Animated Tiles

AnimTilesDemo.png

Purpose

- This demo illustrates how to control tiles from mouse clicks or from Unity UI buttons.
- There are three scenes:
  - MouseClicks:
    - This scene uses a script called TpPickTile. Just click on the tiles themselves.
      - TpPickTile uses either input system to directly message tiles.
      - When you click the mouse it translates the pointer position into tilemap coordinates.
      - Then it uses TpLib to locate the tile.
      - If a tile is found it's ActivateAnimation method is used to toggle animation on/off.
  - MouseClicksDirect:
    - This is a better approach for most practical uses (but not UnityUi) where you want to message a tile when using a tile as an active element in your scene.
    - This scene uses a component called TpInputActionToTile.
    - It REQUIRES the New Input System.
    - It merely creates an instance of a TpActionToTile Scriptable Object.
    - That S.O. does much the same work as TpPickTile, and sends ActionToTile packets to the tile if it supports being sent that type of message.
      - Note that this S.O. supports Hover messages, which aren't used here.
      - See the TileUi demo for more advanced uses of this S.O. variety.
  - UnityUi:
    - This scene uses a component called TpGuidToAction.
    - The buttons each have their on-click events set to the 'Controller' GO with the TpGuidToAction.SendAction method as the target AND the GUID of the target tile as the parameter.
    - The GUID is easily available with Painter or the Tile+Brush, just view the tile in the Selection Inspector and click the eyedropper icon to copy the GUID to the clipboard.
    - It functions similarly to TpPickTile.

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