

Aggressive Mode

Aggressive Mode is controlled by a Settings panel toggle. It's a workflow accelerator that you'll either love or hate. What does it do?

Painter monitors what's currently selected. In Unity Editor-land, the selection is what you see in an inspector. Usually, it's something from the Project or Hierarchy windows.

If you're using Painter with an active Action(Paint, Erase, etc.) and a Tilemap is selected in the Hierarchy window and change the selection to anything else, for example, something in a Project folder, then when you return to selecting a Tilemap again and wish to continue using Painter you normally must at least click an Action button such as Paint or Erase in order to work in the Scene view again.

Aggressive Mode detects these sort of selection changes, and in most cases will change the Editor tool to TilePlus Painter and reactivate the previously used Action button.

Aggressive mode tries to detect if the UTE is active at the same time as Painter. If so, and if the one of the UTE's own tools is active (various things determine that) then Aggressive Mode is automatically inhibited.

If you find this accelerator annoying just shut it off.

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