

About The Icon

(Yes this is repeated)

Please be aware that creating an Icon with the F or I button, can cause lengthy import activity depending on the state of the Unity Editor, the size of any textures or atlases, the readable status of any textures or atlases, how many sprites have been created from a sprite sheet, and whether 'generate physics shape' is ON, among other things. Usually, it takes less than a second.

About the Icon

Painter will try to create an icon for you when the Clipboard contains a multiple-selection Pick and you choose to create a Bundle or add the Pick to Favorites. A customized sprite packer is used to create a representative Icon (aka sprite) for the TpBundleTile.

This sprite packer scales all the selected tiles' sprite textures to be the same size and packs them into a Texture in the same relative positions as the Grid Selection. It's not a general-purpose sprite packer; the idea is to create something that gives you a visual cue for what will be painted.

- The output size ranges from 64 x 64 through 256 x 256 and may or may not be square.
- The packer takes a few seconds to operate due to importing activity. In some cases the delay can be significantly longer, depending on the state of the Unity Editor. See the FAQ for more information.

Note that if the source and/or sprite sheet texture isn't set to readable then Painter will temporarily set the texture to readable. If there's a code Exception (that is, a C# error appears in the console) then that texture might remain readable - there's no way to be sure without looking.

You can always screenshot one of these Bundles after you paint it on a Tilemap and create a sprite to be used as an Icon using an image editor.

Notes:

- Tiles that are not based on Tile are not packed: no AnimatedTiles or Rule Tiles. This might change in the future. Null tiles or tiles without Sprites show as "?".
 - If there are greater than 512 usable sprites to pack, then packing is not performed and "?" is used instead.
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