

Layout System

Nomenclature

Name	Class Type	Use
TileFabLib	Static	Loads TileFabs, supervises ZoneManager instances.
ZoneManagerLib	Static	Utilities for ZoneManagers
TpChunkedSceneManager	Component	Loads TScenes (Tile Scenes) under your control.
TpZoneLayout	Component	Controls layout as the camera moves
Selector	Scriptable Object	Selects what to load
TpZoneManager	Scriptable Object	Manages what's loaded and where
TSceneInitializer	Scriptable Object	Initialize your app after TScene loaded
TSceneList	Scriptable Object	A list of TScenes used by TpChunkedSceneManager
TScene	C# class	A field in the TSceneList with one or more TSceneSpecs.
TSceneSpec	C# class	A field in the TScene, specifies the TpZoneLayout to use.
TpTilePositionDb	Scriptable Runtime Service	Optional 'database' of occupied positions on the Tilemaps.

We also use TScene to refer to the actual Tile Scene, that is, the original design scene where you create the design using tiles and prefabs.

In words, the TSceneList describes the TScenes to be loaded by TpChunkedSceneManager. Each TScene definition comprises one or more TSceneSpec instances. TSceneSpec instances connect a Selector and its TileFab to a specific TpZoneLayout to use for layout of the Selector's TileFab.

Your program calls a method in TpChunkedSceneManager to load a TScene based on what's specified in that specific TScene definition.

TpChunkedSceneManager sets up the load and several callbacks into your code are used to customize exactly what happens.

Selectors, TpZoneLayouts and TpZoneManagers handle almost all of the layout work for you, again, using a few callbacks for customization. TSceneInitializers are Scriptable Object assets that are used to refactor common initialization steps. You add TSceneInitializers to TScene specifications and a default TSceneInitializer to TpZoneLayout components. Using Scene Initializers is optional.

That's a brief overview.

Creating and editing the SceneList is made simple with the SceneList Editor. You can access this by inspecting a SceneList asset and clicking the EDIT button or with the ChunkedSceneManager component's EDIT button.

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