Tiled is a really nice open source map editor; there are many guides that teach how to use it, I will only instruct you on how using it to generate maps for Undead Hunt. You can find it here: - http://www.mapeditor.org/

Download the "map_creation_kit.7z" file found in the Undead Hunt website, on the "Map Creation" page.

Once you have Tiled installed, extract the kit package where you want and open the "example.tmx" file with Tiled.

LAYERS

In the top right section of tiled there are some panels, among them there's the "Layers" tab: select it.
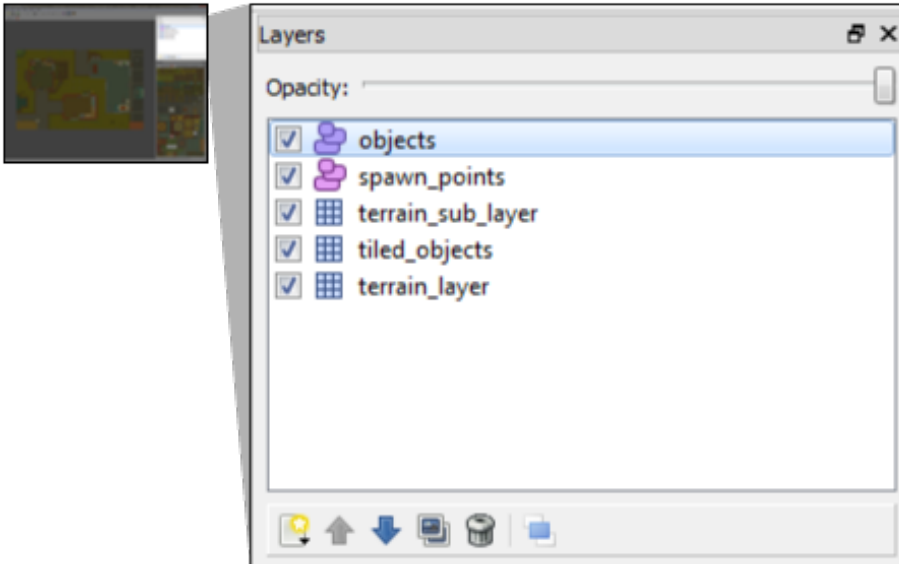
In the Layers panel you can see the various layers of graphics or objects that compose an Undead Hunt map. The selected layer is the layer where you are working on. You can turn on/off a layer by checking the relative checkbox on the left of its name.

Undead Hunt uses two kinds of layers: graphics layers in which you place the graphics tiles to drawn the map, and the object layers in which you place the spawn points and the ingame interactive items.

TILESETS

In the bottom right section of tiled there are several panels, each distinguished by a tab with its name on it. These are the tilesets, the graphics (or objects in a couple fo cases) libraries that are used to build Undead Hunt maps.

Each tile already contains the information about: is it traversable? does it allow line of sight (and thus shooting through it)? If you want some portion of the map to be arbitrarily unpassable, you can use the tiles with the "NO ACCESS tile" indication, found on the bottom of the "walls_impenetrables" tileset; these HAVE TO be put on the "terrain_sub_layer" layer (see further).

Note: Always ignore the bright red tiles.

BUILDING A MAP, LAYER BY LAYER

Note: the ideal map size is 90x50 tiles; the example map is 80x50. You can resize the map through the "Map > Resize Map..." option, in the upper Menu bar. Larger maps may impact on performance, so be careful exceeding those dimensions.

terrain_layer (graphics layer)

It is the background layer. Most of the graphics of the whole map is placed on the terrain_layer; this is also for optimization purposes.

Beginning building a new map, you ideally have to start from the terrain_layer. Select it in the Layers panel, and eventually turn off the other layers to see more clearly its contents; then select all (by pressing CTRL+A) and delete (by pressing DELETE) the existing graphic tiles; now that the layer is empty you can start laying the backbone of the map.

The terrain_layer is to be filled with full, not transparent, tiles (we don't want holes on our maps don't we?); the tilesets: "ground_floor", "walls_impenetrables", and everyone that starts with "lvl1_..", are the standard tilesets used on the terrain_layer.

terrain_sub_layer (graphics layer)

It is the decorative layer. It is used to place graphics tiles which have transparent or semi-transparent parts.

After you have constructed a rough layout on the terrain_layer, turn on and select the terrain_sub_layer. Delete all the graphics in it following the same procedure used before for the terrain_layer.

Any tilesets but "i_glass_ windows", "obstacles" and "obj_doors_interactive", can be used on this layer.

tiled_objects (graphics layer): the sole purpose of this layer is to map the breakable windows.

Again, turn on the layer and clear the graphics in it; then place the glass windows from the "i_glass_ windows" tileset, in the spots you desire; note: ignore the glass shards on the tileset.

The last two layers (next page) are a bit more complex.

spawn_points (objects layer)

This layer contains the spawn points for the game characters and NPCs (zombies included of course).

Turning it on, you can see some gray squares appearing on the map, those are the spawn points. Usually if not always, the ones in the center of the map are the main character spawn points, the ones on the edge of the map are the zombies'; you can make sure if it by right-clicking on them and select "Object Properties..":

- human spawns will have, in the bottom box, the "human" word with a value from 0 to 3, depending on what character it is.

- zombies spawns will just have a "x" (horizontal) or "y" (vertical) coordinate, matched by a value of either "5" or "-5"; this serves to modify the effective coordinates of the spawn spots (compared to the coordinates where the spawn point is placed) resulting in making the zombies appear from outside the map.
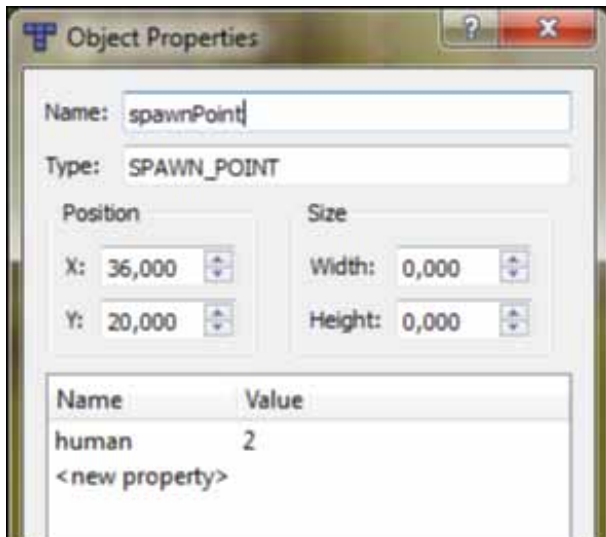
In both cases it is strongly advisable that you just move around the spawn points, staying eventually on the same map edge in which the spawn point was originally found, and copying or deleting when necessary: every spawn is already configured to be used correctly.

Note: be careful, especially when moving it, to NOT resize the square of the spawn point.

objects (objects layer)

In there you can map the obstacles that can work as barricades ingame and the openable doors.

Start by turning it on, selecting it, an deleting everything in it. With this layer you exclusively use the "obstacles" and "obj_doors_interactive" tilesets. Choose the object or door that you want to place, selecting the magenta-marked tile parto of the wanted object (you should easily be able to see it, form the tileset; then select "Insert Tile Object"

 form tiled top toolbar (or just press "t"); then with this tool selected, left-click on the map where you want the object to be placed.

Note: even if you're placing just a single-tile wide marker for the object, you still take into account the object full size, making sure there is enough room for it.

You can move around placed objects, by selecting the "Select Object" tool form tiled top toolbar (or just press "s").

WHAT NOW?

Once everything is done, you can save the map, transfer it on the SD card, and in the game, load it from the Options menu.