CentrED - Feature #94

Automatic Tile Transitions

05/02/2013 06:59 PM - Andreas Schneider

Status:	New	**Start date:**	05/02/2013
Priority:	Low	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:	0.7		

Description

As suggested by Vhaldir:

"One feature that I would love to see, is a 'Generate Transitions' automated command, to check for region changes (grass->dirt/water/mountains/lava, etc) and automatically apply the appropriate tiles/statics and perhaps even elevation changes. Transition editing/implementation is by far the most time consuming and tedious part of map editing, and this would be a HIGHLY appreciated feature."