Option Buttons and Status Display

The buttons at the bottom of the window are used to refresh the window, toggle various options, and show Painter status information.

The buttons here are similar to the Mode and Action buttons, and are also toggle buttons which show a border at their bottom when ON.

Button	Effect
Refresh	Rescan all Tilemaps, delete and rebuild window contents.
Update in Play	When ON, inspectors update in Play mode.
AutoSave	When ON, auto-save the scene if TPT tiles are modified.
Confirm Deletions	When ON, deleting tiles requires confirmation.
Editor Selection Sync	When ON, selecting a Tilemap in the hierarchy selects it in the Painter window, and vice versa. This is backlit RED when the Painter 'tool' is activated. See below.
Overwrite Protection	When ON, TilePlus tiles cannot be overwritten when Painting. Ignored in certain situations.
Pick-to-Paint option	When ON in PAINT mode, a PICK will automatically change to PAINT.
Show SGrid	When ON in PAINT mode, shows a marquee related to Chunk Size setting.
Painter Exclusive	Mirrors the TilePlus Configuration Dialog's "Painter Exclusive" setting.
Palette	Opens the Unity Tilemap Editor
P.T	Modifier window state. Click to open the Modifiers editor
Activity Indicator	Status Information

Painter Exclusive

If true then Painter has exclusive control in the Scene and using the Palette won't switch Editor Tools nor show on-screen text normally displayed by the Tile+Brush. Default is TRUE. This is a personal preference item.

P.T

The area to the right of the buttons contains the Default Transform and Activity indicators. The Default Transform indicator is clickable and will open the Painter Modifiers window if clicked. If a default transform for tiles is active, the lower-case p will change to an upper-case P. Similarly, if a default transform for Prefabs is active, the lower-case t will change to an upper-case T.

Activity Indicator

The Activity indicator shows the word "Active" when Painter is active, that is, ready to Paint or some other action in the Scene. When the mouse cursor is actually present in the Scene view window, the bottom edge of Painter's window changes color to red.

If Drag-lock is ON (Ctrl is held down when Painting or Erasing or dragging out a marquee using the Marquee Shortcut) then that's also shown here.

Customization

Note that the size of these and other UI buttons can be controlled with some of the sliders in Painter's Settings pane.

Revision #3
Created 23 June 2025 13:47:21 by Vonchor
Updated 23 June 2025 13:58:29 by Vonchor