

# Tiled To Binary Converter v1.2

## Amiga AMOS Pro Tome (.map) and Turbo Plus (.scene) Binary File Documentation

### 1. Data types

Byte                    Used for storing tile numbers (0-255).

Word                    16-bit unsigned integer, can represent values from 0 to 65535. This datatype is stored as two bytes with the most significant byte first (big-endian). This is used for tile map width and height.

### 2. Tile Map

#### 2.1 Header

Map width              *Word*, number of tiles horizontally.

Map height             *Word*, number of tiles vertically.

#### 2.2 Tiles

Tile numbers are stored as a sequence of bytes (one byte per tile).

Tile numbers are stored in this order (table represents a simple map of 5x3 tiles).

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14

Tiles are numbered like this (tables represents simple tilesets of 3x3 tiles).

Tileset

0	1	2
3	4	5
6	7	8

### 3. Limitations

You should use only one tileset in Tiled with a maximum of 255 tiles when saving in this format. Only one tile layer can be saved in one file and the options (RLE etc.) are ignored.