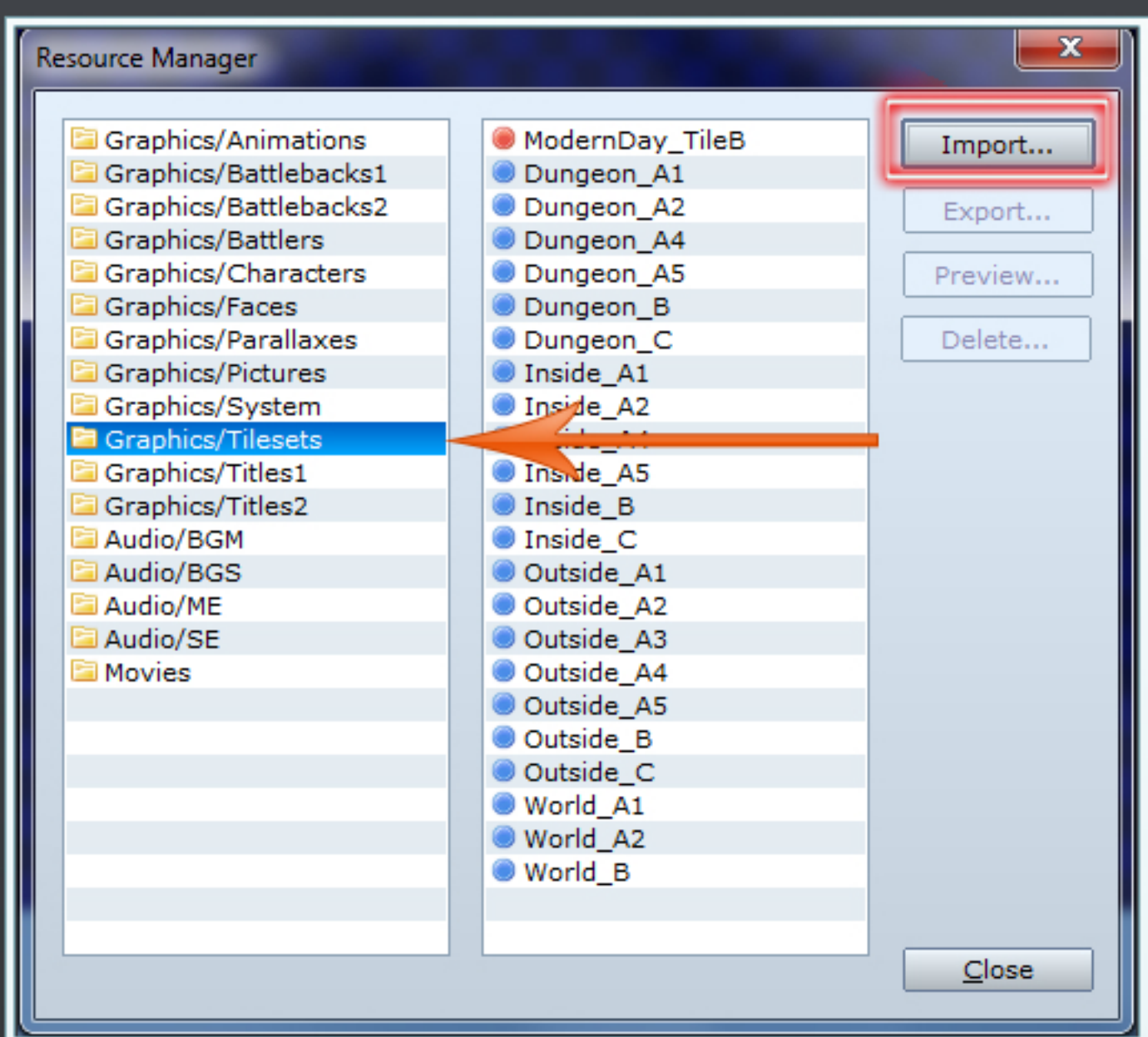
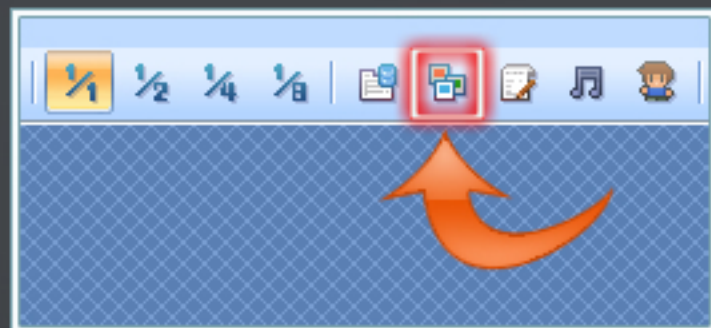
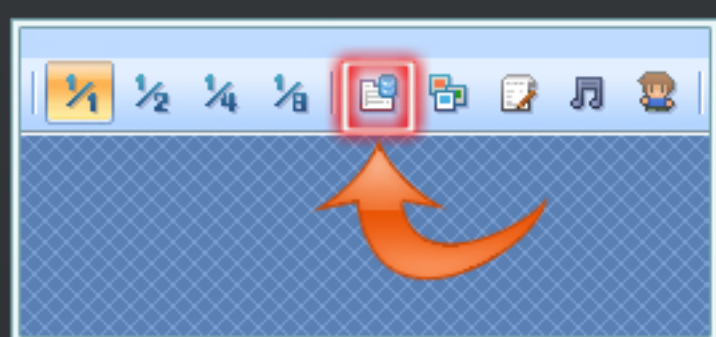


How to: Importing Tilesets

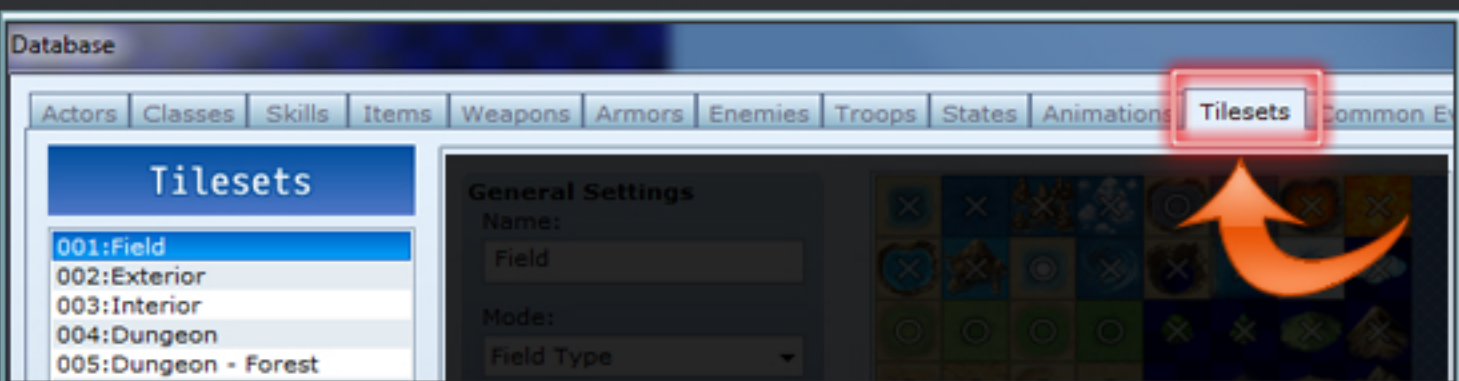
- Open the Resource Manager



- Select Graphics/Tilesets
- Click on Import
- Navigate to the folder in which your new tiles are located
- Select your tile(s) and click "Open"
- Your imported resource will have a red circle in front of it

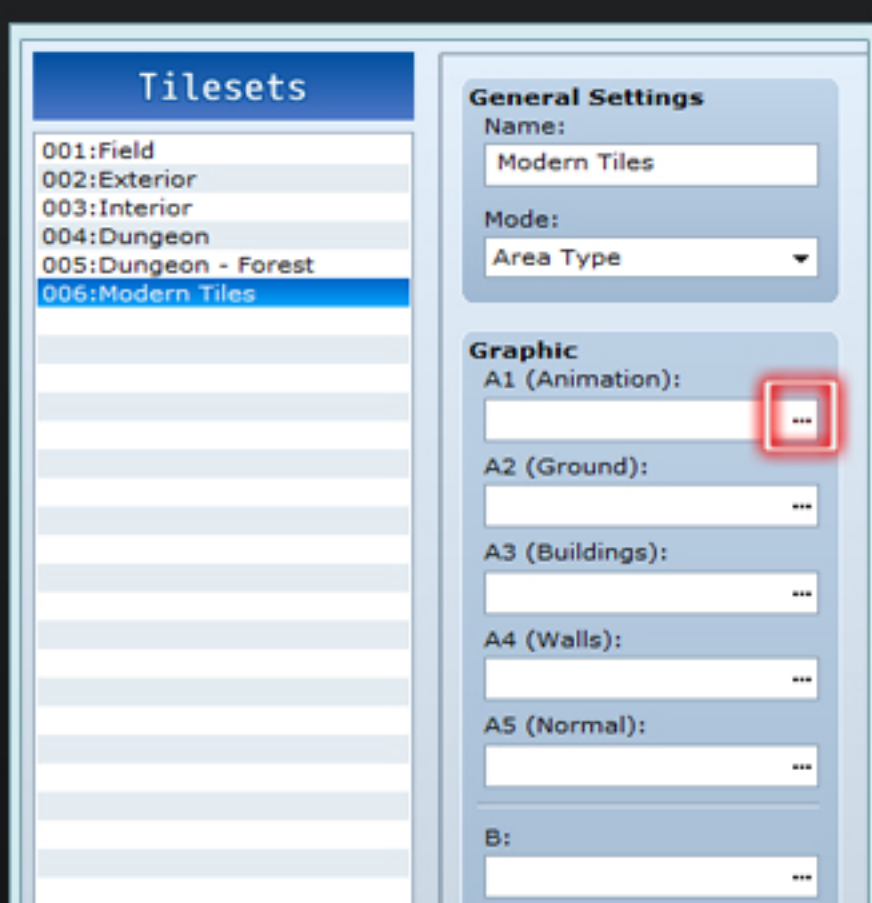
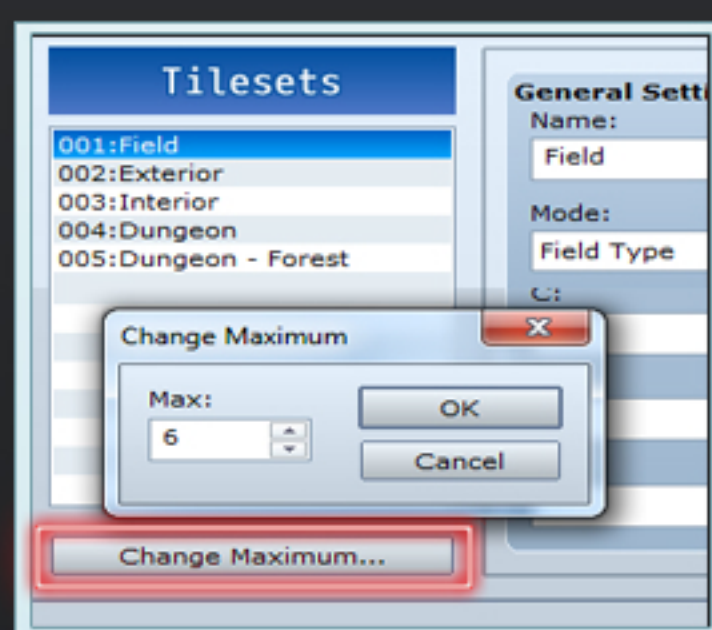


- Open the Database



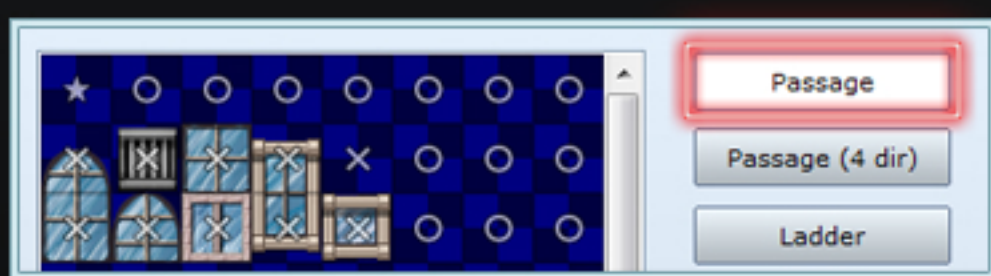
- Select Tilesets Tab

- Click on "Change Maximum"
- and increase the number
- Click on the new entry
- Enter a descriptive name in the "Name" field under General Settings

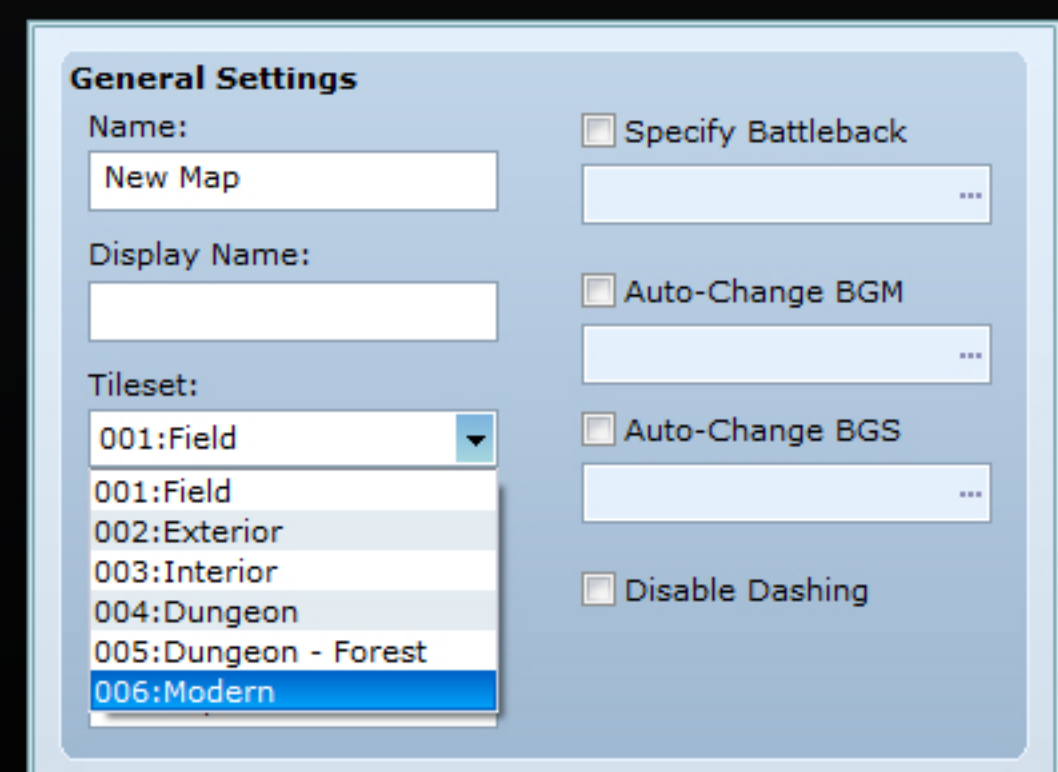


- Click on ... next to each section
- Choose the appropriate tileset
- *** Please note that the order and placement of each tile section matters! Make sure you're choosing the right tileset for each section ***

- You can now set up how your tileset will behave
- Click on "Passage" tab
- Click on any of the areas of the tileset display to change the passability
- O means the player can walk on top of the tile
- X means the player cannot walk on top of the tile
- * means the player can walk under the tile



- The first tile in your Tileset B must be blank and set to a star!



- Create a new map by right-clicking the map tree and choosing "New Map ..."
- Under the Tileset header, click to open a drop-down box
- Select your new tileset

Have Fun with your creations~!