

# 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 MonoBehaviour's.
- MonoBehaviour's 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 Tweener for tile sprites, including limited GameObject support.
  - Tween the tile sprite's transform position, rotation, scale, matrix, or color.
  - Tween GameObject position, rotation, scale, or color
  - Tween GameObject position along a Bezier curve.
  - Sequences are supported
  - Convert Tweens and Sequences into Awaitables.
  - Custom tweens: tween anything.
- 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 and tile animation triggering.
  - 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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