

Forum:[Hack Forums](#)

Thread: [Java Scrolling Tile Map](#)

Duncanrp - May 26, 2014, 3:54 am

Hey,

So this is what I have been working on for the last day or so. Thought it turned out quite nice so far :)

Im using Slick2D libraries but as far as the Tilemap goes, it is all my own code and method.

Pic:

Jar download: <https://puu.sh/91OEG.rar>

Psifour - May 26, 2014, 4:31 am

libGDX has a loader for Tiled (Which is one of the best tile map editors around). I'm kind of surprised that Slick has not followed them on that yet.

clrIslwi - May 26, 2014, 4:32 am

(May 26, 2014 04:31 AM)Psifour Wrote: [\[CITE\]](#) libGDX has a loader for Tiled (Which is one of the best tile map editors around). I'm kind of surprised that Slick has not followed them on that yet.

Slick does support Tiled maps. I don't think it can properly load isometric maps though.

Psifour - May 26, 2014, 4:46 am

(May 26, 2014 04:32 AM)Demmonic Wrote: [\[CITE\]](#) Slick does support Tiled maps. I don't think it can properly load isometric maps though.

I went from lwjgl to libGDX and never gave slick a chance. I may have to throw something together with it to give it a shot.

@OP it appears you have the basics down and are on your way to having a decent tileMap.

Duncanrp - May 26, 2014, 5:34 pm

(May 26, 2014 04:46 AM)Psifour Wrote: [\[CITE\]](#) @OP it appears you have the basics down and are on your way to having a decent tileMap.

Thanks :) Was good fun learning how it worked :)