

2.5D Tilemap Editor Documentation

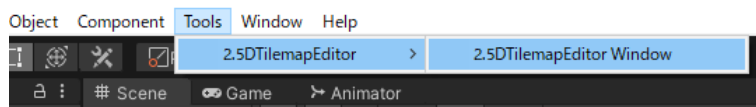


Manual

Getting Started

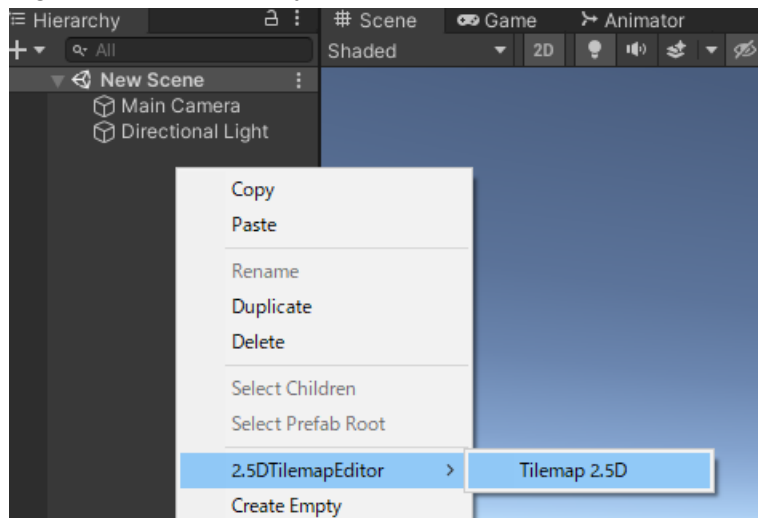
Open Window

Tools > 2.5DTilemapEditor > 2.5DTilemapEditor Window

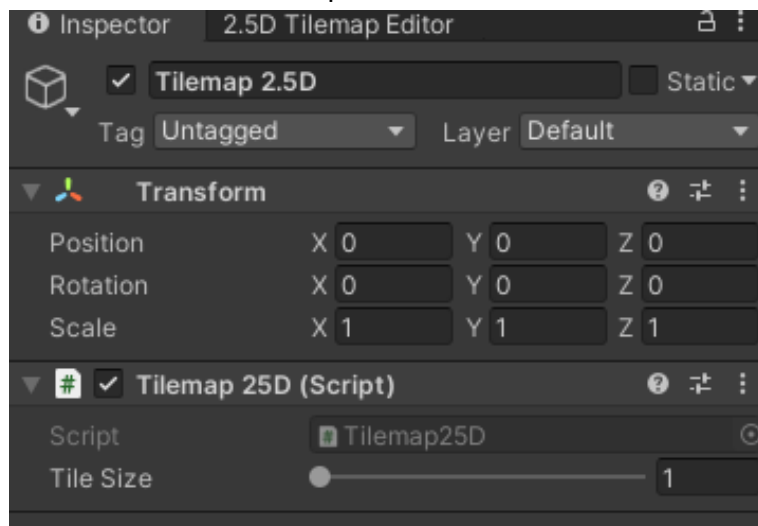


Create Tilemap 2.5D

Right click on hierarchy window > 2.5DTiledmapEditor > Tilemap 2.5D

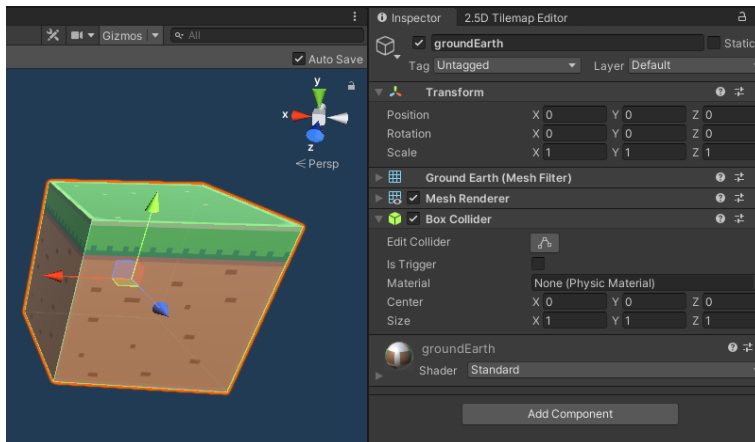


Select the created tilemap 2.5D and set the tile size.



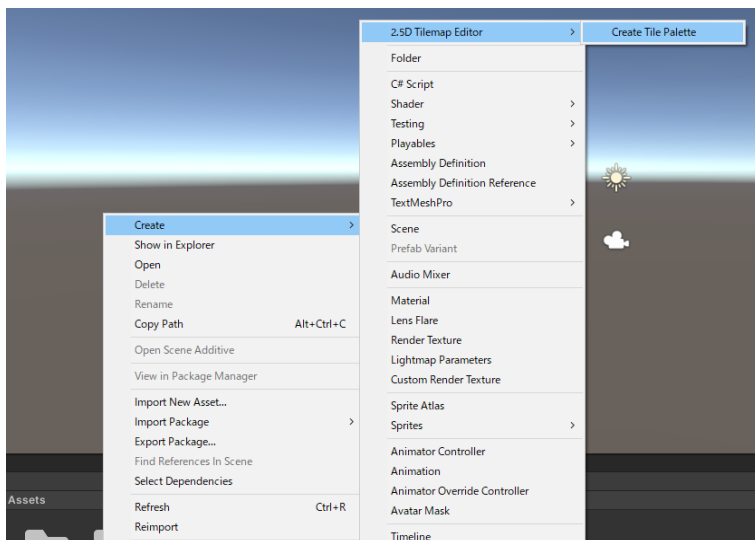
Create Tile

Create a prefab of the game object to be tiled.

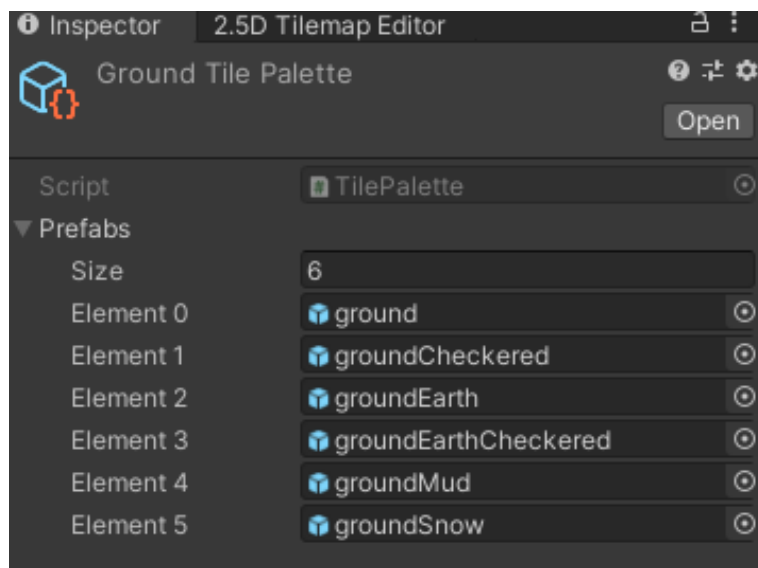


Create Tile Palette

Right click on project window > 2.5DTiledmapEditor > Tilemap 2.5D

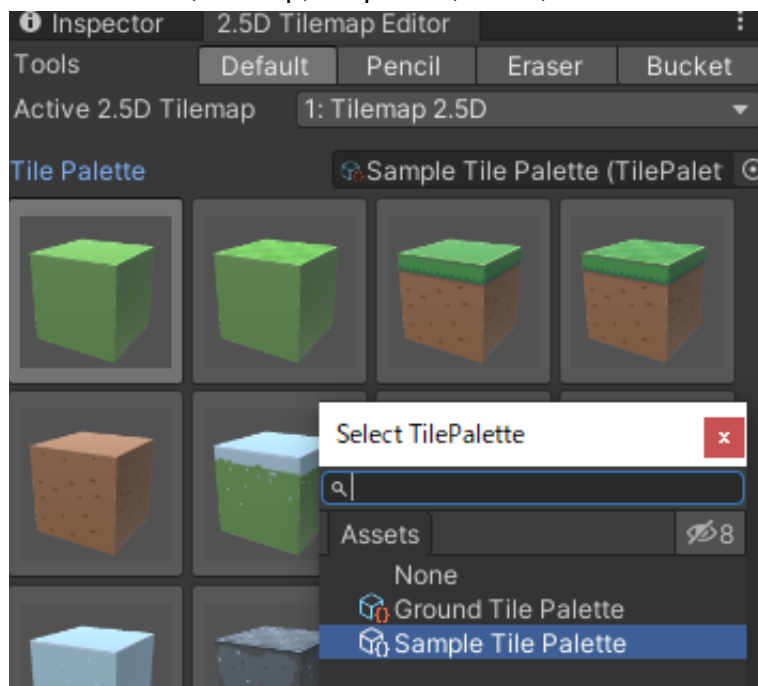


Select the created tile palette and set the tiles.



In The Editor

Select the tool, tilemap, tile palette, or tile, and then use it.



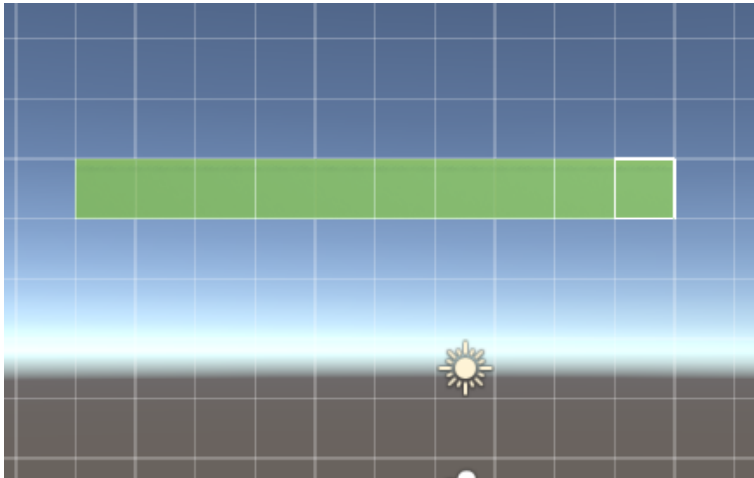
Tools

The 2.5D Tilemap Editor has three tools: pencil eraser bucket.

When the tool is selected, the scene will be in 2D view and the grid will be visible.

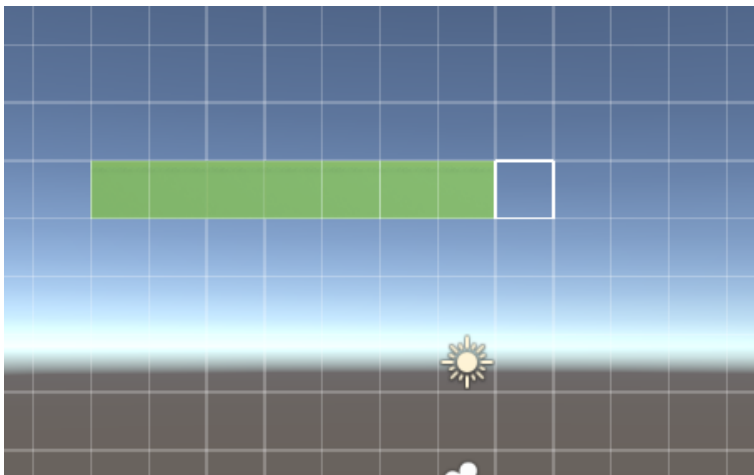
Pencil

Create a tile at the clicked position.



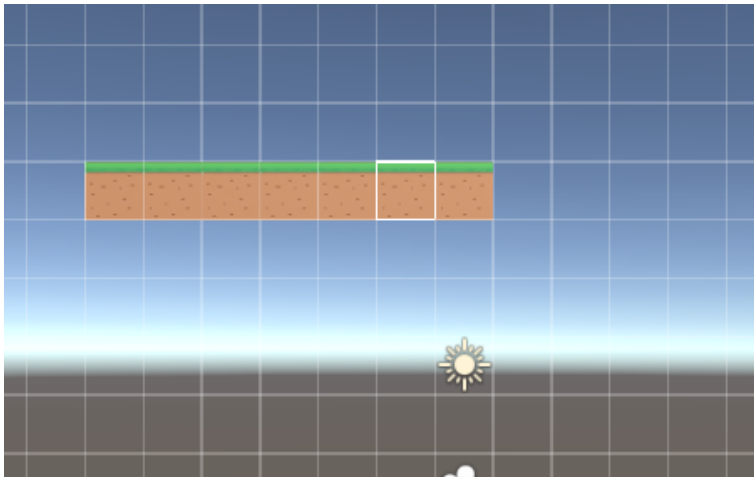
Eraser

Deletes the tile at the clicked position.



Bucket

Fill in the connected tiles.



The width of the tile that can be filled at once is 10000.

Keyboard Shortcuts

Default shortcut keys

Pencil tool: B

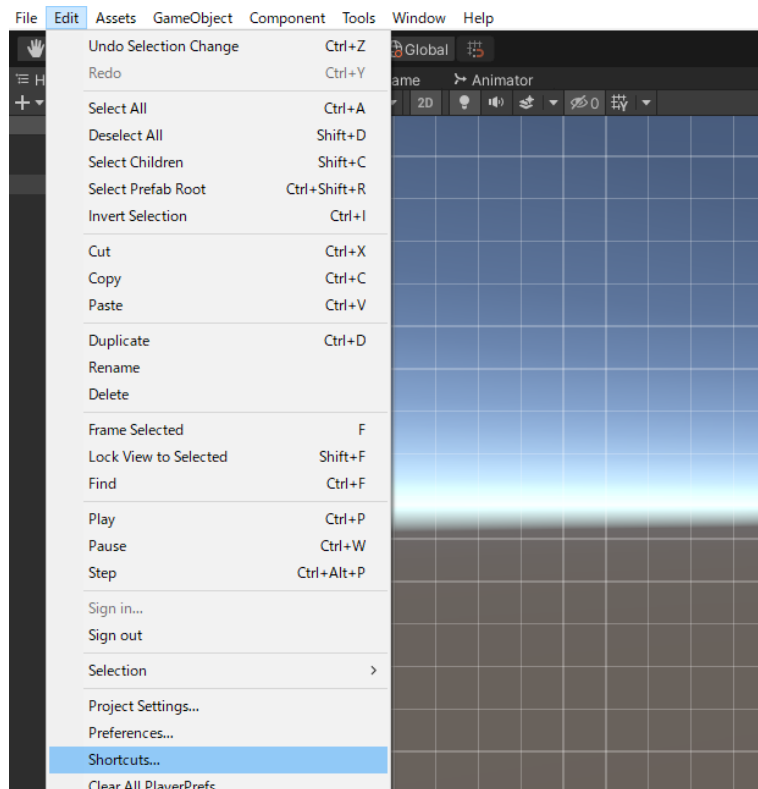
Eraser tool: D

Bucket tool: G

Customize

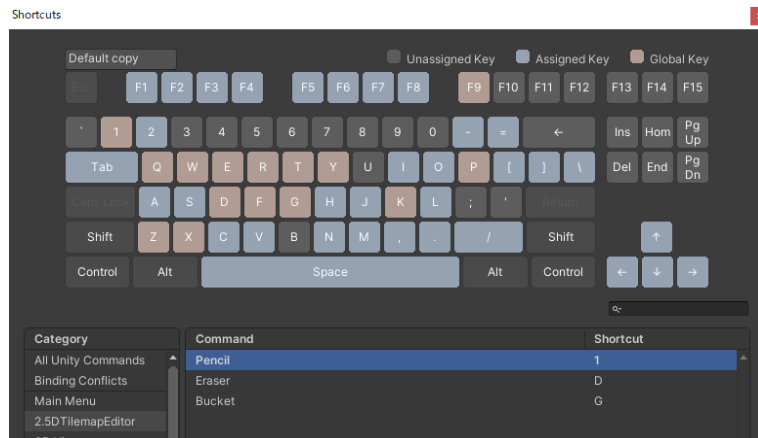
Open Shortcut Manager

Edit > Shortcuts...



Bind shortcut keys

Select the command, double-click it, and press any key.



FAQ

Grid and selector are not displayed

Enable gizmos.



The tiles are bright

Use scene lighting.



Credits

Low Poly 3D Block - Devils Work.shop

Using CC0 1.0 graphic assets for the sample.

Special thanks to Ajay Karat | Devil's Work.shop.

<http://devilswork.shop/>

Change Log

v.1.0.1

No longer need to attach colliders to the prefab to work.

v.1.0.0

Initial version

Contact

Email

If you have any problems, please contact me at: raiungames@gmail.com