Custom Inspectors

The Tile+Brush has enhanced Brush and Selection Inspectors. The default brush is replaced with the Tile+Brush, but you can restore the default brush as explained in Setup.

Unity Tiles Selection Inspector

When displaying a normal Unity tile, the Selection Inspector will look something like this:

UnityTileSelInspForUserGuide.png

The small buttons allow you to focus the Scene camera on the tile position or open the tile asset in an Inspector. Note that modifying the tile asset in an Inspector will affect the asset in the project folder.

The other fields can be used to change the Color or the transform of the Tilemap’s sprite at the selected position as well as the Lock Color and Lock Transform tile flags at that position. The tile asset in the project folder isn’t touched.

Occasionally the asset preview will be blank for a short time. This is because asset previews are loaded asynchronously.

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