Tile Editor User Manual V1.3

Thank you for purchasing Tile Editor!

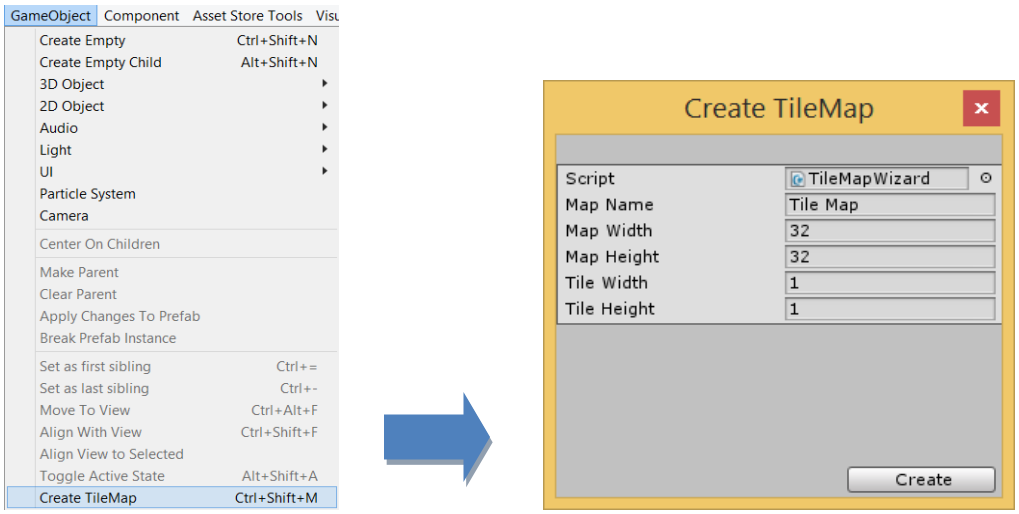
For any question, please contact me at zerofield@outlook.com

This is a fast tutorial about how to use my editor.

1.Import Tile Editor Package.

2.Create a Tile Map

You can create a tile map simply by selecting "Create TileMap" in GameObject menu, or by pressing Ctrl+Shit+M. A new window will pop out.



You can name your map as anything you like. We will use the default name “Tile Map” throughout this manual.

Map Width and Map Height determine the width and height of the whole map, in terms of number of cells. 32 x 32 is the default but you can use any numbers, with 1 x 1 as the minimum.

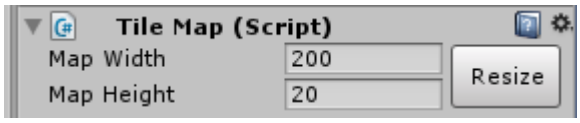
In Tile Editor, tile size is measured in meter. By default, tile width is 1 meter and tile height is 1 meter.

A tile map will then be created in the scene after you clicking "Create".

3. Resize Map

By selecting the Tile Map you created in the Hierarchy, you can now edit the map.

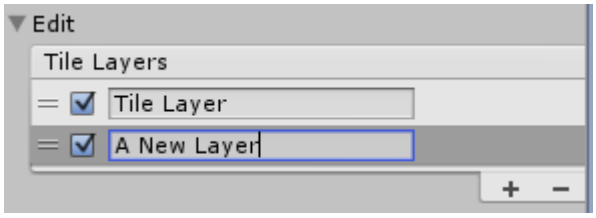
Tile Editor is capable of resizing the map you are currently editing. But be noted that resizing down the map may remove tiles out of boundary.



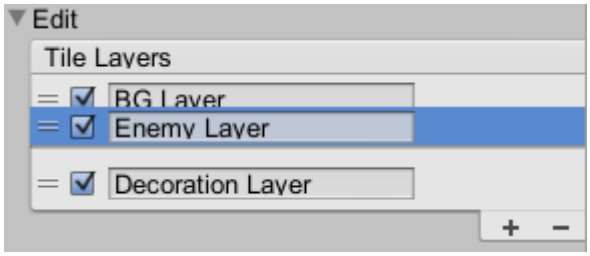
4. "Edit"

Click "Enter" to enter Edit Mode. The editing panel is mainly divided into two parts: **"Tile Layers"** and **"Tile set"**.

In **"Tile Layers"** you will notice that a new layer named as "Tile Layer" is created by default. You can rename tile layers anything you want. To create a new tile layer, simply click the add button.



Click "-" to delete the layer currently being selected. Tile Layer is enabled by default. All tiles belong to the same tile layer will be disabled if tile layer is disabled.

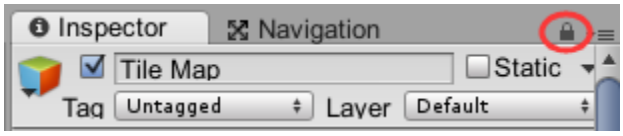


You can move a tile layer up or down simply by click-and-drag your layer up or down. However, moving layers up and down won't change their order in the scene view. That's only for organization purpose.

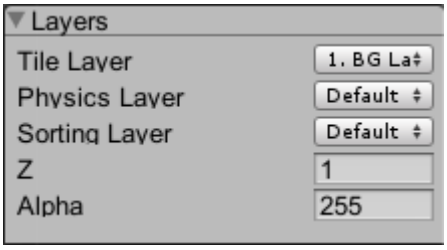
In **“Tile Set”** area, before creating any tile-based map or level, you need to drag and drop some sprites or textures onto the black area. You might need to check the inspector window of your texture or sprite. Setting up Pixels To Units is important. If your tile size is 1*1 and 20px *20px，you may set Pixels To Units 20. If you found that there is small gap between tiles, you may set it to 19.5 or 19.

Then, a new tile set named “Set 0” will be created. Click the “New” button to create a new tile set or press delete button to delete the currently chosen tile set.

Lastly, you may want to lock the inspector so that you may want to add more sprites into a single tile set later on.



5. “Layers” Window



Tile Layer: Tile Layer indicates the name of the tile layer that is currently under editing. *Please make sure you select the right layer before you do any editing.*

Physics Layer: Unity’s Built-in Layer and User Layer that you create can be toggled here. If you want to determine whether a specific layer can have collisions with other layers or not. Go to **Edit/Project Settings/Physics or Physics 2D** for more information.

Sorting Layer: Any tile that belongs to the same tile layer shares the same Sorting Layer property.

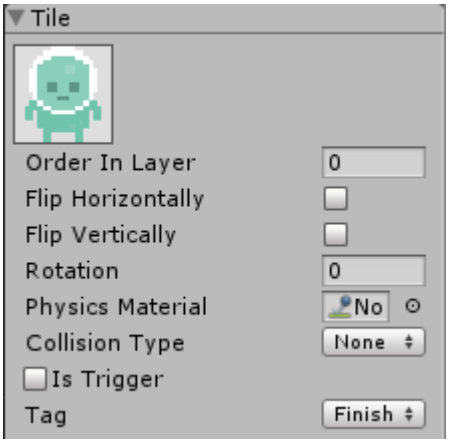
Z： Z is the z position of the layer. This property is especially useful when two layers share the same sorting layer. By assigning different z value, conflicting between two layers shall be resolved.

Alpha: By changing alpha, you can modify the transparency and this will affect all the tiles of the selected layer.

Note : you can click on the upper-left triangle to fold Layers window. 

6. “Tile” Window

Except the “Layers” window, you will also find a “Tile” window where you can select and set the property of the currently chosen tile.



Order In Layer: This determines how different tiles are rendered in the same Tile Layer. Which one should appear in front of another.

Flip Horizontally: If you turn on the checkbox, the tile that you are currently using will be flipped horizontally.

Flip Vertically: If you turn on the checkbox, the tile that you are currently using will be flipped vertically.

Rotation: The rotation of the tile is measured in degree.

Physics Material: Physics material for the collider

Collision Type: None, Box, Circle, Polygon.

Is Trigger: Whether the collider is a trigger or not.

Tag: You can assign a tag to a tile.

Note : you can click on the upper-left triangle to fold “Tile” Window.

7. Paint Tiles.

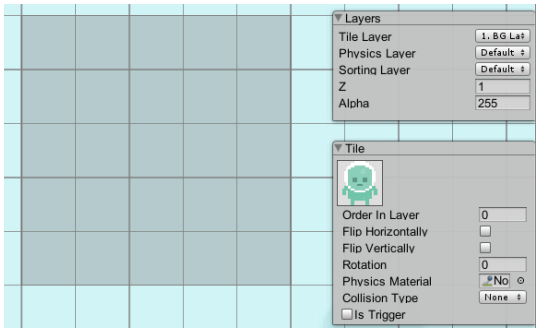
With “Tile Map” being chosen, click "Paint" button or press the short key "B" to begin painting tiles.

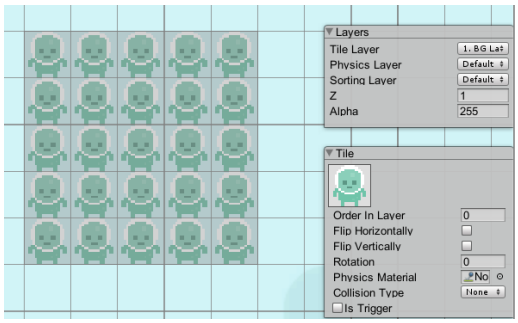
8. Move a Tile.

With “Tile Map” being chosen, click "Move" button or press the short key "M" to move a tile.

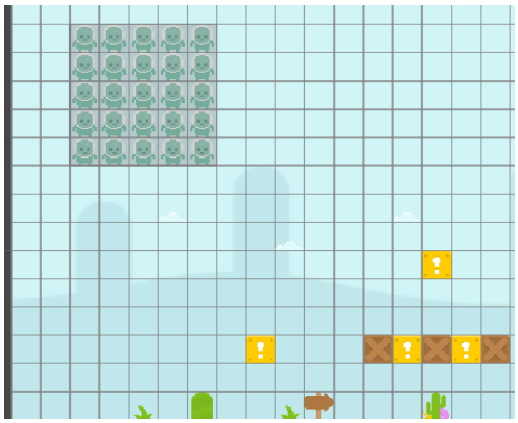
9. Select

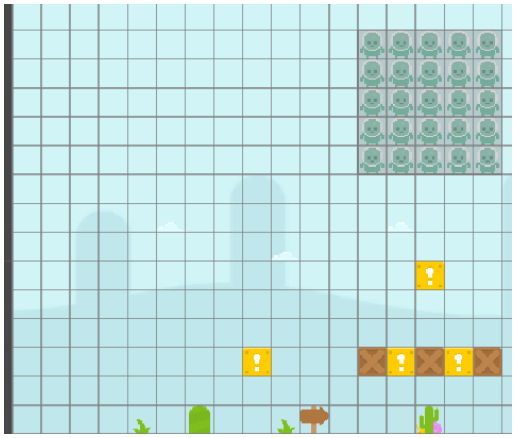
With “Tile Map” being chosen, click "Select" button or press the short key "S" to switch to “Select Mode”. A small info window will appear below the tool bar.





Fill: You can fill or replace the selected area by pressing D.





Translate: You can translate the selected tiles by pressing G. Click anywhere you would like to finish translating.

Clear: You can clear the selected tiles by pressing C.

Copy: You can duplicate the selected tiles by pressing Space.

10. Erase Tiles.

With “Tile Map” being chosen, click "Erase" button or press the short key "E" to begin erasing created tiles.

11 Add Components to a Tile

To add a component to tile, you need to first deselect the tile map in Hierarchy to exit the editor mode and now you can select the tile directly in scene view. **When you select a tile in the scene view, you can move or rotate the tile but after doing so, you won't be able to edit the tile in editor mode because the editor doesn't know this tile has been moved.**

12. Select a Tile in the map

You can pick a tile simply by control + left click. The difference between picking a tile in Scene View and tileset is that you can copy the polygon collider information from the tile in Scene View.

13. Get Properties of the Map

You can get the boundary of a map by map.Boundary property.

You can also check if there is a game object at a specific position by map.TileAt(worldPosition, layerIndex).

Thanks Kenny for his great open art works and you can go to the site for more info. : http://opengameart.org/users/kenney