

What's Next?

Thoughts about upcoming features

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Version 5.1 upcoming changes

- TpActionToTile and TpInputActionToTile:
 - Swiping support. If enabled, a swipe between two *adjacent* TPT tiles on the *same* tilemaps will swap the two tiles
 - Tweens the two tile sprites using TpTileUtils.SwapTiles.
 - The TpActionToTile Scriptable Object and the TpInputActionToTile component let you select the Ease and Duration. 4-way and 8-way directions are both supported.
 - 8-way direction selection permits swapping on the diagonal axes.
 - Includes a new callback: OnSwipe. Note that although the two tiles are swapped, they are not messaged. Hence the callback is required if something else has to happen.
 - The callback gets the two tile instances and an awaitable for the tween. This allows the recipient to wait for the tweens to complete.

GameObjDb

Spawned prefab instances using TpSpawnlink are cached in the Spawner and there are related callbacks and service messages.

TpSpawnlink has tags (multiple).

Create GoDb (like Tmdb) and allow searching by tag.

GUID searches?

Tiles as code blocks

Tiles as code blocks

Concept

TPT tiles are basically Scriptable Objects.

A Scriptable Object can just run code: Scriptable Runtime Services

Concept: Use tiles as blocks of code that

- Can have Update
- Can get messages
- Can send messages
- Can post events.

Hence, one can use tiles as Code blocks

special update queue? TpCodeBlockManager allows hooking to normal and late updates. special event queue? TpCodeBlockEvents? Interface to denote events source?