TileSystem 3.0

Posted by CRasterImage - 2007/02/13 13:49

Hi guys. I have added a few new features to TileSystem. If anyone would be interested in testing them, I would appreciate it very much.

http://members.cox.net/shawnriordan/TileSystem_30.zip

New features:

- Tileset file format now allows unlimited number of categories for tiles. They can also be given custom names. Keep in mind that catagory numbers also dictate the order that the tiles are drawn in.

- Tile categories now appear as expandable buttons in the tile panel, rather than a drop list at the bottom. More than one category can be open at the same time.

- Tile categories can be locked, unlocked and made invisible.

- Text tiles appear as a category, even though there are no tiles in the category, so that they can be locked, unlocked and made invisible as well.

- Tile category button graphics can be customized.

- Individual tiles can be flagged as having "free placement", in spite of the tile's category. Including text tiles. THis is usefull if you wish to rotate a tile 45 degrees, even though it is normally used only 90 degree orientations.

- The biggie: OpenGL support! If you have a good 3D accelerated display adapter, then you might get a big speed boost and fidelity improvement, if you enable the OpenGL rendering feature. The command to enable OpenGL can be found under the View menu.

Let me know if anything causes you trouble.

Also, you might consider backing up a copy of the old program and files, just in case you wish to go back to it. I no longer have a link to download the old version. (ran out of disk space on the server)

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Posted by Dante - 2007/02/13 14:31

Woo Hoo! I can start from scratch with this version. Where can I find the latest set of DF tiles for this app?

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TileSystem 3.0

Posted by CRasterImage - 2007/02/13 16:01

LoneStarr keeps the collection of tilesets here:
http://www.muinimula.de/Muini/de/2nd/tools/mastermaze/Mastermaze.html

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TileSystem 3.0
Posted by arsthein - 2007/02/14 03:41

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Yahooo! sound just like I've been wanting all this time for this already wonderful software!

Thank you very much friend! I'm downloading right now...

Edit:
I'm trying the new version, and I like very very much the new way for use the categories. How do I create new categories? and what is the attribute name for changing the name of one of them? I guess I have to change it in the tilesets, but how?

Thank you again!

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TileSystem 3.0
Posted by Shadox - 2007/02/14 09:30

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I downloaded this last night and used it for the first time. It was GREAT. To date I was using P&GP. I was able to put togther a dungeon map in less than 5 minutes where it normally takes 30-40 minutes to do a quick one up. Thanks for the software.

-Darian

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TileSystem 3.0
Posted by CRasterImage - 2007/02/14 10:16

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Thanks Shadox!

Arsthein, to figure out how catagories work, I suggest downloading the doom tileset:

http://members.cox.net/shawnriordan2/Doom_Tilesets.zip

and examining the .set files. Specificly, look at the objects at the top and then the "type" attributes used by all the objects.

Also, save backup copies of stuff before you make changes.

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