

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.

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.
- Runtime `Service Manager` for Scriptable Object plugins
 - You can easily add your own.
- Bundled Services
 - Customized Tweener for tile sprites, including limited GameObject support.
 - Tween the tile sprite's transform position, rotation, scale, matrix, or color.
 - Tween GameObject position, rotation, scale, or color
 - Tween GameObject position along a Bezier curve.
 - Sequences are supported
 - Convert Tweens and Sequences into Awaitables.
 - Custom tweens: tween anything.
 - Pooled Prefab and Tile spawner.
 - Position Database: collider alternative.
 - Messaging Service:
 - Tiles can message other tiles or send events to MonoBehaviour's.
 - MonoBehaviour's 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.
- Internal late-update-based scheduler you can use for timers inside tile code or elsewhere.
- 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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