Olive Map Editor

Well designed tile-based map editor for 2d games. Developed by 楠瓜Moenen.

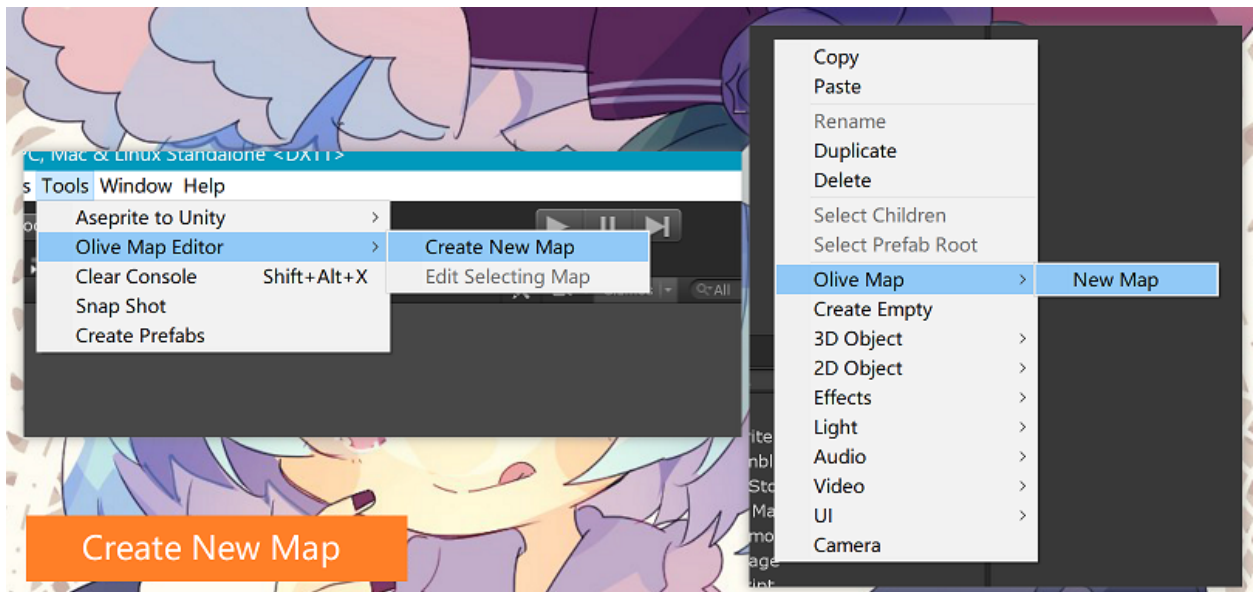- Contact

  Twitter @_Moenen

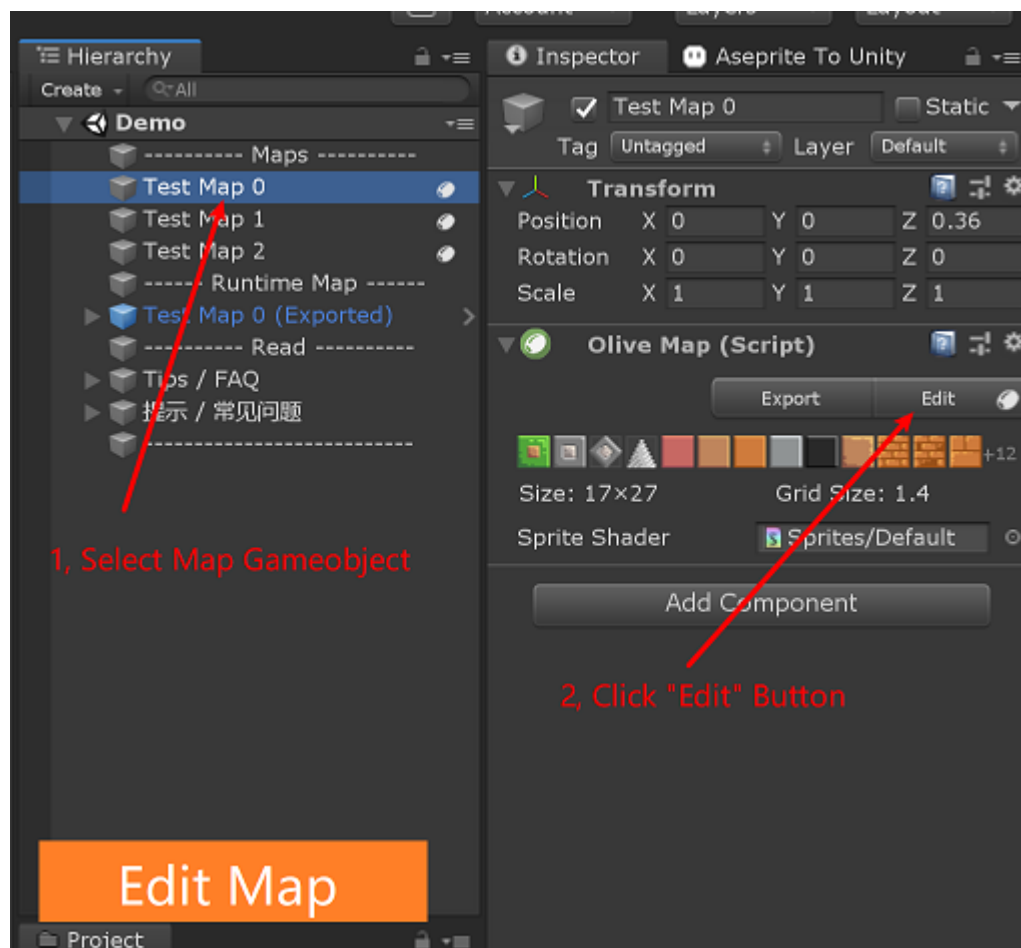 QQ 1182032752

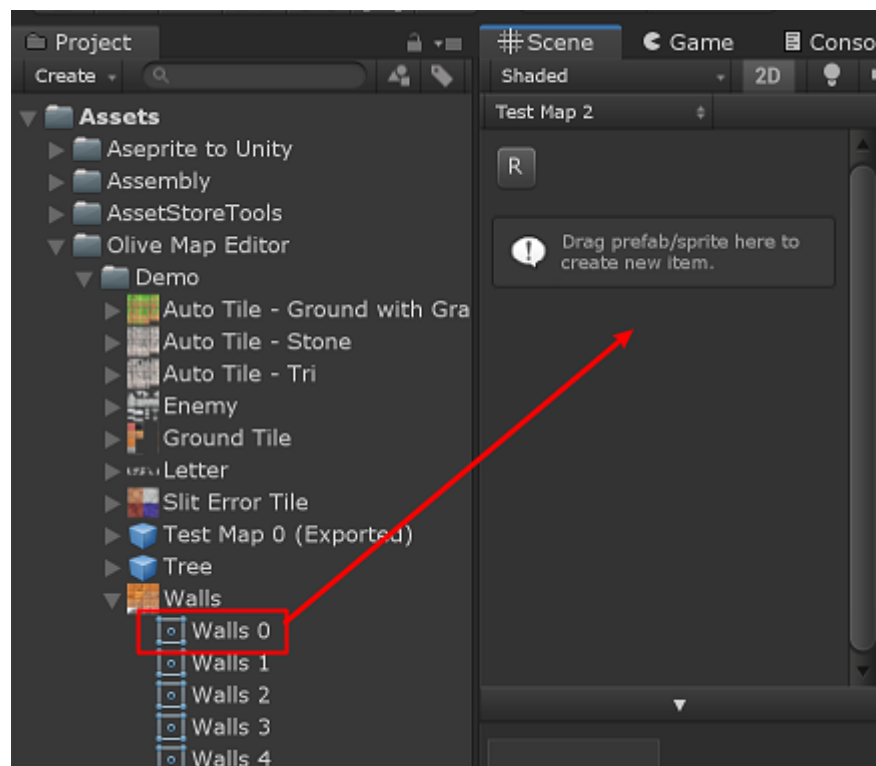 moenenn@163.com

- How to Use

  1, Right click in Hierarchy, choose "Olive Map" > "New Map" to create an empty map. Or choose "Tools" > "Olive Map Editor" > "Create New Map" in navigation bar.
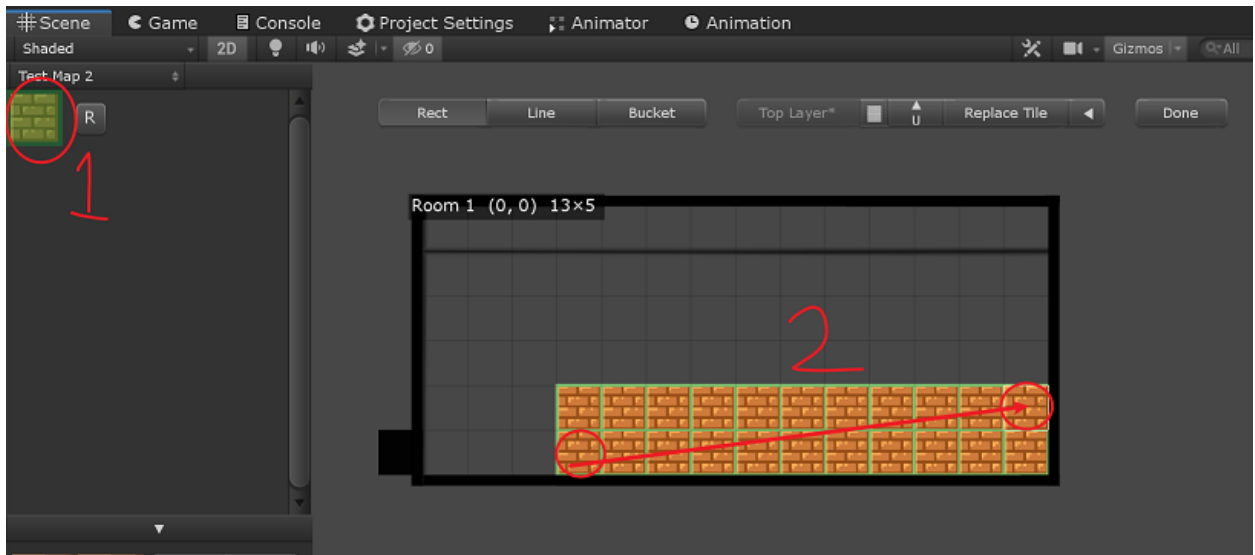

  2, Select the gameObject created, click "Edit" button in Inspector to start edit.
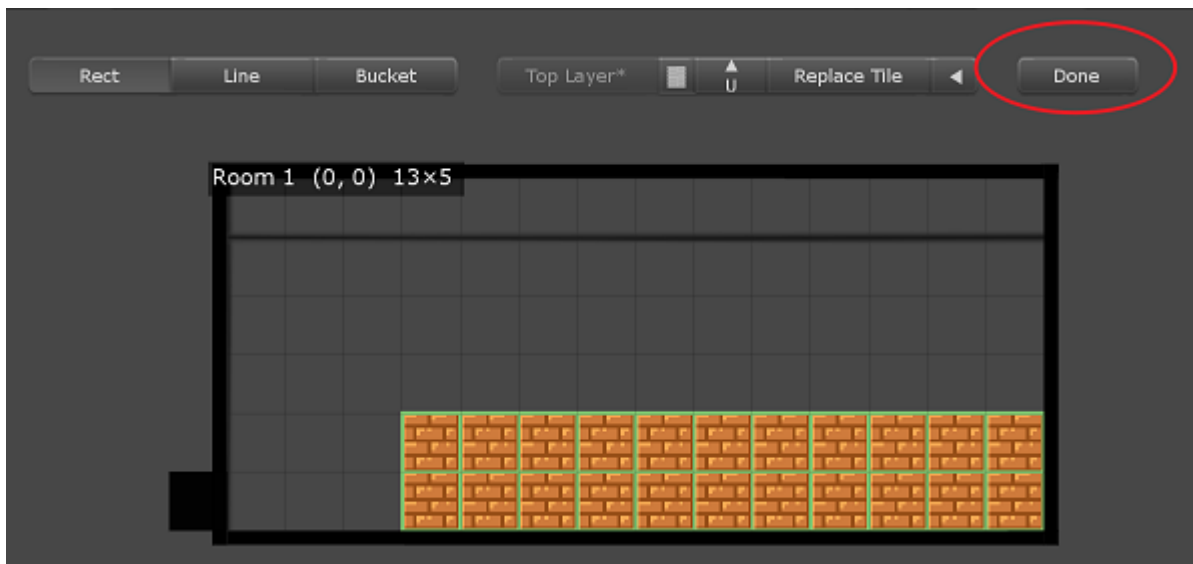
3, Drag sprite or prefab into palette in scene view to create a new palette item.
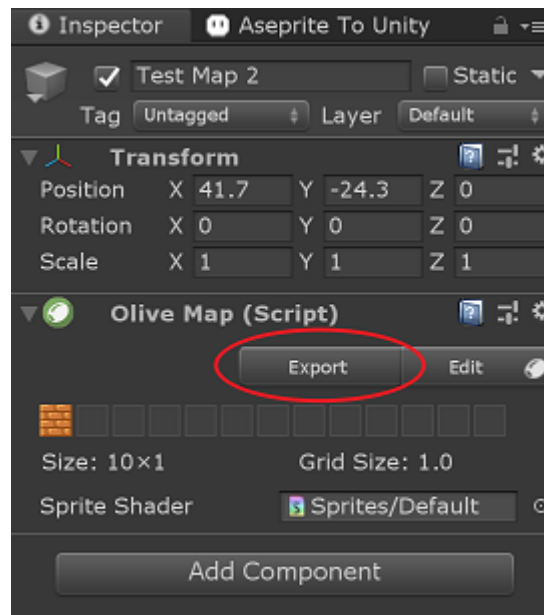
4, Select a palette item, click or drag on map to paint that item. You can paint with rect, line and bucket tool.
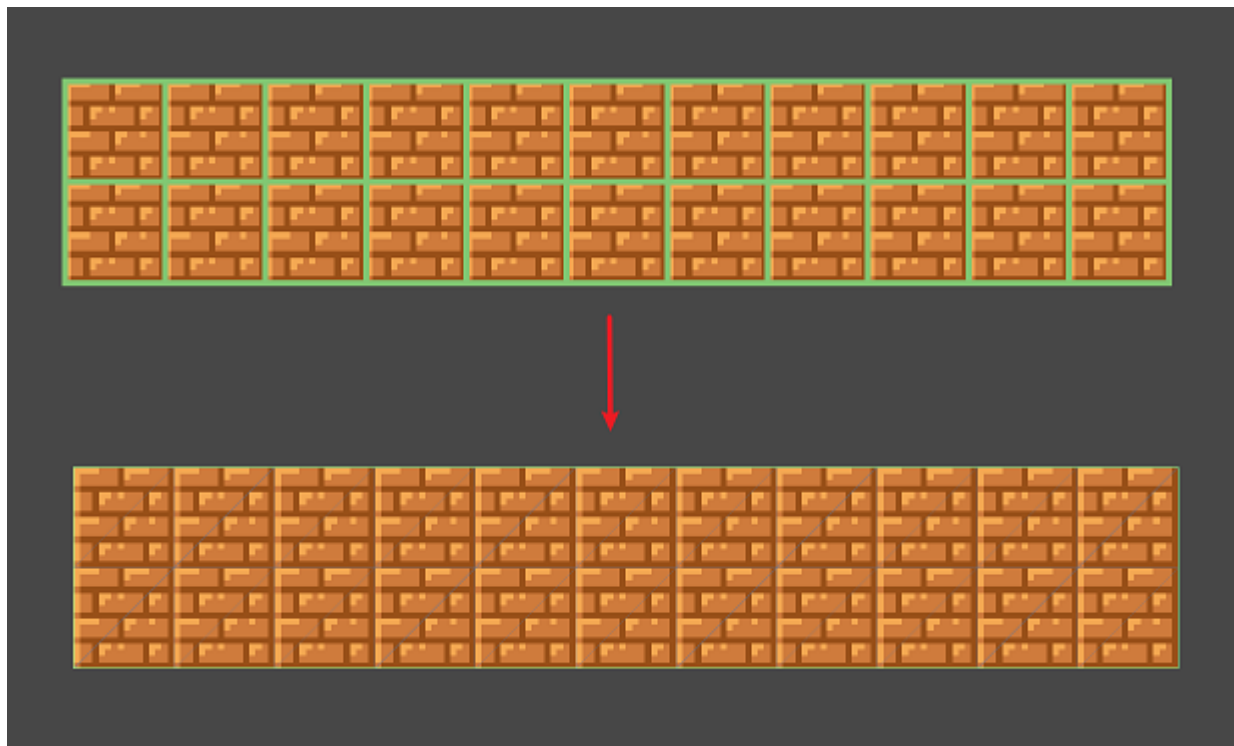

5, Click "Done" button on top right of scene view to end edit.

6, Select a map gameObject, click "Export" button in Inspector to create an optimized map for runtime.

7, The collider and renderer in exported map is optimized for runtime.

- Tutorial

  See Tutorial.pdf