List of Objects from Selected Source

The right column is also a resizable split view. The top part of the split lists the Objects from the Source that is selected in the center column or the optional UTE palette view when the Source is a palette.

When you click on an Object in the List or Palette view, that Object is placed in the Clipboard and information about the Object is displayed in the bottom part of the view along with some UI buttons (the exact appearance depends on what is in the Clipboard).

The Clipboard content is ALWAYS what will be painted when using the Paint tool and its internal data is what’s modified when you use any functions that modify the content, e.g., rotating or flipping a tile during preview.

The bottom part of the view is called the Brush Inspector since it’s essentially the same as the Brush Inspector seen in the bottom part of the UTE when using the Tile+Brush. This shows information about whatever Object is selected in the top part of this right-hand column.

The Brush Inspector may have several buttons, depending on the context. When the Object is a Tile or a Prefab, you generally can open a Unity Inspector on the asset or focus the Project window on the asset.

If the Object is a or TilePlus Tile you can also open your IDE (VS, Rider, etc.) to view the script.

If the Source is a TileFab or Bundle (assuming Bundle Tiles View is unchecked), then there’s only one choice since these are assets and not lists of tiles. Hence, this single item is pre-selected in the right column and pre-placed in the Clipboard.

If the Object in the Clipboard is a TilePlus tile picked from the Scene:

- Such a tile is a clone.
- These are re-cloned when painted on a Tilemap.

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