

# 2D Map Factory



## User documentation



# Introduction

## What is 2D Map Factory

2DMF lets you create 2D Map in minutes, as well as free-standing or tilemap from sprite, animated sprite, complexed GameObject. 2DMF generates your map tile by tiler, or generate 2D textures.

Many tools allow you to easily create your map :

- Pencil
- Filling
- Eraser
- Eye dropper
- Management of layers
- Order Management in layers
- snap to grid
- And much more

# Quick Start

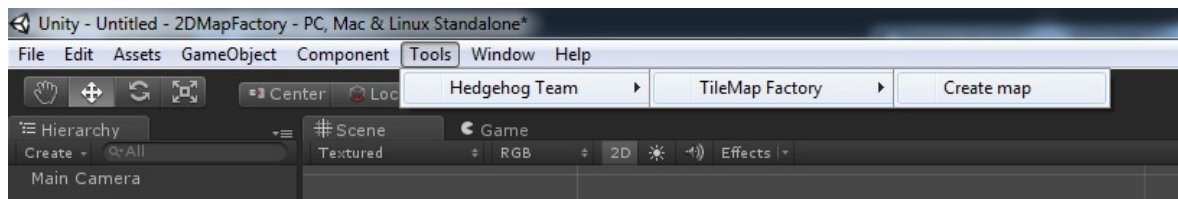
## Quick Start

---

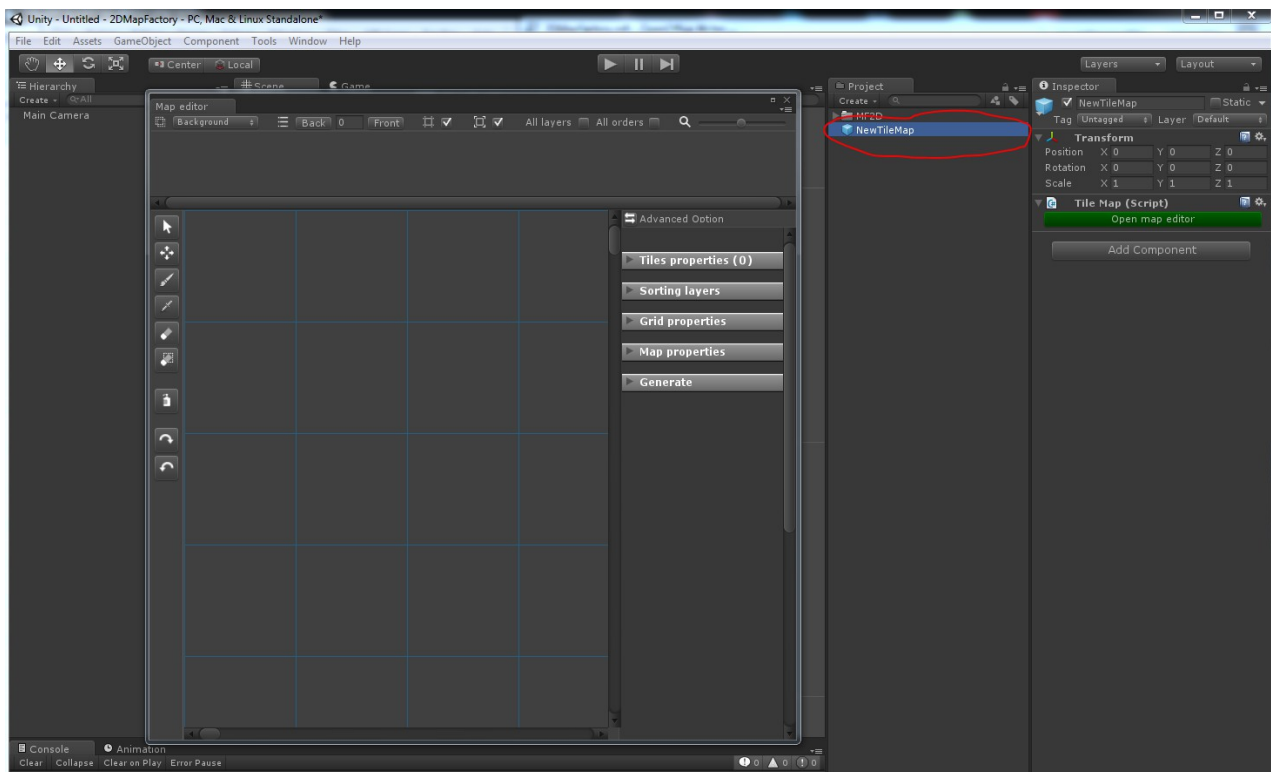
You can watch a quick start video here : <http://www.youtube.com/watch?v=uIvSfXJTXLs>

# Create a new map

- 1- Select Create map in Tools menu

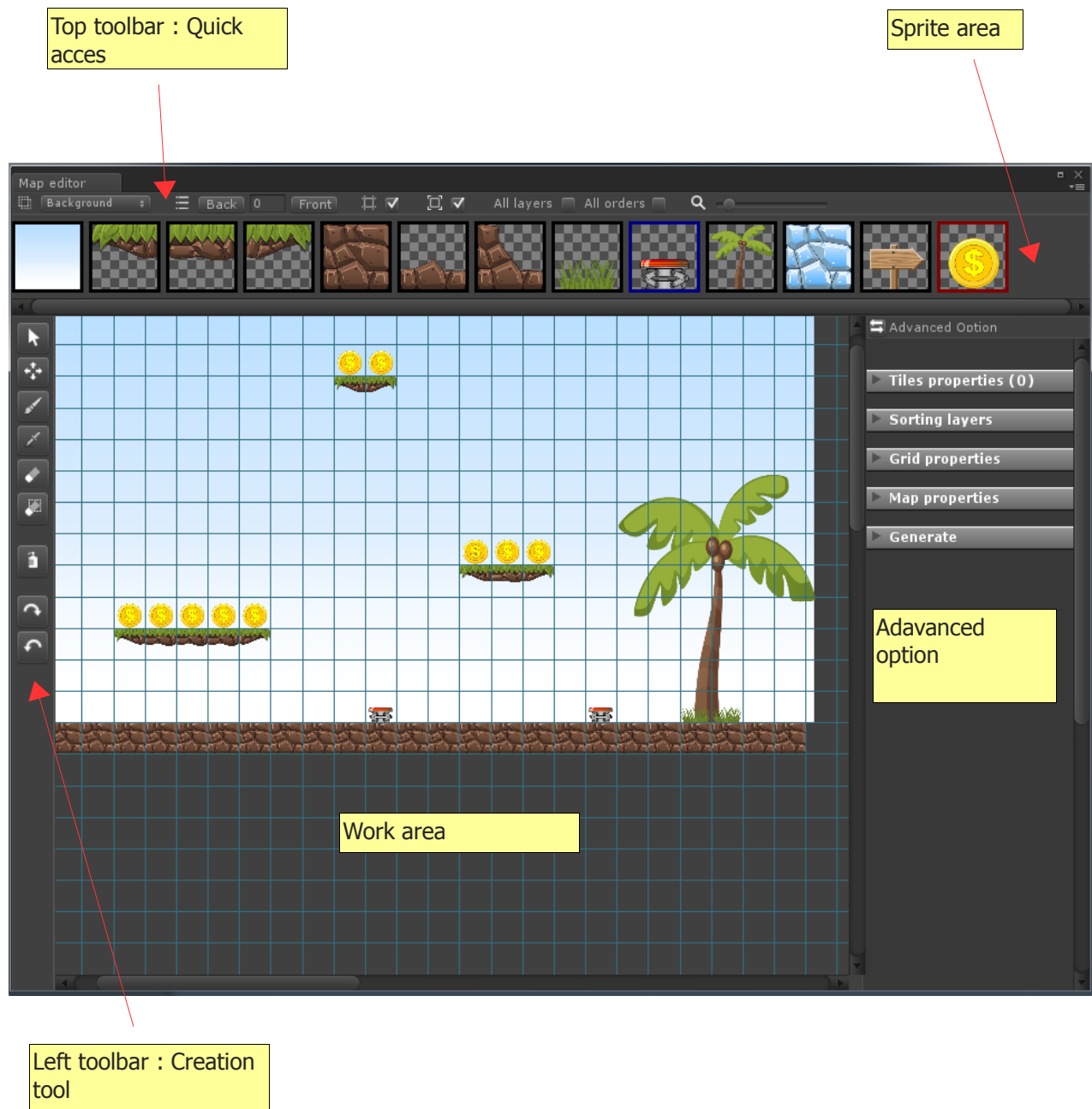


- 2- Window editor opens and a new gameobject is creating on the projects view



# Window editor

- Middle click to move on work area.
- Wheel to zoom in/out on work area
- Click on double arrow to show or hide Advanced option

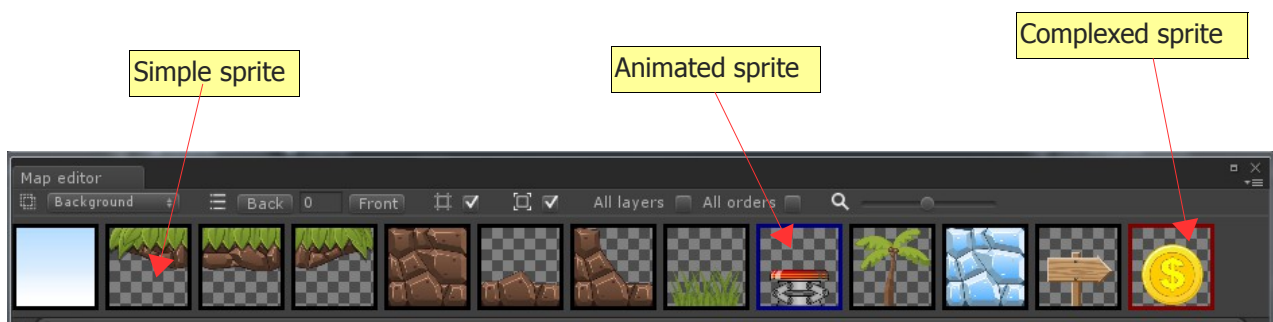


## Sprite area

You can add sprite, animated sprite and complexed gameObject (with sprite). To add tile have just to do a drag& drop from projectview to the editor window.

Each type of tyle is differentiated by Color :

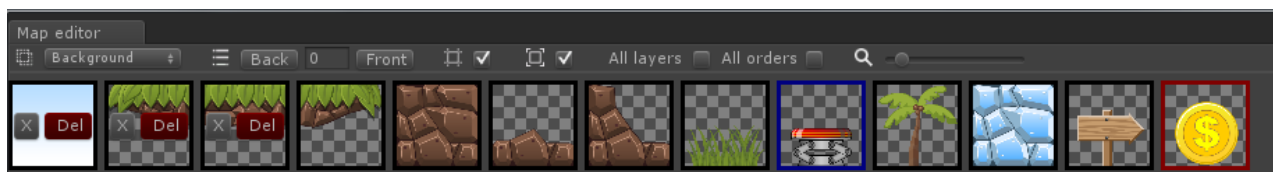
Black = Sprite  
Blue = Animated sprite  
Red = Complexed GameObject (Game object with sprite,script ...)



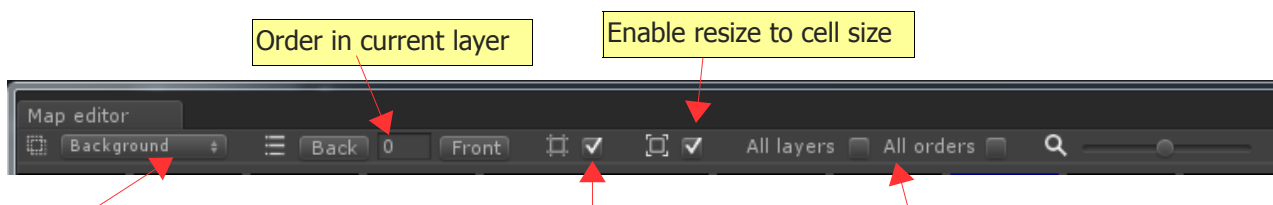
### To remove sprite :

- \* Right click on the thumbnail
- \* Click on Del Button or Cross button to cancel

**When you remove a sprite , all tiles with this sprite will be destroy on work area,**



## top toolbar

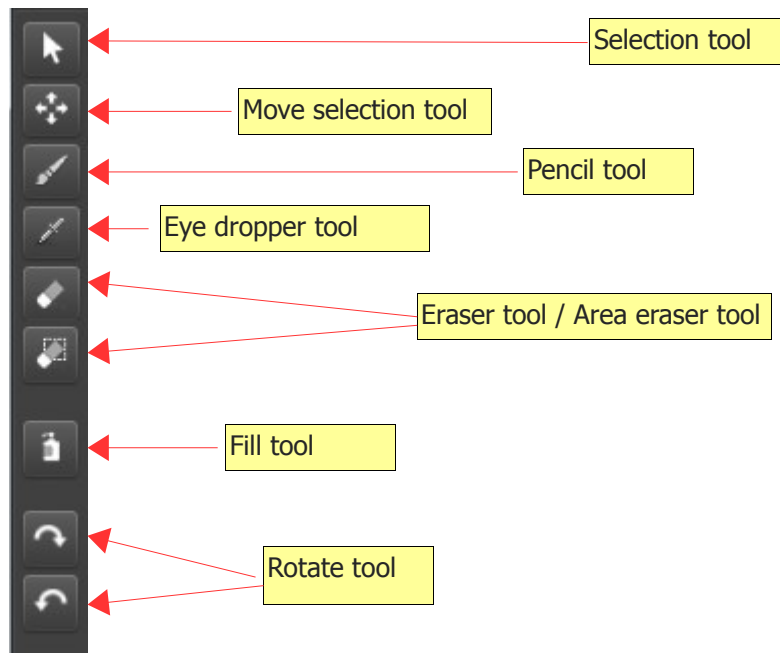


Current sorting layer

Enable snap

behavior

## Left toolbar : Creation tools



### Selection tool :

Allows you to select cells for various actions (fill, erase, change properties , move...).

- Hold down shift key to create selection area.
- Hold down left click to select more than one tile.

### Move tool :

Allows you to move selection, In combination with the snap and resize (top toolbar).

- Right click to return to Selection tool.

### Pencil tool :

Paint cell with the current sprite, in combination with the snap and resize (top toolbar).

- Right click to switch with Eye dropper tool.
- Hold down left click to paint more than one tile.

### Eye dropper tool :

Allows you to select a cell for pencil tool.

### Eraser tool :

Erase cell, in combination with the snap and resize (top toolbar).

- Hold down left click to erase more than one tile.

### Area eraser tool :

Erase selection, in combination with the snap and resize (top toolbar).



### Fill tool :

Fill selection with current sprite.

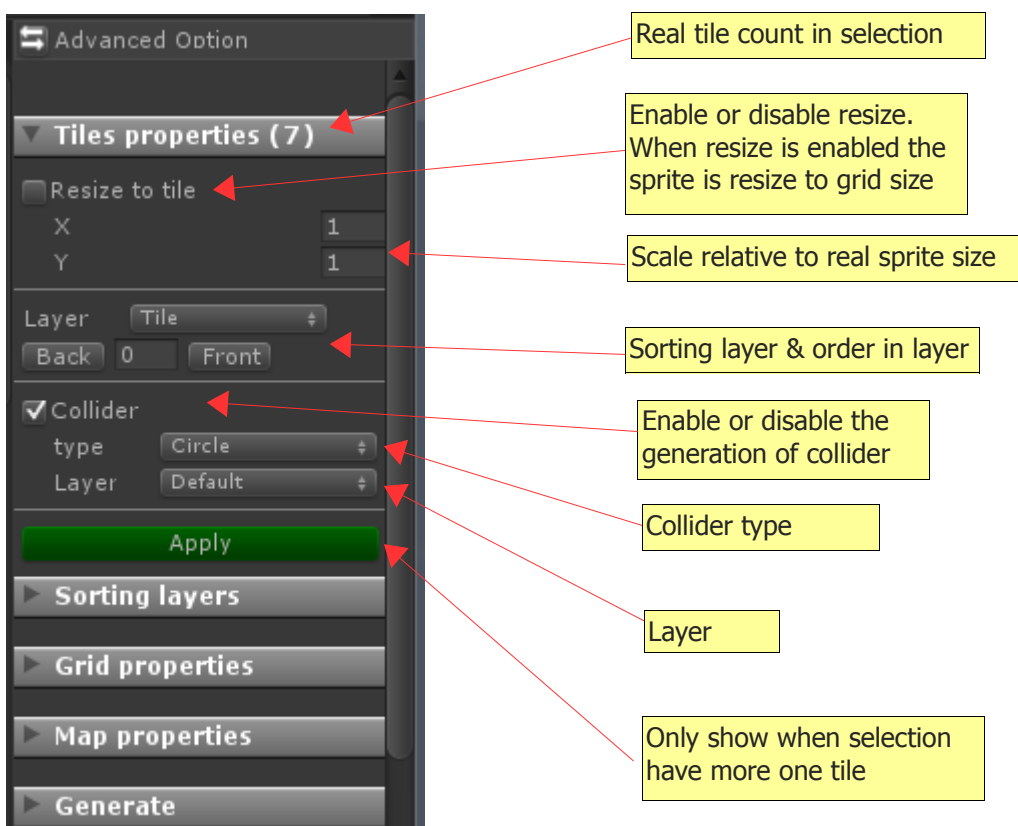
### Rotate tool :

Rotate tile or selection by 90° or -90° In combination with the snap and resize (top toolbar).

## Right toolbar : Tiles properties

This block allows you to view / edit the properties of a cell or selectionint cell with the current sprite. Changes are automatically applied in the context of a single cell selection.

If you change the layer or order, the current layer (topbar) is automatically updated.

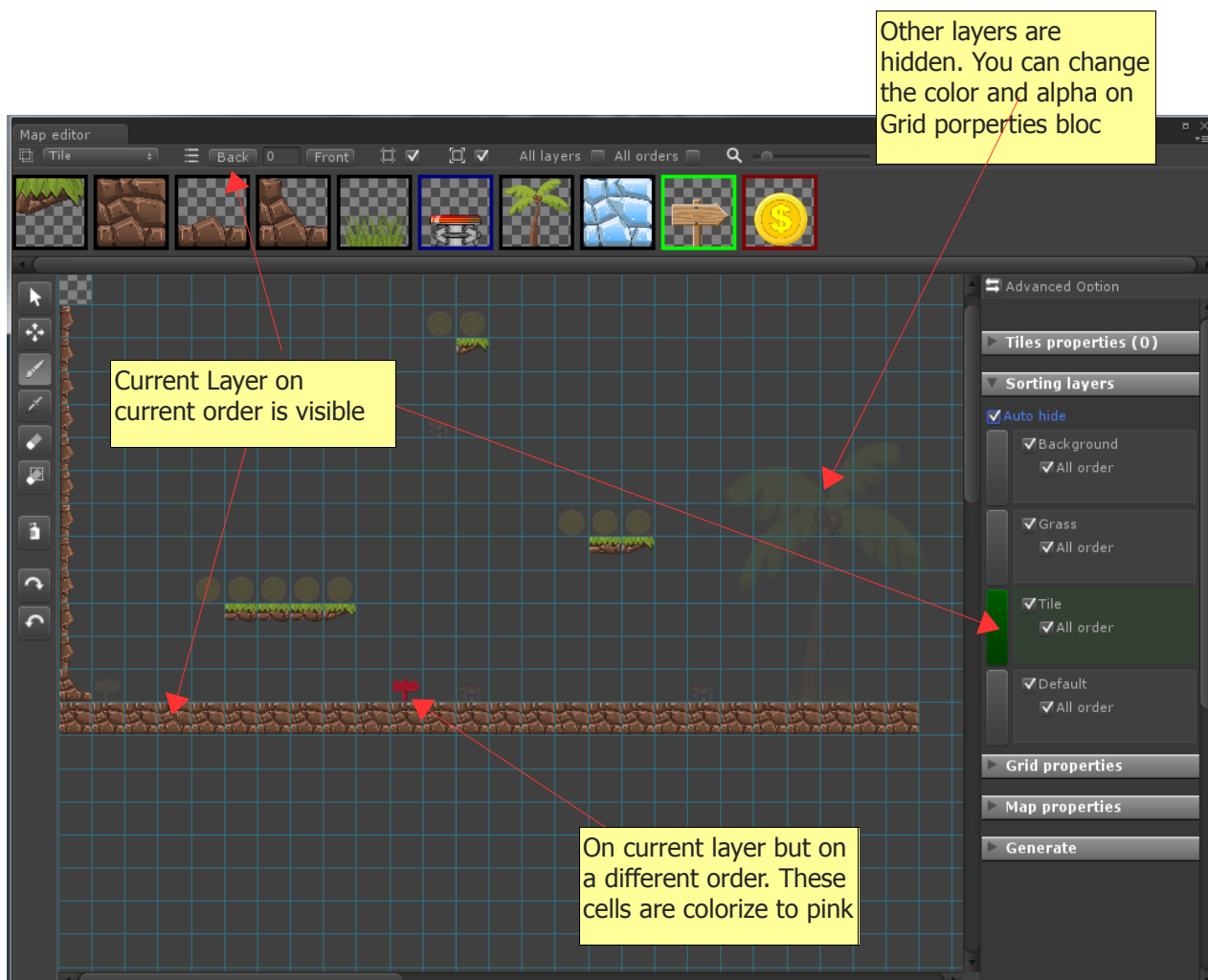


## Right toolbar : Tiles properties

This block allows you visually select the current sorting layer and show or hide a specific layer when **auto hide** option is disable.

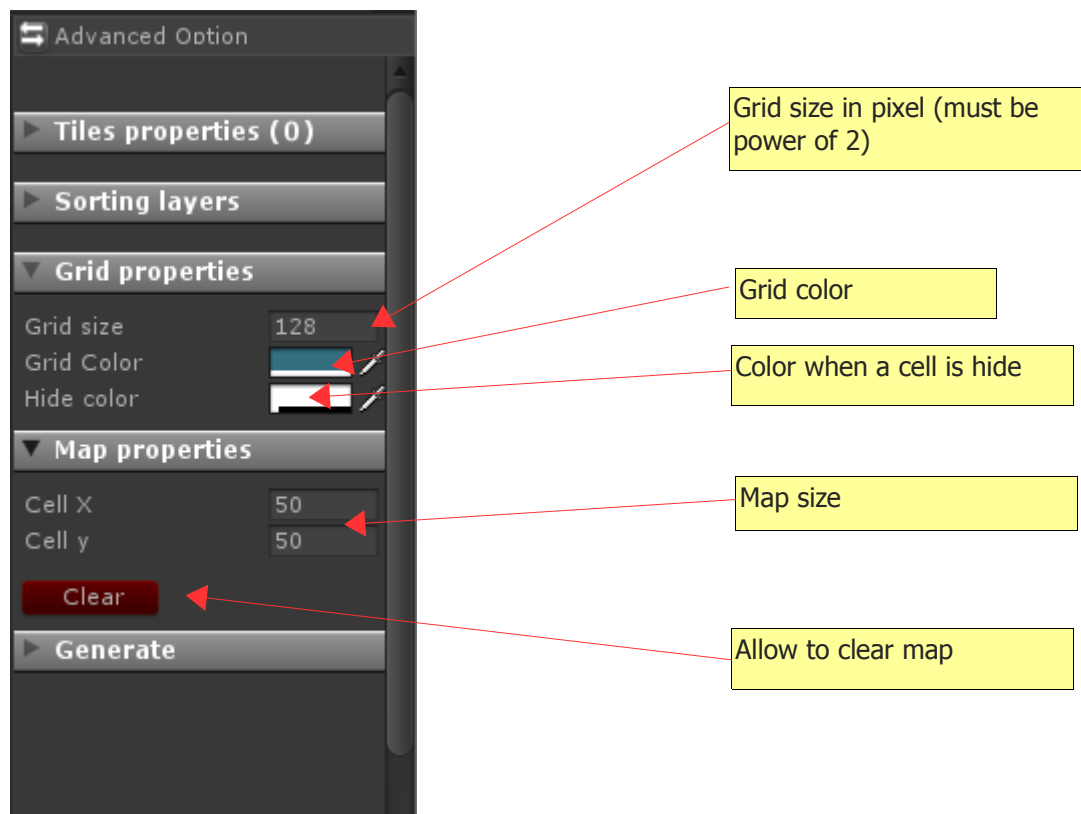
- When **Auto-hide** option is enable, 2D Map Factory hide and colorize other layer for you.
- Disable **Auto-hide** option if you want to show the final result of your map.

**This block is real time update relative to Unity TagManager window, and Current Layer in top toolbar.**



## Right toolbar : Grid and Map properties

These blocks allow you to modify Grid and Map properties.



## Right toolbar : Generate

This block allow you to generate tilemap or texture from a layer of your tilemap.

### **Generate tilemap**

This button generate the tilemap in the scene view (you can choose with layer will be generated), each tile generated a sprite on a hierarchy relative to sorting and order layer.

Each sprite is relative to his properties,

### **Generate texture**

This button generate a texture from a specific layer, that allow you to create a new sprite from it.

If the number of cell \* grid size is greater than textures size, 2D Map factory will generate many textures.

**Becarfull : The generation of texture requires a lot of memory, generating a too big map can lead to errors ... This option must be used in connection with generation of element create from tile or little map**

