

# Appendix 2: TpBundleTiles

TpBundleTile is a standard Unity tile with an added reference to a Bundle.

When you paint this tile, the tile loads the bundle and deletes itself. It's essentially a proxy.

You can add this type of tile to a normal Unity Palette or to Painter's Favorites List. These can be automatically created when you use Painter's Grid Mode and click the Create Bundle button, or you can create one within the Editor's asset creation menu.

If you add an Icon to the Bundle later or want to change the Bundle's Icon, examine the TpBundleTile asset in an inspector: there will be a button that can be used to copy the Icon from the bundle to the TpBundleTile asset.

In Painter, when a TpBundleTile is being painted, the preview shows the Bundle rather than the tile's sprite. The Tile+Brush does not have this capability, and you'll see the tile's sprite until the Bundle is painted when you click the mouse button.

Please note that applying Custom Modifiers using the (default) shortcut ALT-V won't affect bundle tiles. However, if you examine a TpBundleTile asset you'll note that you can use a custom transform on every tile in the Bundle. This provides another good example of how to use filtering when loading Tile Bundles.

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