

Tile Properties

Million Tile Engine appends several useful properties and methods to each tile object. Most of these properties are intended to be read but not directly modified by the user.

locX

The X coordinate of the tile's location on the map.

locY

The Y coordinate of the tile's location on the map.

index

The frame index used to load the tile's image from the tileset. Tilesets are imagesheets; the index is the index of the frame in the imagesheet.

tile

The tileID.

color

An array holding the current red, green, and blue values applied to a tile; color[1] is red, color[2] is green, and color[3] is blue.

layer

The layer containing the tile.

level

The level containing the layer containing the tile.

properties

The table of properties assigned to a tile in Tiled.

noDraw

Boolean setting whether the tile was drawn. If noDraw is true a tile does not have a corresponding display object, however the rest of it's data and the properties above are loaded into the tile object table.