

Object Sources

The center column is a resizable split view. The top part displays all possible sources for painting Objects. Sources can be any Palettes that you've created with the Unity Tilemap Editor, TileFabs, Bundles, and Favorites. Painting on a Tilemap requires a selection from this list of sources.

The bottom part of the split is a search field and option toggles. These let you easily shrink or expand the number of sources in the Painting Source column.

Object List Options

Search field: text in this field is used to filter the sources by name.

The toggles in the bottom portion of the center column control what Object sources appear in the top portion of the center column. The Favorites list is always available.

- Show Palettes: Show Palettes
 - Use Unity Palette: Show Tiles in a grid (when ShowPalettes checked)
- Show TileFabs: Show TileFabs
 - Matches Only: Show TileFabs that match existing Tilemaps (when Show TileFabs checked)
- Show Tile Bundles: Show Tile Bundles
 - Bundle Tiles View: Show Bundle contents in a list (when Show Tile Bundles checked)

Revision #1

Created 2025-06-23 15:23:04 UTC by Vonchor

Updated 2025-06-23 15:28:03 UTC by Vonchor