Diamond For Artists and Designers - Sprite Tiler

Accelerate your 2D level design

To accelerate your 2D level design, Diamond provides sprite tiler logic node. This logic node is so flexible, you can do multiple choice of tiles like showing in the following images.

Start tiling at this position

Totale width and height of tiles

At every sprite putted while tiling, attribute a random rotation to it

After doing it, this is the resulting game object, this is an empty game object, but it is the parent of all sprites game objects

Open Message:

0

Tiler

Logic Type

Compute Or Operation ‡

Variable Type

Component Sprite Renderer ‡

None (Game Object) ↻

To Editor run: 'Attached To'/linked null

Compute Type

Tile

Start Position

X 0   Y 0   Z 0

Total size of tiles

X 0   Y 0

Rotate randomly over tiles

☑

Do It

None GameObject

alt / option + X for Delete

?

Logic node config:

Logic Type: Compute Or Operation

Variable Type: Component Sprite Renderer

Compute Type: Tile

Don't forget to fill with a gameobject having sprite renderer component and a sprite in the component. Works also with a prefab gameobject

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Precautions

Transform scale and sprite size are both took into account to offer more control,

so for simple adjacent tiling, you can put one or both of sprite size and transform scale to 1,

this will help you to see more clearly what is happening.

IMPORTANT - before using the tile node, 2 things to do with the sprite you want to duplicate:

1. In the sprite import settings choose 'Full rect' for the Mesh Type,
2. Put the Sprite Renderer Draw Mode to Sliced in the sprite renderer inspector or via Diamond,

Precautions - Don't use it repeatedly

You can use this logic node in editor and in runtime.

- **In editor**: simply click the Do It button. Don't turn the Do It button status to 'Always Do IT'
- **In runtime**: Connect the Do It button to an bool output of another logic node. Don't connect it to a bool that could be true for a long duration in your game, you have to use an impulse bool. For example a bool that come true when player hit down the 'T' key of his keyboard ordering by that the tiling action.

Simplest Option

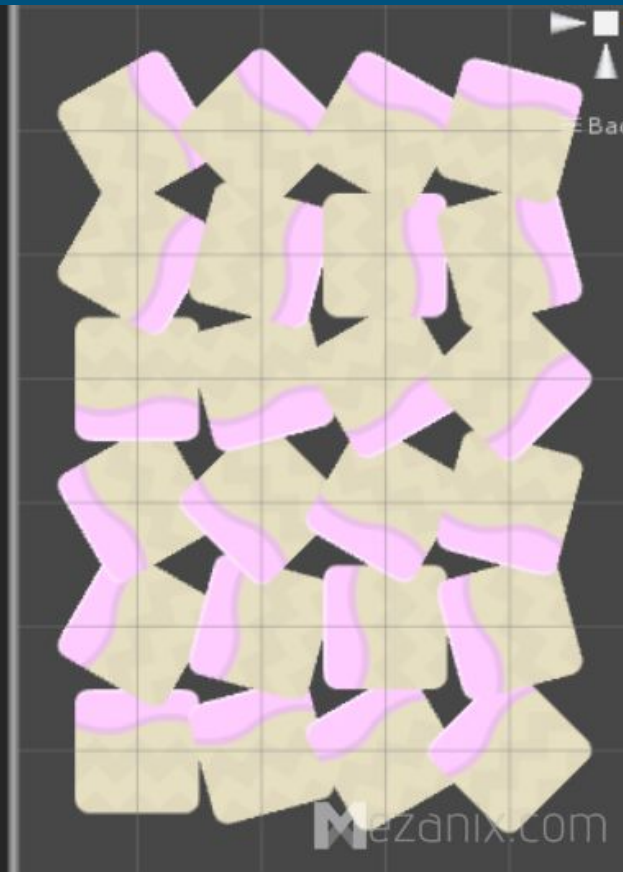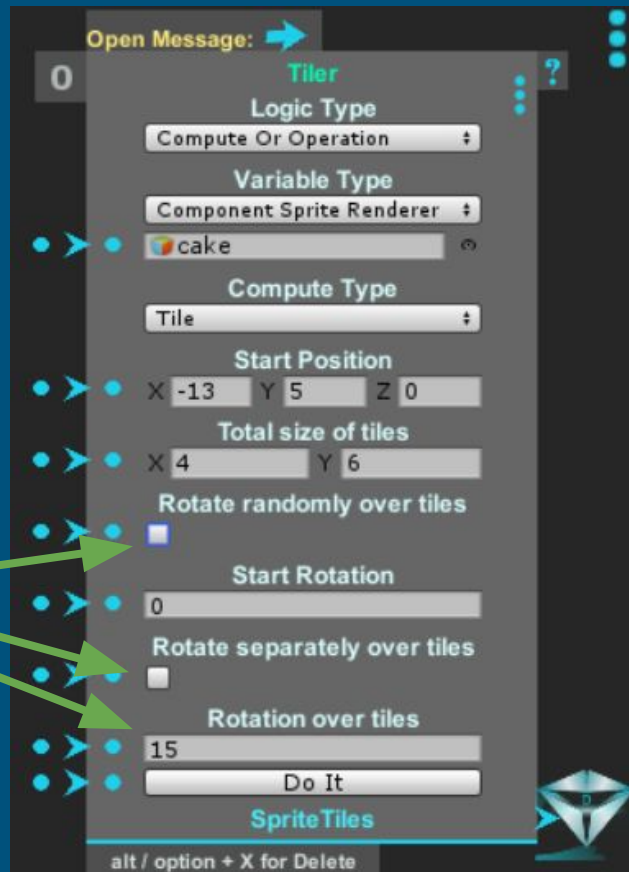The simplest and the most used option is the one without rotations.
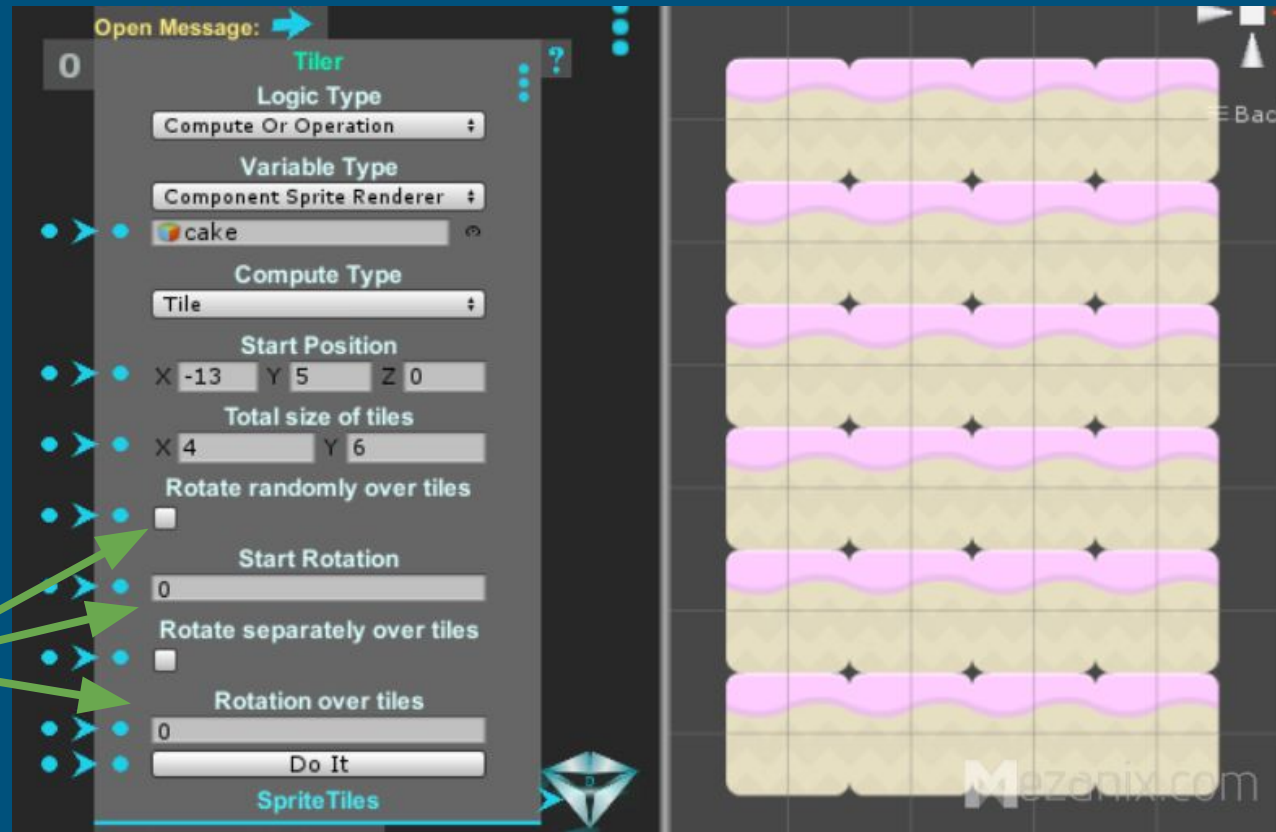
Random Rotation

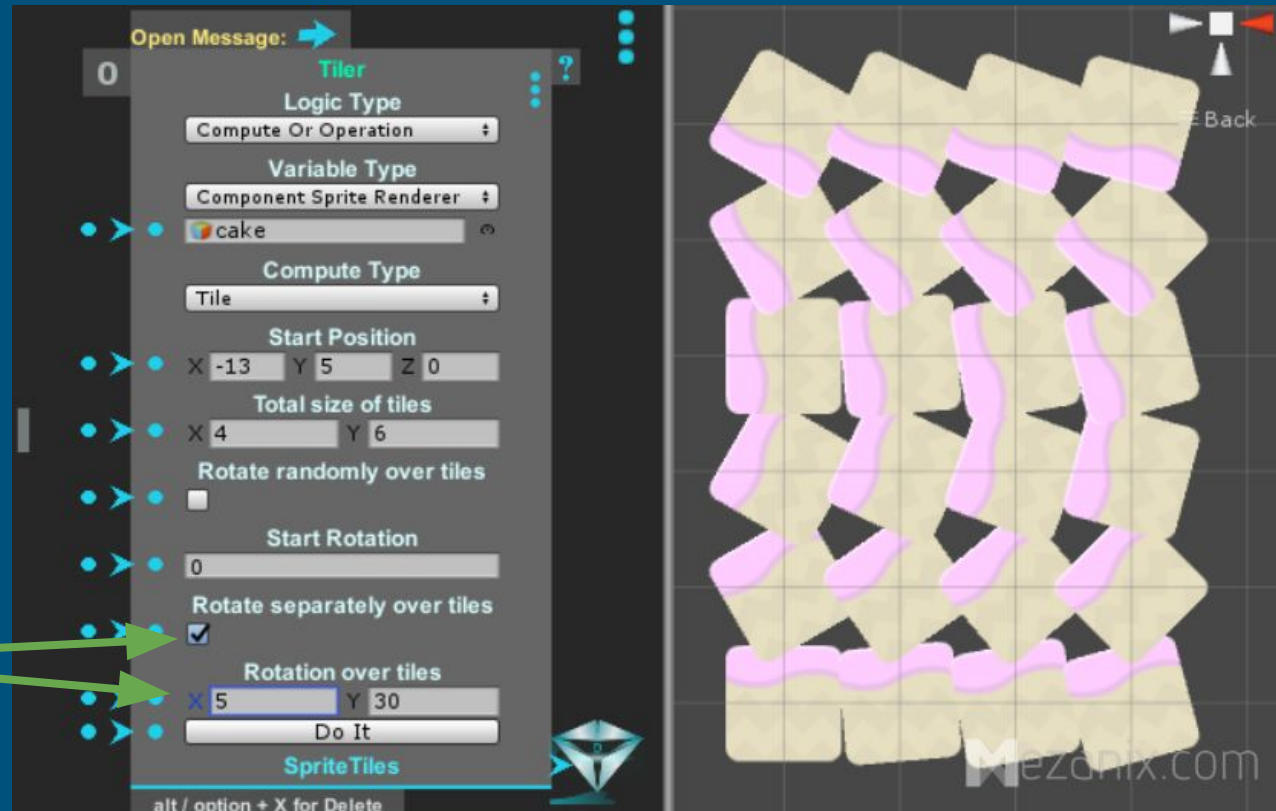You have the possibility to attribute a random rotation to your tiles over tiling.
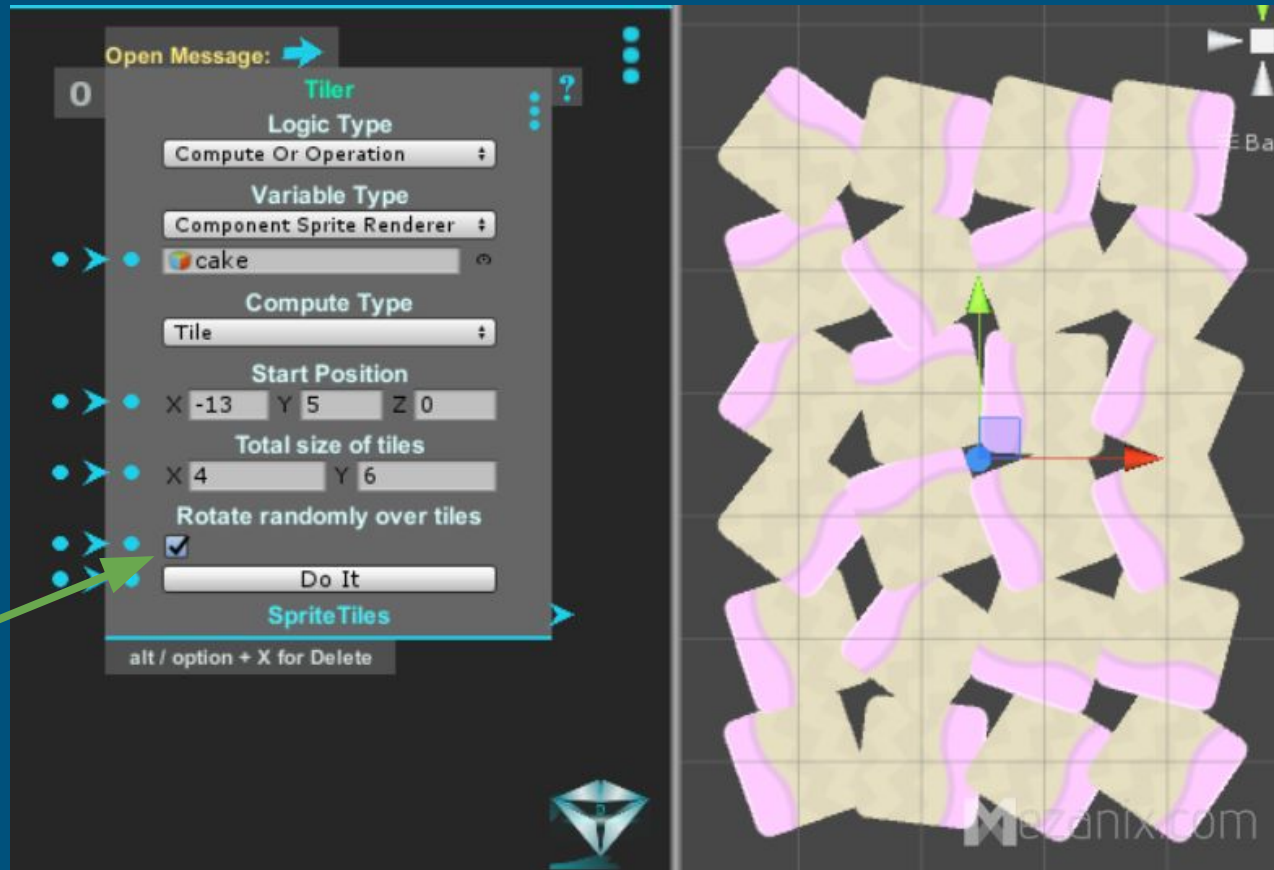
Uniform Rotation

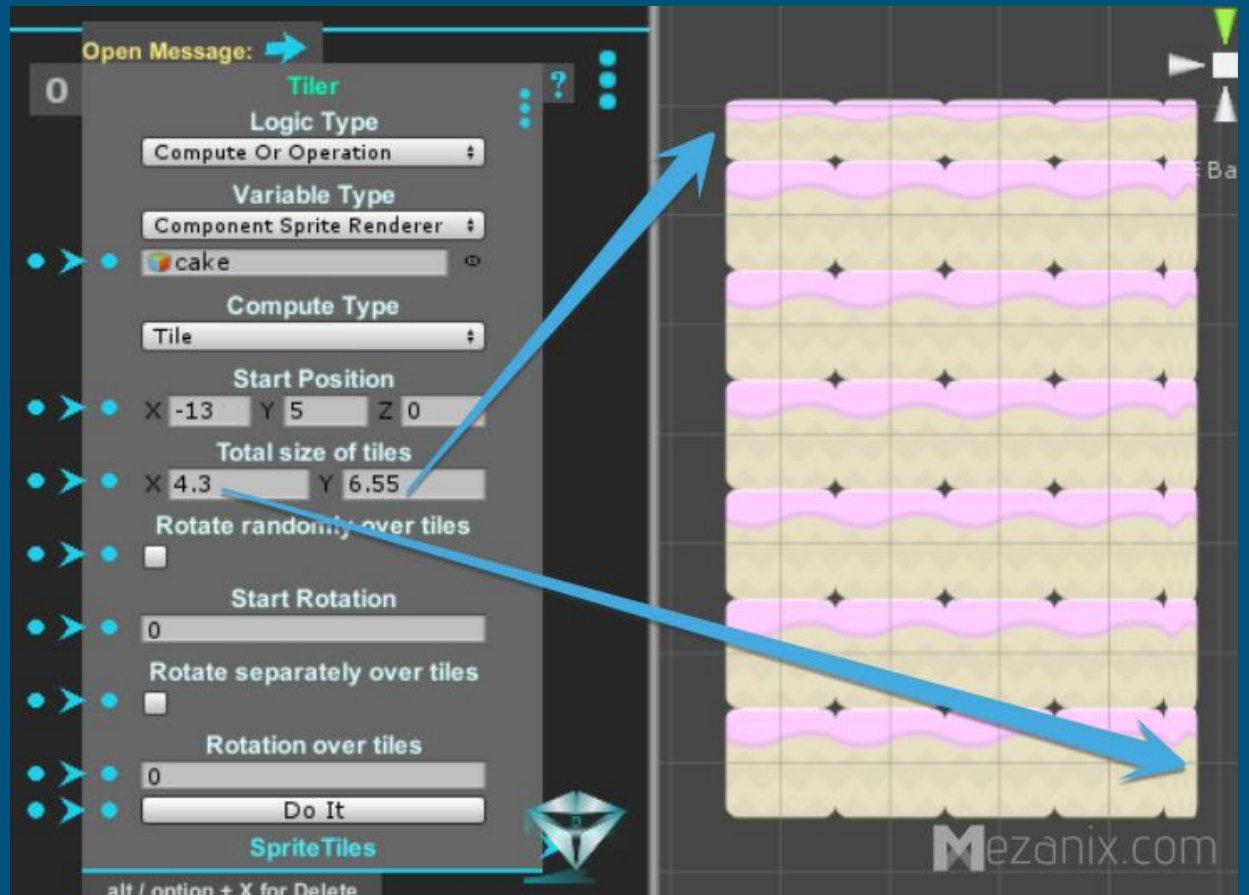You can also apply a uniform rotation.

Uniform Rotation Aniso

Uniform rotation applied separately on x and y axes.

Fractional Tiles

You can use a "fractional" number for the total width and height of your tiles

End

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