

Appendix 3: Known Issues

Grid Snapping

Grid Snapping may not work correctly if your Tilemap's position isn't (0,0,0).

If you offset that by integers, e.g., (1,2,0) the system can usually compensate.

However, if you use fractional offsets from zero the forced use of integer math may round up or down unexpectedly.

When making Chunks or clearing Tilemap regions using the Grid Selection mode the best results are obtained with Tilemaps whose origin is (0,0,0).

Internal Palette math errors

Please note that on rare occasions the palette display may be blank and the console will have the following message:

```
Assertion failed on expression: 'math::all(math::isfinite(size))'
```

This is an error deep within the UiElements Palette component. Click on a different Palette item in the center column and switch back to the Palette that you want to use.

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