

Runtime Utilities

Various Utilities

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PerkinsStringUtils

This small library has one function: Word Wrapping for the UiAsciiString Tile. Attribution in C# source and in "Third Party Notices" in the Asset Store package.

EditorBridge

This provides Editor support for Tiles and other code which otherwise would not be able to access code in an Editor folder. Doesn't exist in a build.

TileUtils

TpTileUtils is a set of utility/convenience functions which are very useful when dealing with tiles and Tilemaps.

Transform Utilities

These can be used to get or set tilemap sprite transform components and colors.

BoundsInt Utilities

BoundsInts are used throughout Tilemap-land and inside the TilePlus system.

4- and 8-way Position Utilities

Given a tile's position, there are either four or 8 possible adjacent locations.

- Up, Right, Down, Left
- Up, RightUp, Right, RightDown, Down, LeftDown, Left, LeftUp

These positions are encoded into Enums: the values are in clockwise order.

Utilities in this group can be used to obtain adjacent, opposite, or perpendicular positions.

Others

Simple block deletions, tile sprite utilities, and RectInt to BoundsInt conversions.