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## About This Software

**Make tilesets for your games in minutes.**

### Main features:

- Automatic tileset generation:
  - Rectangular tilesets
  - Isometric tilesets
  - Hexagonal A tilesets
  - Hexagonal B tilesets
  - Platformer tilesets
- Resize tile

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- Select the number of columns in tileset
  - Change the distance between tiles in the finished tileset
  - Mix smoothness for tiles (rectangular, isometric and hexagonal)
  - Reload tile in the finished tileset
  - Changing tile position in tileset
  - Selects the background color (transparent for .png)
  - Saving and loading project .tsg
  - Saving the finished tileset to .png or .bmp

The program generates tiles from textures (by means of the built-in masks). You can select how many textures will be mixed (1-4). And of course you can select any textures you want.

Then program merge this tiles into tileset and you can rearrange position or number of row/collumn if you want.

All tiles can be used for commercial purposes.

Yes, you can save to PNG and use the output from this program in GameMaker, RPG Maker, Construct, AppGameKit, Tiled Map Editor,...

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Title: TileSetGenerator  
Genre: Design & Illustration, Utilities  
Developer:  
Aleksandr Kotukhov  
Publisher:  
Aleksandr Kotukhov  
Release Date: 22 Nov, 2017

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**Minimum:**

**OS:** Windows XP Service Pack 3

**Processor:** 1 GHz

**Memory:** 512 MB RAM

**Graphics:** Onboard graphics card with a screen resolution of at least 1024 x 768

**Storage:** 300 MB available space

**Additional Notes:** Microsoft .Net Framework 3.5

English



**Character**

Load

Save

Random

Reset

**Other**

Open Folder

About PixelMe

Head	◀ ▶ ▲ ▼	🔄	ID:2	Back	◀ ▶ ▲ ▼	🔄	ID:3
Neck	◀ ▶ ▲ ▼	🔄	ID:5	Brows	◀ ▶ ▲ ▼	🔄	ID:29
Chin	◀ ▶ ▲ ▼	🔄	ID:22	Beard	◀ ▶ ▲ ▼	🔄	ID:79
Ears	◀ ▶ ▲ ▼	🔄	ID:14	Cloth	◀ ▶ ▲ ▼	🔄	ID:20
Eyes	◀ ▶ ▲ ▼	🔄	ID:38	Deco 1	◀ ▶ ▲ ▼	🔄	ID:3
Nose	◀ ▶ ▲ ▼	🔄	ID:9	Deco 2	◀ ▶ ▲ ▼	🔄	ID:13
Lips	◀ ▶ ▲ ▼	🔄	ID:104	Glass.	◀ ▶ ▲ ▼	🔄	ID:29
Hair	◀ ▶ ▲ ▼	🔄	ID:9				

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Vae victis

Ubisoft should go to Epic Store

they deserve each other.. Controls are horrendous.

Can I pay extra for this game to donate to the dev in order to get them to take this turd down?

Left the game running an extra three minutes in the background so I could leave this review and I now need a shower... with sulphuric acid.... A weird beat 'em up!

Honestly, I can't get enough of these weird beat 'em up games. Reminds me of all the old NES games I used to rent in high school.

It's an interesting game, has a kind of a unique story, and can be pretty unforgiving at times.. Too few levels.

Doesn't feel like the show or comics.

Combat sucks.

Getting a refund.. It worked well a few times, but now during certain games (IE, overwatch), it just drops connection. It's very frustrating.. 10 out of 10 Best game ever can't wait FOR FULL RELEASE!!! GAME OF THE YEAR 2019!!!. It's a BLAST!. I just completed this game, and I have to say it was a lot of fun! This game is made as a homage to those of us who grew up in the 8bit computer era (and specifically to those having a ZX Spectrum) playing titles such as R-type. The game visual style is done in the style of ZX spectrum games with its original palette and respecting some of the original constraints (although I wish an original ZX Spectrum could run a game as complex as this!).

The gameplay combines elements of classic arcade shooter-em-ups (and again, specifically R-Type), with modern elements such as collecting coins ("Zogs") for buying upgrades, getting your ship to be more and more powerful every time. The game features a very extensive collection of upgrades, and I did not manage to buy all the different weapon types in a single play through, so, there is definitively a lot of replayability value here, trying to play with different weapon configurations.

Concerning the difficulty: the game starts easy, but bit by bit levels start getting longer and longer and harder and harder, to the point that I was about to give up in some of the last levels (there is one ocean level in particular that the only way I found to beat it is by using the "shield" upgrade and just sacrificing "one shield" to directly go through a wall!!). At some point through the middle of the game I thought the difficulty was unfair, but the more you learn the inner details of the game, the more fair it seems. Some times you will just die because an enemy materialized right on top of your ship and you might have the feeling that there was nothing you could do about it. But the more you play, you will realize that those instances are predictable, and the more you play certain level types, you will learn where traps will pop up, and get better and better at those levels, giving a very nice feeling of "getting better at this game".

So, in summary, I really recommend this game: took me about 16 hours to beat it. 16 hours of good old-fashioned fun!. This game is very neat, but I quickly lost interest due to how difficult it was to make something worthwhile because of the bounces that could potentially mess up your creation.

If you're very patient and looking to relax, this is the game for you.

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Gameplay gets old, humor isn't really there.. Still very early in development, can't wait to see what they have in store for a campaign or challenges or new features.

Made terrible spaceship out of random space junk, crashed into asteroids and died almost immediately.

Still need some help to understand the controls but that will probably be worked out with a tutorial eventually.. Insidious game.

At start it is not as simple as it looks, but with playing becomes a little easier to play but a little harder to improve your score.

...Music is good to :D. A nice game.. this game is very good its funny to. "With of Without You" by U2, is really boring to play on Bass. It is definately a beginner friendly song. If I didn't like the vocals to this song as much as I do then I would not recommend this one, but even though it's boring to play I love the vocals so it still gets a thumbs up from me. I can always use this as a warm up or cool down song.

Don't know for the Guitar.. A fun to play game. After over half an hour I must say that this game is fun and I like the graphics. Will return with a more detailed review once I go more in-depth with what the game has to offer.



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