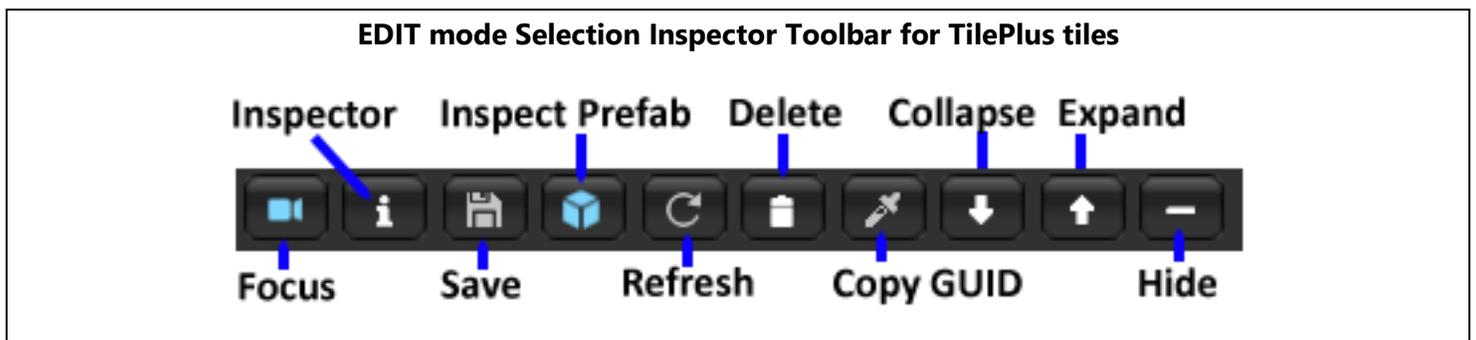
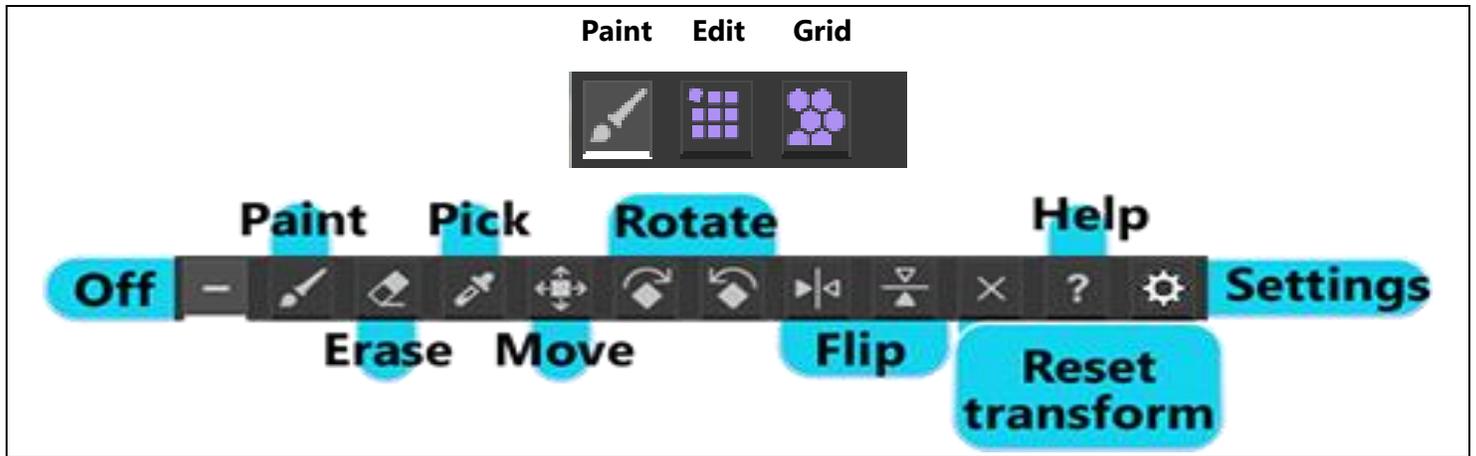
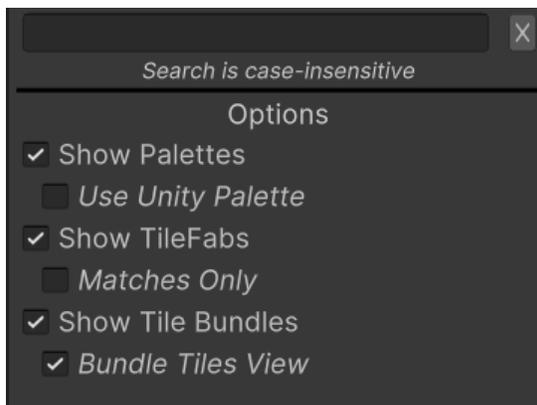


TilePlus Painter Version 3 Quick Start

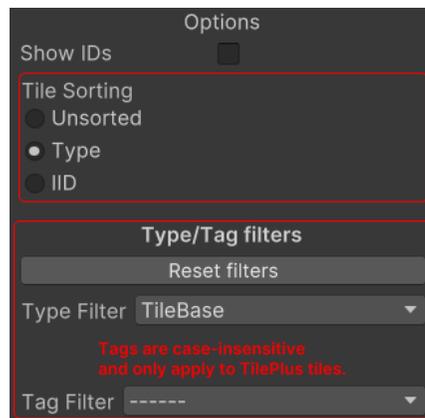


Paint Mode Options



Select what to show in the center column in Paint mode

Edit Mode Options



In Edit Mode.

The right column view for Palettes is controlled by the **Use Unity Palette** checkbox in Paint Mode options.

Palette View List View



Tile+Painter paints several different types of Objects:

- Single tiles from a list of tiles or from the Palette view.
- Prefabs from a Bundle or from the Favorites List.
- A multiple-tile selection from the Scene or from the Palette view.
- TileFabs: paint many tiles and Prefabs on multiple Tilemaps at the same time.
- Bundles: paint many tiles and Prefabs on a single Tilemap.

Note: Add Prefabs from the Project Folder to Favorites with a context-click option. Add any Clipboard Object (except TileFabs) to Favorites with the F button.

How to paint an Object:

- Ensure that the Paint mode toggle button is selected in the Mode toolbar (left area of top toolbar).
- Choose a painting Tilemap in the left column.
- Choose a Source from the center column.
 - Use the options at the bottom of the center column to decide what sort of Objects to paint.
- Select a tile, Prefab, TileFab, or Bundle from the list or Palette view in the right column.
 - When viewing Bundles with Bundle Tiles View ON you can paint individual tiles and Prefabs from the Bundle.
- If the Brush action toggle at the top of the window isn't selected, click it.
- Click on the Tilemap to paint the tile, Prefab, TileFab, or Bundle.
- To fill regions, hold down the Marquee shortcut (Default is ALT+1) and mouse-drag to create the area.

How to Edit a Tile on a Tilemap in a Scene:

- Ensure that the Edit mode toggle button is selected in the Mode toolbar.
- Choose an editing Tilemap in the left column.
- Choose an item from the center column to edit the tile at that location **OR** use the Pick tool to select a tile from the Scene.
- The right column displays one of several views:
 - TilePlus Selection Inspector for TilePlus tiles. This edits the **TilePlus tile instance** at that position on the Tilemap.
 - Asset inspection pane for Tile-class tiles when picked from the center column, or an Editor for Color, transform, and TileFlags **at that position on the Tilemap** (the tile asset is not affected).

Other Tools

The remaining tools can be used in Paint or Edit mode as shown below (Help and Settings are always active):

Tool	Paint	Edit
Pick	Pick a tile or a Multiple Selection from a Scene Tilemap and place it in the Clipboard	Pick a single tile from a Scene tilemap for editing
Move	Pick a tile or a Multiple Selection and move that to another position	Unavailable
Rotate, Flip	Rotate or flip tiles on a Scene Tilemap OR using shortcut keys, rotate or flip a tile, Prefab, or Multiple Selection during preview prior to placing on the Tilemap.	Unavailable
Reset Transform	Reset the transform of a single tile on a Scene Tilemap.	Unavailable

Shortcuts

These are the default shortcuts. You can change them in the Editor.

Alt+1	TilePlus/Painter/MarqueeDrag [C]
Alt+B	TilePlus/Painter:Paint
Alt+C	TilePlus/Painter:Flip Y
Alt+D	TilePlus/Painter:Erase
Alt+E	TilePlus/Painter: Rotate Pivot 1
Alt+I	TilePlus/Painter:Pick
Alt+M	TilePlus/Painter:Move
Alt+O	TilePlus/Painter:Deactivate
Alt+Q	TilePlus/Painter:Toggle Mode
Alt+R	TilePlus/Painter:RotateCW
Alt+Shift+C	TilePlus/Painter:Cells Flip Y
Alt+Shift+E	TilePlus/Painter: Rotate Pivot 2
Alt+Shift+R	TilePlus/Painter:Cells Rotate CW
Alt+Shift+T	TilePlus/Painter:Cells Rotate CCW
Alt+Shift+X	TilePlus/Painter:Cells Flip X
Alt+T	TilePlus/Painter:RotateCCW
Alt+V	TilePlus/Painter:Apply Modifier
Alt+X	TilePlus/Painter:Flip X
Alt+Z	TilePlus/Painter:Restore Clipboard
1	TilePlus/Painter: Overwrite protection override [C]

“Cells” refers to Multiple-Selections. If you’re previewing a Multiple Selection in Paint mode, the ALT versions of the Flip and Rotate shortcuts will flip or rotate each tile in the selection independently. The ALT+SHIFT versions flip or rotate the entire array of tiles (like how the Unity Palette’s brush rotates and flips). ALT+E or ALT+SHIFT+E changes the Pivot (the base position for painting) in a clockwise direction.

Option Buttons

The buttons at the bottom of the window are used to refresh the window and to toggle various options.

Refresh	Rescan all Tilemaps, delete and rebuild window contents.
Update in Play	When ON, inspectors update in Play mode.
AutoSave	When ON, auto-save the scene if TPT tiles are modified.
Confirm Deletions	When ON, deleting tiles requires confirmation.
Editor Selection Sync	When ON, selecting a Tilemap in the hierarchy selects it in the Painter window, and vice versa. This is backlit RED when the Painter 'tool' is activated. See below.
Overwrite Protection	When ON, tiles cannot be overwritten when Painting. Ignored in certain situations.
Pick-to-Paint option	When ON in PAINT mode, a PICK will automatically change to PAINT.

The area to the right of the Pick-to-Paint option button contains the **Default Transform** and **Activity** indicators.

- The **Default Transform** indicator is clickable and will open the Painter Modifiers window if clicked. If a default transform for tiles is active, the lower-case p will change to an upper-case P. Similarly, if a default transform for Prefabs is active, the lower-case t will change to an upper-case T.
- The **Activity** indicator shows the word "Active" when Painter is active in the Scene.

Other Useful Tools

Grid Selection Mode: the third mode button changes the view to a list of Grid Selections with shortcut buttons providing many useful functions like clearing areas, applying Custom Modifiers to areas of a Tilemap, and archiving the area within a Grid Selection to Bundles and TileFabs.

Custom Modifiers: preset color and transform changes when placing tiles on a Tilemap in Paint mode. Use the Grid Selection Mode to apply a Mod to all the existing tiles in a Grid Selection area of a Tilemap.

Chunk-Snapping mode: place Bundles of a fixed size on a larger grid.

Read all about these in the Tile+Painter User Guide and Advanced TileFab use (for Chunk-snapping).

FAQ

What is the Favorites List? A list of tiles, Prefabs, Bundles, and/or Multiple selections that's archived in the File System of the Unity project and persists between sessions. A maximum of 32 entries.

What are Bundles? A Bundle is an archive of tiles and Prefabs within a certain region of a Tilemap.

What are TileFabs? A TileFab is an asset that references one or more Bundles.

How do you create them? There are several ways; Unity Editor menu commands and the Grid Selection Mode view. See the TilePlus User Guide and the Painter User Guide.

What are the Multiple-selection features of Painter? Create Multiple selections directly from a scene view Tilemap by mouse-dragging while holding ALT+1, or from the Palette view in Painter by mouse-dragging. These are placed in the Clipboard where you can paint that selection until another one is created. To preserve it, click the B button to make a Bundle or the F button to add the selection to the Favorites list. Also, in Paint mode with the Paint tool, *dragging with ALT+1 will fill the marquee area with a tile or Prefab*. Erase tool *dragging with ALT+1 will clear all tiles in the marquee area*.