

Introduction To TilePlus Toolkit

TilePlus Toolkit (TPT) is a unique way to work with Unity Tilemaps. It's a Unity extension that can change the way you think about Tilemaps and how you use them.

This document applies to Version 5.

Main Features:

- New Tile class which allows private instance data on a per-tile basis.
- New Brush for the Unity Tilemap Editor which supports editing these tiles' data.
- New Brushless Painting/Editing tool: Tile+Painter.

Other Capabilities:

- High-level 'Tile Scene' subsystem.
- Archiving of single or multiple Tilemaps for fast loading and chunking.
- Fine-grained tile animation control including rewinding, looping and ping-pong looping.
- Tiles can control the animator component of a spawned prefab.
- Tiles can message other tiles or send events to Monobehaviours.
- Monobehaviours or static classes can message tiles.
- Simple save/restore systems for tiles' data.
- Built-in Zone creation for setting trigger zones.
- Chunking Layout System for top-down or side-scroll orthographic views.
- Pooled Prefab and Tile spawner.
- Dynamically loadable Runtime Services.
- Internal scheduler you can use for timers inside tile code or elsewhere.
- Customized Tweeners for tile sprites.
- Tween the tile sprite's transform, rotation, scale, matrix, or color. Sequence support included.
- Assortment of utility methods for Tilemaps.
- Several pre-created Tiles for common uses
- Use Tiles as UI.
 - Animated and static buttons
 - Ascii characters and strings (no editing)
 - Hover zones for tooltips.
 - Radio buttons
 - Toggle buttons

And importantly, there is no interference with your existing project. No special dependencies, no special GameObject tags, no changes in how Tilemaps work: just a lot of C# code – and the source is included.

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