

Inhibiting Callbacks

For performance reasons you might want to temporarily inhibit TpLib from responding to certain Tilemap callbacks, specifically:

- `tilemapPositionsChanged`
- `tilemapTileChanged`

For example, if you fill a large area of tiles these callbacks will trigger repeatedly.

Use the TpLib property `InhibitTilemapCallbacks` to force TpLib to ignore these callbacks. Note that if any TilePlus tiles are added or deleted by whatever you're doing then TpLib will be out of sync. You can use `SceneScan` to rescan.

When using the Unity Editor, this property is reset after a scripting reload or when the Editor switches to Play mode.

To have this property set true at runtime, use [TpLibInIt](#).

Revision #1

Created 2025-07-14 11:30:14 UTC by Vonchor

Updated 2025-07-14 11:31:57 UTC by Vonchor