

# Features

TilePlus Toolkit (TPT) is a unique way to work with Unity Tilemaps. It's a Unity extension that can change the way you think about Tilemaps and how you use them.

Please note that the most up to date version of this document can be found in the online documentation.

## REQUIRES UNITY 6 OR NEWER

### Main Features:

- New Tile class which allows private instance data on a per-tile basis.
- New Brush for the Unity Tilemap Editor which supports editing these tiles' data.
- New Brushless Painting/Editing tool: Tile+Painter.

### Other Capabilities:

- High-level 'Tile Scene' subsystem.
- Archiving of single or multiple Tilemaps for fast loading and chunking.
- Fine-grained tile animation control including rewinding, looping and ping-pong looping.
- Tiles can control the animator component of a spawned prefab.
- Tiles can message other tiles or send events to Monobeaviours.
- Monobeaviours or static classes can message tiles.
- Simple save/restore systems for tiles' data.
- Built-in Zone creation for setting trigger zones.
- Layout System for top-down or side-scroll orthographic views.
- Pooled Prefab and Tile spawner.
- Internal late-update-based scheduler you can use for timers inside tile code or elsewhere.
- Customized Tweener for tile sprites.
  - Tween the tile sprite's transform, rotation, scale, matrix, or color. Sequence support included.
- Assortment of utility methods for Tilemaps.
- Several pre-created Tiles for common uses
- Use Tiles as UI.
  - Animated and static buttons
  - Ascii characters and strings (no editing)
  - Hover zones for tooltips.
  - Radio buttons
  - Toggle buttons

And importantly, there is no interference with your existing project. No special dependencies, no special GameObject tags, no changes in how Tilemaps work: just a lot of C# code - and the source is included.

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