Unity RPG Tutorial 6- Making Tile Maps

1. Look up Tiled, a free program used to make maps for your rpg. Use these settings.

Orientation- Orthongonal

Tile Layer Format: XML

Tile Render Order: Left Down

Map Size

However many tiles you need.

Tile Size- Based on the size of your pixels

1. Import the tile sets. Click new under tile sets. Call it whatever you like. Grab your made spritesheet that you are going to use for your game. Set the spacing to 1. Now you can click and draw with any tile set you like.
2. To Give collision to your objects, is very simple. Click on View from the Top, Then click on Tile Collision Editor. Zoom into your object. Click the box shape, draw collision around your objects that are being used for your game. Hold Control for zoom
3. For adding the terrain fluently,(chunks) you must you a terrain. Click under your spritesheet information. (The box to the right of the trash can). In the middle of your terrain where there is a chunk, right click and add terrain type. Call it what you like. Hold control and zoom in a bit. Draw two boxes for 3x3 (on the inside) and one box around the outside edges for the 2x2 pictures. This makes it easier for drawing irregular shapes. 1x2 is also around the outer edges.
4. For better layers, click add tile layer (top right of the tiled program). Create layers to add objects, ground, and others.
5. Save your file in file>save. Once you finish make it. Now to import it to unity, you must have unity active, and open Tiled2Unity. GO to help> Import Unity Package to Project.
6. If not, go to Assets in Unity, Import Package, and Custom Package. Navigate to where you saved it, and load it. Import it. Go to Tiled2Unity. Go to File>Open Tiled2 File. Navigate to where it is. Click on Preview, and Look at your collision boxes. Export it to Tiled2Unity Folder in your game project. Tiled2Unity.export.txt double click on it, and now you can go to the tiled2Unity folder, then go to prefabs and drop it into place. Now you can make massive worlds.
7. Now go to mesh in objects (in the layers), and change in the inspector under sorting layer exposed.