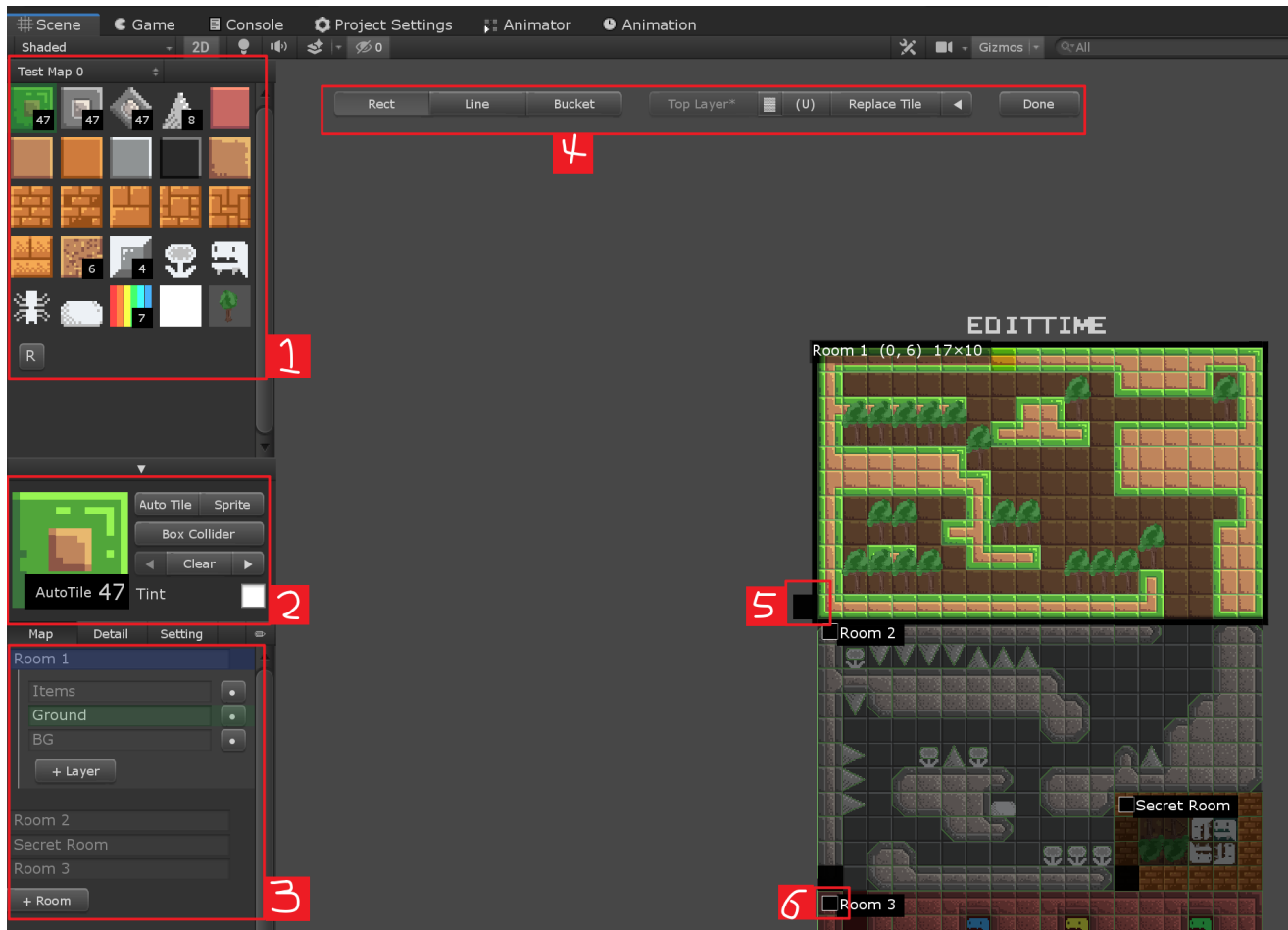# Olive Map Editor - Tutorial

- ① Palette
  - On top left of palette, there is a button shows the editing map name. Click this button and select other map will start edit that map.
  - You can drag sprite or prefab to create a new palette item. You can also create an empty item by right click on empty space of palette and choose new item.
  - The "R" button (Hot key "R") is the Erase item. Select this item and click on existing tile will erase that tile.
  - You can navigate by using "WASD" keys.
  - You can Delete or Duplicate a item by right click it and select the option you want.
  - When nothing selecting in palette, the editor will be in "Select Mode". So you can select tiles by click them or drag through them.
- ② Palette Item
  - On the left side, is the thumbnail of the selecting palette item. If this item has mutiple resources inside, the number of the resources will show at the bottom right of the thumbnail.
  - There are 2 types of palette item:
    - Random Tile: The default type of palette item. If the item only contains one sprite (or prefab), it will just paint that sprite. If it contains multiple sprites, it will paint a randomly picked sprite

from the sprite list. You can add a same sprite multiple times to increase it's probability to be picked.

- Auto Tile: This type of tile will automatically change based on the tiles near by. Detail of the rules will be mention later.

- There are 3 types of resource type: Sprite, Prefab and Color. You can set the tint color of a sprite and the scale of the prefab. Color tile only change the color of the existing tile. When the resource type is color, collider and auto-tile will not work.
- There are 3 types of collider mode: Box collider, physics collider and no collider. It only change the colliders in exported map, the editable map will not be affect. The physics collider read data from sprite's physics shape. The editable map will only show one part of the physics collider shape (if it has multiple part), but the exported map will contains all of them.
- The triangle arrow buttons only work when the palette is setted to "Unsorted" in setting panel. It allows you to move the selecting item left or right in palette.
- The clear button will clean the resource list, when there is nothing in the selecting palette, the clear button will change to delete button.

- ③ Hierarchy Layout

- You can create a room by click the "+ Room" button. Each room will have it's own position in this map. Click on the name of a room will select that room, click it again to rename the room.
- Click the "+ Layer" button to add a new layer. Tiles inside the top layer will cover the tiles inside bottom layer. Click the "●" button to show/hide the layer. Click on the name of a layer will select that layer, click again to rename the layer.
- Click the pencil button on top right of this panel to show/hide more buttons to move or delete rooms and layers.

- ④ Tools

- Rect tool makes it paint or select tiles inside a rect when you drag. You can move the selecting tiles by dragging inside the selection. Click outside the selection will cancel the current selection.

- Line tool works similar with rect tool but do it with a line.

- Bucket tool (Magic Wand when select things) will paint/select the entire area when you click. It will not paint outside the current room.

- There are 3 types of layer mode.

  - "Current layer" makes your operation only works in the selecting layer.
  - "Top layer" makes your operation works at the layer of the top thing your cursor hovering.
  - "All layer" makes your operation works in all layers.

- The "▓" button changes the current color tint for sprites.

- "(U)" button changes the current rotation of the paiting tiles. Use "Q" and "E" to change this rotation.

- "Replace tile" button opens a new panel, it allows you to replace all specified tiles to other easily.
- "Done" button will stop the editing.
- ⑤ Drag that handle to move the room.
- ⑥ Click that button to select the room.

Auto Tile Rules
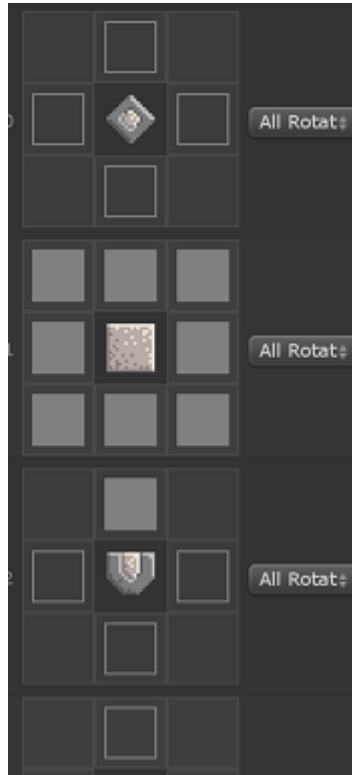
- The rule of auto tiles works like this: A auto tile contains multiple sprite data, when fixing an auto tile on map, the system check the data from top to bottom. The first data in the image above means "if no tiles on top, bottom, left and right of this tile, we select this data". When a data is selected, the loop stop and the sprite of the tile will be setted. If it doesn't meet the condition, the system checks the next data which means "all near by spaces of this tile are occupied by other".
- If the same data appears consecutively, they will be randomly selected when conditions permit.

Setting Panel
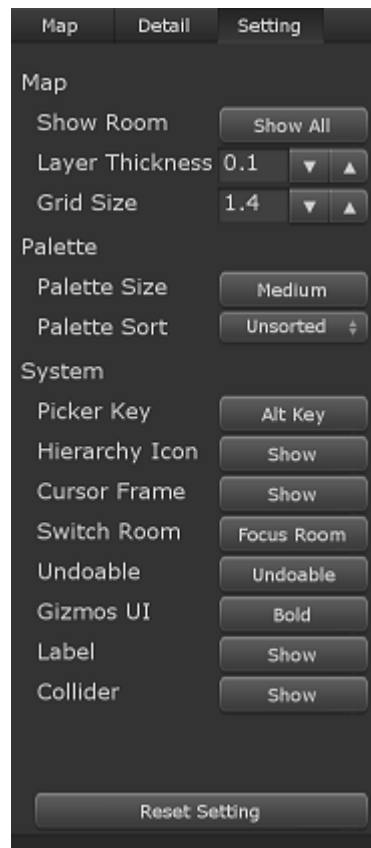
- Show Room option switch between two modes: Show all room s and Show selecting room.
- Layer Thickness corresponds to the distance in z axis of the layer objects in unit.
- Grid Size is the with and height of each grid in unit.
- Palette Size controls how big the buttons in palette panel.
- Palette Sort controls the way palette items sort.
- Picker Key means which key is using to pick tiles from map. By picking a tile, you will select the source tile in palette.
- Hierarchy Icon makes it show or hide the icon in Unity's hierarchy view. If this setted to "Show", all gameobjects has "Olive Map" attached will shows an icon on the right of it's name.
- Cursor Frame is the white rect shows the current hovering block.
- Undoable means wheather your operation will be undo by press "Ctrl+Z". Set it to "Undoable" will slow down the system, especially when you painting too many items.
- Gizmos UI are the labels shows on the top left of the maps.
- Collider only makes it show/hide the colliders of editable map. This option will not affect exported map.