

TilePlus Tile Asset Varieties

These are all project-level assets.

- **TpTileBundle**: The asset created when you create a prefab from Tilemaps.
- **TpTileFab**: Another asset created when you create a prefab from Tilemaps.
- **ProxyTile**: a special tile used by Tile+Painter. Not available in a build.
- **TpPrefabList**: A group of prefab references for TpAnimZoneSpawner tiles.
- **TpTileList**: A group of TPT tile asset references for TpAnimZoneSpawner tiles.
- **TpSlideShowSpriteSet**: A group of sprite references for the TpSlideShow tile.
- **TpSpriteAnimationClipSet**: A group of sprite references for the TpFlexAnimatedTile tile.
- **TpChunkSelectorBase**, **TpSingleFabChunkSelector**, **TpChunkZoneSelector**: used with the Layout system.
- [TpLibInit](#): Controls various TpLib options when entering Play mode (or running a built game)
- [TpTweenSpec](#): A list of specifications for tweens. Optional but useful when using the same tween repeatedly.
- [TpGoTweenSpec](#): A list of specifications for GameObject tweens.

These assets can be created from the Assets/Create/TilePlus menu except for the first three and TpChunkSelectorBase.

TpTileBundle and TpTileFab are assets created when you use the Tools/TilePlus/Prefabs/ Bundle Tilemaps menu command.

TpPrefabList is a list of TpPrefabSpawnerItems. Each item has the following fields:

- **Prefab**: The prefab to spawn
- **Parent**: Name or Tag of a GameObject to parent the spawned Prefab to. Optional.
- **UseParentNameAsTag**: If a Parent is specified, interpret as a Tag if this is checked.
- **Position**: Position of the prefab. Can be left at Vector3.zero.
- **PositionIsRelative**: If checked, the Position value is relative to the tile grid position.
- **KeepWorldPosition**: If checked, keeps the prefab's world position relative to tile grid position.
- **PoolInitialSize**: The pool preload size.

TpTileList is like TpPrefabList, but for TPT tiles.

- **Tile**: The tile to paint
- **PaintPosition**: Where to paint it. An Enum selects where to paint.
 - Around the position of the tile doing the painting.
 - At the position of the tile doing the painting if the target Tilemap is not the same.

- A random position within the painting tile's Zone (see TpZoneSpawner/TpAnimatedZoneSpawner)

TpSlideShowSpriteSet has a list of TpSlideClips. Each clip has the following fields:

- Name: Name of the slide show
- WrapAround: Stop at the last sprite or wrap around to the first.
- StartIndex: The starting sprite for this slide show
- Sprites: A list of sprites to display.

TpSpriteAnimationClipSet has a list of TpAniClips. Each clip has the following fields:

- Name: Name of the AniClip
- DefaultTileIndex: When animation isn't running, which tile to use for the static sprite.
- AnimationSpeed: Speed of animation relative to that set on the Tilemap component.
- OneShot: Stop the animation at the end of the sequence or repeat.
- RewindAfterOneShot: Rewind to the first frame after a one-shot animation ends.
- **Converting from Unity sprite animation clips**
 - This asset's inspector lets you copy the sprites from a Unity AnimationClip to a new AniClip.
 - Place an input AnimationClip in the provided field.
 - Click the button: adds an AniClip with the name of the Unity AnimationClip.
 - The AnimationClip field is cleared when you click the button.
 - If the AnimationClip doesn't have any sprites then an empty list of sprites will result (don't know why I need to say this...)
 - This operation is only possible in-editor.

Please note that when adding a new clip to the asset: AnimationSpeed will be 0, will cause a runtime warning if OneShot is true. Internally, a value of 1 is used if AnimationSpeed is zero, which may produce unintended results.

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