

# Limitations

Changing the transform or color of a tile requires the TileFlags to be set properly. If not, rotations, flips, and custom modifiers won't work properly or may seem to work but placed tiles revert to their original state.

This is because even if you change the color or transform of a tile in the Tilemap (that's how these changes on Color or transform work) if the Lock Color or Lock Transform flag bits are set then the next time that the Tilemap at that position is refreshed the color or transform of the Tilemap at that position will be restored to the data provided by the tile when its GetTileData method is called.

Depending on the situation, Painter may warn you of the problem. See the FAQ "I Can't Paint Modified Tiles" in this document and read about the Utilities/Change Tile Flags menu command in TilePlus User Guide.

Examples:

- You paint a tile with the Lock Transform flag set and then use the Rotate action to rotate the placed tile on the Tilemap. It'll appear to not work, or it may appear to work but revert at the next Tilemap refresh.
- You select a tile in Painter or multiple-select tiles from a Palette in Painter, then apply a modification but one or more of the tiles has the flags set improperly. Painter will present a dialog and won't paint the tile(s).

*Note* : this limitation is due to the nature of Tilemaps and has nothing to do with Painter itself.

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