



Last Updated **3-10-2015** by [Kristopher Peterson](#)

Hey, first off thanks for purchasing and using this pack!

If you have also purchased [TileEd](#), you can [email me](#) your receipt for it, and I will send you a package containing a pre-configured Tile Database with all the objects setup to use with [TileEd](#).

A screenshot of a "Create Map" dialog box. It has a dark grey background with white text. The fields are: Name (Map), Kind (Dungeon), Map Size (width 32, length 32), Tile Size (6), Tile Height (4), and PrefabDB (CaveEnvironment). A "Create" button is at the bottom.

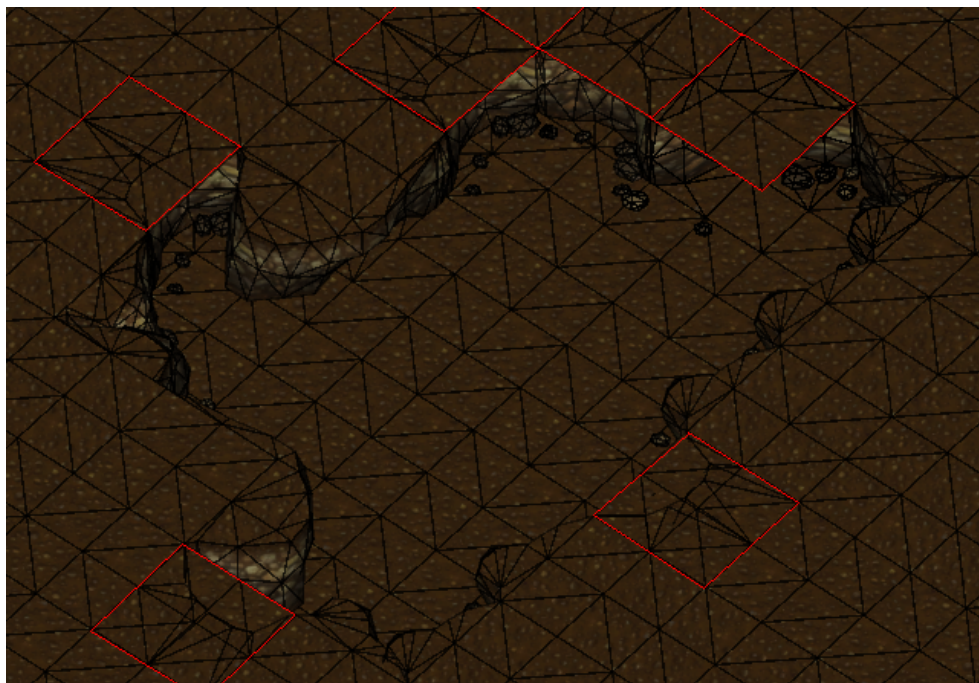
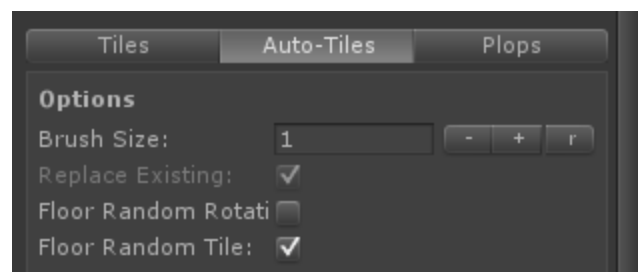
Create Map	
Name	Map
Kind	Dungeon
Map Size	
width	32
length	32
Tile Size	6
Tile Height	4
PrefabDB	CaveEnvironment
Create	

When creating a new map, you'll want to use these settings to get correct tile placement.

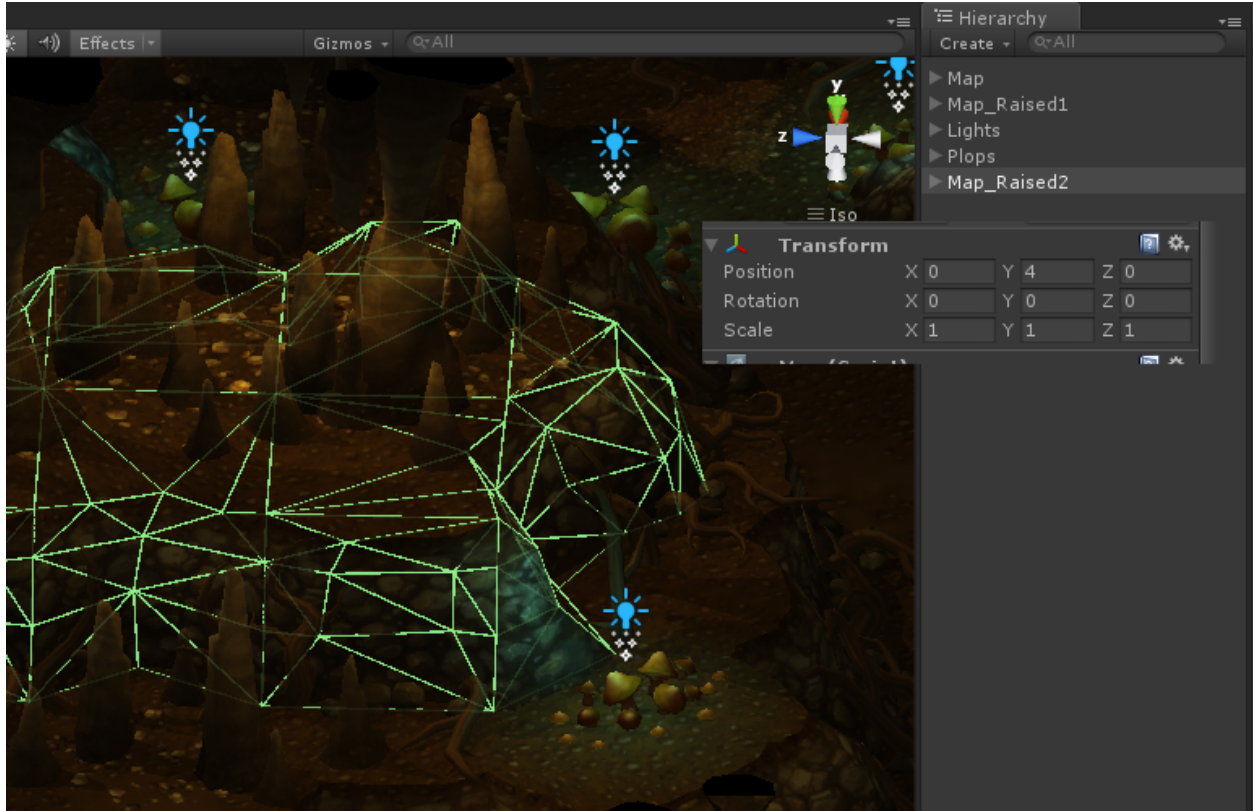


For some reason, the PrefabDB must be dragged into the slot. It will not show up in the list view. This is where the PrefabDB exists in the project.

When placing Auto-Tiles, use these settings for best results.



Not that if you are using TileEd Auto-Tiles to place drop or pit tiles, some of the tiles are indented, and so after placing them you will need to go back in and delete the floor pieces that do not get automatically removed.



In order to create tiered height maps, simply create another Map, and use the Raised Auto-Tiles with an offset Y position. Since the tiles are 4 units high, you will use increments of 4 for your different levels.

Please direct any questions, comments, issues, or requests to the Unity thread at: <http://forum.unity3d.com/threads/top-down-cave-tileset.308731/>

Thank you!

-Kristopher @ [Explosive LLC](#)

