Updating in Play

Painter usually is mostly dormant in Play mode.
If you’re concerned about eliminating ALL effects that Painter may have in Play mode, just close the Painter window. When the window is open there are internal events that aren’t intercepted during Play.

If you want to be able to examine the fields of a TilePlus tile during play mode, ensure that Update In Play is active in the Settings panel by clicking its checkbox on (note that this is the default state).

Doing so will allow inspectors to update in Play mode.

Validate Tilemaps in Play appears when Update In Play is checked. Its default state is ON.

Updating inspectors can run into the situation where a Tilemap is deleted in Play mode. This would cause a null reference exception since Painter would still be trying to examine that tile. Hence, when Update in Play is checked, Unity’s Hierarchy Changed callback is used to test for adding/removing Tilemaps.

These tests do take time and if you don’t need these tests, uncheck Validate Tilemaps in Play but be aware that null reference exceptions can occur and cannot be considered an error or bug.

Revision #3
Created 2025-06-23 16:54:13 UTC by Vonchor
Updated 2025-07-05 14:36:39 UTC by Vonchor