**Lesson**

The programming concept that I'll teach is using a tiled map in your game. First you need to make a map with a map editor (I used Tiled). To get textures for your map you need a tile set which can be one image that you cut into tiles or multiple images that will be the tiles.

After you have make the map you import the file like this.

tiledMap = new TmxMapLoader().load("Map".tmx");

Then you can get the layers from the map that you can use for collision like this.

collisionLayer = (TiledMapTileLayer) tiledMap.getLayers().get(0);

Once you have your collision layer you can test where the character is on it like this.

public boolean getTileID(float fX, float fY, float nWidth, String sID) {

boolean bCollided = false;

for (nLayerCount = 0; nLayerCount < armMaps[nCurrentMap].tiledMap.getLayers().getCount(); nLayerCount++) {

try {

bCollided = armMaps[nCurrentMap].arclCollisionLayer[nLayerCount].getCell((int) ((fX + nWidth / 4) / tileWidth), (int) (fY / tileHeight)).getTile().getProperties().containsKey(sID);

bCollided |= armMaps[nCurrentMap].arclCollisionLayer[nLayerCount].getCell((int) ((fX + 3 \* nWidth / 4) / tileWidth), (int) (fY / tileHeight)).getTile().getProperties().containsKey(sID);

bCollided |= armMaps[nCurrentMap].arclCollisionLayer[nLayerCount].getCell((int) ((fX + nWidth / 2) / tileWidth), (int) (fY / tileHeight)).getTile().getProperties().containsKey(sID);

} catch (NullPointerException e) {

}

}

return bCollided;

}

So in the red we start a loop that goes through all the collision layers. I use a Try because there isn't always a tile ID tiles can be empty this stops it from crashing when you stand where there is no ID.

In the Green, Purple and Yellow I check the ID at three points at the characters feet to give the hittest a sort of width. The green is the left bottom of the character. The Purple is the bottom right. The Yellow is the Bottom middle.