Editor Library

The Editor Library comprises, well, a whole lot of stuff!

- Unity menu items
- The custom Selection and Brush Inspectors
- The Tile+Brush
- Custom editor windows
- Component editors
- UIElements
- IMGUI tile editor
- Diagnostic tools
- Archiving functions
- Tile+Painter

There's no exhaustive explanation or API reference for this part of TilePlus. This one also advises you that **Molag Bal** will visit you if you mess around with this code. Seriously, there's no need although there's a lot of clues for those who like editor code.

Painter is a Painting / Editing tool with separate documentation for you to read. It's UI-Elements based and does away with the concept of brushes completely.