

Creating Maps Stuff

- ❖ Easiest way to start: create a copy the start.tmx file, rename, and build off of that.
- ❖ Layers (listed from top to bottom; **bold is object layer**, *italic is tile layer*)
 - **Setup**: where NPCs and Player are going to be placed and event scripting
 - Custom Events (click on Setup layer and add custom property; **required**)
 - **music**: the name of the music file for that map
 - **script**: the name of the text file that the dialogue will be from
 - **numEvents**: **only need this if doing event scripting!** Holds the total number of steps (see below) this map's event will have
 - **hasPriority**: "Yes" if event should be run once the map is loaded
 - Best way to do: use the "Snap to Grid" thing (can access through View option in Menu bar)
 - *Overlay*: tiles that the Player will appear behind (e.g. tree branches)
 - **Events**: the tile(s) that can bring the player to different maps
 - Each object within this layer must have custom property "Event" with whatever tmx file name you want the character to go to
 - Best way to do: use the "Snap to Grid" thing (can access through View option in Menu bar)
 - **Collision**: collision box around collidable objects
 - Remember to add collision boxes around the ends of the walkable areas!
 - To make collisions less awkward, you should put extra padding around the object -> instead of doing a 64x64 box around a rock, you may want to 96x96 box
 - Best way to do: use the "Snap to Fine Grid" thing (can access through View option in Menu bar)
 - *Collision_Objects*: tiled images of objects to collide with
 - Should also use for objects that you want the player to step over but are not in the Field (just don't put collision boxes around them)
 - Use this to indicate where an "Event" tile will be
 - *Field*: tiles the player will be walking on
 - *Background_2* and *Background_1*: you need to fill this with tiles even if you don't want background animation because this layer will be turned off every other clock cycle

Event Scripting Via Tiled

- ❖ Add custom events to objects in Setup layer that will participate in the events
 - **Event Order**: a sequence of numbers symbolizing events the character participates in
 - For each number in Event Order, create a custom event with that number as the name
 - Each custom event with a number as its name will have one of these formats depending on the type of event Step you want the person to do:
 - Move Step: **0posx,posy** where posx and posy are the tile numbers
 - Together Step: **1posx,posy**
 - Direction Step: **2direction_number**
 - direction number = 0 (south), 1 (west), 2 (east), 3 (north)
 - Speech Step: **3name_of_dialogue**
 - Map Step: **4name_of_map_to_load**
- ❖ Example: let's say we want a Resdin Actor to face west, move two spaces to the left (to tile 11,13), talk with the Player (using the ResdinGreets dialogue), walks with the player up some tiles (11, 9), and then send the Player to map next.tmx (5 events total)
 1. In the Setup Layer, create the **numEvents** custom property with value 5
 2. Create an object in the Setup layer and name it ACTOR, give the ACTOR a Resdin texture
 3. Resdin's participating in all 5 events, so **Event Order** will have **12345**
 4. Resdin custom event **1** : 21
 5. Resdin custom event **2** : 011,13
 6. Resdin custom event **3** : 3ResdinGreets
 7. Resdin custom event **4** : 111,9
 8. Resdin custom event **5** : 4next.tmx
 9. Player will also be participating in the 4th event (moving with Resdin), so his **Event Order** will have value 4
 10. Player custom event **4** : 110,9 (it's 10 and not 11, because the player is next to Resdin, not on the same tile)