

# HexTileManager

[By [Hexusreaper](#)]

Version 0.3b



Thank you for using HexTileManager an open source tile placing tool kit written by Hexusreaper. HexTileManager makes it very easy for you to make 2D levels with Unity.

This document will show you a quick guide on how to use HexTileManager.

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# Overview

First of all HexTileManager is a 2D tile placing tool kit, which helps you to quickly select sprite sheet and create sprites with Unity Sprite Editor and place them quickly and efficiently in the Scene View using a Custom Grid System. This way you can create your 2D levels with ease and don't have to worry about placing every single sprite one by one and align them manually.

## Benefits of using HexTileManager

- HexTileManager uses Unity's default Sprite Editor to create tiles from a sprite sheet. So you can create tiles shaped as your need.
- HexTileManager supports basic layering. So you can create different parts of your tilemap with elevation.
- HexTileManager uses a Custom Grid System which you can control. You can change grid pixels, layer size, layer height and layer position to suit your needs.
- Undo - Redo support. If you made a mistake you can easily revert back.
- And more to come. More features will be added with the love of community.

# **Installation**

1. Import the package in your project
2. Find the HexTileManager folder in your asset
3. Goto HexTileManager ->Prefab and Drag the Layer prefab into the project hierarchy.

# Manual

The extension folder contains 1 TileMain Script, 1 TileEditor Script in Editor and Scripts folder. These are the heart of the extension don't modify these 2 file if you don't know what you are doing.

GUI folder contain a black button background for Tile selection background.

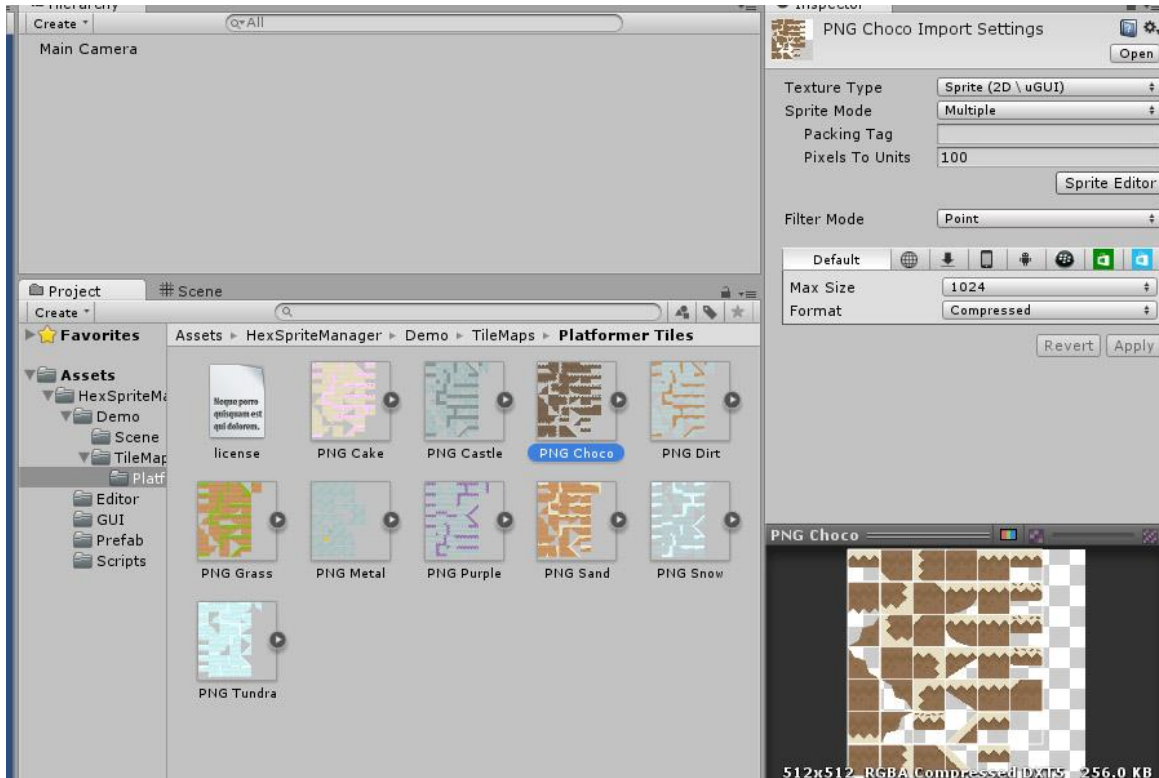
Prefab folder contain a Layer prefab. You need to drag and drop this prefab in your project hierarchy.

Demo folder contains a demo scene set up for you and a TileSheet folder which comes up with some example tilesheets.

NOTE: The tilesheets included in this extension are not mine and I have no rights over them. These are a part of Platformer pack: Extended tiles by Kenney Vleugels ([www.kenney.nl](http://www.kenney.nl)) which is available freely on <http://opengameart.org/content/platformer-art-extended-tilesets>.

# User Guide

## Prepare the sprite sheet



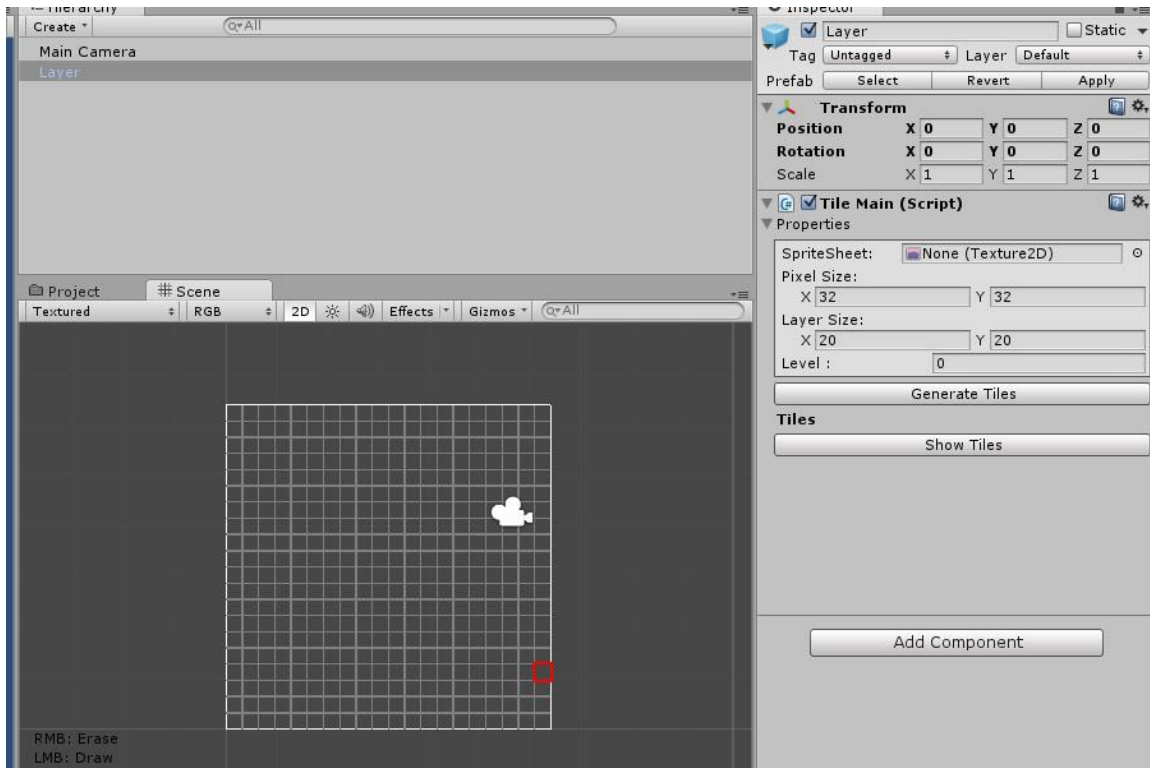
Select a sprite sheet and Set the

1. Texture Type to Sprite(2D/uGUI)
2. Sprite Mode to Multiple
3. Pixels To Units to 100
4. Filter Mode to Point

Then open up the Sprite Editor and create sprites.

After that drag and drop the layer prefab from HexTileManager ->Prefab to your project hierarchy and select it.

The Inspector should look the picture



Select the Sprite Sheet you just created by clicking the Texture2D field.

Set the height and width of the grid by putting the pixel size of your tiles in the Pixel Size field.

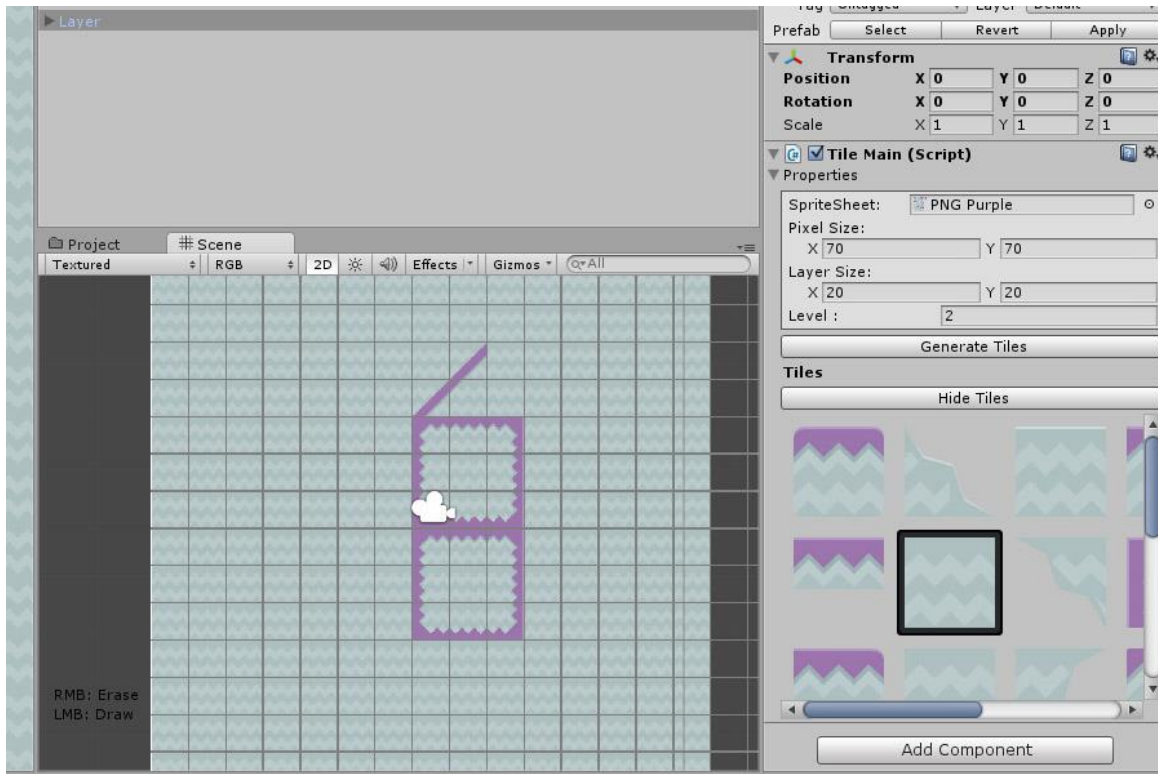
Set the layer size by changing the Layer Size field.

Set the tile level in the Level field. Note: Lower values in the level field will draw the tiles in back and higher level tiles will be drawn at front.

Now Generate the tiles by clicking Generate Tiles Button and then view the tiles by clicking Show Tiles button.

Select the tile you want to draw with and Left Click drag on the grids you want to place the tile.

If you want to delete then simply Right Click and drag on the grids you want to delete tiles.



Happy Tile Placing....

# Uninstallation

1. Select all the layer created from the prefab in project hierarchy and then remove the TileMain script component.
2. Delete HexTileManager folder from Asset folder.

## Note

Please don't sell the source code. Or claim it as your own. You are free to modify the code and distribute it as long as you keep the header comments intact. This code is under GPL v3 license. If you improve the code please share it with me so I can add it in the next release.

There is a github repository for this project at <https://github.com/hexusreaper/HexTileManager> you can pull changes there so every one can access it.

If you are happy with this project and want to help me develop more frequently and make more software and games then you are welcome to donate at <http://hexusreaper.com>.