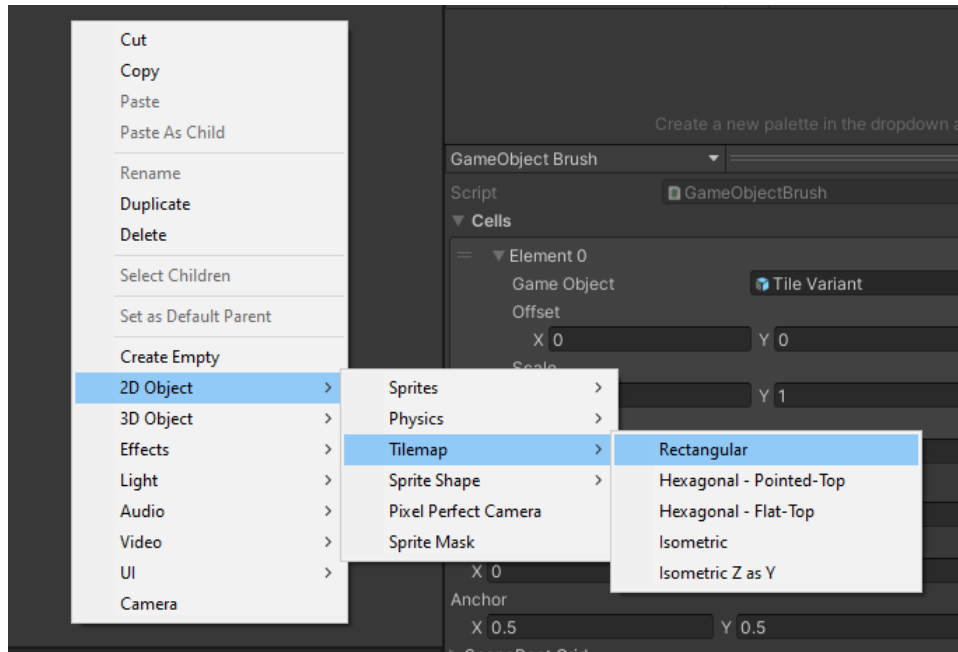
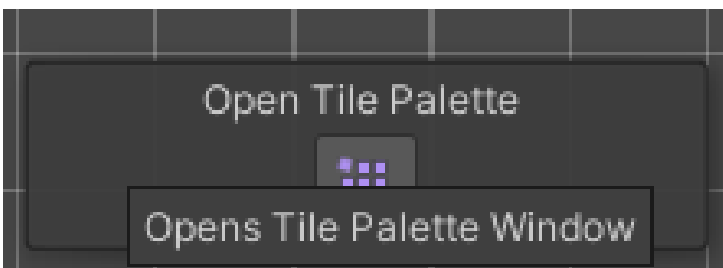


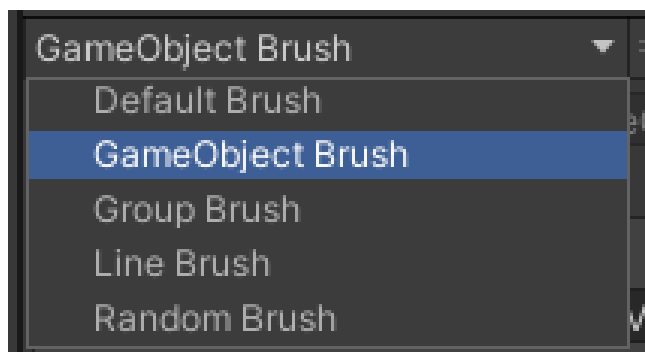
1. Add a Tile Map by right clicking the hierarchy and selecting 2D Object > Tilemap > Rectangular.



2. Open the Tile Palette window



3. Switch the Brush to the GameObject brush



4. Drag and drop a GameObject into the “Element” area. Then you can use the brush in the grid.

