Tilemap Prefab Placer

A free Unity Editor tool for placing prefabs on a grid with precision. Perfect for level design, tile-based games, and any project requiring grid-aligned object placement.
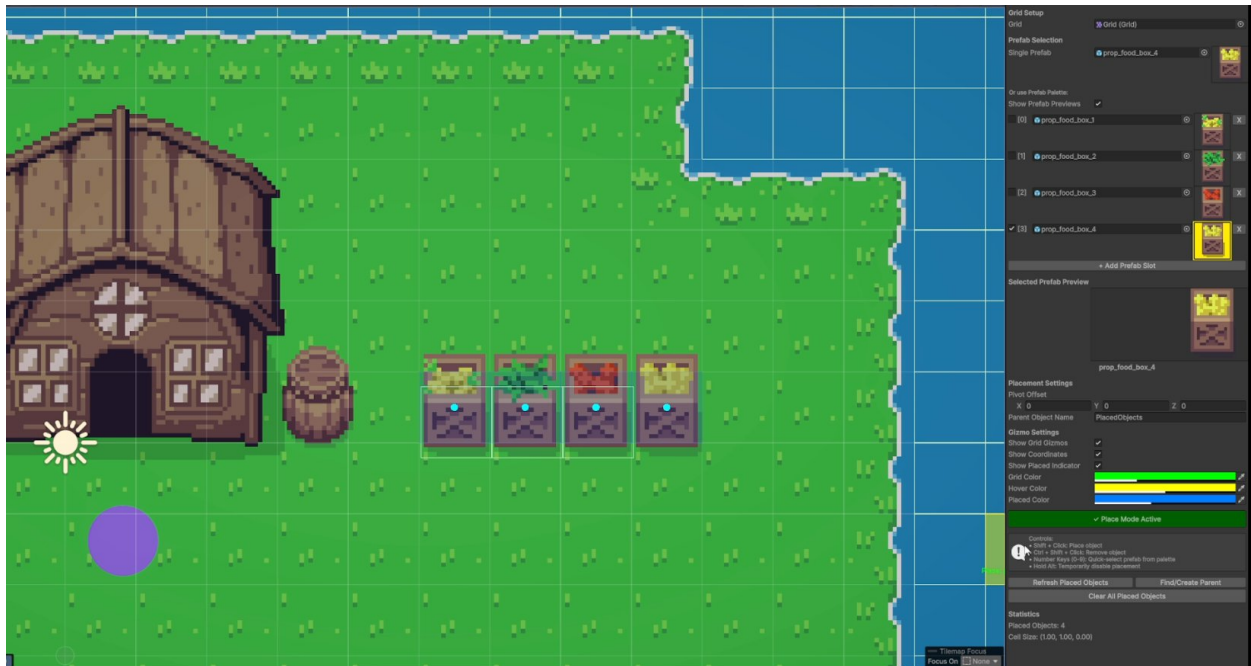

Figure 1: Tool overview

Samples

"Prefab_Placer_Sample" scene have a simple player with movement controller, a grid with a tilemap and some props for you to play around. Art used in the sample is downloaded from from OpenGameArt .

Setup

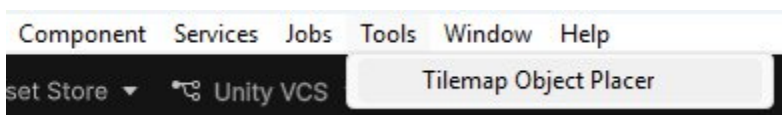1. Open **Tilemap Prefab Placer**r panel from Tools/Tilemap Prefab Placer

Figure 2: Opening tool panel

2. Drag&drop the grid into **Tilemap Prefab Placer** inspector or select your Grid in the scene
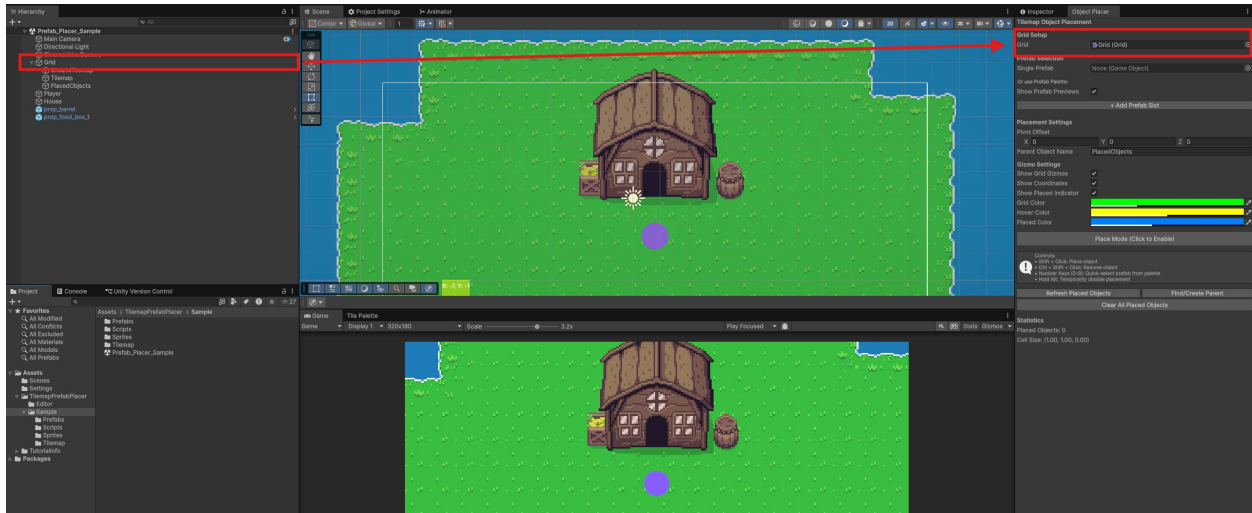

Figure 3: Referencing grid

3. **If you want to place only one prefab and don't want to complicate things:** Select the prefab you want to place.
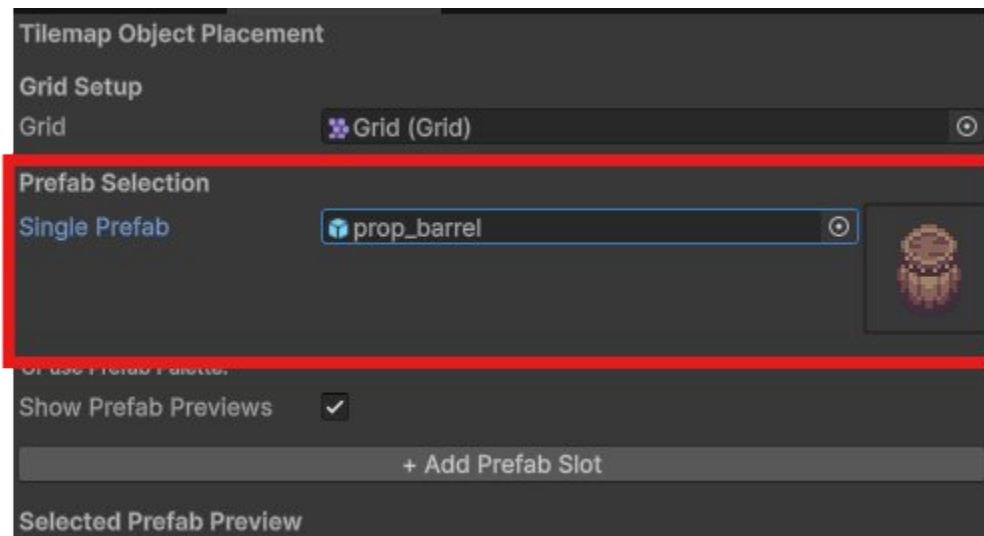

Figure 4: Single prefab selection

4. **If you want to create a prefab palette and easily switch between them:** Add necessary amount of prefab slots in the tool panel and select your prefabs. Use "X" to remove prefab from the palette.

You can switch between prefabs my clicking to the checkbox left of the slot. Selected prefab is also marked in the preview with a yellow background.
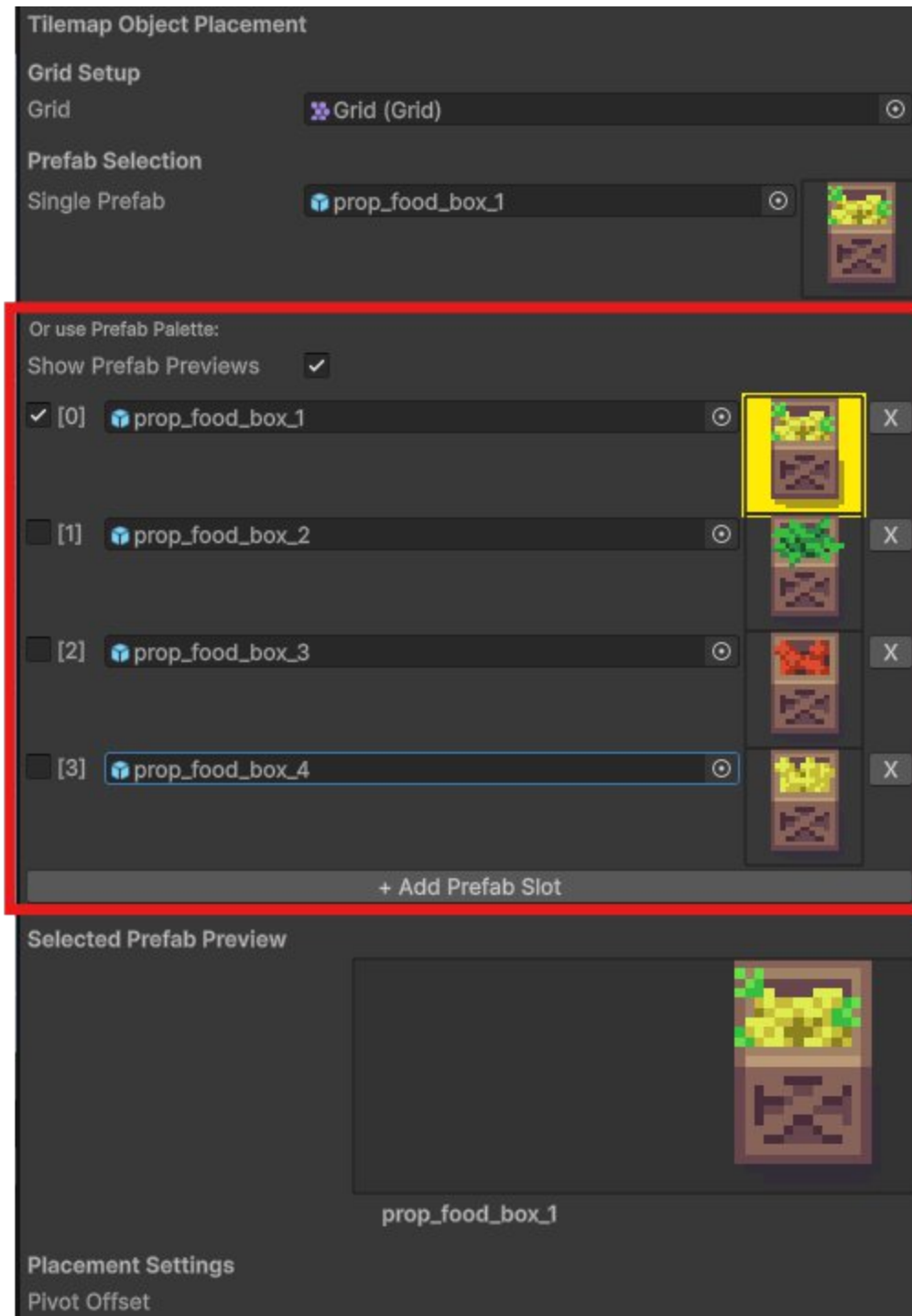
Figure 5: Multiple prefab palette

5. Toggle the place mode active to start placing.

   IMPORTANT: To avoid unnecesary placements, you can only place prefabs in the scene window by **Shift+Clicking** to the grid.
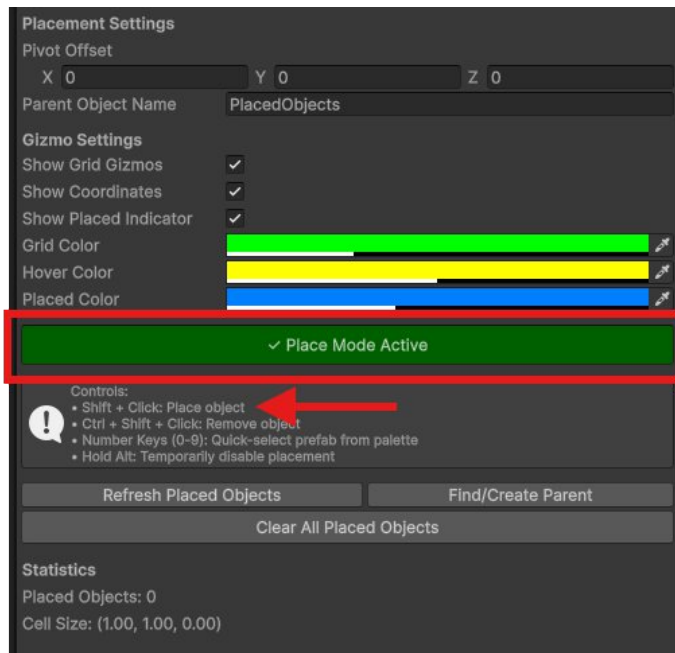
Figure 6: Toggling place mode active

Figure 7: Placement gizmo

Other Settings

    A. Parent object name: The tool will automatically place the prefabs into a parent named after this string as a child of the Grid.

    B. Pivot Offset: Parameters to play around if you want placements to have offset (your prefab is not aligned to the grid)

    C. Hiding prefab previews: Hide/unhide asset previews.

    D. Disable debug gizmos: Hide/unhide debug indicators in the scene if you ever need it.

Notes:

    – To have a preview, your prefabs must have a Sprite Renderer with a sprite assigned. If not found it will try to find Sprite Renderer in the children.

    – Do not directly delete prefabs, use the tool to remove (Ctrl+Shift+Click or Clear all) to make sure the gizmos are updated.

Thank you.

For your questions, use:

berkan.ozgur2@gmail.com