How to Use 1-bit Tileset in PlayDate Pulp

https://teaceratops.itch.io/

Importing tiles

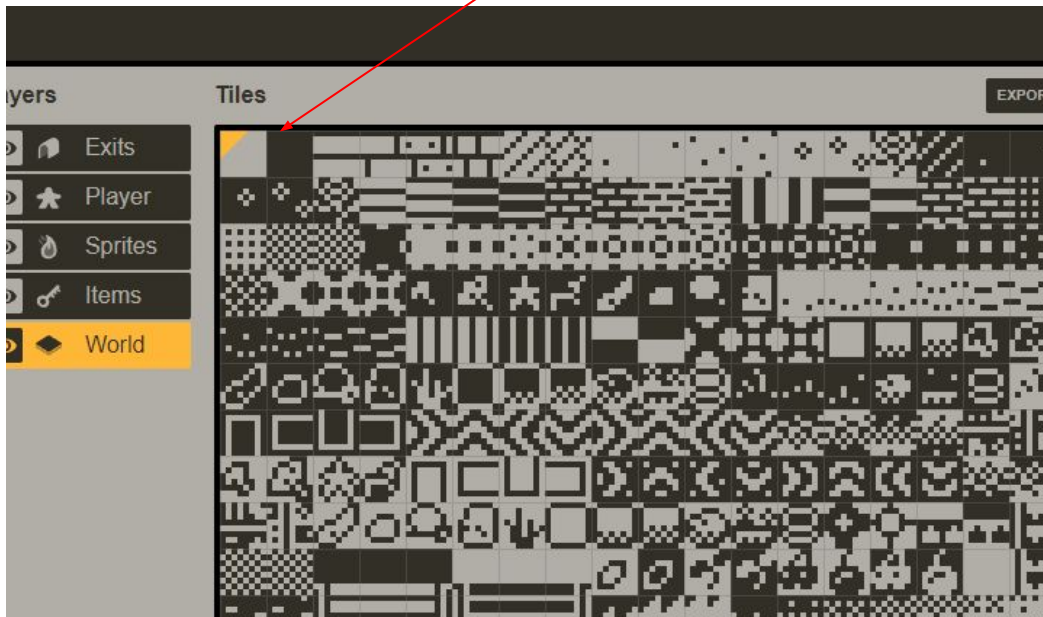Click Import; This should open a dialogue box where you can choose the tileset from your files

Importing tiles

Click the Room tab

Tiles should appear in this box right here!

Importing tiles

Drag the default Black and white tiles to the end of the tileset, to correct tileset layout
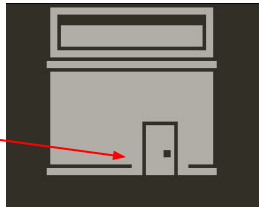
Editing tiles

Some tiles may need editing so that they look polished in the final game.

You can use Plup's tile editor to clean up without needing to open any image editing software.

Repeated tiles may auto update all tiles using that individual tile, so please be aware of this when you are editing tiles - it's a good idea to duplicate a tile before editing it.

Select the tile you want to edit; in this case, the door tiles break the lower line and cause a gap in the design. Hold 'Alt' while clicking the tile to select it.
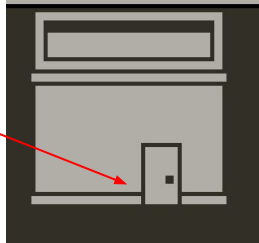

Make the changes in the tile editor.

Here, we added this small line.
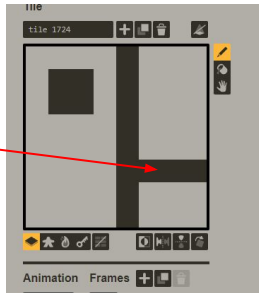
And look! The door now fits in better with the design!

Editing tiles

Some tiles may not quite fit how you want them to fit. For example, many of the windows are quite long, and may not work with the rest of your design.

But it's easy to edit these tiles using Plup's in-built tile editor to make them fit!

If we complete this window, it will be too big next to the door

Select the tile below the window, and add the ledge of the window where you want it to be
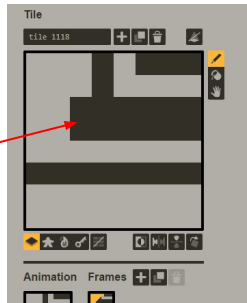
Make some edits to the original window tiles to make it fit with your design