

Notes

Tile+Brush Toggles foldout.

In that foldout, the No Overwrites from Palette toggle solves what turns out to be an invisible problem with the Palette: there doesn't seem to be any mouse debouncing (this may not be true in newer versions of the Unity Tile Editor which are coded using UiElements).

If you at all move the mouse while placing a tile it'll paint it repeatedly. The Tile+Brush won't let tiles be overwritten when the toggle is set ON. Another reason that this feature is important is that you don't want to accidentally overwrite a TPT tile instance that you've customized.

It's a good idea to save a copy of the tile as an asset. Think of it as something akin to a prefab: you place the prefab and customize it and if the variant is what you want, you can drag it to a folder to save it as a new prefab. Here, you can edit the tile while it's in the Tilemap and then save it as a new tile asset.

That Pesky 'Move' function

Note that the Palette's "Move" function works in a way that makes it impossible to ensure that TPT tiles won't be overwritten, especially when a block of tiles is moved.

Standard (Unity's) Selection Inspector

(This is an old note: it may not be true anymore)

Since the Palette's tile view is a Tilemap, you should also be aware that if you 'pick' a tile on the palette the default brush's Selection Inspector will show that tile from the palette. If you click Delete or type the Delete or Backspace keys when the Selection Inspector is in the focused window, then that spot on the palette will be erased. Again, this behavior has nothing to do with TPT, but for safety, the Tile+Brush won't display the Selection Inspector for a Palette. But the default brush will.

The menu command Update TileFab Asset GUIDs is used to change the GUIDs of TpTileBundle and TileFab assets.

- Select one or more of these assets in the Project folder. You can have both types in a selection.
- Use the menu item and follow any prompts that may appear.

Please note that if you accept the final confirmation prompt: UNDO can't undo the change. However, all that's changed is the internal GUID value, which doesn't affect any normal operation of the TilePlus system.

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