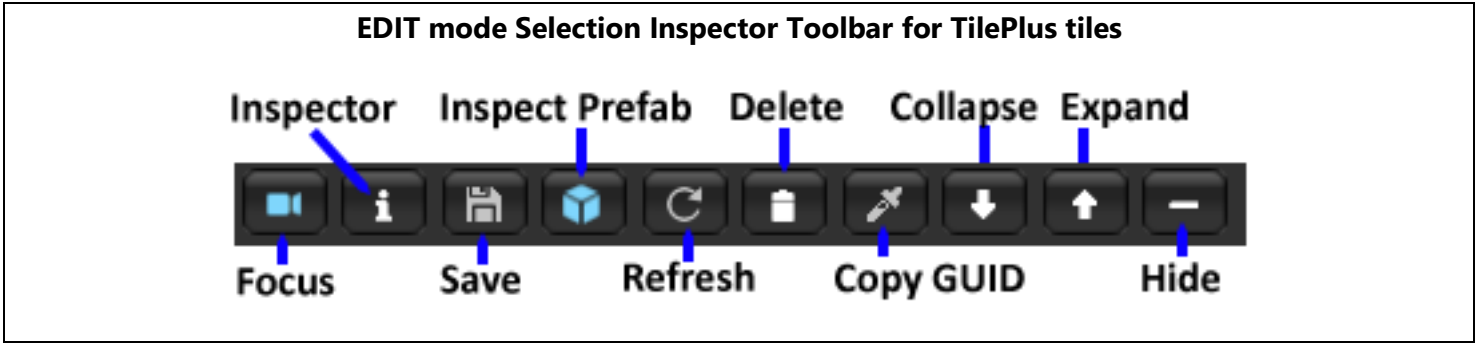
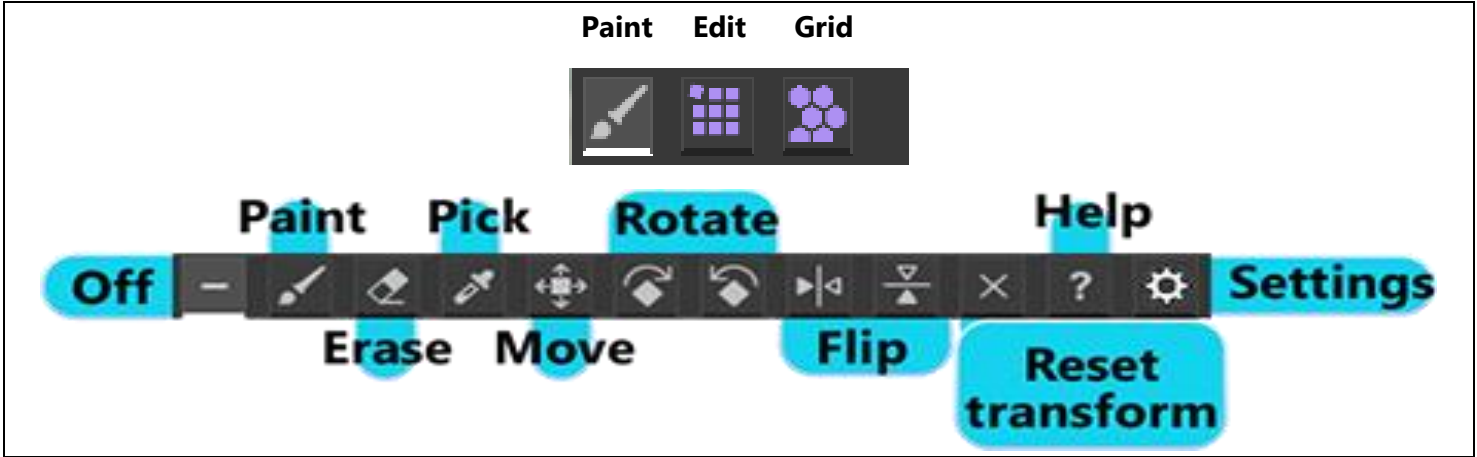


# TilePlus Painter Version 3 Quick Start

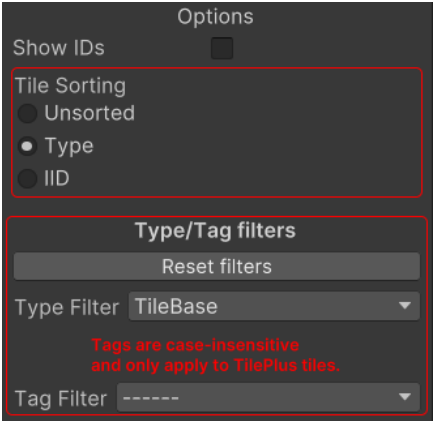


## Paint Mode Options



Select what to show in the center column in Paint mode

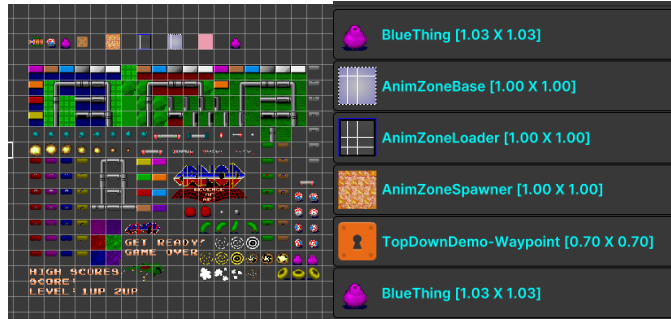
## Edit Mode Options



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
<b>Pick</b>	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
<b>Move</b>	Pick a tile or a Multiple Selection and move that to another position	Unavailable
<b>Rotate, Flip</b>	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
<b>Reset Transform</b>	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.

<b>Refresh</b>	Rescan all Tilemaps, delete and rebuild window contents.
<b>Update in Play</b>	When ON, inspectors update in Play mode.
<b>AutoSave</b>	When ON, auto-save the scene if TPT tiles are modified.
<b>Confirm Deletions</b>	When ON, deleting tiles requires confirmation.
<b>Editor Selection Sync</b>	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.
<b>Overwrite Protection</b>	When ON, tiles cannot be overwritten when Painting. Ignored in certain situations.
<b>Pick-to-Paint option</b>	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*.