

TpBundleLoader, TpFabLoader

These are components that can be added Tilemap's GameObject to load TileBundle or TileFab archives.

- TpTileBundle or TpTileFab: the primary asset which holds all the tile assets and their locations.
- LoadOnRun: automatically load when app runs. Uses LoadPrefabs and ClearMap settings.
- Offset: offset every item in the archive when loading. Normally 0,0,0.
- DelayTime: delay before refreshing the Tilemap in Play mode or in a built application.
- When the Asset field is populated, a Load button will appear.
- LoadPrefabs: if this is checked then runtime-loading or the Load button also loads prefabs in the asset.
- ClearMap: if this is checked then runtime-loading or the Load button clear the Tilemap before loading.
- ClearPrefabs: if checked runtime-loading or the Load button clears ALL GameObjects parented to the Tilemap.

If any Bundle was built with prefabs included, then clicking "Load" with the LoadPrefabs toggle checked instantiates the saved prefabs (or variant prefabs, if that's what you chose to save) if LoadPrefabs is true.

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