

More Tiles!

You'll also find some easy-to-use TPT tiles:

TpAnimatedTile: similar to Unity's AnimatedTile, but with looping support including Ping-Pong.

FlexAnimatedTile: animated tile where you can choose what to animate from an asset that contains a list of sprite animations. Looping, Ping-Pong, Start/Stop animation and changing animation sequence at runtime all supported. Animation preview in-editor when not in Editor-Play mode.

AnimatedSpawner: derived from FlexAnimatedTile, spawns a prefab or a tile when triggered.

SlideShow: Single-step animation through a list of sprites.

The TilePlusBase base-class tile has the data and UI for demarking a rectangular region of tiles. This is used in 'Zone' tiles:

AnimatedZoneLoader: Load a Tilemap archive when triggered.

AnimatedZoneSpawner: Similar to AnimatedSpawner, but uses a Zone.

ZoneAnimator: Control Animation of a Unity prefab when triggered.

"Triggered" refers to an action that's taken because of an inter-tile or MonoBehaviour-to-tile communication. This may sound weird but it's very powerful.

Tweening is supported with some example tiles:

- TpTweenTile
- TpTweenSpecTile
- TpTweenSpecSequenceTile

Read about these in the separate [Tweening](#) documentation.

Aaaand just for fun, how about Tilemap UI:

- UiButtonTile
- UiAnimButtonTile
- UiAsciiCharTile
- UiAsciiStringTile
- UiRadioButtonTile
- UiToggleButtonTile

You can read about these in the separate [TilemapUi documentation](#). It's not a replacement for UiElements, IMGUI, or UnityUi.

Revision #1

Created 15 July 2025 13:46:21 by Vonchor

Updated 15 July 2025 13:49:13 by Vonchor