

Last Updated **5-20-2015** by [Kristopher Peterson](#)

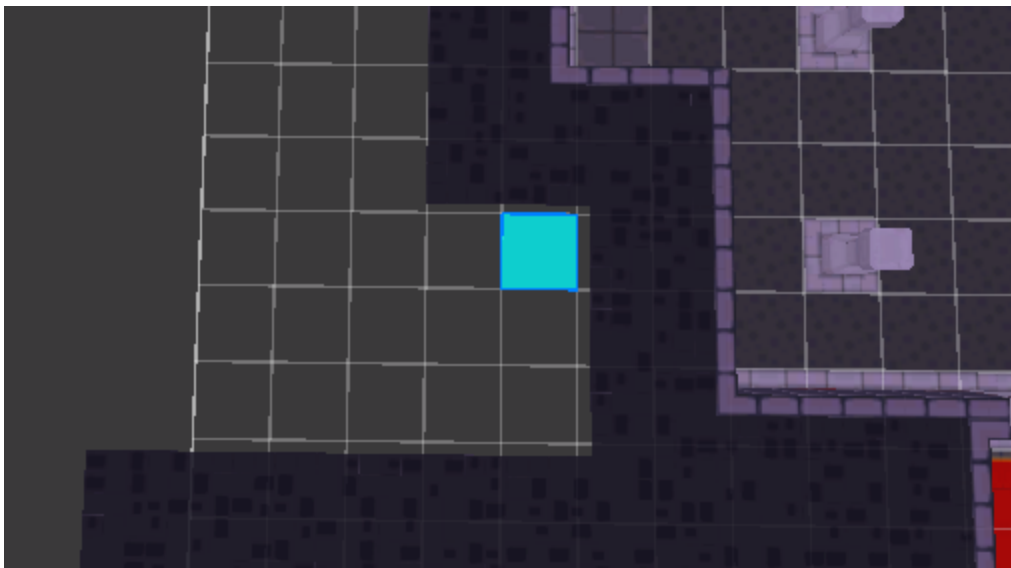
Hey, first off thanks for purchasing and using this pack!

If you have also purchased [TileEd](#), you can [email](#) us your receipt for it, and we will send you a package containing a pre-configured Tile Database with all the objects setup to use with [TileEd](#).

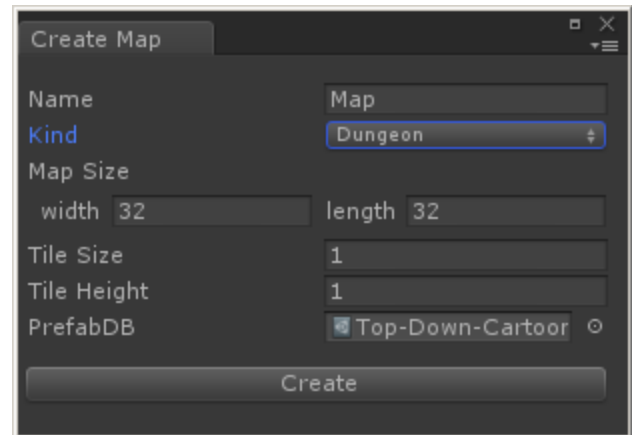
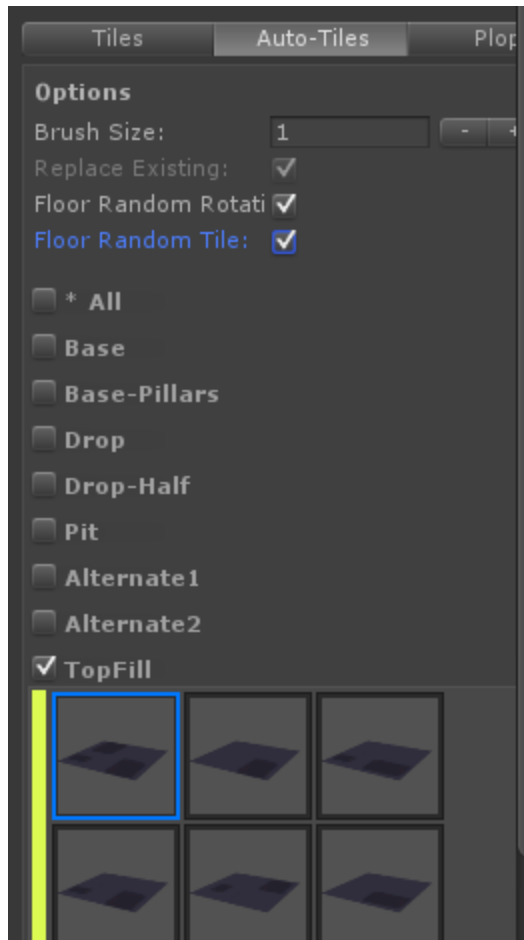
When creating a new map, you'll want to use these settings to get correct tile placement.



For some reason, the PrefabDB must be dragged into the slot. It will not show up in the list view. This is where the PrefabDB exists in the project.



When using the Topfill pieces in TileEd, you'll want to create a separate map with the following dimensions, making sure there's enough *length* and *width* to enclose your existing map.



Please direct any questions, comments, issues, or requests to the Unity thread at:
<http://forum.unity3d.com/threads/top-down-cartoon-dungeon-tileset.327118/>

Thank you!

-Kristopher @ [Explosive LLC](#)

