FAQ and Notes

FAQ and various notes

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FAQ

I Can’t Create Prefabs!

Please read the Workflow chapter.

What’s the asset version number?

It's available in the System Info editor window, available via a Tools/TilePlus menu item.

What does this error mean? Animation speed for ____ at (a position) has animation frame rate=0

A clip in an asset has animation speed set to zero. This can happen when adding new items to certain assets. Please check carefully!

Animated Tile isn’t animating even though PlayOnStart is set!

This can occur if you place an TpAnimatedTile or a TpFlexAnimatedTile (or subclass) via scripting, i.e., not with a brush but rather at runtime.

It’s because the script’s OnEnable doesn’t execute when the tile is cloned at runtime. You must manually start animation via ActivateAnimation.

I tried to paint a tile, but nothing happened.

- Certain things can’t be painted: Locked tiles.
- Certain positions can’t be painted.
  Either the console or the legends around the cursor in the screen view should explain what happened.

I used attributes in my TilePlus class, but nothing appeared in the Selection or Brush Inspectors!

Use Tools/TilePlus/Configuration Editor and add your namespace to the Namespaces field. Then click the Reload button. Namespaces are required for derived TilePlus classes if you want to use the TilePlus inspectors.

My Tiles Are All In One Spot!

This occurs if you somehow create a tilemap without a grid and get it into the scene. Without a grid, there’s no positioning so all the tiles appear in one spot. This has nothing to do with TilePlus tiles.

Zone-based tiles or the Tile+Painter do not draw boxes around Zones or around tiles.

You probably have Gizmos turned off.

What are the 'T' symbols in my Hierarchy Window?

That indicates the presence of TilePlus tiles on that Tilemap.

Tile+Painter doesn’t highlight TPT tiles when a prefab is being edited.

This is normal. Gizmos only appear in the Scene view.

Boxes Drawn Around tiles are in the wrong place.

When drawing boxes around zones or tiles from the Selection Inspector or Tile+Painter the placement can be incorrect if the tilemap and/or grid origin is not zero.

Simulation speed unpredictable.

Simulation uses the Editor for timing and the update speed can vary widely, depending on the setting: Preferences/General/Interaction Mode.

On your author’s system, the rate with the Default setting is approximately 500-1000 per second.

For predictable simulation, set the interaction mode to Monitor Refresh Rate which is about 60 per second. You can see the refresh rate at the bottom of the Configuration Editor.

Animation Jerky when Playing in editor.

This can happen when the tilemap is selected while the editor is in Play mode. Seems to be the Unity inspector doing this (perhaps when the info foldout is open).

Missing Script/Null Reference.

Seeing messages like this when running your app in the Editor?

Faq-refnull.png

You often see this error when one or more of a GameObject's components has a missing script.

For tiles, this happens when the tile class for a painted tile is deleted: it appears as if the error comes from the internal Tilemap startup code.

Unlike with GameObjects, there's no simple way to uncover which tile is the culprit: tiles like this are returned from a Tilemap as null tiles, so they look like empty positions. If the issue is a tile, one or more Tilemaps will have an entry in the Info foldout that looks like this:

Faq-refnull2.png

If the tile does have a sprite, you may be able to find it by poking around in the tilemap with the Palette select tool and trying to find the matching tile. When you do, the Selection Inspector will show something like this:

Faq-refnull3.png

Note that there's a sprite, but no script: the position is empty but there's a sprite. Huh?

You can also ignore the warning message: it doesn't (seem to) portend anything ominous. Note that this message has nothing to do with TilePlus tiles: in the example shown here, it was an ordinary Tile class that was the issue.

Tip: Try using the TilePlus/Delete Null Tiles menu command. It looks for this situation (null tiles with Sprite) and deletes them all.

Tiles Disappear When Camera Moves.

If you use one of the Zone tiles and change the zone size from 1 or use any TPT tile and change the sprite size or position (e.g., with the Tweener, or with the transform controls in the TilePlusBase section of the Selection Inspector, then you may find that moving the camera may make the sprite disappear.

This is due to the Tilemap Renderer miscalculating the Chunk Culling Bounds when tile sprites are larger than the size of a single tilemap unit; and to be clear, this has nothing to do with TilePlus tiles specifically.

In such a case you need to set the Tilemap Renderer’s detectChunkCullingBounds to Manual and enlarge the bounds manually.

The TilePlus System Information Window always shows zero for Cloning Queue Depth. Why?

This should always appear to be zero since the Queue is emptied more frequently than the window refreshes. It might be nonzero for a brief time when many TilePlus tiles are being cloned. Remaining nonzero for more time than that would be worth checking out.

Notes

Tile+Brush Toggles foldout.

In that foldout, the No Overwrites from Palette toggle solves what turns out to be an invisible problem with the Palette: there doesn’t seem to be any mouse debouncing (this may not be true in newer versions of the Unity Tile Editor which are coded using UiElements).

If you at all move the mouse while placing a tile it’ll paint it repeatedly. The Tile+Brush won’t let tiles be overwritten when the toggle is set ON. Another reason that this feature is important is that you don’t want to accidentally overwrite a TPT tile instance that you’ve customized.

It’s a good idea to save a copy of the tile as an asset. Think of it as something akin to a prefab: you place the prefab and customize it and if the variant is what you want, you can drag it to a folder to save it as a new prefab. Here, you can edit the tile while it’s in the Tilemap and then save it as a new tile asset.

That Pesky 'Move' function

Note that the Palette’s “Move” function works in a way that makes it impossible to ensure that TPT tiles won’t be overwritten, especially when a block of tiles is moved.

Standard (Unity's) Selection Inspector

(This is an old note: it may not be true anymore)

Since the Palette’s tile view is a Tilemap, you should also be aware that if you ‘pick’ a tile on the palette the default brush’s Selection Inspector will show that tile from the palette. If you click Delete or type the Delete or Backspace keys when the Selection Inspector is in the focused window, then that spot on the palette will be erased. Again, this behavior has nothing to do with TPT, but for safety, the Tile+Brush won’t display the Selection Inspector for a Palette. But the default brush will.

The menu command Update TileFab Asset GUIDs is used to change the GUIDs of TpTileBundle and TileFab assets.

- Select one or more of these assets in the Project folder. You can have both types in a selection.
- Use the menu item and follow any prompts that may appear.

Please note that if you accept the final confirmation prompt: UNDO can’t undo the change. However, all that’s changed is the internal GUID value, which doesn’t affect any normal operation of the TilePlus system.