

Palettes

If you want to omit a certain Palette from the list, change its GameObject's layer to anything other than default. To omit a TileFab or Bundle, set its IgnoreInPainter field to true in an Inspector.

When Show Palettes is checked, the *Use Unity Palette* checkbox appears. Unity Palette refers to the UTE palette display, that is, the view of tiles which is and looks like a Tilemap.

When a Unity Palette is selected in the Painting Source (center) column and "Use Unity Palette" is checked, the Palette view is displayed rather than a list of tiles.

This functionality is currently deemed "experimental". However, this display is the exact UI Toolkit element that's used in the UTE window. Palette editing is not supported, however, you can drag-drop tiles into any existing Palettes.

You can paint single tiles or draw a marquee to select multiple tiles and paint them, just like a normal palette. However, since Painter does not use brushes, the Brush dropdown is omitted.

Different revisions of the Unity Tilemap Editor use this same component, which has several oddities when drawing marquees (selection rectangles) in the display.

When "Use Unity Palette" is checked, the "Sync Palettes" configuration setting is internally forced active (the configuration setting isn't changed). If you use the UTE brush-select dropdown menu to select a brush that does not inherit from GridBrush (e.g., GameObject brush) the brush selection will revert to the Tile+Brush or the standard GridBrush. Note that when using Unity 6 the Sync Palettes option doesn't appear in the Settings panel.

Note that if you have both Painter and the UTE windows open at the same time it can be confusing since they both draw marquees in the Scene view. If you need to use both Painter and Palette, try changing the Scene Marquee and Text colors in Painter's setting panel. Also check out "Painter Exclusive Mode." See the technical note at the end of this document for more information.

It is possible to have a tile that appears in the UTE display but does not appear when the same palette is viewed as a list due to differing behaviours for null or missing sprite references in the tile asset.

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