

Tile Sizing

[Animated Terraforming]

Width: Tile Size * 2
Height: Tile Size * 3 stacked for frame count

[Animated Flat]

Width: Tile Size * 1
Height: Tile Size * 1 stacked for frame count

[Standard Terraforming]

Width: Tile Size * 2
Height: Tile Size * 3

[Standard Structure]

Width: Tile Size * 2
Height: Tile Size * 5

[Flat]

Width: Tile Size * 1
Height: Tile Size * 1

Tile Layout Recommendations

RPG Architect's tile selector wraps after every 10 tiles - for animated flat and standard flat tiles this is mostly unimportant... but for the other three types this becomes a very important thing to keep in mind. 10 tiles is equivalent to 5 sets of tiles in the Animated Terraforming, Standard Terraforming or Standard Structure areas - because animation works vertically, you should not lay out animated terraforming sets to be wider than 5 sets (a 10-tile width) otherwise your set animations may be out of alignment. You can create images of basically any height, as long as your tile layout conforms to the layout of a given type as listed above and defined herein.

(This was tested with a 320x16131 image, large enough to get 56 sequential animated terraforming tile frames)

Flat tiles are individual tiles

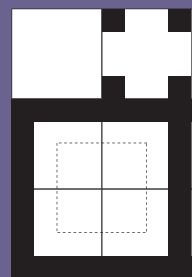
Terraforming tiles adhere to an autotile structure (A1)

Structure tiles adhere to an advanced autotile structure that adds walls to the mix. Shown is a wall height of 2 units, but the system can handle taller with an adjusted layout.

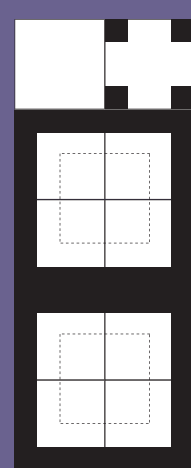
Flat



Terraforming



Structure



Animated variants of the Flat and Terraforming types simply stack their frames vertically.

1

2

3

