

Tiled

Graphics creation software

Link

- <https://www.mapeditor.org/>
- Tiled. (n.d.). Tiled | Flexible level editor. <https://www.mapeditor.org/>
- Gamefromscratch. (2015, November 20). Tiled Map Editor Tutorial Series. Gamefromscratch. <https://gamefromscratch.com/tiled-map-editor-tutorial-series/>
- Gamefromscratch. (2014, May 1). Tiled Map Editor Tutorial Part One: The Basics [Video]. YouTube. <https://www.youtube.com/watch?v=ZwaomOYGuYo>

Description



Tiled is a free and open-source level editor that is easy to use and flexible.

Tiled is widely supported by many game development frameworks and exports to several formats including Image, JSON, Lua, GameMaker (1.4 and 2.3), Defold, tBIN, and many more. It can be used in Gdevelop.

Features

Tiled supports multi-layer tile editing, easy and fast painting of terrain, and rule-based tile and object placement. It also supports orthogonal, isometric, and hexagonal maps.

Price

Free



Why using it?

If you obtain a tile set asset from a website you can use it in tiled like you would paint. You pick some tiles or portions of your visual assets and paint them on a canvas to create a level.

How to use it?

You can check [this tutorial series](#) from GameFromScratch that covers the software from overview to realisation of a map, which showcases its most useful features.



**Co-funded by
the European Union**

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2021-1-BE01-KA220-SCH-000027783

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-nc-sa/4.0/>).

Learn more about D-ESL at: <https://www.d-esl.eu>

