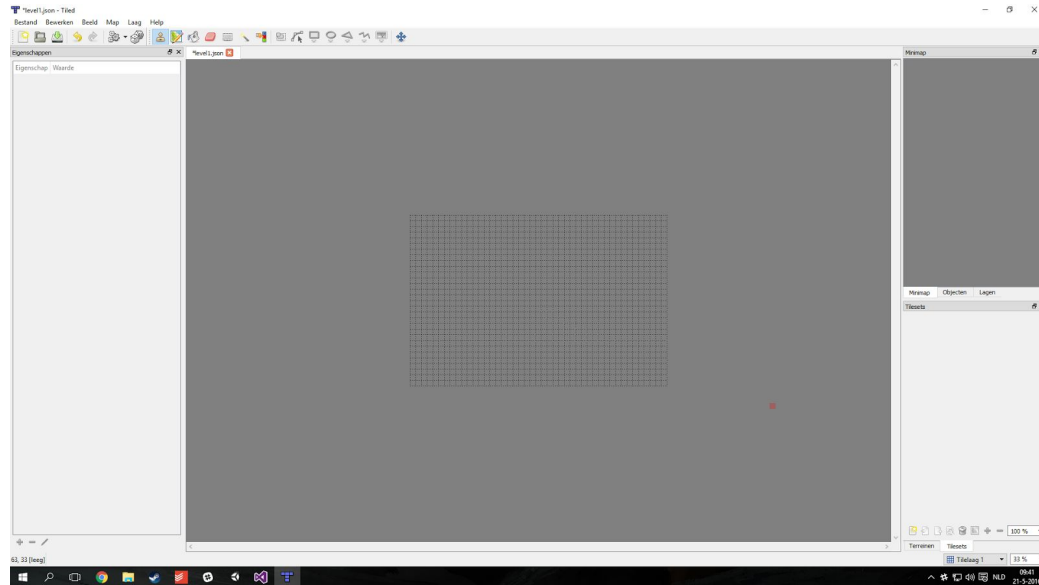


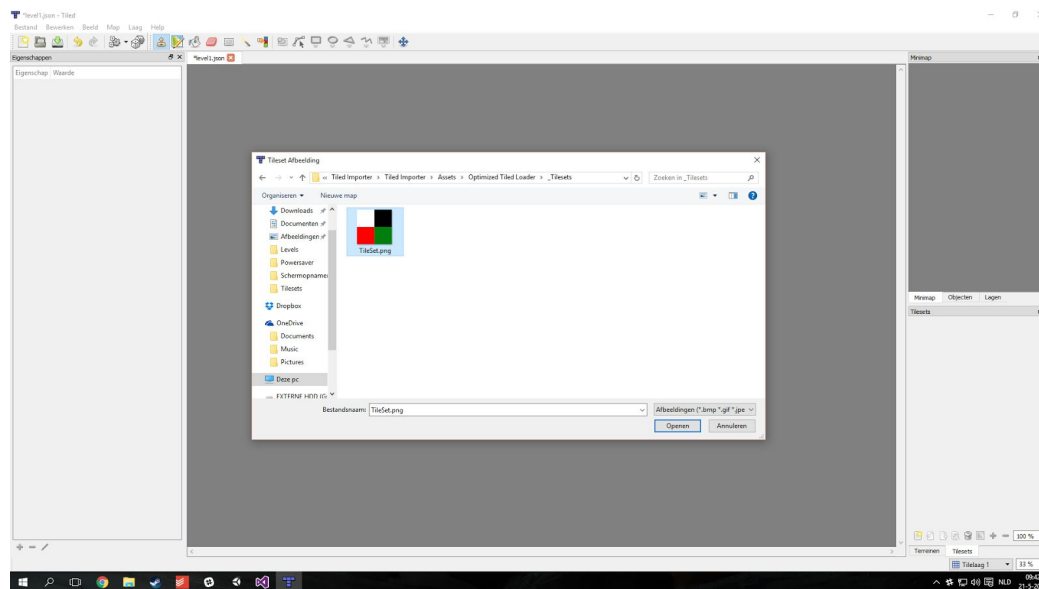
# Step-by-step guide

## 1. Create a level in tiled.

Open Tiled

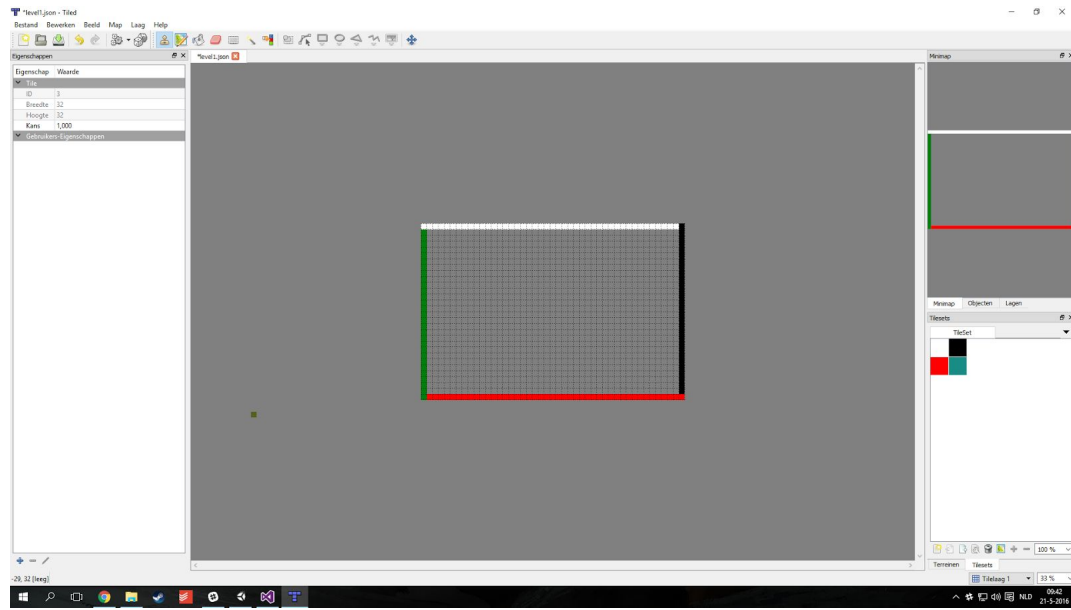


## Import a tileset from your Unity folder



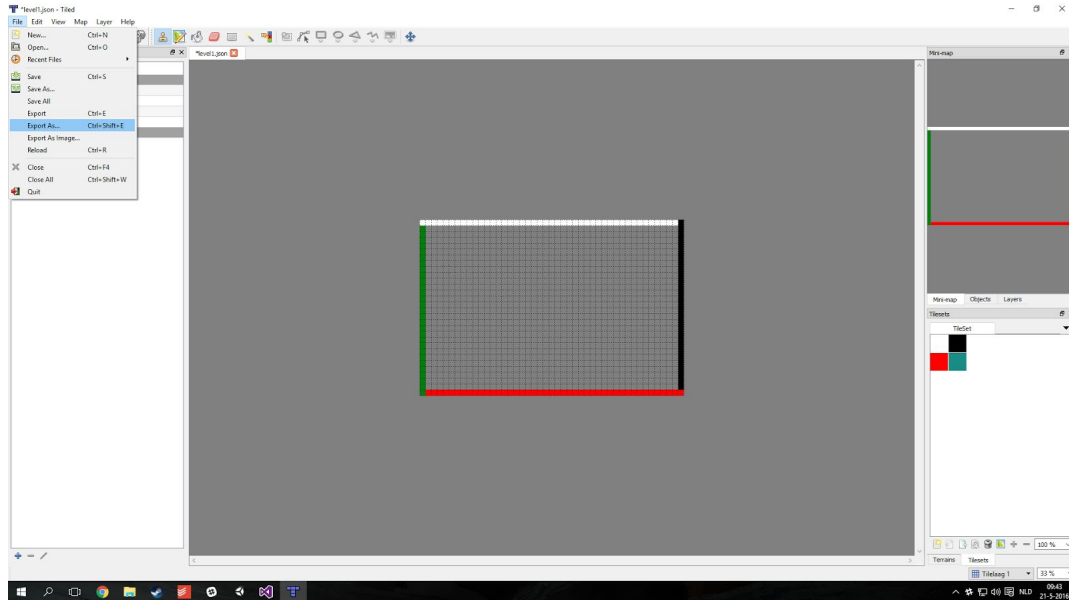
**\*Make sure you import a tileset that is present in your Unity project.**

Make a beautiful level.

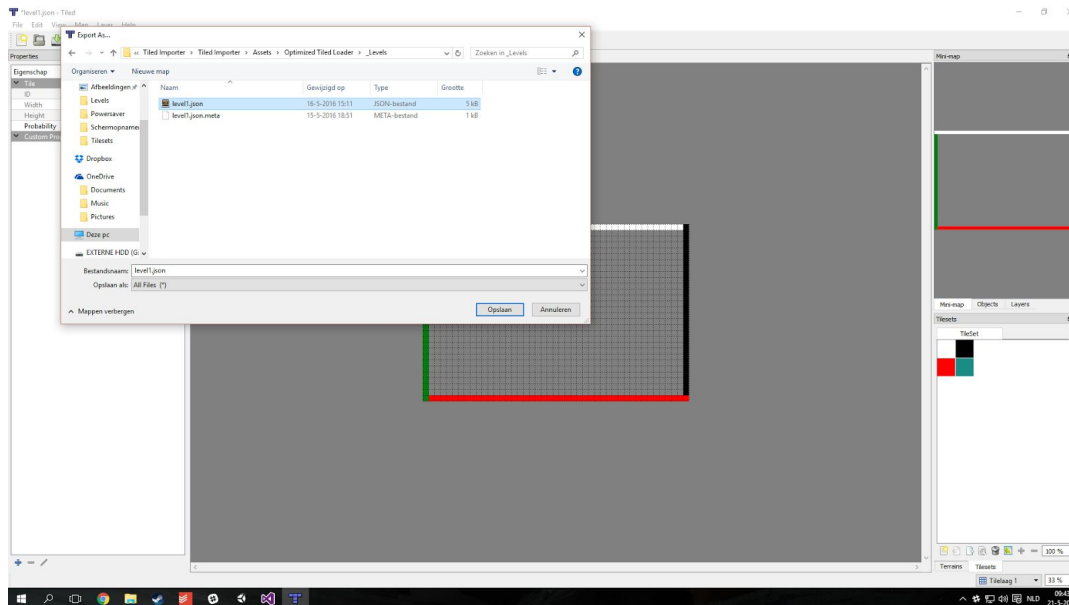


## 2. Export the level as .JSON to Unity

Select “Export As...”



Export the file as a .JSON

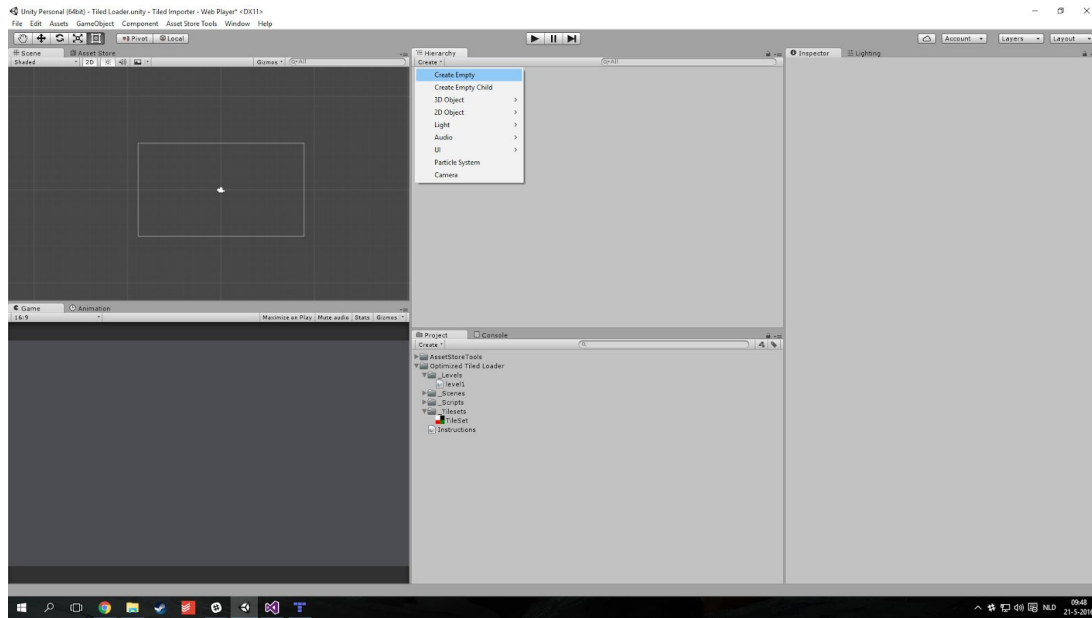


**\*Make sure you export it as .JSON since the loader will only accept JSON files.**

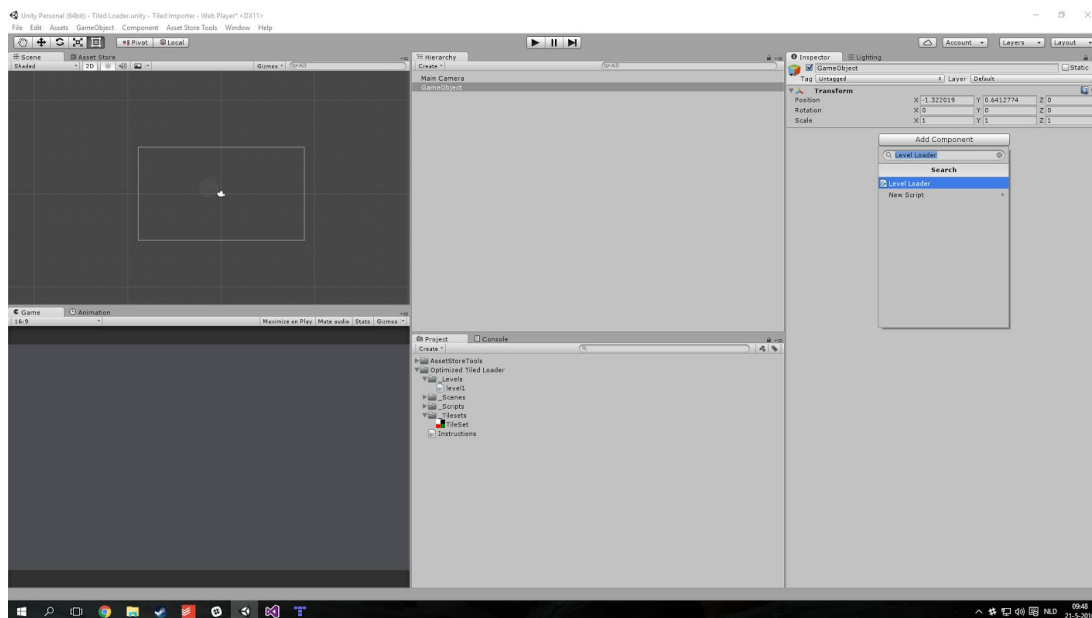
**\*Place the level somewhere in your Unity project.**

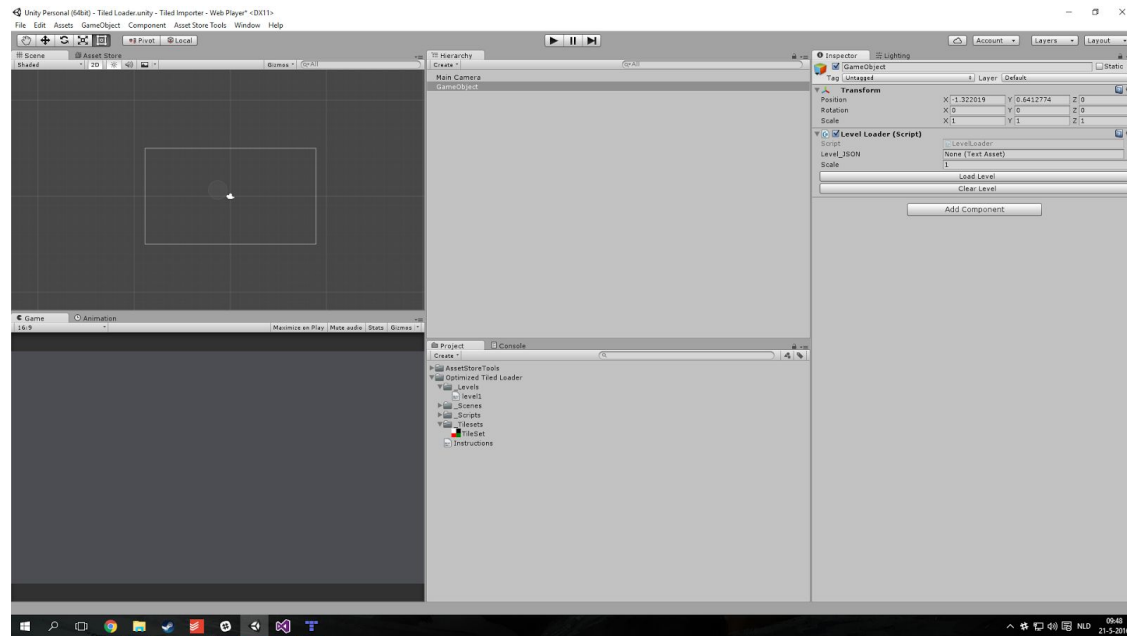
### 3. Make an empty object and add the "Level Loader" component

Create a new empty object.



Add the “Level Loader” component.

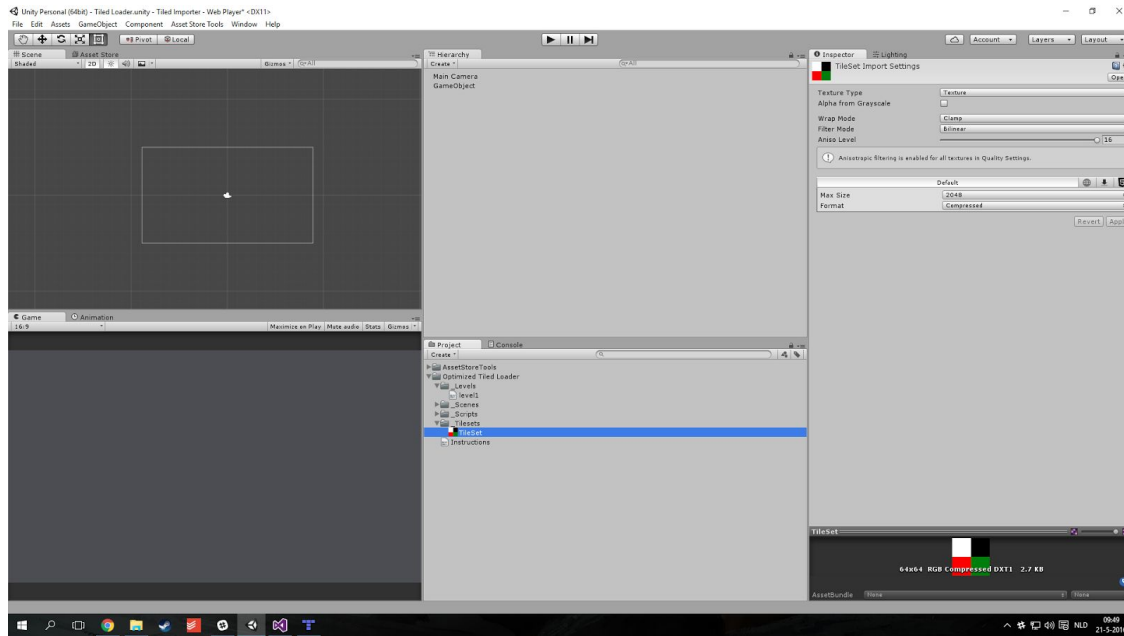




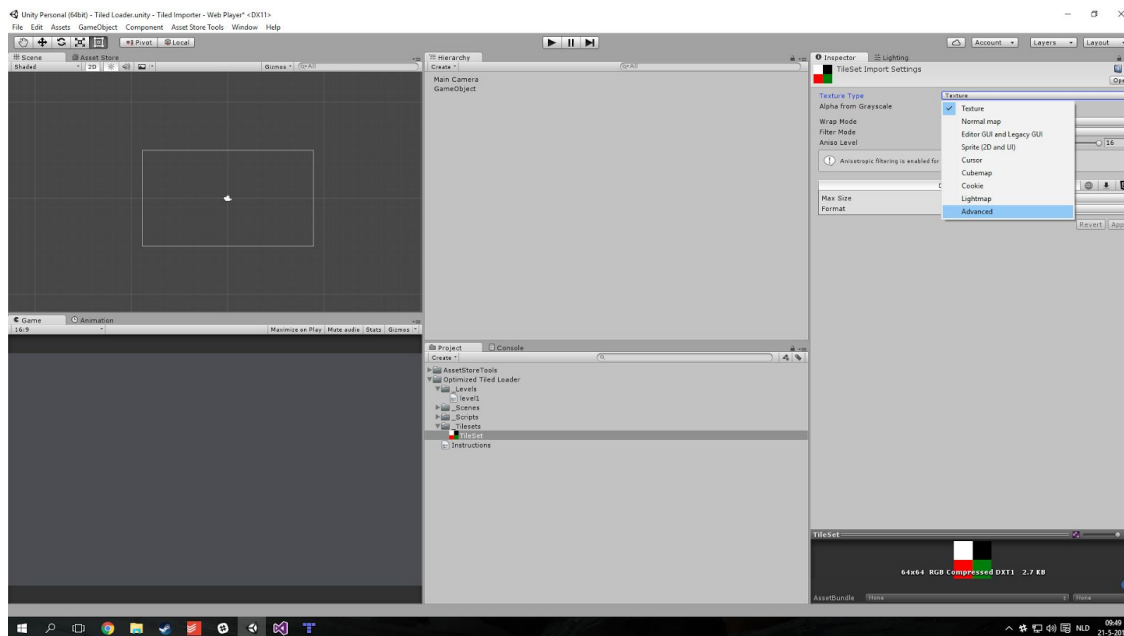
This will add the level loading functionality to that object. The level generated by this object will become a child under the object.

4. Make sure the tileset inside the unity project is read/write enabled.

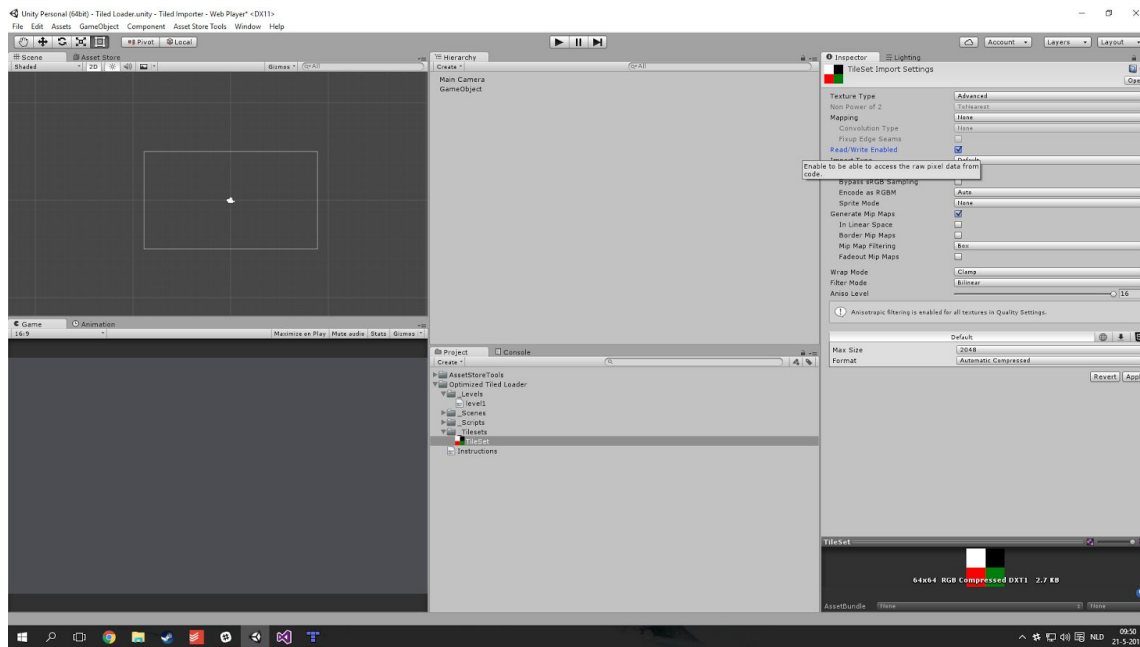
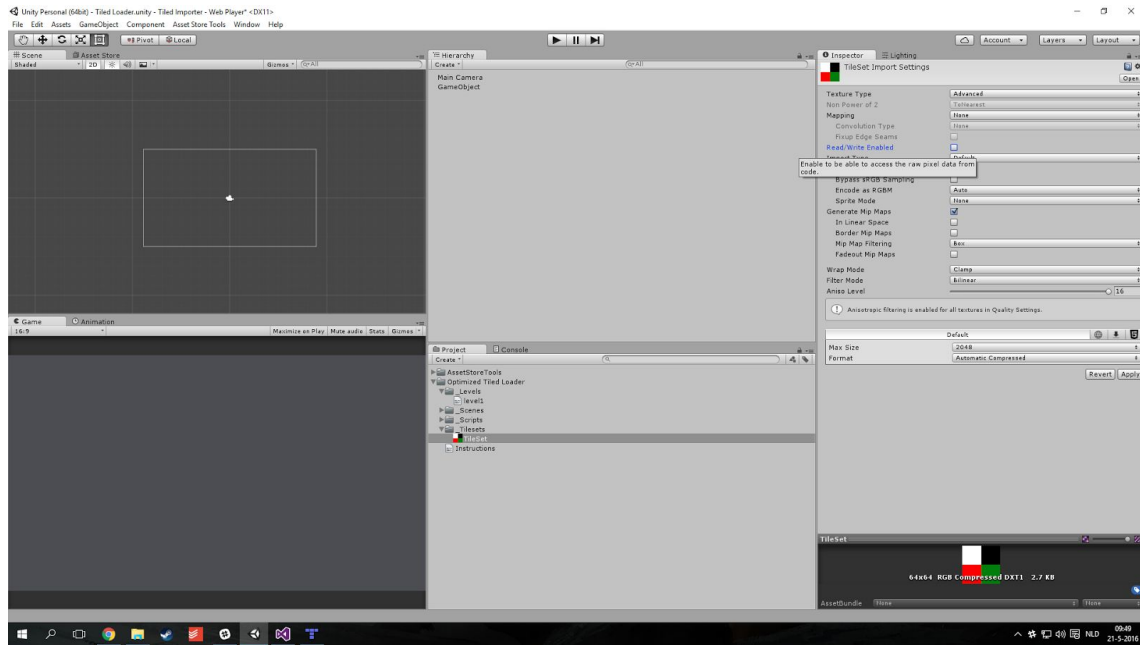
Select the image in your Unity Folder.



Go to advanced settings.

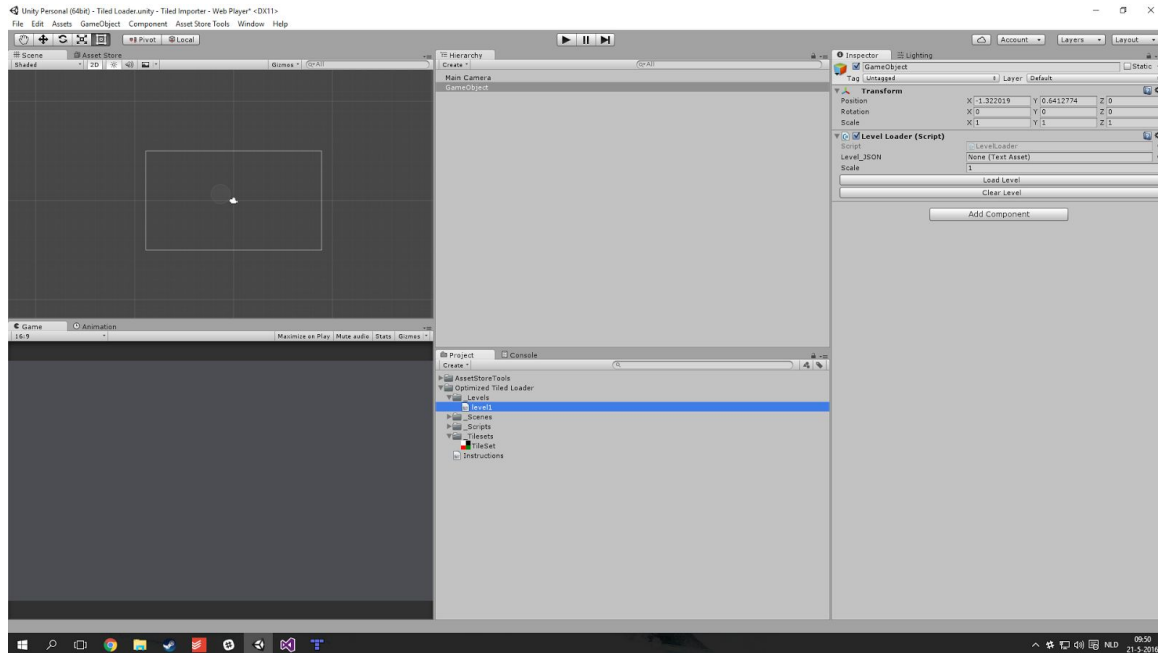


Tick the read/write enabled box.

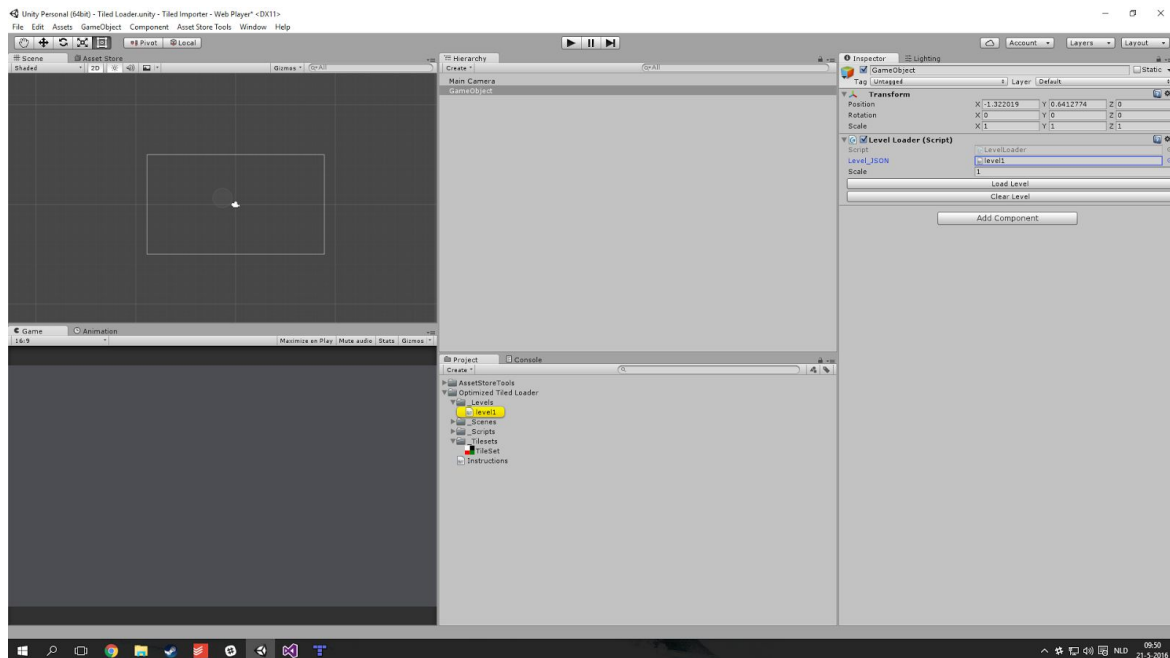


## 5. Load the .JSON level file with the level loader.

Find the level you want to load in your folder.

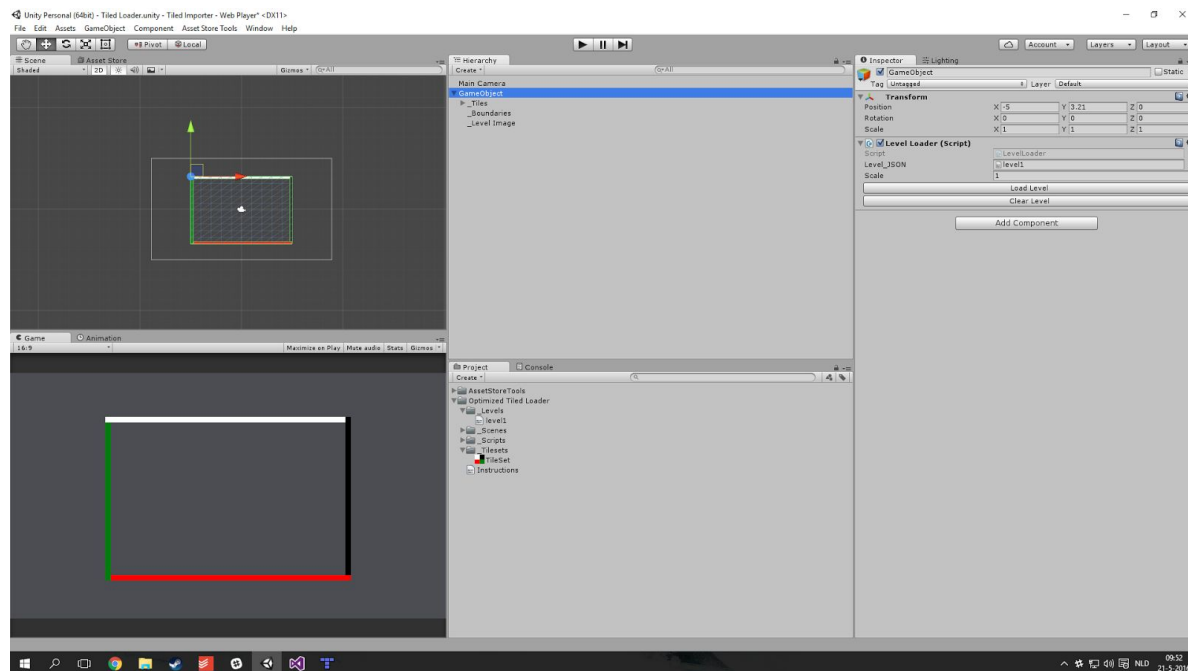
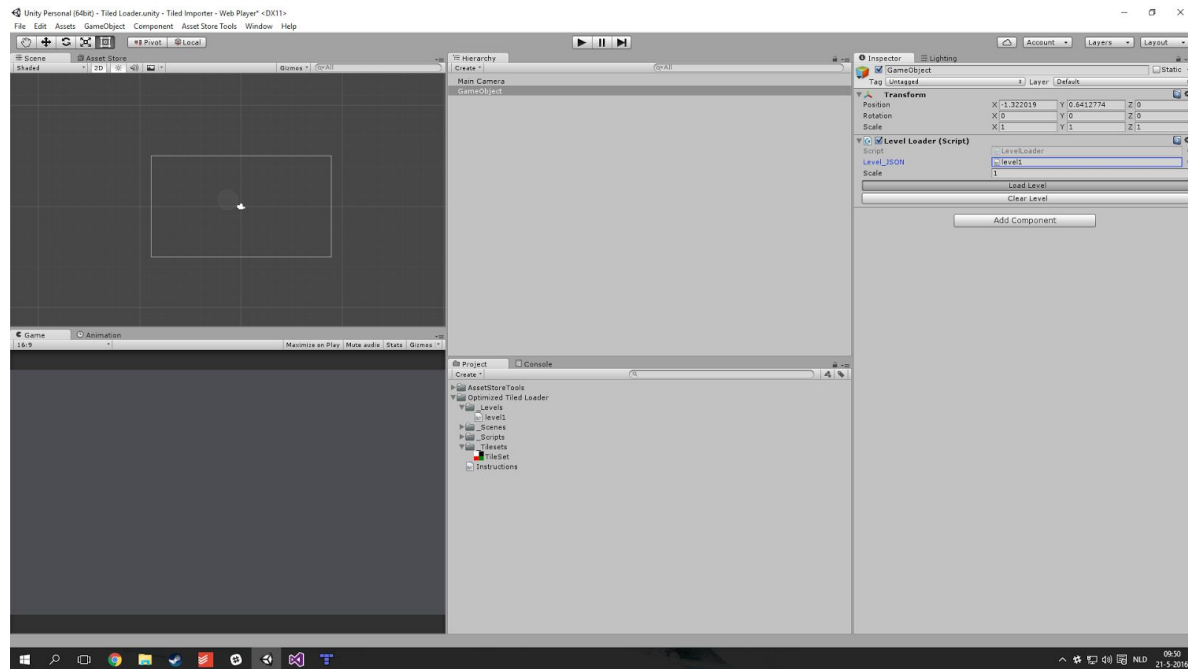


Drag it into the Level\_JSON field of the level loader component.

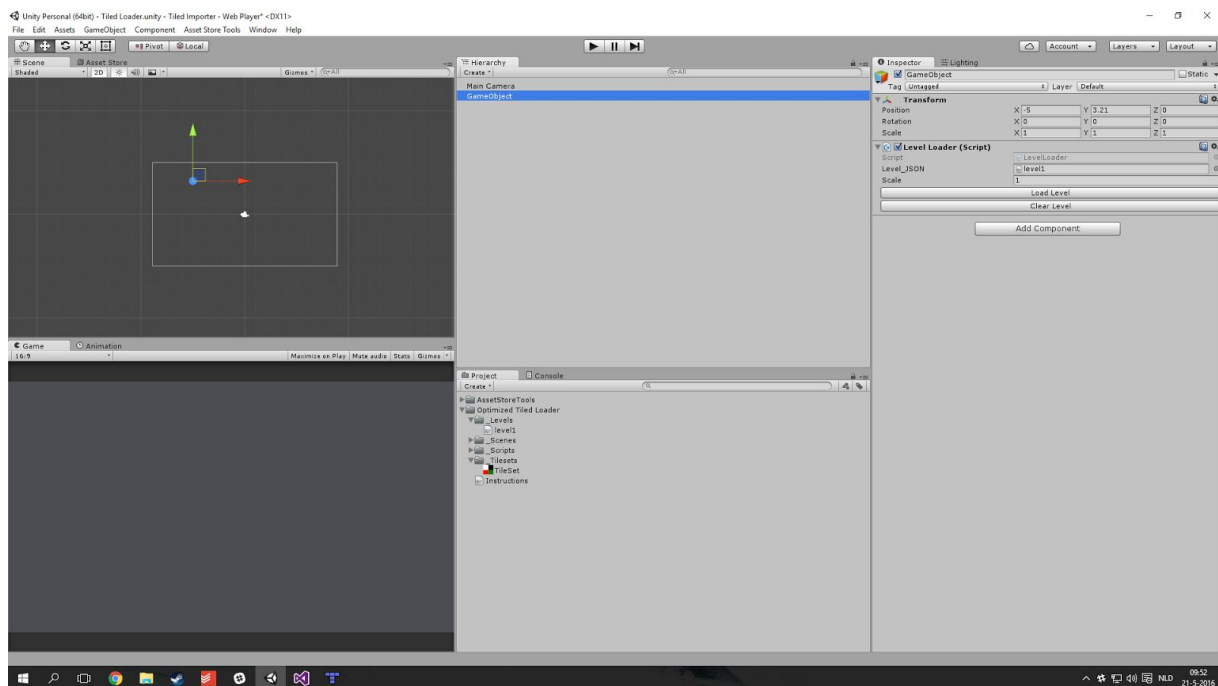
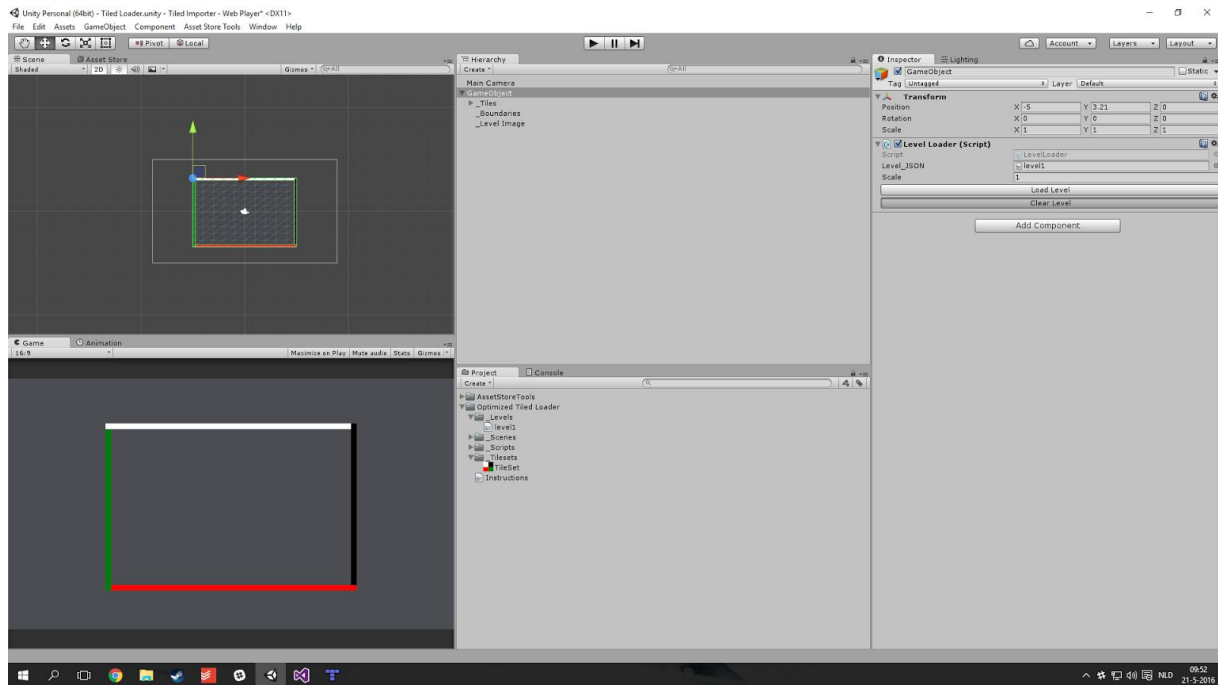




Click “Load Level” to load the level from the JSON file.



Click “Clear Level” to remove the loaded level.



# Common Issues

## Error

"Texture 'XXX' is not readable, the texture memory can not be accessed from scripts. You can make the texture readable in the Texture Import Settings."

## Fix

See step 4. You should enable read/write on the texture.

## Error

"The tileset could not be found at: -PATH-"

## Fix

The issue here is that the tileset texture could not be found by Unity. Make sure the level you loaded actually uses the tileset in your Unity folder.

The relative path from the level file to the tileset you used inside tiled is saved in the JSON file.

This reference is used to locate the tileset for the loaded level.

If you imported a tileset outside of the Unity folder, then it cannot be found by the script.

## Error

""XXX' is not a JSON file!"

## Fix

Make sure the file you exported from tiled is a .JSON file. The loader will only accept JSON files.