2DTiles from LemoDev

Thank you for using 2DTiles from LemoDev. 2DTiles makes it very easy for you to make 2D levels with Unity.
This document will give you a quick guide on how to use 2D Tiles.

Layers

2D Tiles is made up of layers containing the tiles.
You add a new layer by selecting through the the menu 'GameObjects'->'Create Other'->'2D Layer'. The new layer will show up in your Hierachy. We surgest that you start out with 2-3 layers.

Each layer has some properties that control the size and position of the layers.
The property 'X' is the number of horizontal tiles and 'Y' is the number of vertical tiles to make out the layer.
The 'Level' property is the position of the layer. The layers are positioned in front of each other, and the higher value of the level-property the further back it is positioned.

The idea is that you paint your background, like trees and skies on the background layers and then places your player in the front layer, so the player walks in front of the background.

The button 'Clear layer' will delete all the tiles in the selected layer.

Tiles

Now that you created your layers we can start inserting the content.

Selecting and inserting tiles

Select the layer you want fill out, and then select the material tileset to use (2D Tiles comes with 7 different tilesets, but you can also use your own).
When you have loaded your tileset the content will be shown under the properties.
To insert the tiles you select the part you want to draw (click and drag to select a larger area).
Now you can start inserting the selected area by clicking on your layer.
If you want insert the same tile (ex. a background) in a larger area hold down the Shift key and move the mouse over the area you want to insert the tiles in. Holding down the Ctrl key instead will delete the tiles when you hover them.
You can flip the tiles horizontal or vertical by clicking the 'H' or 'V' key.

Properties

You can also set some properties for the tiles/materials before inserting them.

The x and y properties under 'tiling' and 'offset' is the part of the material you want to insert, and setting them is the same as selecting the area with the mouse in the picture.

The checkbox 'BoxCollider' is used to make your tiles act as a box collider.
When you select BoxCollider you also get the option of selecting 'Trigger', to enable the tiles to act like triggers when you hit them with your player, like when you have coins the player can pick up.

The checkbox 'Object' makes the tiles act like one, instead of as separate tiles. If you for example have 6 tiles that make up your player and you insert them without clicking the Object property they will act as 6 different tiles that have to be moved, which makes rendering and controlling them difficult. But if you check the Object property it will act as an object making it ideal for moving and controlling.

The last property you can set for your tiles/materials is the script.
This is used to connect a script like for example a player-script to your tiles. Combining this with the object property makes it easy to insert your players or other element you need to control in your game.

Templates

Often you have some tiles you need to use often, like your player or a tree. Instead of selecting the tiles and setting the properties each time you can create a template.

You create the template by clicking the 'Add' button, and then a new window will open (the first time you have to resize the window to see the materials in the bottom part of the window, due to a bug in Unity, not recognizing it as part of the GUI).

For each template you can set the same properties we just explained.

When you have created one or more templates, they will show up in a dropdown list where you can select them. When you selected a template you can insert it in your layer.
If you click somewhere in the properties panel, when a template is selected, the template will be deselected and you return to the standard way of inserting tiles. If you want to edit the properties of the template you need to select the template and click on 'Modify'.