

<b>&lt;&lt;static&gt; tile_importer</b>
using TiledSharp
tile_map_data(Texture2D tile_set, Rectangle bounds, Rectangle optional_bounds) : struct tile_object_data(Texture2D tile_set, Rectangle bounds, Rectangle optional_bounds) : struct tile_data(tile_map_data map_data_1, tile_object_data map_data_2) +tile_map_processing(Texture2D tile_set, int tile_Width, int tile_height, int tile_set_ratio_width, int tile_set_ratio_height) : List +tile_map_processing() : tile_data