

# Hexagon Painter Tool

## 1 Setup

Hexagon Painter Tool is a Scene View painting tool for quickly placing hex tiles, stacked layers, and overlay objects such as buildings, trees, rocks, and props.

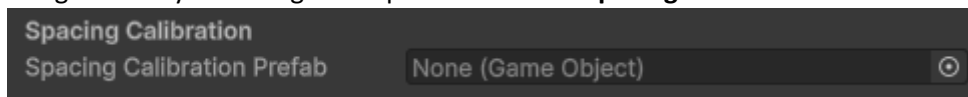
### 1.1 Hierarchy

- Create an empty object.
- Add the script Hex Map to it.

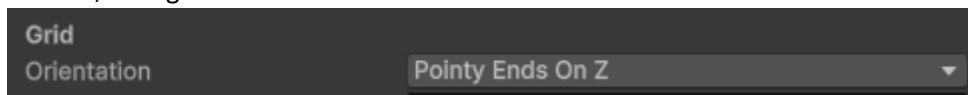
Optional: Use the prefab Hexagon Painter Tool under prefabs in the package.

### 1.2 Calibration

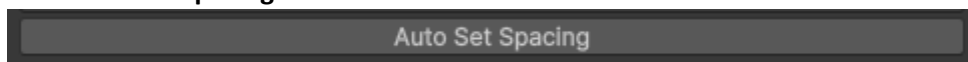
- Assign one of your hexagon tile prefabs into the **Spacing Calibration slot**.



- Most hexagon tiles use **Pointy Ends On Z**. If your tiles have their pointy ends facing left/right instead, change Orientation to **Flat Ends On Z**.



- Click **Auto Set Spacing**.

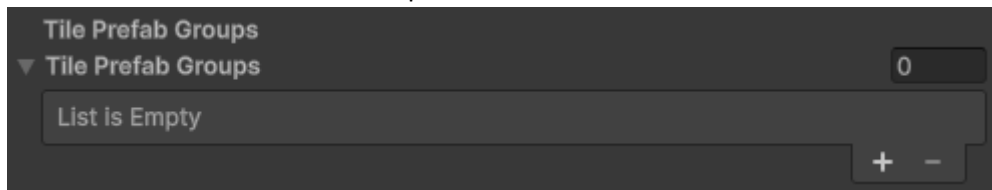


This calibrates the spacing between neighboring tiles and also sets a starting Layer Height for tiles placed above or below the base layer.

The **Spacing Multiplier** values should get the tiles close to fitting next to each other after you clicked Auto Set Spacing, but you may still need to adjust the values.

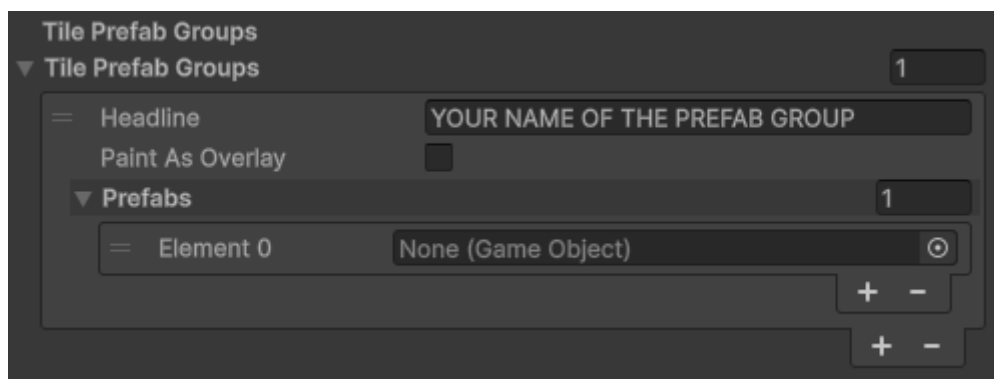
## 1.3 Add Tiles

- Click the + under Tile Prefab Groups



- Name your Tile Prefab Group after the category you want to use.
- Click the + under Prefabs and add the tiles that belong in the category.

Think of the Headline as the category name for the tiles, such as Summer Road Tiles.



- For tiles, leave **Paint As Overlay** unchecked.

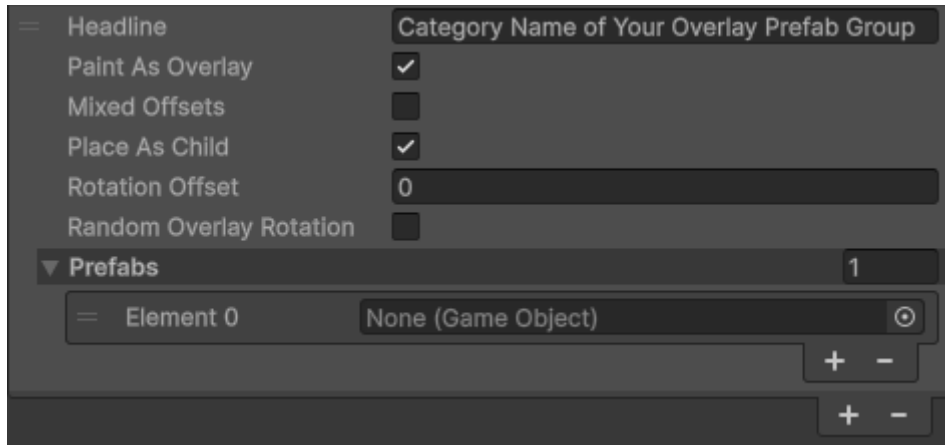
### 1.3.1

Paint at least two tiles next to each other and adjust the **Spacing Multiplier** values if needed.

## 1.4 Add Overlays (Props, Buildings, Trees, Rocks, etc.)

- Add a new Tile Prefab Group.
- Check **Paint As Overlay**.
- Check **Place As Child**:  
This makes the overlay become a child of the tile it is placed on.

**Feature:** If the parent tile is deleted with Ctrl + Left Click and you place a new tile at the same position, the overlay will automatically become a child of the new tile in the Hierarchy. The same applies when replacing a tile with Shift + Left Click.



- Check **Random Overlay Rotation** if you want the prefabs in the Prefab Group to receive a random Y rotation when placed. This is useful for natural objects such as trees and rocks.
- Optional: Enable **Mixed Offsets** when prefabs in the same overlay group have different default facing directions. This gives the overlay brush 12 rotation steps instead of 6. This can be useful when buildings have doors facing the wrong angle in the tile, for example.

Random Overlay Rotation ☒

Mixed Offsets ☒

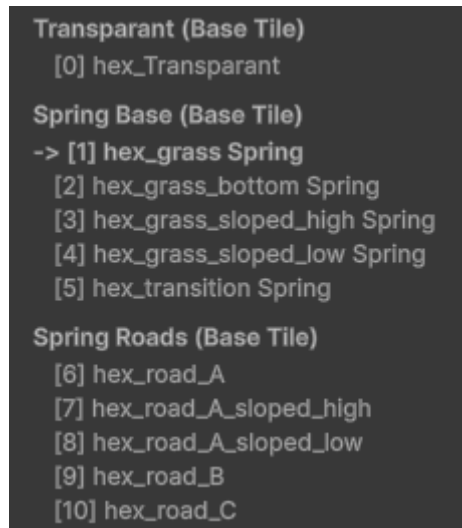
Optional: If your overlay objects have an incorrect default rotation, adjust it with **Rotation Offset**. The default value is 0.

Rotation Offset 0

## 2. How to use the Hexagon Painter Tool

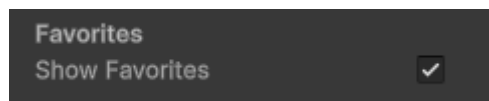
### 2.1 Select your Prefab.

- To choose the tile or overlay you want to place, click its name in the Global Prefab Index Reference list. The selected prefab is marked with an arrow.
- You can switch to the next or previous prefab using Numpad + and Numpad -



### 2.2 Favorites

- Check **Show Favorites** to enable quick-select buttons in the Scene View. You can also use **Tab** to toggle favorites on/off.



In the prefab list, buttons 1 – 9 appear next to each prefab. Click one of these buttons to assign that prefab to a favorite slot in the Scene View.



You can quick-select favorite prefabs with **keyboard keys 1 – 9**, or click on the buttons in the Scene View.

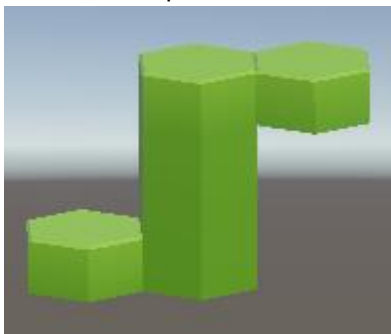
## 2.3 Shortcuts and Functions

All shortcuts are also listed in the inspector info boxes.

### Tiles:

- **Left Click** = **Place a tile** if the current position is empty.
- **Left Click + Drag** = **Paint tiles**
- **Shift + Left Click / Drag** = **Replace tile**
- **A** and **D** = **Rotate tile**. **S** = **reset rotation**
- **Hold X** while placing or replacing a base tile = **Stretch** the tile from Layer 0 to the current layer.

Example:



Tip:

Use a bottom tile as the stretched tile, then place the top tile above it.

### Select Prefab:

- **Switch** between your prefabs using **Numpad +** and **Numpad -**
- Click the prefab name in the Global Prefab Index Reference to select it.
- Use **favorite slots** for quick prefab selection. Assign a prefab by **clicking one of the 1 – 9 buttons** next to its name in the Global Prefab Index Reference. You can then select that favorite by clicking it in the Scene View favorite bar or by pressing **keys 1 – 9**.

### Height Layers:

- Press **.** to move **one layer up** and **,** to move **one layer down**. One layer is half a tile height. Press Numpad 0 to reset to Layer 0.

## Overlays:

- **Left Click** = Place an overlay at the tile center.
- **Space + Left Click** = Place an overlay at the **exact mouse position**. You can place multiple overlays on the same tile.

## Delete objects:

**Ctrl + Left Click** = **Delete** the tile or overlay under the mouse.

## 2.4 Start using the tool

Select the GameObject with the HexMap component in the Hierarchy to start using the tool.

The tool is used through the Inspector and the Scene View.

I hope this tool helps you build your maps faster and smoother. Happy development! =)

## Notes:

- The tiles and props in this package are simple and meant to be replaced with your own tiles and props, but you may use them as you wish.
- You have access to all scripts and may edit them for your own use. Please do not redistribute, copy or share the scripts separately from the package.