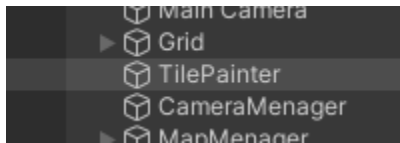
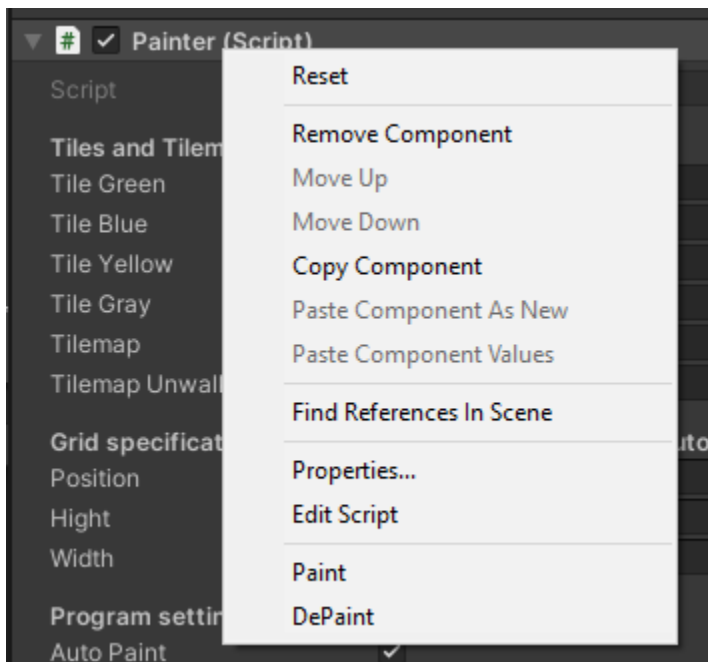


How to use and available options:

- 1) Find TilePainter:



- 2) You can generate random map in editor by using Paint option (uses in Hight, Width and position variables from Painter (script)) or erase existing map with DePaint function. (DePaint clears map from (-1,-1) to (1001,1001) positions and space set by Width, Hight and position.



- 3) AutoPaint - procedurally generates map when user moves camera to far from origin point in runtime.
PaintAtBeginning - creates random map on runtime start.
Pathing - turns on pathing script (pathing is available only when auto paint is off)

