# Introduction

This is a step by step tutorial on how to display a map in Unity that was created in Tiled. We will go through the TMX(Tile Map XML) file format. I will show you how to use XML serialization to load in the TMX file format. We will then create an editor script to display the contents of the map in the inspector to include a preview of the map. We will then create an Editor script to import a new tmx file into your Unity project, this script will import the textures used for your map into your project in a folder that you choose. We will then create a script to display your Tiled Map in Unity itself and can be used in your Unity Game. Then we will convert our 2D map into a 3D map. Initially we will only work with displaying a map with the Orientation set to Orthogonal, the concepts for display a Hex, Isometric, and staggered will be the same I will leave this for you to figure out on your own.

The code created in this project can be found on github <https://github.com/ktmarine1999/TileMapXML>

Tiled can be found at <https://thorbjorn.itch.io/tiled>. This is a very good map editing program, with its own file format called TMX(Tile Map XML). For more information on the tmx map format refer to <http://doc.mapeditor.org/reference/tmx-map-format>. There are many importers out there already both paid and free <http://doc.mapeditor.org/reference/support-for-tmx-maps>, scroll down the page until you come to the Unity 3D section. Tiled2Unity is a good free one, for more information see <http://www.seanba.com/introtiled2unity.html>.