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Lesson

Hit detection/ tile properties with tiled maps, is the concept that will be out lined. First things first you need to make a map using the tiled map editor. I’m assuming that you already know how to do that so I will skip to the new stuff, Assigning properties to tiles. This is really simple in your tilesets drawer, left click on the tile you with to give a custom property to. Ex a blocked property to a wall. Click on Tiled properties from the popup menu. Next click on the plus symbol and add you custom property. Then just re save your map file

Now that we are done with tiled we can jump back into android studio. First we have to load in the tiled map file, this is done by this:

*// tiled map*

**tiledMap** = **new** TmxMapLoader().load(**"level1.tmx"**);

**tiledMapRenderer** = **new** OrthogonalTiledMapRenderer(**tiledMap**);

Next we have to create a object to test our map:

public void objectnamehere(){

TiledMapTileLayer layer = (TiledMapTileLayer) **tiledMap**.getLayers().get(0);

**for** (**int** x = 0; x < layer.getWidth(); x++) {

**for** (**int** y = 0; y < layer.getHeight(); y++) {

TiledMapTileLayer.Cell cell = layer.getCell(x, y);

Object property = cell.getTile().getProperties().get(**"blocked"**);

**if** (property != **null**) {

**// if property is not null that means that at tile x,y our property is true.**

**// if you were checking player movement with a wall you would first save your**

**// old position, then check your new position if you hit a tiled with the**

**// blocked property you would just set your position back to the old values you**

**// saved.**

}

}

Finally we have to render the tiled map (in our case using a stage though a normal camera will work just as fine), and all the object/method we made last step:

objectnamehere();

**tiledMapRenderer**.setView((OrthographicCamera) **stage**.getCamera());

**tiledMapRenderer**.render();