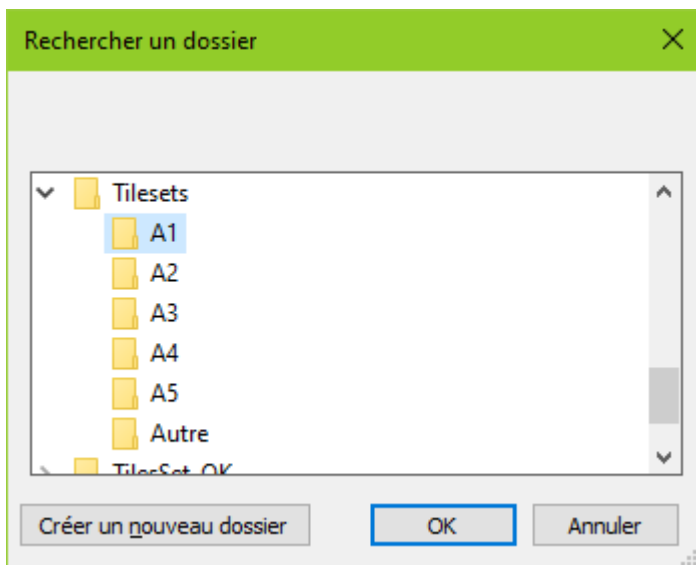


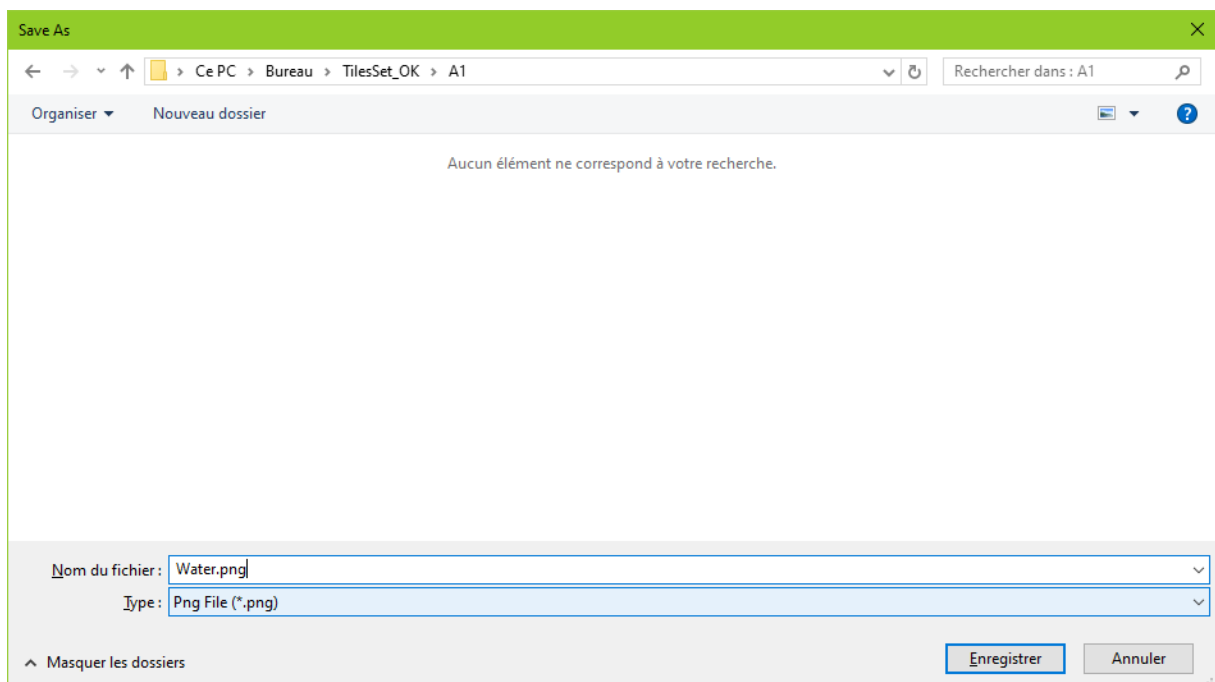
Before starting create a folder with all your different TileSet Sorted by Type (A1, A2, A3, A4 as define in RPG Maker VX and VX ACE) TileSet A5 B C D and E don't need to be modified. You don't have to check if pictures are the same the app do it Itself

In the app select the AutoTile Type you want to create.

Select the folder containing your TileSet of the selected type:



Select where you want to save tiles to generate (You must select an empty folder because a lot's of file will be created)



That's all you get all your tile maps generate with all combination

