

# Preparing a TScene

Now, how do you create a TileFab for use with this system?

You create a TScene in a Unity scene that you use for design purposes only. There are examples of design scenes in the Layout Demo programs.

Add a Grid and as many Tilemaps as you need. Design it as you will, with tiles and prefabs. Ensure that prefabs are parented to one of the Tilemaps. Proper parenting happens automatically if you use Painter to paint prefabs.

Create a Grid Selection (square, with a size that's divisible by 2) and use Tools/TilePlus/Prefabs/Bundle Tilemaps or use Painter's Grid Selection mode to accomplish the same thing: creating a TileFab for the Grid and Tilemaps: an archive of all the tiles and prefabs on all the Tilemaps.

- Using Painter's Grid Selection `Create TileFab` while holding down SHIFT automatically creates a TpChunkZoneSelector asset and populates its TileFabSource field with the newly-created TileFab's reference.
- If you use the Menu command, you'll need to use the Asset Create menu to create a TpChunkZoneSelector asset in the same folder where you saved the TileFab. Drag the TileFab reference into the TileFabSource field. Ensure that the Load Flags are set to ChunkifiedDefault.

Create a TSceneList asset somewhere in your project, like in a folder called TScenes.

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