
Simple TMX Library Documentation

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This library reads and writes the Tiled TMX format in a simple way. This is useful for map editors or generic level editors, and it's also useful for using a map editor or generic level editor like Tiled to edit your game's levels.

To load a TMX file, use `tmx.TileMap.load()`. You can then read the attributes of the returned `tmx.TileMap` object, modify the attributes to your liking, and save your changes with `tmx.TileMap.save()`. That's it! Simple, isn't it?

At the request of the developer of Tiled, this documentation does not explain in detail what each attribute means. For that, please see the TMX format specification, found here:

<http://doc.mapeditor.org/reference/tmx-map-format/>

TMX.TILEMAP

class `tmx.TileMap`

This class loads, stores, and saves TMX files.

version

The TMX format version.

orientation

Map orientation. Can be “orthogonal”, “isometric”, “staggered”, or “hexagonal”.

renderorder

The order in which tiles are rendered. Can be "right-down", "right-up", "left-down", or "left-up". Default is "right-down".

width

The width of the map in tiles.

height

The height of the map in tiles.

tilewidth

The width of a tile.

tileheight

The height of a tile.

staggeraxis

Determines which axis is staggered. Can be “x” or “y”. Set to `None` to not set it. Only meaningful for staggered and hexagonal maps.

staggerindex

Determines what indexes along the staggered axis are shifted. Can be “even” or “odd”. Set to `None` to not set it. Only meaningful for staggered and hexagonal maps.

backgroundcolor

The background color of the map as a hex string (e.g. "FF0000" or "#00FF00"), or `None` if no background color is defined.

nextobjectid

The next available ID for new objects. Set to `None` to not set it.

properties

A list of *Property* objects indicating the map’s properties.

tilesets

A list of *Tileset* objects indicating the map’s tilesets.

layers

A list of *Layer*, *ObjectGroup*, and *ImageLayer* objects indicating the map’s tile layers, object

groups, and image layers, respectively. Those that appear in this list first are rendered first (i.e. furthest in the back).

classmethod `TileMap.load(fname)`

Load the TMX file with the indicated name and return a `TileMap` object representing it.

`TileMap.save(fname, data_encoding=None, data_compression=None)`

Save the object to the file with the indicated name.

OTHER CLASSES

class `tmx.Image` (*format_=None, source=None, trans=None, width=None, height=None, data=None*)

format

Indicates the format of image data if embedded. Should be an extension like "png", "gif", "jpg", or "bmp". Set to `None` to not specify the format.

source

The location of the image file referenced. If set to `None`, the image data is embedded.

trans

The transparent color of the image as a hex string (e.g. "FF0000" or "#00FF00"), or `None` if no color is treated as transparent.

width

The width of the image in pixels; used for tile index correction when the image changes. If set to `None`, the image width is not explicitly specified.

height

The height of the image in pixels; used for tile index correction when the image changes. If set to `None`, the image height is not explicitly specified.

data

The image data if embedded, or `None` if an external image is referenced.

class `tmx.ImageLayer` (*name, offsetx, offsety, opacity=1, visible=True, properties=None, image=None*)

name

The name of the image layer.

offsetx

The x position of the image layer in pixels.

offsety

The y position of the image layer in pixels.

opacity

The opacity of the image layer as a value from 0 to 1.

visible

Whether or not the image layer is visible.

properties

A list of *Property* objects indicating the properties of the image layer.

image

An *Image* object indicating the image of the image layer.

class `tmx.Layer` (*name*, *opacity=1*, *visible=True*, *offsetx=0*, *offsety=0*, *properties=None*, *tiles=None*)

name

The name of the layer.

opacity

The opacity of the layer as a value from 0 to 1.

visible

Whether or not the layer is visible.

offsetx

Rendering offset for this layer in pixels.

offsety

Rendering offset for this layer in pixels.

properties

A list of *Property* objects indicating the properties of the layer.

tiles

A list of *LayerTile* objects indicating the tiles of the layer.

The coordinates of each tile is determined by the tile's index within this list. Exactly how the tiles are positioned is determined by the map orientation.

class `tmx.LayerTile` (*gid*, *hflip=False*, *vflip=False*, *dflip=False*)

gid

The global ID of the tile. A value of 0 indicates no tile at this position.

hflip

Whether or not the tile is flipped horizontally.

vflip

Whether or not the tile is flipped vertically.

dflip

Whether or not the tile is flipped diagonally (X and Y axis swapped).

class `tmx.Object` (*name*, *type_*, *x*, *y*, *width=0*, *height=0*, *rotation=0*, *gid=None*, *visible=True*, *properties=None*, *ellipse=False*, *polygon=None*, *polyline=None*, *id_=None*)

id

Unique ID of the object as a string if set, or `None` otherwise.

name

The name of the object. An arbitrary string.

type

The type of the object. An arbitrary string.

x

The x coordinate of the object in pixels. This is the left edge of the object in orthogonal orientation, and the center of the object otherwise.

y

The y coordinate of the object in pixels. This is the bottom edge of the object.

width

The width of the object in pixels.

height

The height of the object in pixels.

rotation

The rotation of the object in degrees clockwise.

gid

The tile to use as the object's image. Set to `None` for no reference to a tile.

visible

Whether or not the object is visible.

properties

A list of *Property* objects indicating the object's properties.

ellipse

Whether or not the object should be an ellipse.

polygon

A list of coordinate pair tuples relative to the object's position indicating the points of the object's representation as a polygon. Set to `None` to not represent the object as a polygon.

polyline

A list of coordinate pair tuples relative to the object's position indicating the points of the object's representation as a polyline. Set to `None` to not represent the object as a polyline.

```
class tmx.ObjectGroup(name, color=None, opacity=1, visible=True, offsetx=0, offsey=0, draworder=None, properties=None, objects=None)
```

name

The name of the object group.

color

The color used to display the objects in this group as a hex string (e.g. "FF0000" or "#00FF00"). Set to `None` for no color definition.

opacity

The opacity of the object group as a value from 0 to 1.

visible

Whether or not the object group is visible.

offsetx

Rendering offset for this layer in pixels.

offsey

Rendering offset for this layer in pixels.

draworder

Can be "topdown" or "index". Set to `None` to not define this.

properties

A list of *Property* objects indicating the object group's properties

objects:

A list of *Object* objects indicating the object group's objects.

```
class tmx.Property(name, value)
```

name

The name of the property.

value

The value of the property.

class `tmx.TerrainType` (*name, tile, properties=None*)

name

The name of the terrain type.

tile

The local tile ID of the tile that represents the terrain visually.

properties

A list of [Property](#) objects indicating the terrain type's properties.

class `tmx.Tile` (*id_, terrain=None, probability=None, properties=None, image=None, animation=None*)

id

The local tile ID within its tileset.

terrain

Defines the terrain type of each corner of the tile, given as comma-separated indexes in the list of terrain types in the order top-left, top-right, bottom-left, bottom-right. Leaving out a value means that corner has no terrain. Set to `None` for no terrain.

probability

A percentage indicating the probability that this tile is chosen when it competes with others while editing with the terrain tool. Set to `None` to not define this.

properties

A list of [Property](#) objects indicating the tile's properties.

image

An [Image](#) object indicating the tile's image. Set to `None` for no image.

animation

A list of [Frame](#) objects indicating this tile's animation. Set to `None` for no animation.

class `tmx.Tileset` (*firstgid, name, tilewidth, tileheight, source=None, spacing=0, margin=0, xoffset=0, yoffset=0, tilecount=None, columns=None, properties=None, image=None, terrain-types=None, tiles=None*)

firstgid

The first global tile ID of this tileset (this global ID maps to the first tile in this tileset).

name

The name of this tileset.

tilewidth

The (maximum) width of the tiles in this tileset.

tileheight

The (maximum) height of the tiles in this tileset.

source

The external TSX (Tile Set XML) file to store this tileset in. If set to `None`, this tileset is stored in the TMX file.

spacing

The spacing in pixels between the tiles in this tileset (applies to the tileset image).

margin

The margin around the tiles in this tileset (applies to the tileset image).

xoffset

The horizontal offset of the tileset in pixels (positive is right).

yoffset

The vertical offset of the tileset in pixels (positive is down).

tilecount

The number of tiles in this tileset. Set to `None` to not specify this.

columns

The number of tile columns in the tileset. Set to `None` to not specify this.

properties

A list of *Property* objects indicating the tileset's properties.

image

An *Image* object indicating the tileset's image. Set to `None` for no image.

terraintypes

A list of *TerrainType* objects indicating the tileset's terrain types.

tiles

A list of *Tile* objects indicating the tileset's tile properties.

FUNCTIONS

`tmx.data_decode` (*data*, *encoding*, *compression=None*)

Decode encoded data and return a list of integers it represents.

This is a low-level function used internally by this library; you don't typically need to use it.

Arguments:

- *data* – The data to decode.
- *encoding* – The encoding of the data. Can be "base64" or "csv".
- *compression* – The compression method used. Valid compression methods are "gzip" and "zlib". Set to None for no compression.

`tmx.data_encode` (*data*, *encoding*, *compression=None*)

Encode a list of integers and return the encoded data.

This is a low-level function used internally by this library; you don't typically need to use it.

Arguments:

- *data* – The list of integers to encode.
- *encoding* – The encoding of the data. Can be "base64" or "csv".
- *compression* – The compression method used. Valid compression methods are "gzip" and "zlib". Set to None for no compression.

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