Tiled solar brand

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Apart from fixing a number of issues in Tiled 1.11, this release adds support for loading Aseprite images, brings a few scripting API additions as well as a small AutoMapping improvement.

In some cases they can replace the use of tile layers entirely, as demonstrated by the "Sticker Knight" example shipping with Tiled. All objects can have custom properties, which can also ...

Tiled Documentation Note If you"re not finding what you"re looking for on these pages, please don"t hesitate to ask questions on the Tiled Forum or the Tiled Discord.

Tiled 1.11 brings many scripting API additions, automapping enhancements, export plugin improvements, and various quality-of-life changes and bug fixes.

When is map is opened, Tiled checks whether it is part of any of the loaded worlds. If so, any other maps in the same world are loaded as well and displayed alongside the opened map.

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Tiled is a 2D level editor that helps you develop the content of your game. Its primary feature is to edit tile maps of various forms, but it also supports free image placement as well as powerful ...

This late patch release addresses a large number of issues and adds several new features. It is planned to be the last update to Tiled 1.10, with the focus now shifting towards ...

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