
SuperTiled2Unity Documentation

Release 1.0.0.0

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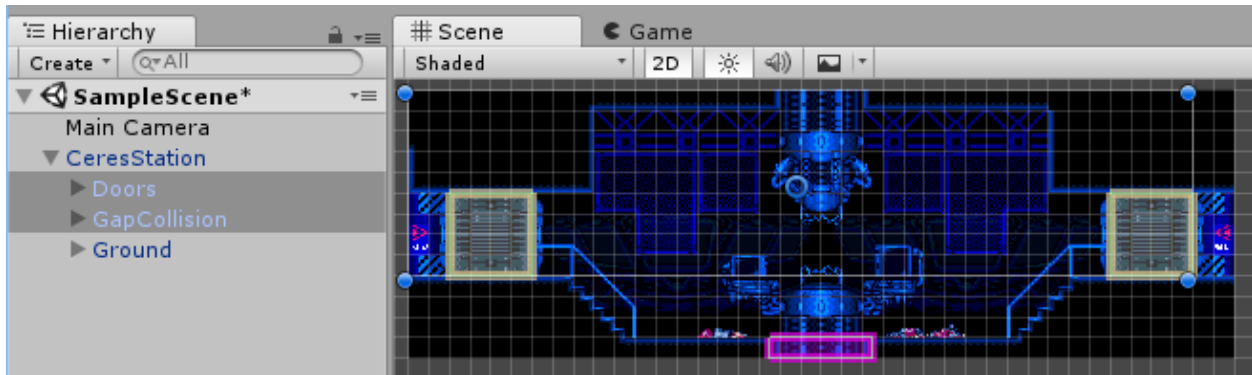


Fig. 1: By Sean Barton

SuperTiled2Unity is a collection of Unity scripts that import files from the popular [Tiled Map Editor](#) in your Unity projects.

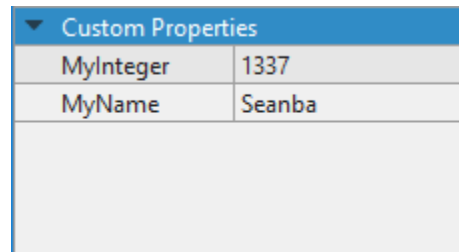
The goal of SuperTiled2Unity is that **it just works**. Except for the most specialized cases users should be able to quickly and easily add tile-based 2D content to their Unity projects.

SuperTiled2Unity is currently distributed as a Unity Package at any price you choose (including free). Additional donations can be made and **are always appreciated**.



Custom Properties Support

The [Tiled Map Editor](#) has support for [Custom Properties](#) that allow you to include custom data or information along with components of your map.

A screenshot of a table titled "Custom Properties" with a dropdown arrow on the left. The table has two columns and two rows of data. The first row shows "MyInteger" with the value "1337". The second row shows "MyName" with the value "Seanba".

Custom Properties	
MyInteger	1337
MyName	Seanba

Fig. 1: Tiled Custom Properties

These custom properties are also **supported by SuperTiled2Unity** and can be found on the `SuperCustomProperties` MonoBehaviour component when imported in your Unity project.

1.1 Object Types Support

Tiled also has *predefined* properties that are described through the [Object Types Editor](#).

This is a time-saving way to create classes or groups of properties. However, by default, SuperTiled2Unity has no way of being aware of these predefined properties. This can be resolved by **exporting the Object Types Xml file** to your Unity project.

First, select `Export Object Types...` from the `File` menu item.

This will bring up the save file dialog. Save your object types Xml file somewhere within your Unity project.

Tip: You can export your Object Types Xml file to any filename but make sure it is somewhere under your Unity project's `Assets` directory. This Xml file itself will need to be a Unity asset that is referenced by SuperTiled2Unity's

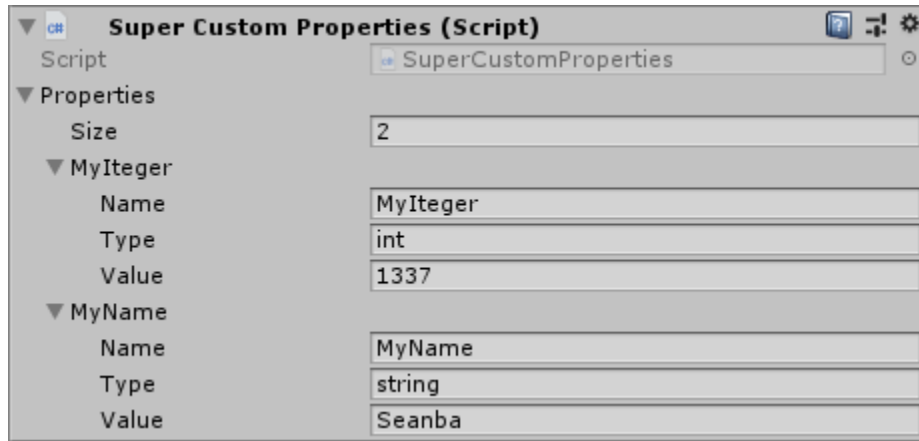


Fig. 2: SuperTiled2Unity Custom Properties

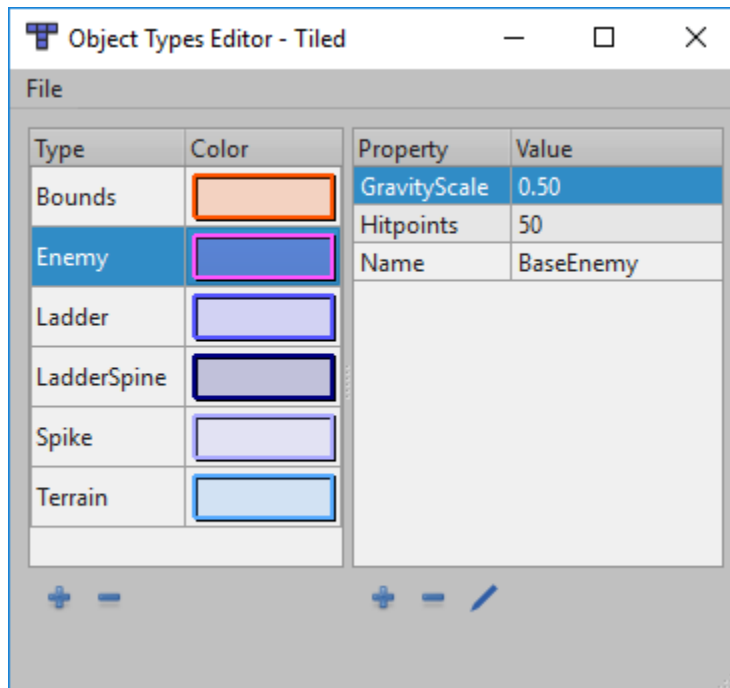


Fig. 3: Object Types Editor

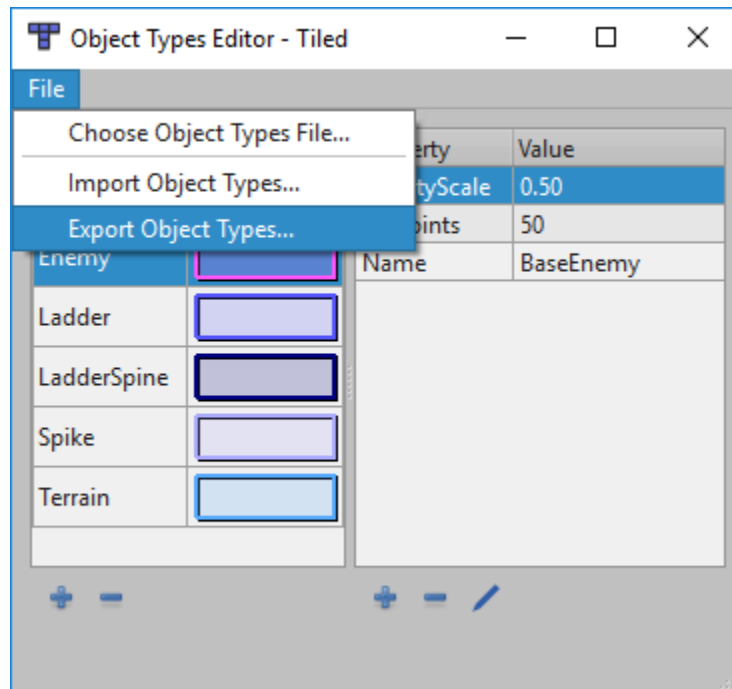


Fig. 4: Select **Export Object Types** from the File menu item

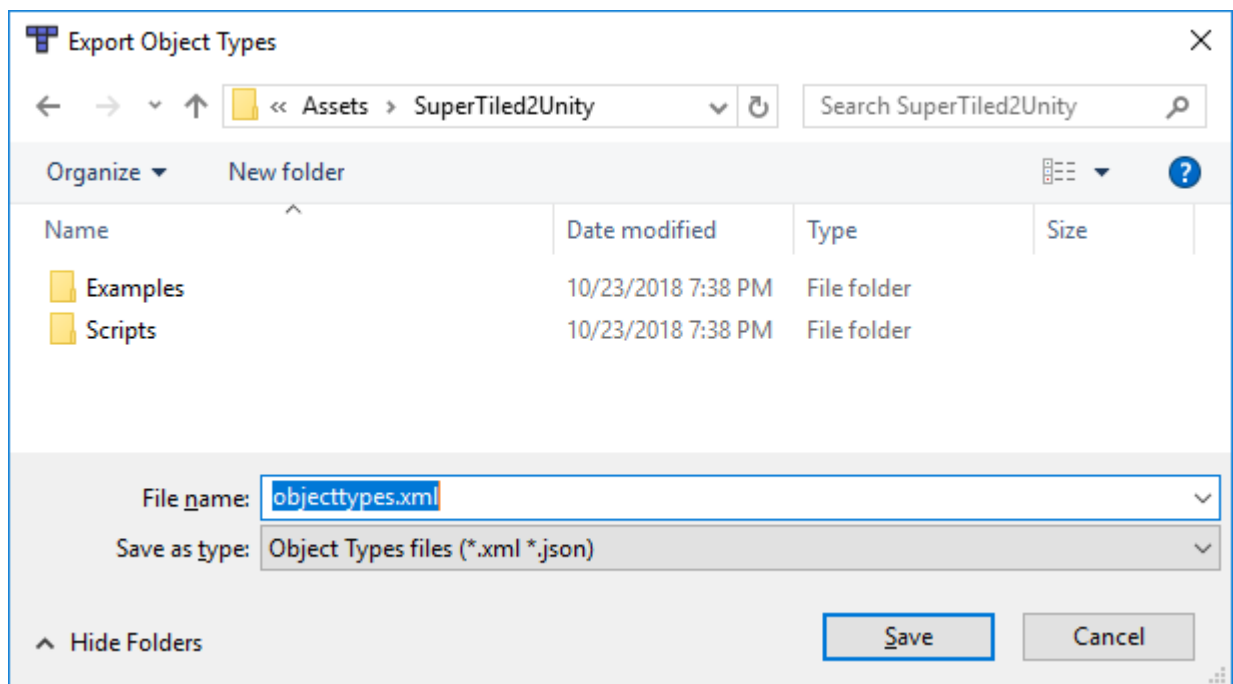


Fig. 5: Save Object Types Xml file to your Unity Project

settings.

We now need to make SuperTiled2Unity aware of this exported Object Types Xml file. Select `Assets/SuperTiled2Unity/S2TU Settings` within your Unity project.

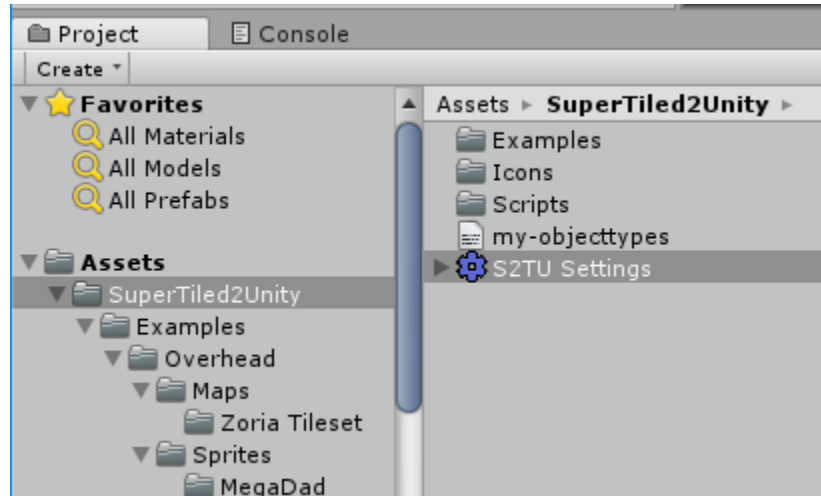


Fig. 6: Select S2TU Settings asset in your Unity project

In the Inspector you should see a field for `Object Types Xml`. Either drag and drop your recently exported Object Types Xml file into this field or use the asset selector button to select the asset.

With the Object Types Xml file now set hit `Apply` in the Inspector. You should now be able to expand the list of `Custom Object Types` and see your predefined objects, including properties and colors, displayed.

Now, any in your Unity project that are updated should have these predefined properties in the appropriate `SuperCustomProperties` instances.

Warning: Note that SuperTiled2Unity does not automatically update map assets when changes to the Object Types Xml are made. See the `Reimport Tiled Assets` button in the SuperTiled2Unity Project Settings inspector if you want to update all Tiled assets in your Unity project. **This may take some time** depending on the number and complexity of your Tiled assets, however.

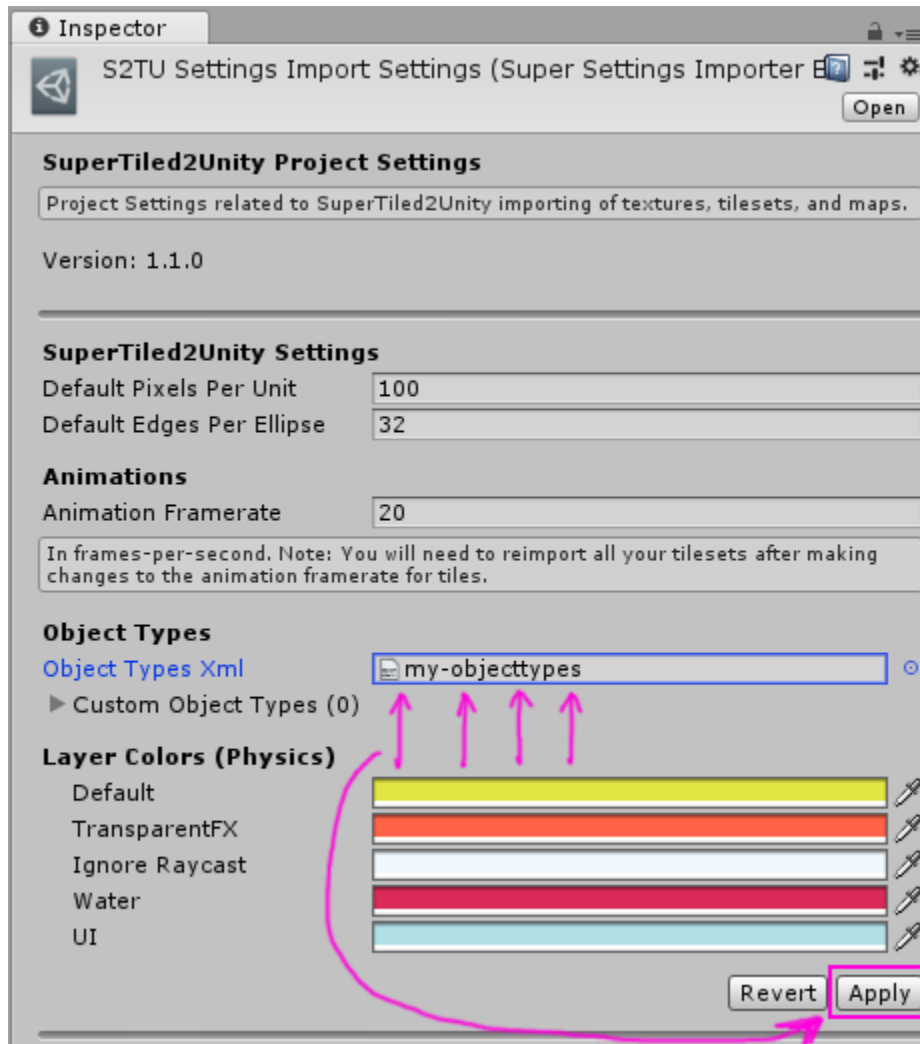


Fig. 7: Drag and drop your exported object types Xml file into the **Object Types Xml** field and hit **Apply**

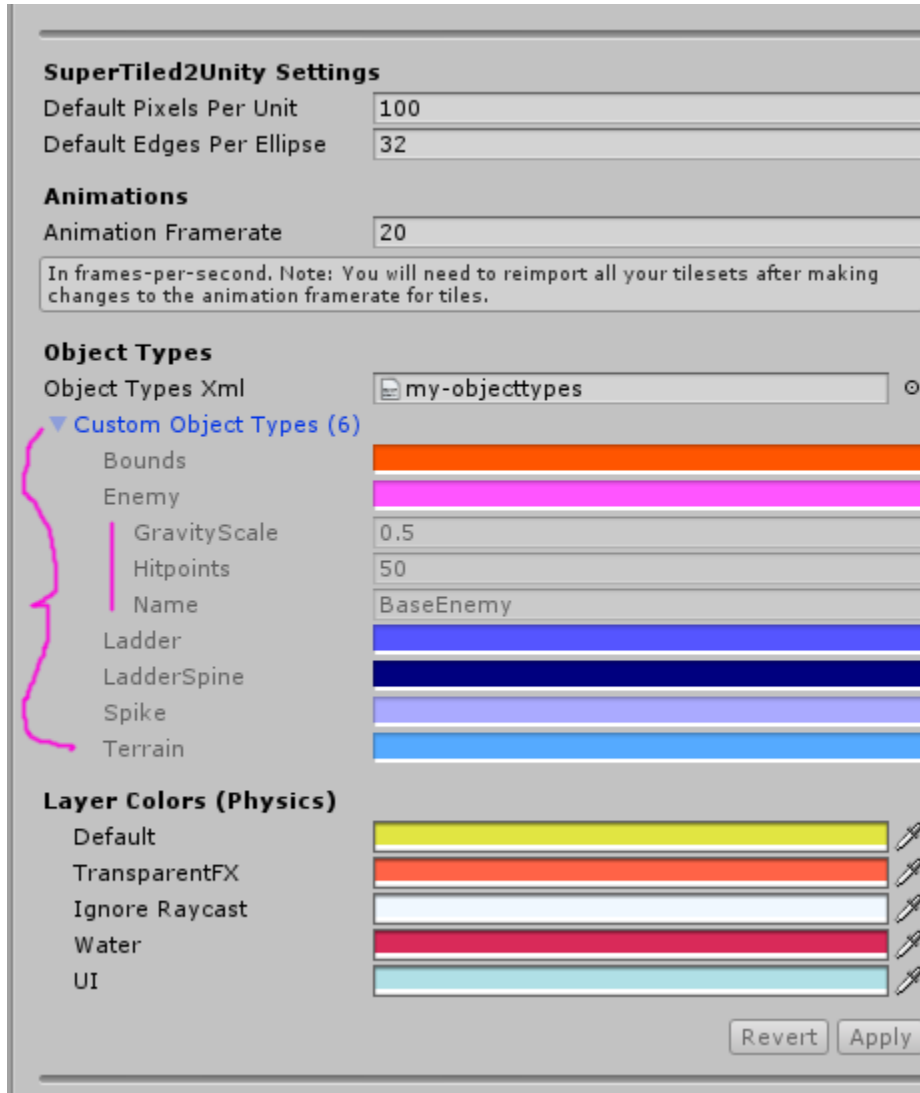


Fig. 8: Custom properties for object types should be visible now