Menu Items

After installation, there's a new "Tools/TilePlus" menu.

- Online Docs, Version 6 notes.
- Online Docs
- Tile+Painter
- Tile+Painter Modifiers
- Configuration Editor
- Archive Tilemaps
- Refresh System
- Refresh Tilemaps
- Utilities
  - Utilities/Update TileFab Asset GUIDs
  - Utilities/Delete Null Tiles
  - Utilities/Update Tile+ GUIDs
  - Utilities/Change Tile+ tile State
  - Utilities/Change Tile Flags
  - Utilities/Create Tile Anim Clip
  - Utilities/Dump Position DB
- Shortcut Viewer
- Clear Selected Tilemaps
- Bundle Clipboard
- Clear Painter Favorites
- System Info
- Tween Monitor
- Services Inspector

You can use the search box to search for information about any of these topics

Online Docs brings you to this website.

Tile+Painter is a multipurpose single-tile Painter and Editor. See the Tile+Painter documentation.

Tile+Painter Modifiers: is a simple utility that allows you to preset custom tile modifications for transform and/or color, for use when Painting tiles. See the Tile+Painter documentation for more information.

Configuration Editor is used to customize the TilePlus system. See the Configuration Editor section, below.

Archive Tilemaps makes a TileFab (Tilemap archive). Also available in the GameObject menu and the Hierarchy context menu as TilePlus Bundler. A Grid or Tilemap must be selected to proceed.

Refresh System clears the data structures in TpLib and rescans all Tilemaps in all loaded scenes. You shouldn't have to use this.

Refresh Tilemaps refreshes all Tilemaps in all loaded scenes.

Shortcut Viewer displays a dockable window containing the Tile+Painter shortcuts.

Utilities/Update TileFab Asset GUIDs provides a way to update the GUIDs that are part of certain assets. See the Notes section for more information.

Utilities/Update Tile+ GUIDs lets you update the GUID of an individual TPT tile asset.

Utilities/Delete Null Tiles: select a single Tilemap. This handy function scans the map for null tile references with non-null sprites and deletes them.

Utilities/Change Tile+ tile State: Select a Tile+ tile asset in the Project folder and change its state from Asset to Locked or from Locked to Asset. This can have strange consequences so only use it if necessary: primarily useful for debugging.

Utilities/Change Tile Flags: Select a Tile asset or multiple-select Tile assets in the project folder, then use this function to modify the Lock Color and Lock Transform flags for a single tile or multiple tiles. This is mostly used with Tile+Painter. See the FAQ in that document: I Can't Paint Modified Tiles.

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Note: the dialog which appears displays the current state of a single tile's flags.

When multiple tiles are selected both flags are shown as cleared, which may not
be indicative of the tiles in the selection.
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Utilities/Create Tile Anim Clip: Select one or more Unity Animation Clips and this option becomes available. You'll be asked for a destination folder. A `TpSpriteAnimationClipSet` asset is created and the sprite asset references are copied to this new asset.

- Note that the TpSpriteAnimationClipset's custom inspector allows you to drag in a single Unity Animation Clip asset into a field and then add that asset's sprites.

Utilities/Dump PositionDb: Dump the contents of the PositionDB Service's data to a file and open an editor window on that file.

Clear Selected Tilemaps: select a single Tilemap or a Grid with child Tilemaps, then use this menu item. All the tiles will be cleared and all GameObjects parented to these Tilemaps are deleted. Undo is used but be careful. If there's a Grid Selection (made using the Palette or

Tile+Painter or the Tile+Painter GridSelection panel) then the clearing is restricted to the Grid Selection region.

Bundle Clipboard: If the Painter Clipboard contains a multiple-selection set of tiles this menu item can be used to convert the set of tiles into a TpTileBundle. See the Painter documentation. Note that the “B” button in the Clipboard does the same thing and may be easier to use.

Clear Painter Favorites: Clear Painter’s Favorites list.

Read about the next three menu items here.

System Info opens an Editor window with TilePlus system information. Please note that this window constantly refreshes even when the Editor is in Play mode.

Tween Monitor: View the state of running Tweens.

Services Inspector: Shows running services. Click on a service to see whatever information that service provides.

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