

Translated from german version: 07.12.2007

<<Sarun>>

The size of a floor tile is 64x32.

If one adds a floor tile with the editor to a tile set, one shouldn't forget to mark if it is accessible!

- The transparency colour is R=255, G=0, B=255

<<DirkF>>

- The exact pixel size is 40x97 as the viewable area. Wall pictures a little bit taller, but the most downward pixel are automatically transparent (see point 5). Oversized pictures are just cut off.
- One only needs a single picture per wall type. It will automatically mirrored and moved for all four edges. The original wall has to be the one that ranges from lower left to upper right.

edit JSmith: (the other way round is also possible: lower right to upper left) For corrections it is advisable to create both variants: mirrored and unmirrored. At the moment, the tile editor does only support editing tiles, not deleting them. Faulty views cannot be checked until seen in the map editor.

- If a picture is too small, the remaining part of the wall is filled with white. The picture origin is the upper left, the lower right will be filled up. Therefore, not using the whole space is only advisable if you work with transparencies.
- The absolute frames are set automatically, i.e. the outer shape with its transparencies in the upper left and lower right - including the small corners - are automatically hidden. In particular, this means, that vertical edges of a perspective cubus has to be exactly the 8. pixel row, otherwise you won't have smooth transitions.

edit JSmith: Alternatively one can let the walls overlap to the front. The sight view difference is negligible. See also forum/graphic/graphic tile set.

- I haven't yet determined the angle of the upper wall edge. It is for sure not identical with the one in my test. That has to be determined prior creating a template for tile sets.

edit JSmith: The view complies with the parallel perspective. X45° Y-30°

Strictly speaking, the information is missing which pixel - counting from above - is the intersection point between the perspective wall edge in the eighth pixel row and to which pixel of the 40. row the upper wall edge is pointing.