

Configuration

[config-editor.png](#)

The Configuration Editor is used to customize TilePlus. These are saved on a per-project basis.

Hide Hints and compact: When checked, hides all the hint sections so that the display is less cluttered.

Show default Selection Inspector: When checked, shows the default selection inspector in a foldout at the top of the Tile+Brush Selection Inspector. *Please click Reload after changing this.*

Allow BackSpace/Delete: Available when Show default Selection Inspector is checked, can be used to control the behavior of the Tile+Brush Selection Inspector regarding the use of Backspace and Delete keys.

The default Selection Inspector's behavior for the Delete or Backspace keys (deleting the tile) makes it impossible to properly edit fields in the remaining part of the Inspector. For this reason, the Tile+Brush intercepts those two keys when the default inspector foldout is open.

This doesn't affect Selection Inspectors associated with other brushes. If Allow BackSpace/Delete is checked, be careful editing custom data fields such as text fields or Vector-type fields: if you use the Backspace or Delete key to edit, the tile that you are inspecting will be deleted. Best to leave this unchecked, and use a different brush if you want to delete tiles with BKSP or DEL.

Safe Play Mode: Disables the Selection Inspector and Tile+Painter display of tile fields and properties during Play mode. This eliminates most of the overhead of examining and evaluating TPT tiles which might happen to be visible in an Inspector during Play.

- Normally, editable fields will display in a read-only mode while the Editor is in Play mode but there's still some overhead.

AutoSave: If checked, open Scenes are saved after editing a TPT in the Selection Inspector or Tile+Painter.

Confirm Delete: If checked, deleting tiles via the Tile+Painter or the Tile+Brush's Selection Inspector pop up a confirmation dialog box.

Allow Prefab Editing: If checked, you can open prefabs created by Tools/TilePlus/Prefabs/Bundle Tilemaps. Note that modifications to such prefabs may result in prefab corruption.

Allow Sliders: If this is checked, TPT fields set up for using slider controls are permitted.

Selection Inspector and **Brush Inspector** fields can be used to adjust the size of buttons in the respective inspectors.

Informational, Warning, and Error Messages control which types of messages appear in the console.

- Note that in a built application, these settings are irrelevant, and only error messages are logged.
- Please click the Reload button after changing any of these.
- If Informational is on there will be many console messages that you don't normally need to see.

Gizmo Color: Change the color used for Gizmos.

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.

Show Brush Position: When checked, the Tilemap grid position is displayed next to the painting cursor, using the text color and font size specified below the checkbox. If the grid selection is greater than one unit then the size of the selection is also displayed. The text color and text size fields can be used to adjust the appearance.

Namespaces: This expanding text field controls which C# namespaces the GUI formatter recognizes. Any and *ALL* custom tile code (tiles you make which derived from the TilePlus system's base class tile **TilePlusBase**) *must* be part of a namespace *and* that namespace needs to be added to this field. The entry for 'TilePlusDemo' cannot be removed.

Focus Zoom: Sets the zoom factor used by the Selection Inspector toolbar Focus button. Smaller numbers zoom closer to the tile.

Reset to Defaults resets all the configuration settings to their defaults.

- This will remove any added namespaces from the NameSpaces field and you have to re-add them.

Reload forces a scripting reload. Click this if you change the setting of certain fields in the Configuration editor. Note that the tooltips for a number of these settings mention that you need to click Reload for the change to take effect:

Show default Selection Inspector, Namespaces, Allow Sliders, Safe Play, Inspector Button Size values, Allow Prefab Editing, and Informational, Warning, and Error messages.

Revision #2

Created 15 July 2025 14:22:29 by Vonchor

Updated 15 July 2025 14:35:04 by Vonchor