

Nomenclature and Shortcuts

Nomenclature

- “T+P” or “Painter” refers to TilePlus Painter. TPT refers to TilePlus Toolkit.
- “Unity Tilemap Editor” (UTE) refers to the Unity Tile Palette window.
- “Unity Palette” or “Palette” refers to the Palette prefabs that you create and manage with the UTE.
- “Multiple-Selection” or Multiple-Selection Picks” refers to selecting or using groups of tiles. Painter has extensive functionality for handling groups of tiles in single operations.
- “Marquee Shortcut” refers to the clutch shortcut used for drawing area in the Scene view. The default is ALT+1.

Shortcut Viewer

The Tileplus/Shortcut Viewer menu item displays a dockable window containing the Painter shortcuts. It’s handy when learning.

Changing Shortcuts

If you use the Shortcut Manager to change any of the Painter shortcuts, use the Refresh button at the lower-left corner of the Painter window to refresh the Action button shortcut hints seen when viewing their Tooltips.

Painter Modifiers

The TilePlus/Tile+Painter Modifiers menu item displays a window where you can create and edit custom transforms to be applied to single tiles or to groups of tiles both before and after placing the tiles on a Tilemap. See “Custom Modifiers.”

Default Shortcuts

PC

[shortcuts.png](#)

MAC

[Screenshot 2025-06-23 at 7.48.01 AM.png](#)

Revision #4

Created 2025-06-23 11:29:41 UTC by Vonchor

Updated 2025-07-05 11:39:48 UTC by Vonchor