

# ITilePlus

This is the main interface for TilePlus tiles. Almost all of the interface is implemented in TilePlusBase. When creating new tiles you'd normally be inheriting from TilePlusBase, TpFlexAnimatedTile or TpSlideShow which complete the remaining methods and/or properties.

ITilePlus exists mostly to provide a Type-independent means of accessing TilePlusBase fields, properties, and methods.

Why so many properties? Fewer serialized fields for things that are just basically boolean switches used by various parts of the system. For subclasses that don't implement a particular functionality, specific fields aren't needed, just a constant value.

For those that do, serialized and non-serialized fields allow data to be provided via the properties, or a return value is computed for the property.

The TilePlusBase class implements all the items in the ITilePlus interface except those having to do with simulation: that has default values provided by the properties in the interface (C# 8 feature).

Most of what's in ITilePlus are used internally and it's unlikely that you'll use them at all. But there are three which are especially useful: ParentTilemap, TileGridPosition, and TileWorldPosition.

- ParentTilemap always has a reference to the tilemap for the tile. This is useful for a lot of things, but beware: if a tile tries to erase itself by using the ParentTilemap reference to place a null tile at the TileGridPosition, Unity will crash.
  - Or, it did the last time I tried it. Don't try it. Use TpLib's DelayedCallback to change the timing of the null-tile placement.
- TileGridPosition always has the location of the tile in Grid coordinates
- TileWorldPosition always has the location of the tile in World coordinates.

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