

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.

Revision #6

Created 2025-06-22 18:32:02 UTC by Vonchor

Updated 2025-07-14 16:44:15 UTC by Vonchor