

Basics

In most cases, the class that you want to subclass is `TilePlusBase`. But you might want to extend from one of the supplied tiles like `TpFlexAnimatedTile`. Many `TilePlus` Tiles' fields, properties, and methods are marked as 'virtual' so they can easily be overridden.

When creating subclasses of `TilePlus` tiles you should specify a namespace. Use `Tools/TilePlus/Configuration Editor` and add your namespace to the `Namespaces` field. Then click the `Reload` button. Namespaces are required for derived `TilePlus` classes. If the namespace isn't added to the system via the `Configuration Editor`, then the `Selection` and `Brush` inspectors will not display any fields or properties that you've decorated with `TilePlus` attributes.

Many of the properties in the sections demarked by `#if UNITY_EDITOR` are things that you can ignore. If you want fields or properties to display in the `Tile+Brush Inspector`, you can use attributes to display them. The `TilePlusBase` property "Description" can be used to show some text information about your tile in the `Tile+Brush` inspector.

It's helpful to examine the `ITilePlus` interface as it's not cluttered up with code, tooltips, attributes, conditional compilation directives, and so on.

Revision #6

Created 2025-07-12 12:14:47 UTC by Vonchor

Updated 2025-07-14 11:38:35 UTC by Vonchor