I implemented texture painting on the Tilemap and also a basic grid system which I used to outline the road tiles in.

Usage:

Generally, in Rpg games there is building and world customization functionality, one is implemented in lsw and in many other games grid building is a base functionality, with the classes necessary we can track big variety of thing i.e. A* pathfinding blocking building/placing objects various heatmap or other tile manipulation effects, different walking speeds for player, damaging player and very many others.

In my example I added a simple menu with different tiles available in the project which can be done at runtime.

To use the feature Press - B