

Unboxing, Setup, and Reinstalling

What's in the Box?

Installing the TilePlus Toolkit UnityPackage will add a few folders to your Assets folder:

- Assets/Gizmos/TilePlus
- Assets/Plugins/TilePlus
- Assets/TilePlus Extras

The Assets/Gizmos/TilePlus folder should never be removed unless you're deleting the entire TPT package: the image files within are used to provide custom icons for tiles and scripts.

Assets/Plugins/TilePlus contains Editor and Runtime code, Tile+Painter, a Chunking subsystem, a new Palette Brush called the "Tile+Brush," and several new Tiles that you can use or add features to if you're into Unity programming. This folder should not be moved.

The Assets/TilePlus Extras folder is optional, and you can remove it with no effect. Here you'll find documentation and demo projects. Demo projects are discussed in the Online Documentation. Documentation includes an API reference in zipped-website format.

Setup

Dependencies: *2D Tilemap Editor* and *2D Tilemap Extras* are required, the latter for Rule tile support.

- *Splines* is required for one of the demo programs.

Assemblies: There are two assemblies - *TilePlus.Editor* and *TilePlus*, neither of which should be deleted or modified.

Palette Brush: After installation, the *Tile+Brush* replaces the default Brush that comes with the 2D Tilemap Editor package.

If you want to keep the default brush available in the Palette window, you need to make a minor change to a file. Unfortunately, there's no other way to do this.

In the Project window, navigate to `Plugins/TilePlus/Editor/Brush/TilePlusBrush.cs` and open that file in your code editor. Right near the beginning of the file, just above the `[CustomGridBrush]` attribute, there are instructions on how to do this. It's easy, just comment out one line and uncomment the other.

The Tile+Brush remains available; it just won't be the default anymore.

Important: The `Plugins/TilePlus` folder should not be relocated.

Compiler #defines

The `TpLog` and `TpLogWarning` methods don't emit messages to the console in a build unless the Player Settings have `TPT_DEBUG` added as a scripting define symbol.

Reinstalling

It's best to totally delete the `TilePlus` folder prior to upgrading to a new release.

Please note that if you've changed any of the shortcuts (see [Menu Items](#), below) then the original shortcuts may be reapplied, and you might need to manage any resulting conflicts in the Shortcuts manager.

Builds

See [Preparing For Builds](#)

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