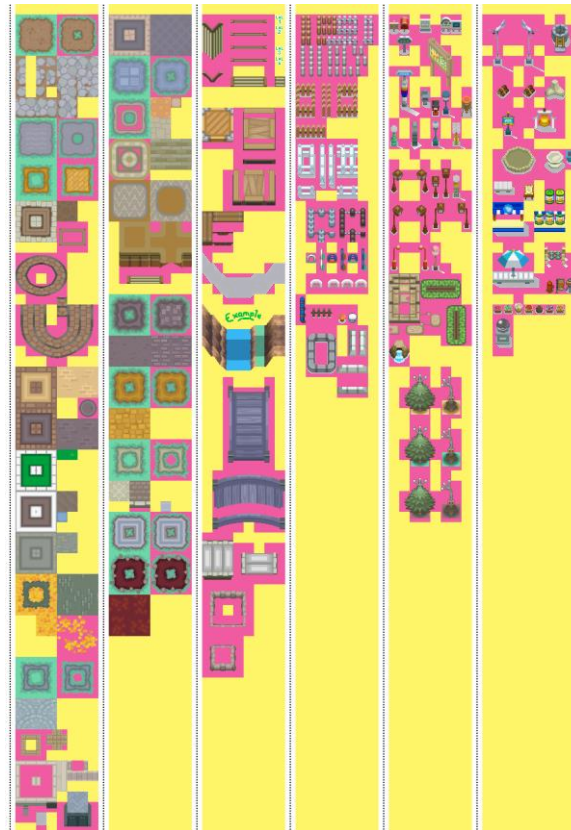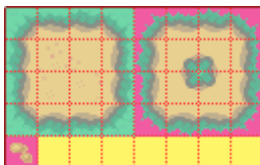# HGSS FOR RMXP

Tutorial on how to use the "Urban" tilesheet

The goal of this tutorial is to present the technicalities to master in order to harness the tiles of the "Urban" tilesheet.



## 1 – Paths

Most of the paths are in this form.



The left part can be placed on grass on Layer 1.

The right part has a transparent background in order to be placed on Layer 2 on top of a floor that wouldn't be grass.

When detailing tiles are available for a path (ex: rocks), they're put under the corresponding path.

The vast majority of paths tiles are in 4x4 tiles, to respect the official textures. Make sure to use the 2 tiles aside when mapping the edges of your paths:
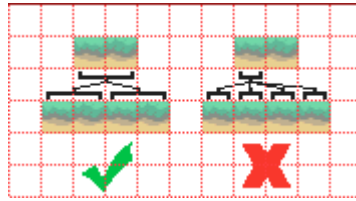


This might appear as a subtle difference in the above-mentioned example, but it won't always be the case with other textures! Make it a habit to properly use the 2-tiles textures to map your edges.

Same goes for the inside textures of your paths: they are 2x2 tiles (32x32px), and not 1x1 tiles. If you only use 1 tile, your texture will end up being cut, and the result won't be aesthetic.
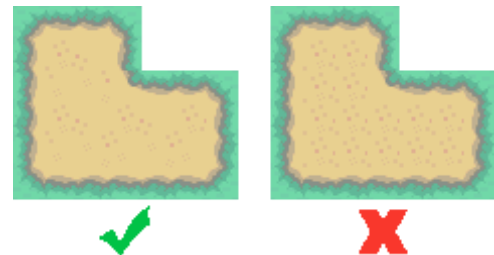


To make sure you're aligning the texture as accurately, you can first place the edges of your paths, then fill the inside of it with the bucket tool while having the 4 tiles selected.
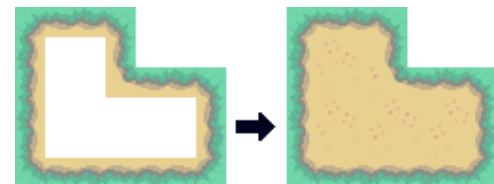


Specific cases:
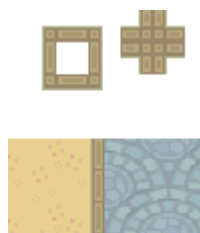


These tiles are used to create a transition between any ground texture and sand paths.

This set of tiles can be used to reproduce the elevated pier found in Olivine City. First put the planks texture (top-right) on all the area you want to cover. Then, enclose it with the edges (top left on the tileset).
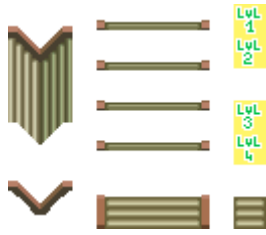The dark stripe (bottom right) allows you to place a slope and the matching edges.





Those tiles let you reproduce the Vermilion City docks. The bottom-left stairs are "from behind", which means that when the player comes from the North, it's supposed to climb the steps.
The two diagonal elements (bottom-right) allow you to create transitions with the beach.

## 2 – Stairs

 Beware of the railings of the front stairs: don't forget the little 1-pixel strip exceeding at the top, which must be configured at a 1 Priority so that the shadows of your characters pass under them.

Also, don't forget to configure the Priority of the side railings (bottom left) to 1, so the player goes under them.

## 3 – Piers & bridges

To place those piers, first draw the shape of your pier with the middle texture, then add the ends, as shown on the example aside (this process is the same for horizontal piers).
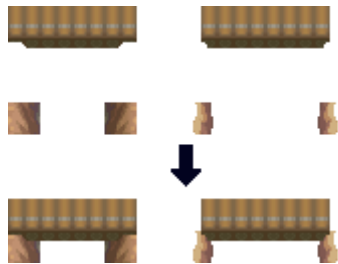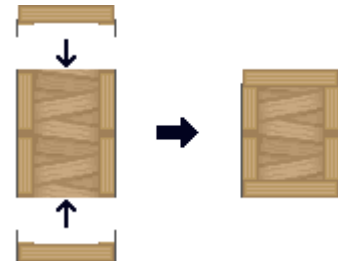


 Wooden bridges have two edges variations: one to be placed above mountains, and one to be placed above shores.

Don't forget to add shadows under your bridges to create a great sense of depth!

The rest of the elements shouldn't be a problem 😉

**END**