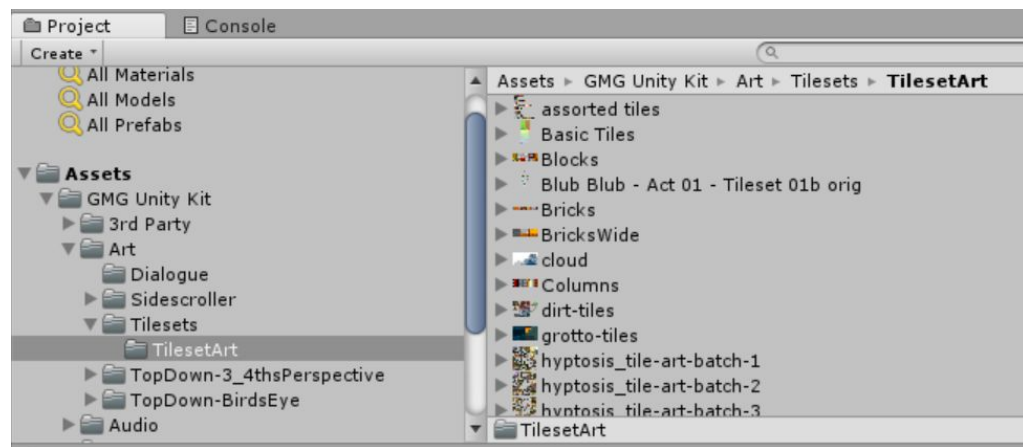
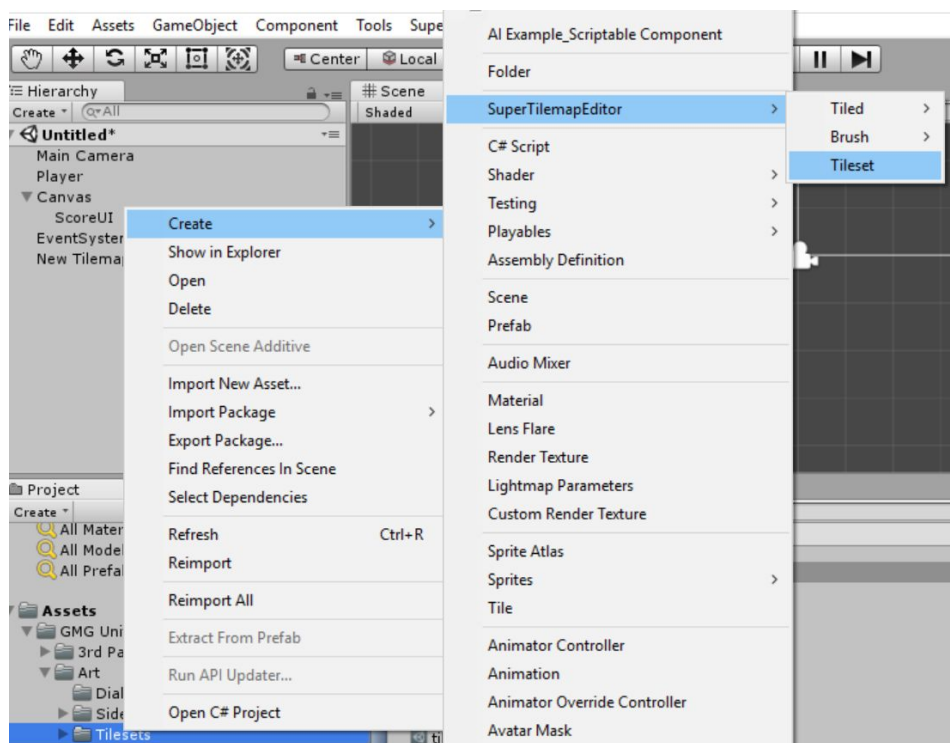


Creating a Tileset from a New PNG

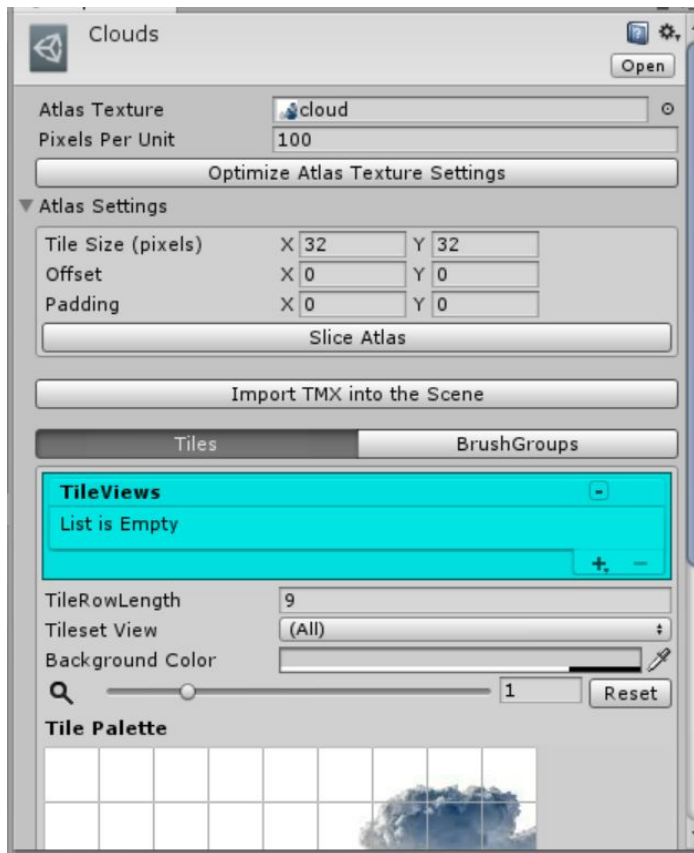
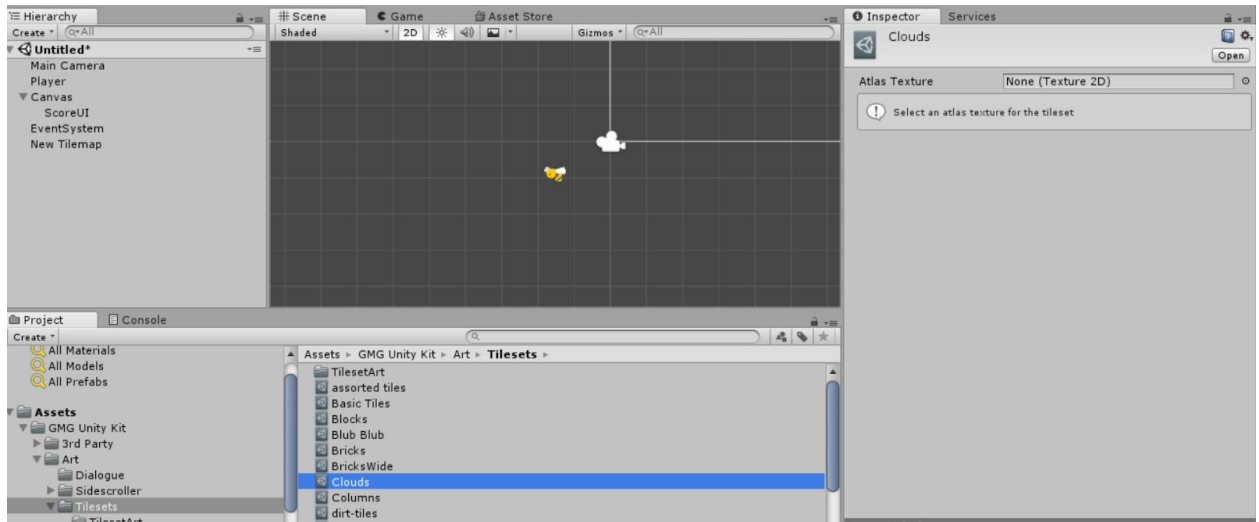
1. Go to Assets > GMG Kit > Art > Tilesets > TilesetArt
 - a. Drag & drop your PNG file here



2. Go to Assets > GMG Kit > Art > right-click Tilesets
3. Create > SuperTilemapEditor > Tileset



4. Open the new tileset in the Inspector > drag & drop your png into the empty space > click Slice Atlas



5. Now you can use it like any other tileset: Hierarchy > Create > SuperTilemapEditor > Tilemap > drag & drop your new tileset!