

Version 6 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.
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