

Position DB Dump

The menu command: `Tools/TilePlus/Utilities/Dump PositionDB` doesn't open a window. Instead, it dumps the Position DB contents to a file of your choice and opens it in an editor.

The command is not available unless the Editor is in Play mode.

The output is similar to what you'd see in the Services Inspector when viewing the Position DB service. That list can become longer than the 200 item maximum in the Services Inspector, so this command lets you see everything that the PositionDb is doing.

Here's an example 'dump':

```
TilePositionDB Data Dump on 7/5/2025 6:15:33 PM UTC, [DEBUG MODE? False]
[UpdateLimit:2147483647]
[QueueLen:0, PosHashSize:0] [Num Maps:1]
Monitored Maps:

*****Normal tiles *****
*****Tilemap: Tilemap*****
(12, -1, 0)
(13, -1, 0)
(14, -1, 0)
(12, 0, 0)
(13, 0, 0)
(14, 0, 0)
(12, 1, 0)
(13, 1, 0)
(14, 1, 0)
----->>>>Total: 9<-----

*****Enlarged sprites [9]*****
Map: Tilemap, Position: (5, -1, 0) : Center: (5.50, -0.50, 0.00), Extents: (0.60, 0.60, 0.50)
Map: Tilemap, Position: (6, -1, 0) : Center: (6.50, -0.50, 0.00), Extents: (0.60, 0.60, 0.50)
Map: Tilemap, Position: (7, -1, 0) : Center: (7.50, -0.50, 0.00), Extents: (0.60, 0.60, 0.50)
Map: Tilemap, Position: (5, 0, 0) : Center: (5.50, 0.50, 0.00), Extents: (0.60, 0.60, 0.50)
Map: Tilemap, Position: (6, 0, 0) : Center: (6.50, 0.50, 0.00), Extents: (0.60, 0.60, 0.50)
Map: Tilemap, Position: (7, 0, 0) : Center: (7.50, 0.50, 0.00), Extents: (0.60, 0.60, 0.50)
Map: Tilemap, Position: (5, 1, 0) : Center: (5.50, 1.50, 0.00), Extents: (0.60, 0.60, 0.50)
```

```
Map: Tilemap, Position: (6, 1, 0) : Center: (6.50, 1.50, 0.00), Extents: (0.60, 0.60, 0.50)
```

```
Map: Tilemap, Position: (7, 1, 0) : Center: (7.50, 1.50, 0.00), Extents: (0.60, 0.60, 0.50)
```

As you can see, tiles with enlarged sprites are separate from those which have sprites of one unit or less.

- UpdateLimit is the # of positionDb updates per PositionDb update.
 - If there are many tiles in the queue the update can take too long.
 - The default is `int.MaxValue`
- QueueLen and PosHashSize show the state of the updating queue.
 - Recall that while tile deletions are handled immediately, additions are processed in the Services' Update method.
- This is followed by a list of Tilemaps:
 - Each Tilemap entry shows
 - Normal (scaled ≤ 1) tiles.
 - Scaled (scaled > 1) tiles.

Please see [PositionDB](#) for more information.

Revision #5

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