

Others

Tilemap Parallax

Add it to a Tilemap, provide a follow target, and this component offsets the Tilemap's transform as the target moves. See the [Side-scroll Layout demo](#).

SetDontDestroy

Add it to a GameObject and DontDestroyOnLoad will be set on Start().

TpNoPaint

1. Add this component to a Tilemap's parent GameObject to prevent it being used for painting.
2. Add this component to the GameObject of a Palette prefab to inhibit reporting of # of different tiles in the palette.

TpPrefabMarker

Used during the creation of TileBundles and TileFabs. You never need to use this yourself.

TpNote

A way to add a note to a stack of components. It can also be used to add tags to game objects.

If the 'note' is a comma-separated list of tags, you can call `GetTags` to get an array of the individual tags.

AnimStateTilePingerBase

Yeah, annoying name. Use as a state machine behaviour to notify a TPT tile, e.g. a TpZoneAnimator.

- TpZoneAnimator pokes its instance ID into the animator as a parameter (called 'id').

Other uses of this class require a similar setup

TpGoTween

Attach to a GameObject for a simple tween.

TpGoTweenSequence

Attach to a GameObject for a tween sequence.

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