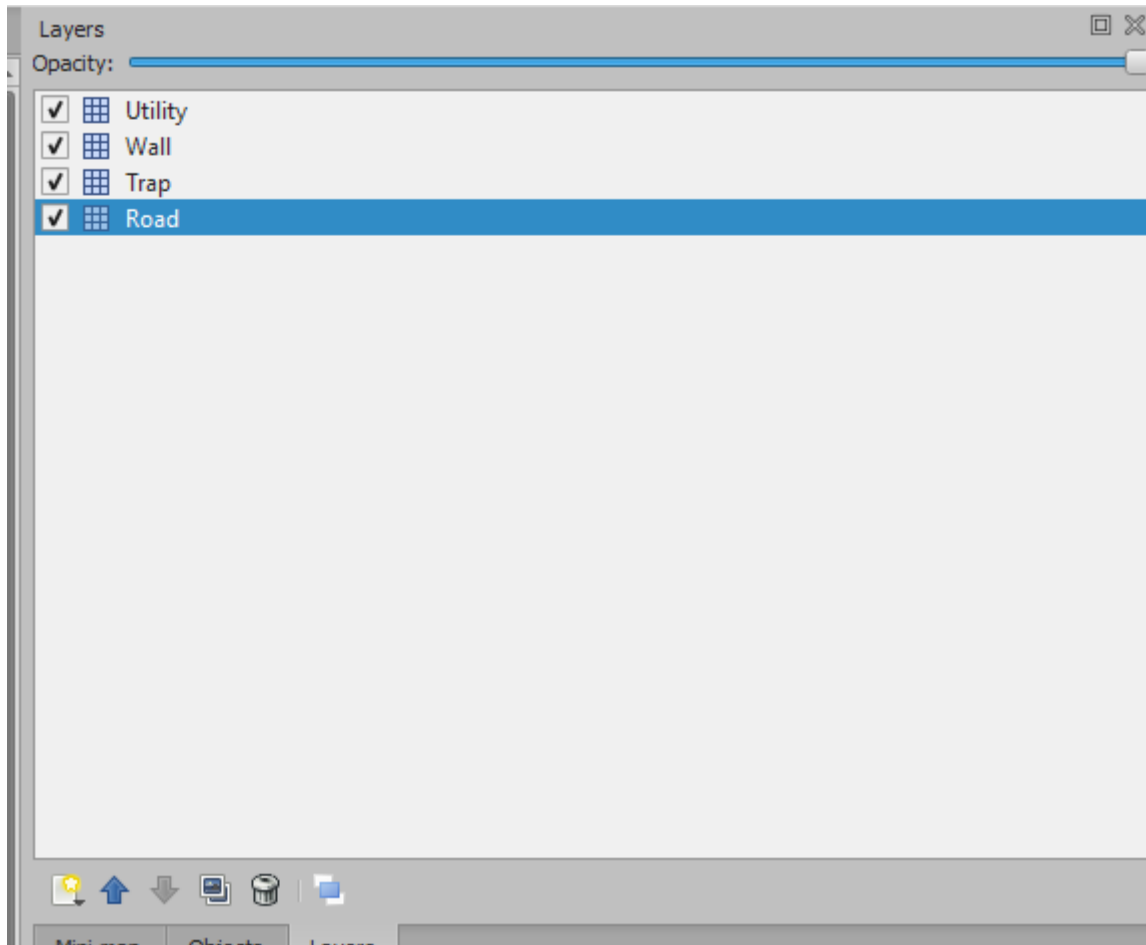You should end up with something that looks like this:

Figure 3: Final Layer Screen

Note that clicking the eye next to a tile layer changes the visibility of that layer. Selecting the layer (clicking on the layer name) allows you to edit the selected layer.

7. Select the Road layer, select the road tile, and paint the whole Road layer with the road tile (this can be done easily with the bucket fill tool).

8. When adding other tiles, remember to select the layer and to match the layer with the correct tilesheet.

- The Utility Layer will use the meta tilesheet (green = start; red = end).
- The Road Layer will use the road tilesheet (one tile only).
- The Trap Layer will use the traps tilesheet: check that the selected tile has a valid trap type (and key, where appropriate) in custom properties - LavaTrap, HealthTrap.
- The Wall Layer can use any tile in the wallsandroofs tilesheet as shown in the image below:
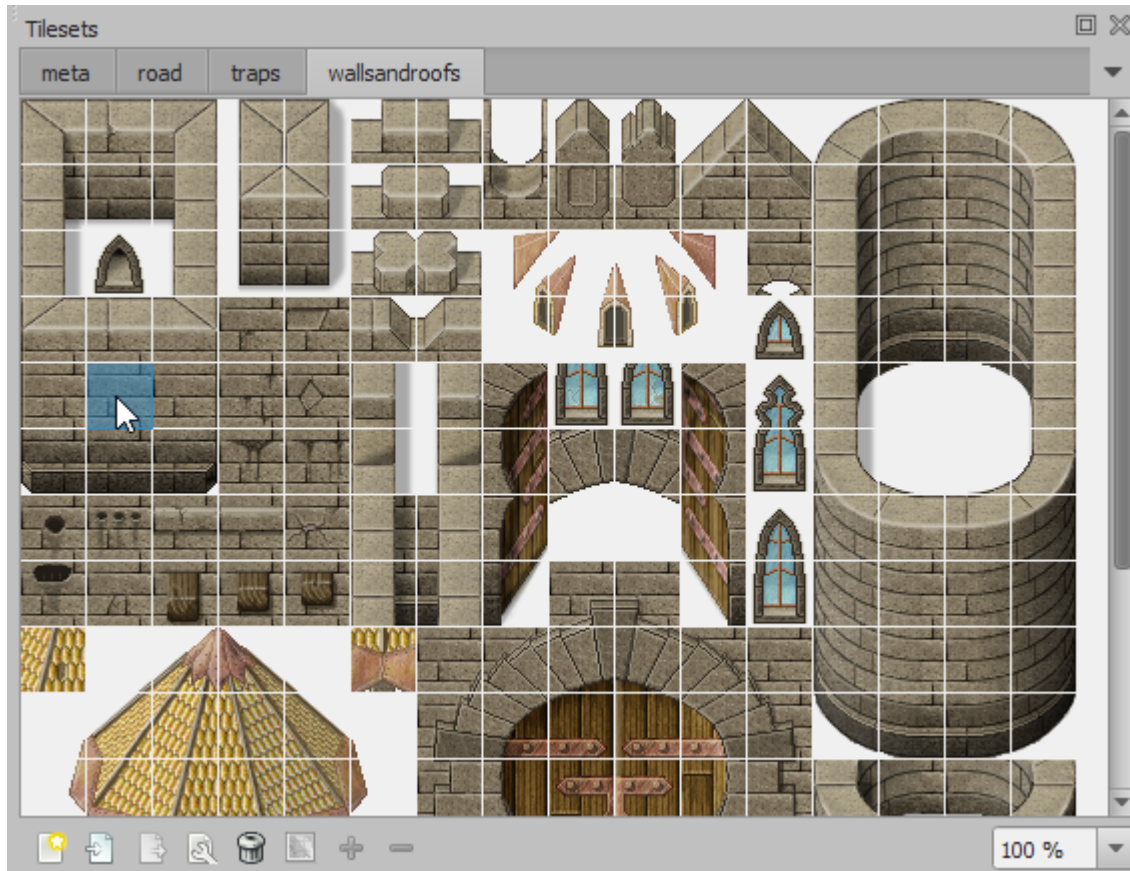

Figure 4: Selected wall

9. All set now, as long as you follow these rules, when you load your new map.tmx in the code, you shouldn't receive any errors!

To use the map with your program, it should be saved in the "assets" folder.