

# Chunk Snapping

This is a special mode that's useful for painting TileFab "Chunks" aligned to a grid equivalent to the size of the Chunk. Chunks are a specific sort of TileFab that's always square and of even dimensions (4x4, 8x8 ... 64x64 etc.). It's activated by the Chunk Snapping toggle in the Settings pane.

If you were to use Chunks of identical size, then you could define a virtual grid that's a multiple of the Tilemap cell size. For example, assuming a Tilemap cell size of one unit and a 16 x 16 chunk of tiles, this virtual grid is 16 units x 16 units.

When Chunk Snapping is on via the corresponding toggle on the Painter Settings panel, only Paint and Erase can be used.

Chunk Snapping supports rapid placement of Chunks by presenting a Scene-view marquee the size of a Chunk. The marquee changes color when the mouse pointer is aligned with this virtual grid. If the Paint Tool is active, clicking anywhere in the Chunk area (highlighted with a solid marquee) will paint the Chunk aligned with the virtual grid.

It's easier than it sounds. Please see the Advanced TileFab Use document for more information on Chunk Snapping and templates.

## About The Warning In the Settings Pane

The Painter settings pane told you to look here before turning on Chunk Snapping. Good on you for looking here before clicking it on anyway!! There's nothing bad: just know that when this checkbox is turned on you can only Paint and Erase TileFabs. Read more about this in the Advanced TileFab Use document.

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