Notes

To force the Tile+Brush or the Tile+Painter to NEVER paint on a Tilemap, attach the TpNoPaint MonoBehaviour component to that Tilemap's GameObject.

This has the same effect as the PaintMask but applies to any tile painting via the Tile+Brush or Tile+Painter.

Note that the hotkey override also applies if you want to paint on the tilemap anyway.

Modifying flags, collider, transform, or color in the Selection Inspector or Tile+Painter changes the corresponding value in the tile instance (for TilePlus tiles) and on the parent Tilemap of the tile. When you save the scene, the changes in the tile are preserved. The original tile asset in the project folder is not affected.

In Tile+Painter, modifications of this sort can be performed on picked locations which have Unity Tiles (i.e., not TilePlus tiles). In that case, the only thing affected is the Tilemap. The asset in the project folder is not affected.

Note that the Tilemap Renderer sometimes will cull sprites which you've enlarged via the transform size setting. See the FAQ at the end of this guide for more information.