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# **Tyled**

***Release 0.1.dev2***

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CLI utility for generating Tiled Tilesets

Source

Package



## INSTALLATION

### 1.1 From PyPI

#### 1.1.1 TLDR - do this at your own risk

```
pip install tyled
```

#### 1.1.2 Recommended - pipX

If you don't already have it installed go to <https://pypi.org/project/pipx/> for instructions

```
pipx install tyled
```

### 1.2 From GitHub

Clone the repository

```
git clone https://github.com/kfields/tyled.git
```

Navigate to the new directory which contains the repository

```
cd tyled
```

Create a Python 3 virtual environment called *env*

```
python3 -m venv env
```

Activate the environment

```
source env/bin/activate
```

Install required packages

```
pip install -r requirements.txt
```





## QUICKSTART

### 2.1 Create a Tyled Project File

```
name = 'mytileset'  
type = 'orthogonal'  
  
firstgid = 1  
source = 'platformer/tiles'  
tilewidth = 128  
tileheight = 128  
spacing = 0  
margin = 0  
columns = 12
```

### 2.2 Generate the Tileset

```
tyled bake mytileset.toml
```

This example will generate mytileset.tsx and mytileset.png in the current working directory



## COMMANDS

### 3.1 Bake

```
tyled bake mytileset.toml [--save/--no-save] [--show/--no-show] [--rotation/--no-rotation]
```

#### 3.1.1 Options

Default options are `-save`, `-no-show`, `-no-rotation`



## PROJECTS

Tyled Projects are defined using TOML files.

All Projects must at least have a name and type

```
name = 'mytileset'  
type = 'collection'
```

### 4.1 Options

Options may be defined within the project file. Any options defined here will override the command line options

```
[options]  
rotation = true
```



**TILESETS**

Tyled currently supports three different kinds of Tilesets:

## 5.1 Collection Tileset

A Collection Tileset is composed of tiles with images stored in separate files

```
name = 'mytileset'  
type = 'collection'  
  
firstgid = 1  
source = 'sticker-knight/map'
```

This example will generate mytileset.tsx in the current working directory

## 5.2 Orthogonal Tileset

An Orthogonal Tileset is composed of tiles that have the same dimensions in one image file

```
name = 'mytileset'  
type = 'orthogonal'  
  
firstgid = 1  
source = 'platformer/tiles'  
tilewidth = 128  
tileheight = 128  
spacing = 0  
margin = 0  
columns = 12
```

This example will generate mytileset.tsx and mytileset.png in the current working directory

## 5.3 Atlas Tileset

An Atlas Tileset is composed of tiles that do not have the same dimensions in one image file

```
name = 'mytileset'  
type = 'atlas'  
  
firstgid = 0  
source = 'sticker-knight/map'  
width = 1024  
height = 1024  
spacing = 0  
margin = 0
```

This example will generate mytileset.tsx and mytileset.png in the current working directory

### 5.3.1 Options

If you want a more compact spritesheet and your game engine supports it use the following:

```
[options]  
rotation = true
```



## **6.1 tiled package**

### **6.1.1 Subpackages**

**tiled.command package**

**Module contents**

**tiled.tileset package**

**Subpackages**

**tiled.tileset.atlas package**

**Submodules**

**tiled.tileset.atlas.atlas module**

**Module contents**

**tiled.tileset.collection package**

**Submodules**

**tiled.tileset.collection.collection module**

**Module contents**

**tiled.tileset.orthogonal package**

**Submodules**

**tiled.tileset.orthogonal.orthogonal module**

## Module contents

### Submodules

`tyled.tileset.factory` module

`tyled.tileset.tileset` module

## Module contents

### 6.1.2 Submodules

6.1.3 `tyled.tile` module

6.1.4 `tyled.version` module

### 6.1.5 Module contents

## INDICES AND TABLES

- `genindex`
- `modindex`
- `search`