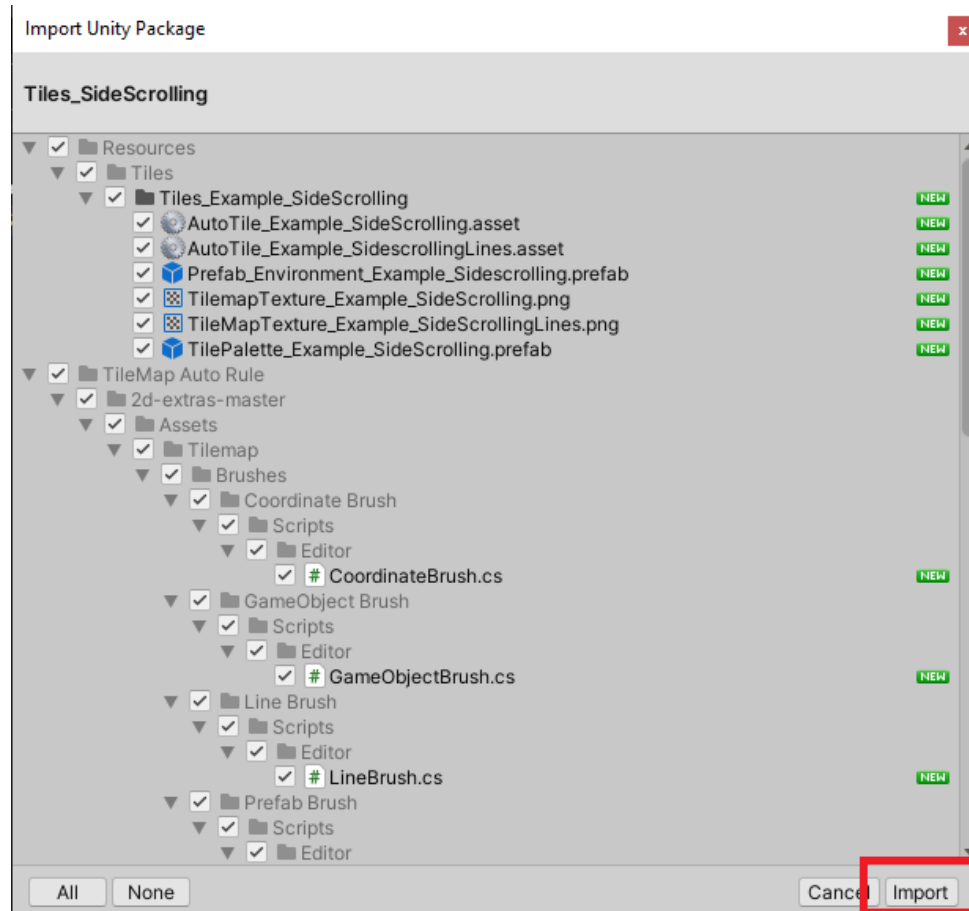


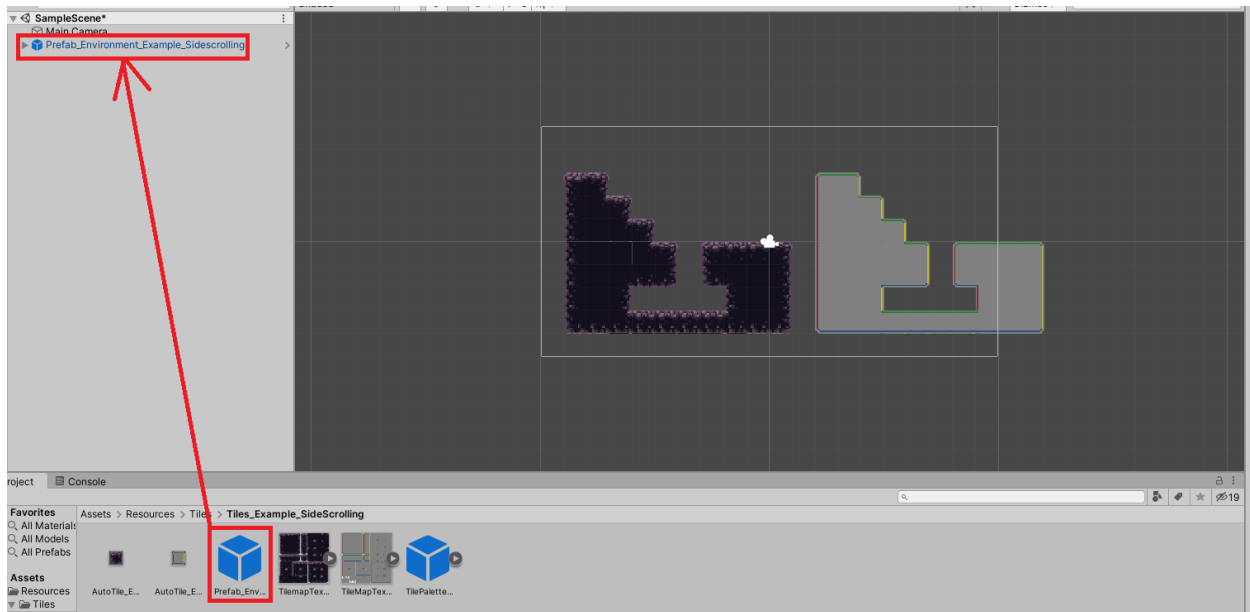
How-To: Side Scroller Tilemap

Setting Up The Tilemap

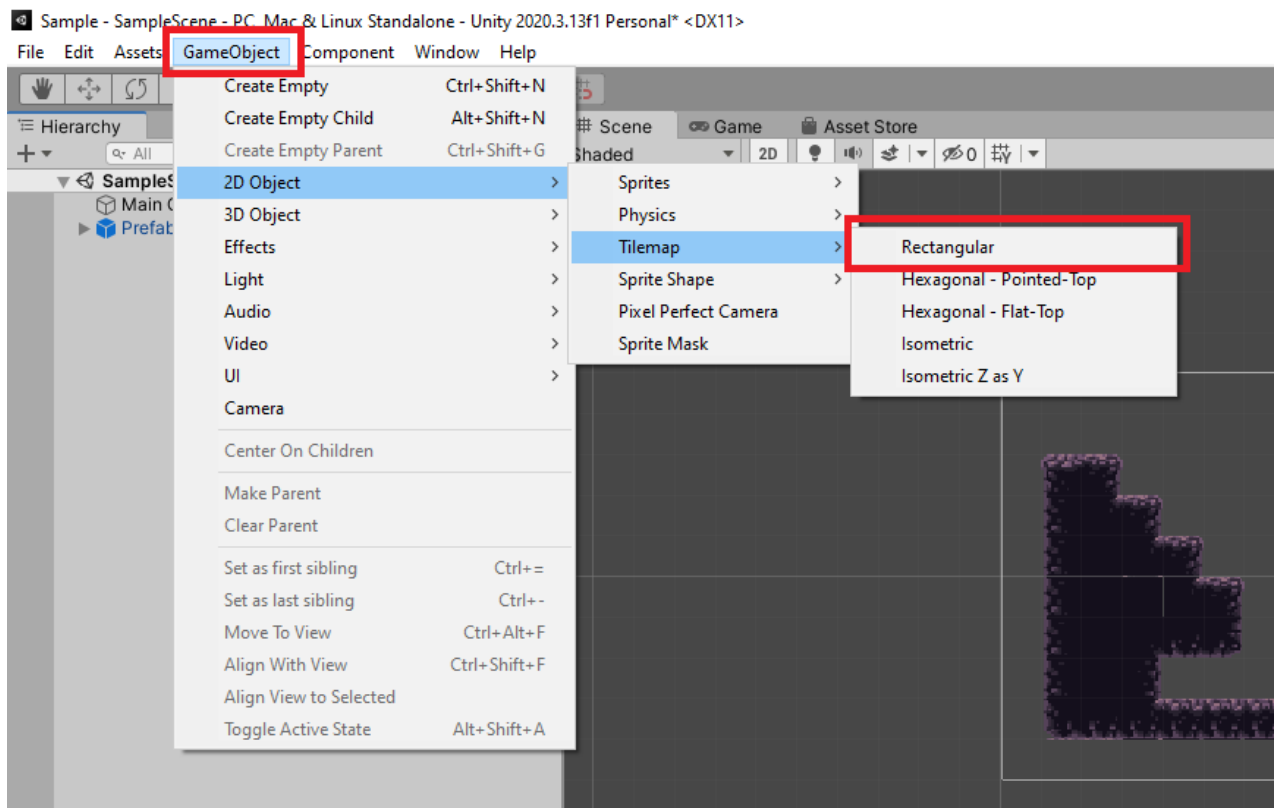
Step 1: Import the package. Find the **Tiles_SideScrolling.unitypackage** and import everything.



Step 2: In the Project Hierarchy, go into **Resources > Tiles > Tiles_Example_TopDown** and place **Prefab_Environment_Example_Topdown** into the scene.



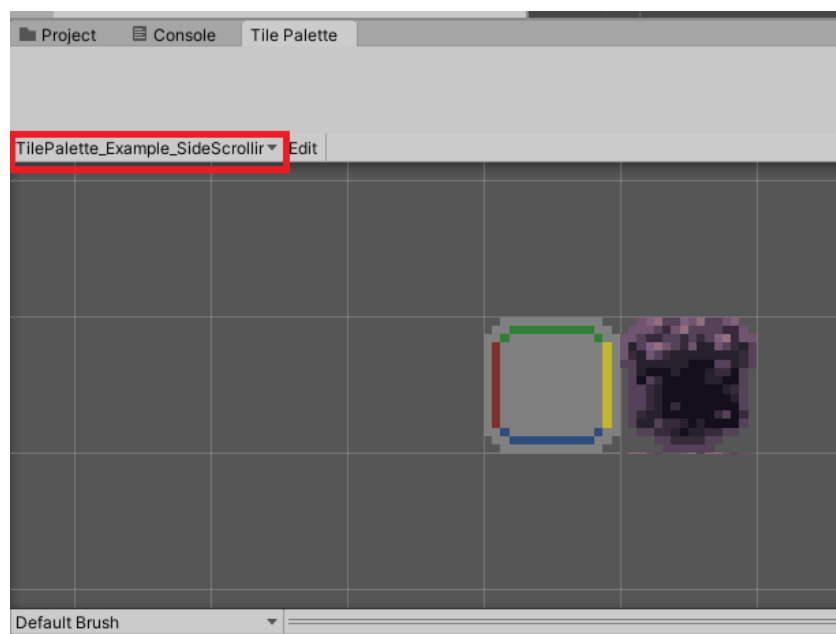
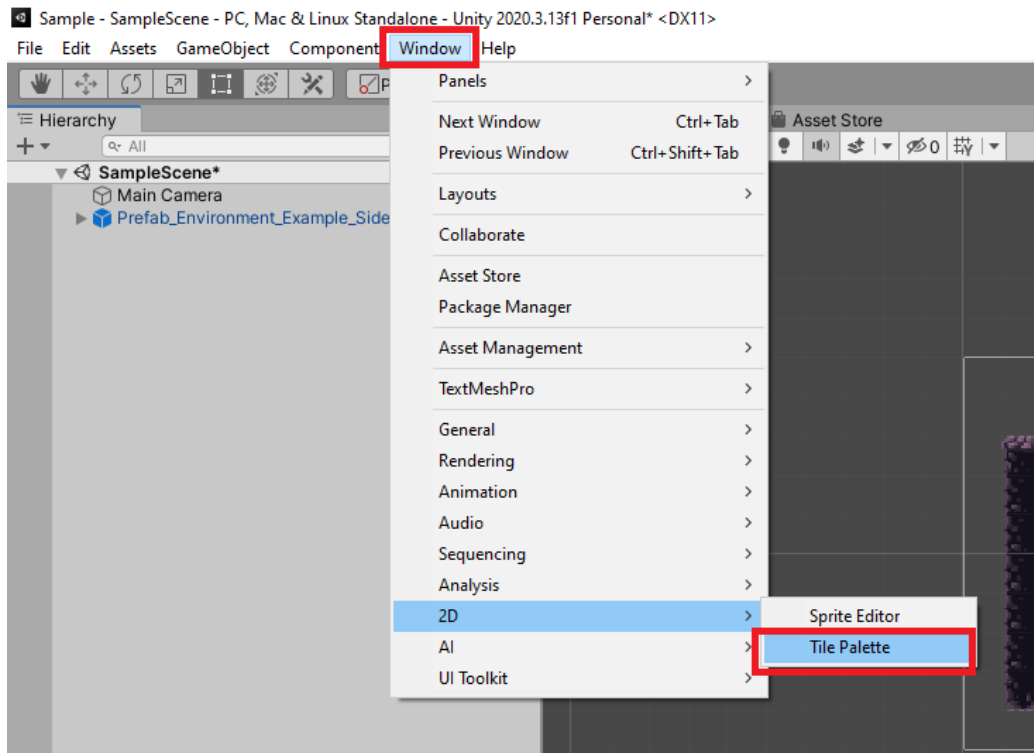
Step 2: Create a new Tilemap in the scene by selecting **GameObject > 2D Object > Tilemap > Rectangular**



Editing The Tilemap

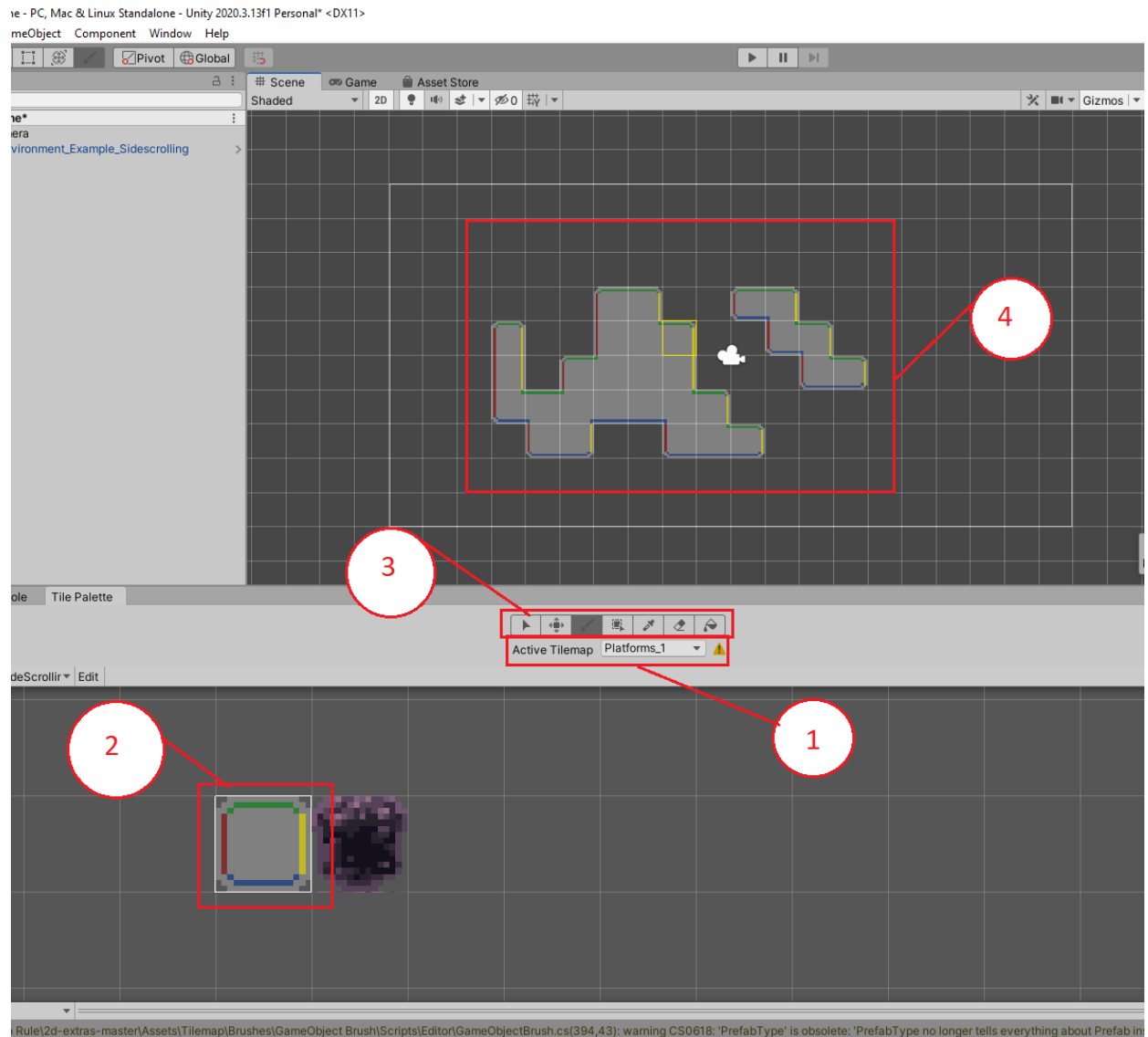
NOTE: Consider watching [this video](#) on the basics of Tilemaps if you have trouble with following the steps below

Step 1: Open the Tile Palette Window. Go to **Window > 2D > Tile Palette**. In the Tile Palette Window, select **TilePalette_Example_SideScrolling**



Step 2: Make edits to your tile map by following the general rule:

- 1) Choose your Active Tilemap
- 2) Select tiles from within the Tile Palette
- 3) Select which tool you want to use on the Tile Palette
- 4) Make edits to the Tilemap Grid in the Scene View
- 5) When done making edits, deselect the tool on the Tile Palette



The next section is unfinished – Do not follow the below steps

Creating A New Tileset

Step 1: Create a new folder. Duplicate the **Tiles_Example_SideScrolling** folder in the project view.

Step 2: Delete the following assets in your duplicated folder

- AutoTile_Example_SideScrolling
- TilemapTexture_Example_SideScrolling
- TilemapTexture_Example_SideScrollingLines

Step 3: Rename the Tile Palette Prefab **TilePalette_Example_SideScrolling** to something more relevant to your intended palette.

Step 4: Create your new Tilemap Texture using graphic design software of your choice. Reference the original **TilemapTexture_Example_SideScrollingLines** to determine the types of tiles you will need.

NOTE: The tiles used in the examples are 16 pixels per unit. Based on the pixels per unit for your tilemap texture, you may need to adjust the **Tilemap Grid Component** so that it's **Cell Size** accounts for it.