

# Notes

## Other Uses for Bundled Tilemaps

When using Tile+Painter, Bundle assets and TileFabs appear in the Painting Source (center) column and behave as if they were a single tile: you can paint them onto Tilemaps. This means that you can create chunks of tiles and paint them as if they were a single tile. For Bundles, you can paint the entire Bundle or view a list of all the tiles in the Bundle and paint them individually. These features are discussed in the [Tile+Painter](#) Guide.

If a TileFab is created from a Grid Selection then you can almost think of it as a rectangular piece of layer cake, with the Tilemaps being the layers. As just mentioned, you can then paint multiple pre-filled layers with one mouse click. Or you can use the supplied basic chunking system to move chunks of tiles in and out of a set of Tilemaps as they move in and out of the Camera view. Chunking is only supported on Orthographic cameras and only tested on the default Tilemap layout, that is, a top-down view.

For simpler uses, you can add the TpBundleLoader component to any Tilemap's GameObject. This component loads a single Bundle. Place the component on any compatible Tilemap (same layout, etc.) and drag in the Bundle asset reference. Switch to Play mode and loading will happen automatically if the component's LoadOnRun toggle is checked. Or you can click the Load button to make a quick test.

The Load button is hidden if the Tilemap is part of a Prefab.

Similarly, you can add the TpFabLoader component to any Grid's GameObject. It works in the same fashion as TpBundleLoader. However, it can't work correctly if the Grid's child Tilemaps do not match the names and/or tags of the Tilemaps embedded in the TileFab asset. That's up to you.

Finally, you can use a TpBundleTile. This simple tile takes a Bundle reference as a parameter. You can copy it to a Unity Palette or to Painter's Favorites list and paint it on a Tilemap. When you do, the tile loads the bundle and deletes itself. This tile is discussed more fully in the Tile+Painter User Guide.

Bundles and TileFab assets can be used in a running game to dynamically load tiles into Tilemaps using the TpBundleLoader or TpFabLoader components, a TpBundleTile, TpAnimZoneLoader tile, the TpZoneManager, or at the lowest level, the TileFabLib and TpZoneManager libraries.

One other note: When you make a prefab or archive, all Scene references are lost as usual. TPT tiles can have Scene references but if your tile doesn't have any then this doesn't matter. To be clear, any Scene reference within the same Prefab should work properly.

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