

# Tiled To Binary Converter v1.0

## GameMaker data structures

### Tilemap

A ds\_map containing data for the tilemap is created, the following key/value pairs are stored:

key	value (datatype)
orientation	real, 0=orthogonal, 1=isometric, 2=isometric (staggered), 3=hexagonal (staggered)
stagger_axis	real, 0=x, 1=y (for staggered isometric and hexagonal)
stagger_index	real, 0=even, 1=odd (for staggered isometric and hexagonal)
hex_side_length	real, will be 0 for other orientations than hexagonal
width	real
height	real
tile_width	real
tile_height	real
layer_count	real
layers	ds_list containing ds_grids of the size width*height for every tile layer

### Objects

A ds\_list containing ds\_maps with object data is created when loading objects. Every ds\_map in the list contains the following key/value pairs:

key	value
shape	real, 0=tile, 1=rectangle, 2=ellipse, 3=polygon, 4=polyline
name	string
type	string
x	real
y	real
rotation	real
number	real, same as tile number in Tiled, included only for tile objects
width	real, included for tile, rectangle and ellipse
height	real, included for tile, rectangle and ellipse
points_x	ds_list, included for polygon and polyline
points_y	ds_list, included for polygon and polyline

*All custom properties will be included in the ds\_map with keys equal to their names in Tiled.  
Note therefore that properties in Tiled should not use the same names as any of the keys above.*

prop1_name	real or string (can also be real with decimals)
prop2_name	real or string
...	