Déclaration variables :

private TiledMap map;

private OrthogonalTiledMapRenderer renderer;

private OrthographicCamera camera;

méthode resize :

camera.viewportWidth=width;

camera.viewportHeight=height;

camera.position.set(camera.viewportWidth / 2f, camera.viewportHeight / 2f, 0);

camera.update();

Méthode show :

map = new TmxMapLoader().load("essai.tmx");

TiledMapTileLayer mainLayer = (TiledMapTileLayer) map.getLayers().get(0);

int tileSize = (int) mainLayer.getTileWidth();

int mapWidth = mainLayer.getWidth() \* tileSize;

float ratio = mapWidth/Gdx.graphics.getWidth();

renderer= new OrthogonalTiledMapRenderer(map,1/ratio);

camera=new OrthographicCamera();

méthode dispose :

map.dispose();

renderer.dispose();

méthode render juste avant batch begin :

renderer.setView(camera);

renderer.render();