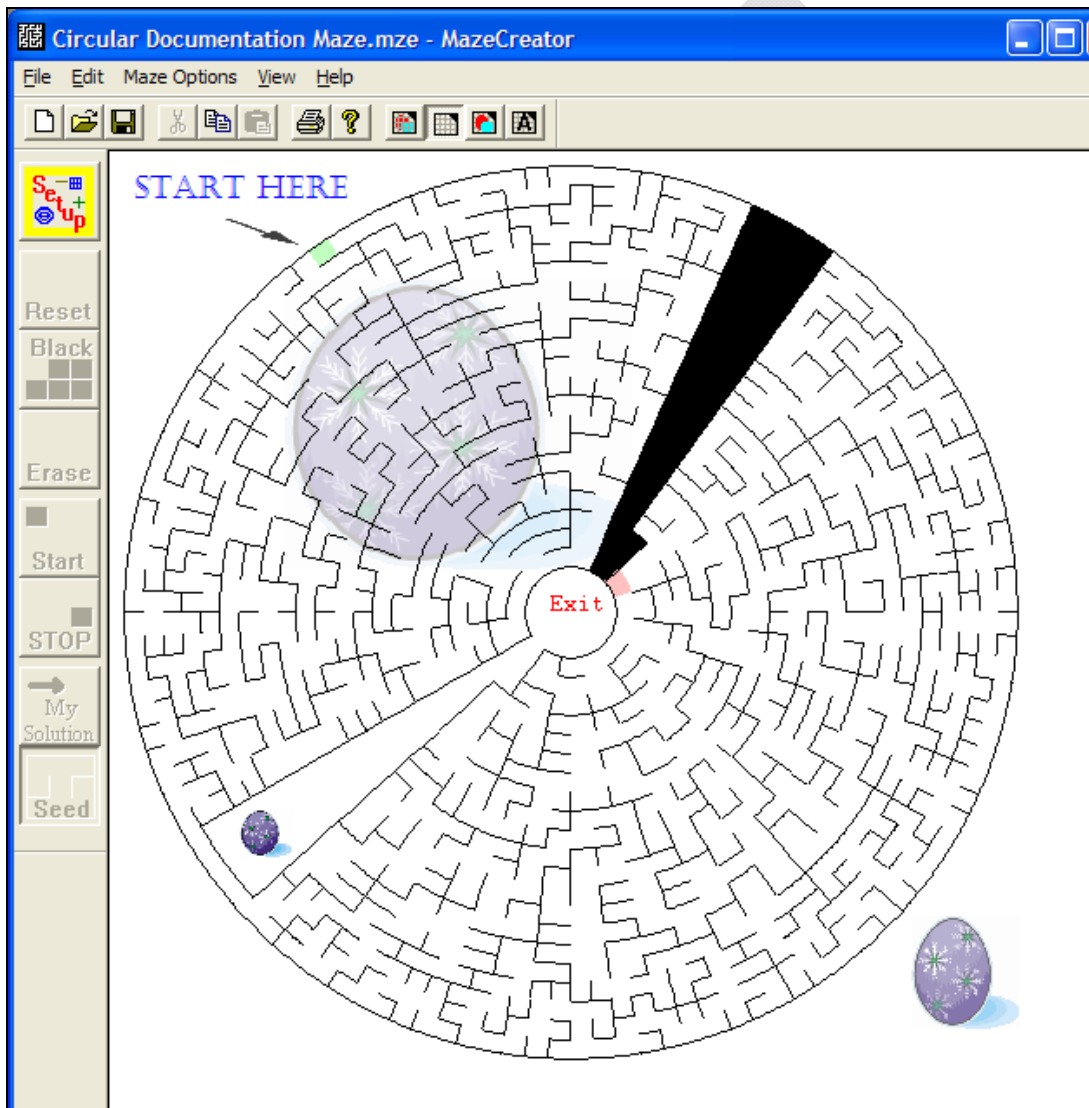# Maze Creator TILER Creation Manual Ver 1.5

Maze Creator Tiler Manual Covering:
PRO Version 1.x
HOME Version 1.x
STD Version 3.x
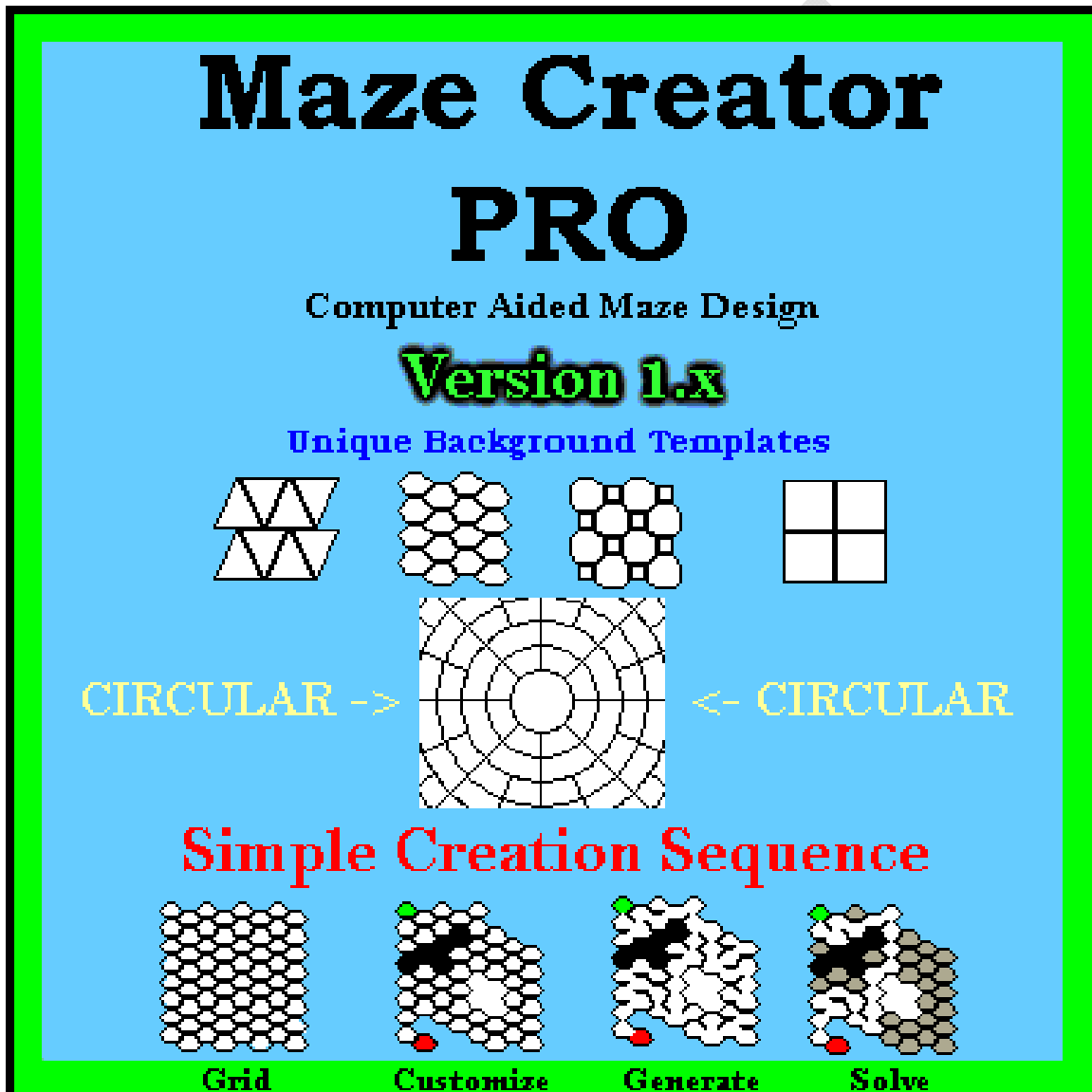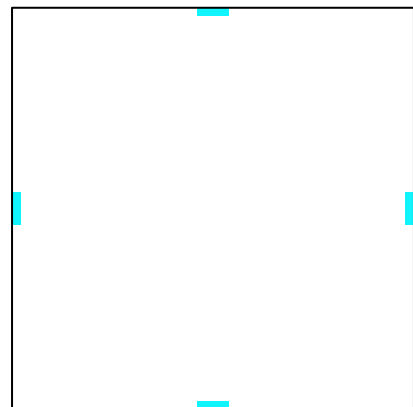
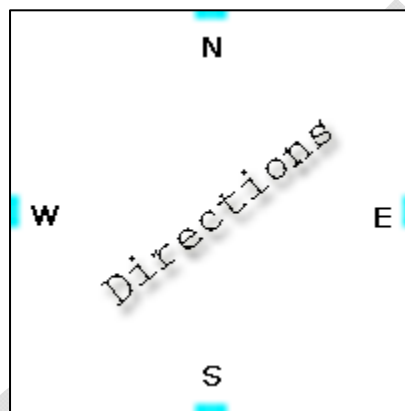# Table of Contents

N

W   E

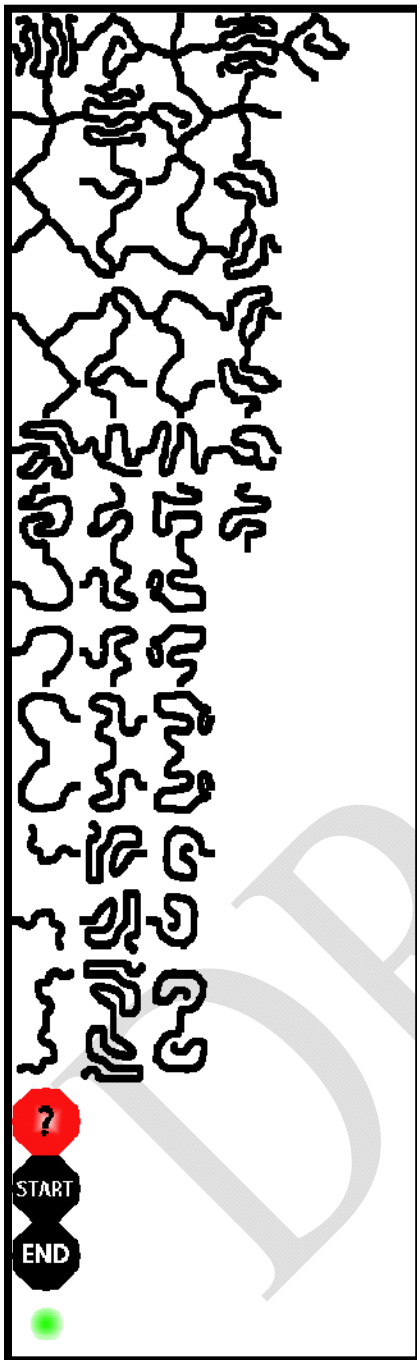Directions

S

String TILER Images

Figure 1 - String TILER GIF StringTiler.gif

Figure 2 - String TILER GIF with 50x50 grid

String TLE File example

```
NAME: String 1                          ; NEW 1-4
BMPFILE: StringTiler.gif                TILE: 11,4,1
COPYRIGHT: Maze Creator                 TILE: 11,4,2
COPYRIGHTDATE: 2007                     TILE: 11,4,3
MOREINFO: None                          TILE: 11,4,4
URL: www.mazecreator.com                ; NSW 1-4
USE: Free to Use with Maze Creator      TILE: 13,3,1
Products                                TILE: 13,3,2
COMMENTS: String maze type              TILE: 13,3,3
PIXELSWIDE: 50                          TILE: 13,3,4
PIXELSHIGH: 50                          ; NSEW 1-9
; N 1-3                                 TILE: 15,1,1
TILE: 1,16,1                            TILE: 15,1,2
TILE: 1,16,2                            TILE: 15,1,3
TILE: 1,16,3                            TILE: 15,1,4
; S 1-3                                 TILE: 15,1,5
TILE: 4,15,1                            TILE: 15,2,1
TILE: 4,15,2                            TILE: 15,2,2
TILE: 4,15,3                            TILE: 15,2,3
; W 1-3                                 TILE: 15,2,4
TILE: 8,14,1
TILE: 8,14,2
TILE: 8,14,3                            TILE: 0,17,1
; E 1-3                                 TILE: SOLUTION,20,1
TILE: 2,13,1                            TILE: BLACKEN,20,2
TILE: 2,13,2                            TILE: START,18,1
TILE: 2,13,3                            TILE: STOP,19,1
; NE 1-3
TILE: 3,12,1
TILE: 3,12,2
TILE: 3,12,3
; SE 1-3
TILE: 6,11,1
TILE: 6,11,2
TILE: 6,11,3
; SW 1-3
TILE: 12,10,1
TILE: 12,10,2
TILE: 12,10,3
; NW 1-3
TILE: 9,9,1
TILE: 9,9,2
TILE: 9,9,3
; NS 1-4
TILE: 5,8,1
TILE: 5,8,2
TILE: 5,8,3
TILE: 5,8,4
; EW 1-4
TILE: 10,7,1
TILE: 10,7,2
TILE: 10,7,3
TILE: 10,7,4
; NSE 1-4
TILE: 7,6,1
TILE: 7,6,2
TILE: 7,6,3
TILE: 7,6,4
; SEW 1-4
TILE: 14,5,1
TILE: 14,5,2
TILE: 14,5,3
TILE: 14,5,4
```

TLE FILE Directives

Directive	Parameter(s)/Example	
TLEVERSION	String to end of line "1.50"	TLE File Version, current version should be listed as "**TILER FILE VERSION"** listed at the end of this document
NAME	String to end of line "String 1"	Name of the Tiler to be displayed in Maze Creator
REVISION	String to end of line "1"	Revision of this Tiler, this is to allow for updates of the same Tiler. Default is "1" if not supplied. This can be any text but it is recommended to be a floating point number.
UNIQUEID	String to end of line "AVERYUNIQUESTRING"	Currently not used, future use to uniquely identify the TILER to make sure others can recover the exact TILER during a load
CREDITLINE	String to end of line "By Maze Creator"	Descriptive text of credit, more of a signature than a legal statement, but can be used for either purpose.
COPYRIGHT	String to end of line "Maze Creator"	Copyright owner of the Tiler
COPYRIGHTDATE	String to end of line "2007"	Copyright date of the Tiler
MOREINFO	String to end of line "None"	Text to describe where to find more information about the tiler/author or restrictions of its usage.
URL	String to end of line "www.mazecreator.com"	Optional URL of author or where more information can be found.
USE	String to end of line "Free to use with Maze Creator Products"	Authorized use of the Tiler and/or its output in part (graphic files) or in whole (full tiler or Maze Creator output of tiler).
COMMENTS	String to end of line "String maze type"	Author comments to attach to the TLE file. These will likely be displace on the website during download and/or within Maze Creator as selecting the Tiler.
BMPFILE	Image File name "StringTiler.gif"	The filename of the *.GIF, *.BMP, or *.TIF
MASKFILE	Image File name "StringTilerMask.gif"	Currently not used, transparent GIF files tend to work better
PIXELSWIDE	Integer "50"	This should be the width in pixels of the actual tile. The BMPFILE should be a multiple of this value wide if formed correctly
PIXELSHIGH	Integer "50"	This should be the height in pixels of the actual tile. The BMPFILE should be a multiple of this value hight if formed correctly
ROTATESOL	Integer "0"	This will flag the system to rotate the solution TILE to follow the solution route. Should be a 0 or 1 value
ROTATESOLANGLE	Integer "0"	This value is in degrees and describes the SOLUTION TILE's Forward direction. Default is 0 degrees.
TRANSRGBCOLOR	String to end of line	Currently not used, transparent GIF files tend to work better
TILE	Label,YPos,XPos,Weight "1,16,1" "N,16,1,1"	This is the directive that defines a tiler object **Label**: See table below, used to select tile object **YPos**: Y (Vertical) position of BMPFILE of object **XPos**: X (Horizontal) position of BMPFILE of object **Weight**: The default is "1" and is an optional parameter. EG: If the total of all weights are 10 and a single line is set to 2, there is a 20% chance of that object being selected.

		This is used to add variation to a certain object type
TILEO	%Opacity,Label,YPos,XPos,Weight "50,SOLUTION,20,1,2" "30,SOLUTION,20,1,1" "80,SOLUTION,20,1,1"	This is the directive that defines a tiler object **%Opacity**: Set from 0 – 100, 0 is invisible and 100 will complete cover the image below **Label**: See table below, used to select tile object **YPos**: Y (Vertical) position of BMPFILE of object **XPos**: X (Horizontal) position of BMPFILE of object **Weight**: The default is "1" and is an optional parameter. EG: If the total of all weights are 10 and a single line is set to 2, there is a 20% chance of that object being selected. This is used to add variation to a certain object type
;	; This is a comment	Start a line with ';' to have the TILER ignore the complete line

TLE LABEL Definitions

Label	Comment or Connection	
0,TEMPLATE	This TILE is used before you seed your maze, this is the unknown direction shape. Sometimes shown as a NSEW with a "?" over the top	
1,N	NORTH	
2,E	EAST	
3,NE	NORTH EAST	
4,S	SOUTH	
5,NS	NORTH SOUTH	
6,SE	SOUTH EAST	
7,NSE	NORTH SOUTH EAST	
8,W	WEST	
9,NW	NORTH WEST	
10,EW	EAST WEST	
11,NEW	NORTH EAST WEST	
12,SW	SOUTH WEST	
13,NSW	NORTH SOUTH WEST	
14,SEW	SOUTH EAST WEST	
15,NSEW	NORTH SOUTH EAST WEST	
SOLUTION	Mark as part of the solution, this tile is applied over the maze tile	
BLACKEN	Applied if tile BLACKENED	
START	Applied if VISIBLE start selected within the maze template	
STOP	Applied if VISIBLE stop selected within the maze template	
CROSSOVER, JOIN-NS-EW	Not Yet Implemented, future use of a NS-EW cross over	
JOIN-NW-SE	Not Yet Implemented, future use of a NW-SE join	
JOIN-NE-SW	Not Yet Implemented, future use of a NE-SW join	

TILER File Versions

TILER FILE VERSION	Maze Creator Supporting	Changes in format
1.00	Maze Creator HOME 1.90 Maze Creator STD 3.50 Maze Creator PRO 1.50	Initial format release, usually does not contain the "TLEVERSION" in tle file.
1.50	Maze Creator HOME 1.91 Maze Creator STD 3.60 Maze Creator PRO 1.60	Includes the new "TEXT" labels for NSEW, the JOINs have been added for future use, added the Opacity "TILEO", "REVISION", and "TLEVERSION"