

# TILEMAP y TILESET DESDE PHASER

 version17

```
this.load.tilemapTiledJSON
```

carga.ts

```
this.load.image
```

```
this.mapaNivel = this.make.tilemap
```

nivel1.ts

```
this.conjuntoPatrones = this.mapaNivel.addTilesetImage
```

```
this.mapaNivel.createLayer
```