Unity RPG Tutorial #7- More Mapping Goodness

1. To make Tiled2Unity more feasiable, we are going to add the sorting layers, scale, etc.
2. Go to Tiled2Unity, and if you are making 16 by 16 pixels, it has to be a scale at 1/16 = 0.0625. The formula is as follows x=pixels 1 / x. Click the tile layer you wish to add map properties to, then click on the header on “Map” and “Map Properties”. Scroll down to the bottom of the new box appearing at the bottom right corner, and click on Custom Properties, and then click the plus button below the scroll box. Add “unity:scale” without the quotation marks. Now work out using formula 1/x. it sets the whole map to this scale at the lowest layer
3. Now, we can use the same custom properties to set the layer name and order. 0 is the ground remember, and 2 is in front of 1, as 1 is in front of 0. If layer 2 = “World Objects” (which is the Sorting Layer Name you have given, this can be accessed if imported to unity. It would be for example

Map name= test\_area

Open The layer with objects, (for example, named objects), and click on the mesh inside the folder. On the inspector in the right, you can find the sorting layer name, and sorting order.

Ex: sorting layer “WorldObjects”

The name needs to be exact same. Click on custom properties on the Objects tileset. Click the plus button and write “unity:sortingLayerName” without the quotations. Write “WorldObjects” the exact same as the name in the sorting Layer name. Export and see the sorting layer work its magic, as long as you set the orders up by numbers.

1. Now we are going to want to add some collision to our maps, so that the game can recognize where to stop on a map. Remember, you can use drawn pictures and create collision this way too!

We are going to want to create our collision layer, to do this, we must set a current tileset to do this too. Go to paint, and use one of the pixel boxes to create a red box, you will need this when setting up the collision. Now, go to your base tileset under Tilesets in Tiled2Unity. Underneath this tab (which is located to the right of the map editor, under Layers) Click on the Page with the plus button.

Name it red\_collision, and find your saved red square.

In this new tab, click on the red box you created in paint.

Click on “View”, at the top. Now click on Tile Collision Editor. Drag a box around it, 16 by 16, 10 by 10, or whatever your scale in the game is.

Now create a new Layer, (page with plus button, but under layers). Call it Collision Layer. This collision layer will be used to draw and stop the player from progressing past this point. Click these boxes for outer layers. Great for seeing where collision is drawn.

1. Now, we can create particular collision.

Click on The Page with plus button under layers. Now instead of adding tile layer, we add an Object layer.

Now we can use the boxes at the top, but the most neat is the squiggly line, for drawing in depth collision.

Don’t forget to go to your collision layer in unity, and uncheck it in the inspector in the right, so the red boxes don’t appear in your game.

Export the game, and watch the magic of collision appear in your game!