

Tutorial

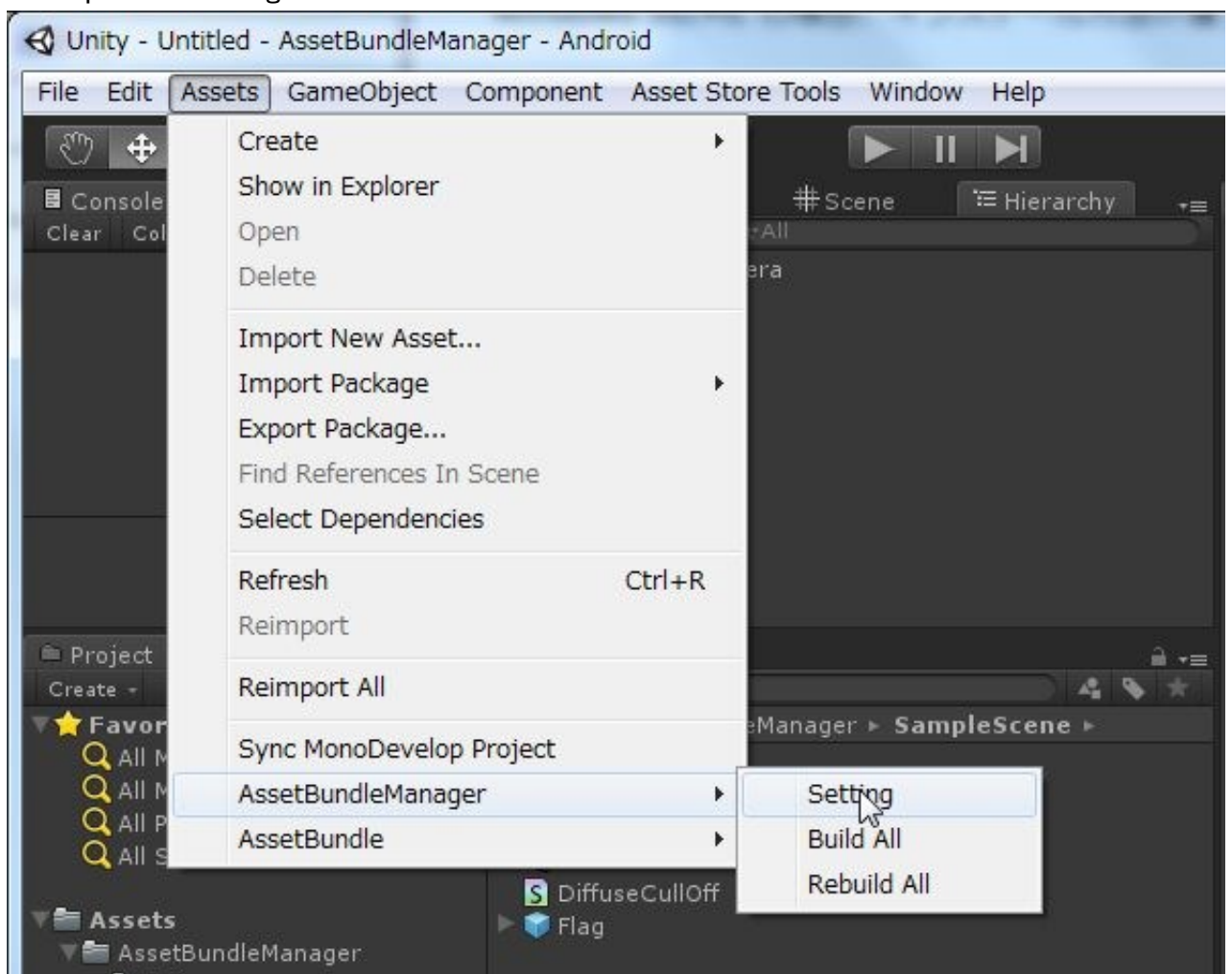
- [Getting started](#)

■ Getting started

For the starter, I will introduce a flow from creation to load of assetbundle here.

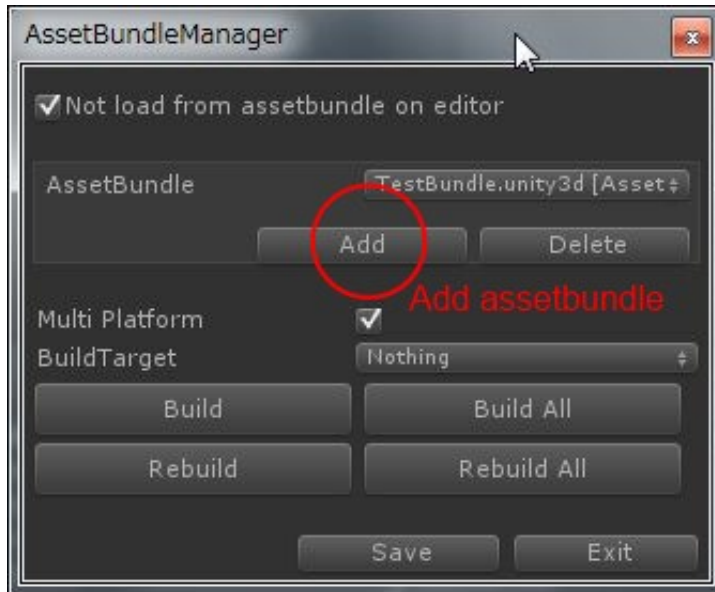
1. Open the menu

You open the configuration window from the menu first.



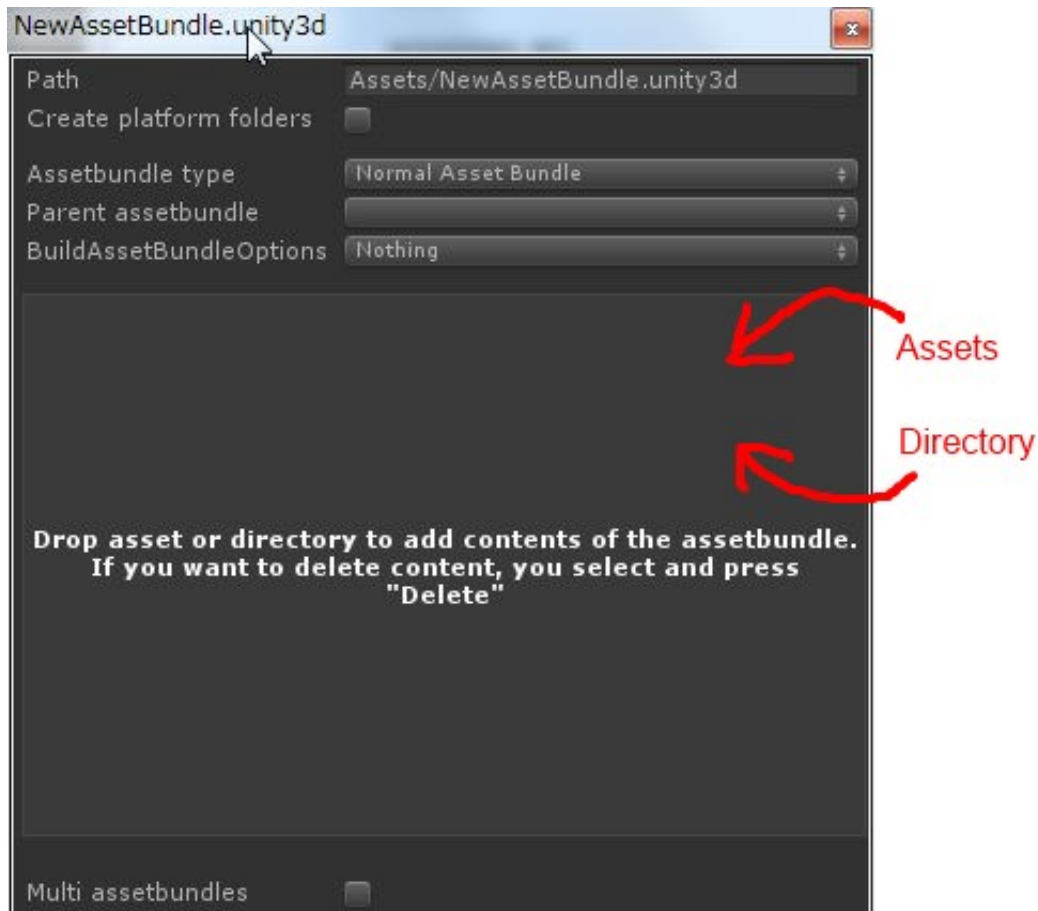
2. Add a assetbundle

Press "Add" button to add an assetbundle Select the location where you want to create the assetbundle in the file selection window in a row.



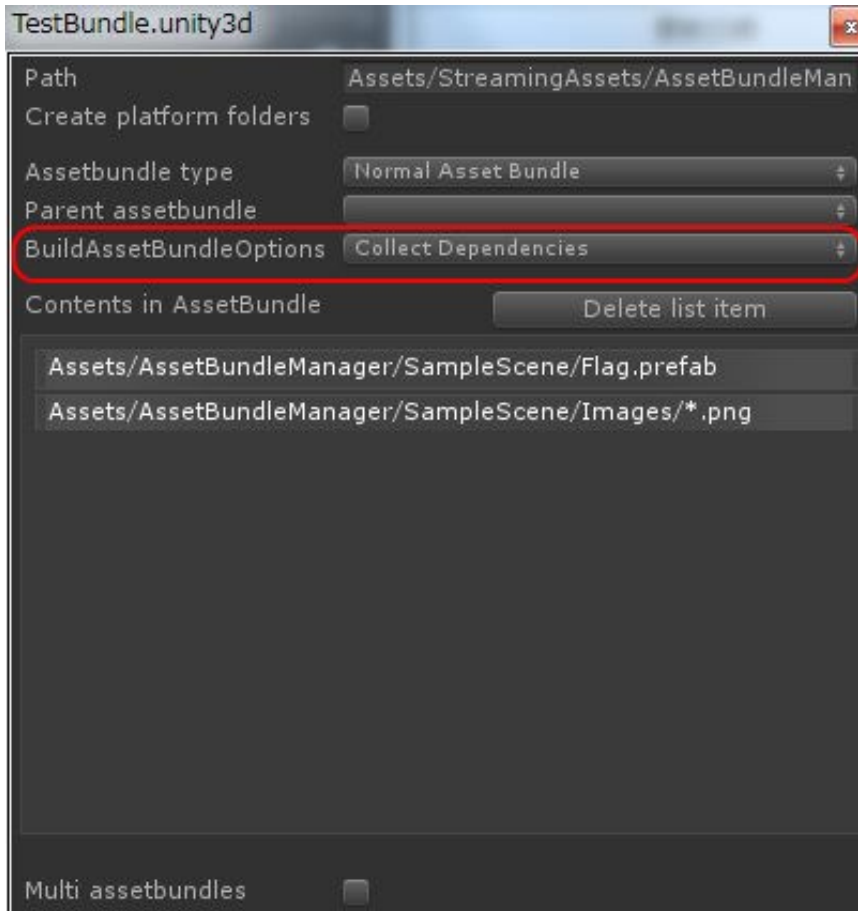
3. Add assets into the assetbundle

Drag and drop directory or assets into the asset list area on the sub-window to add it.



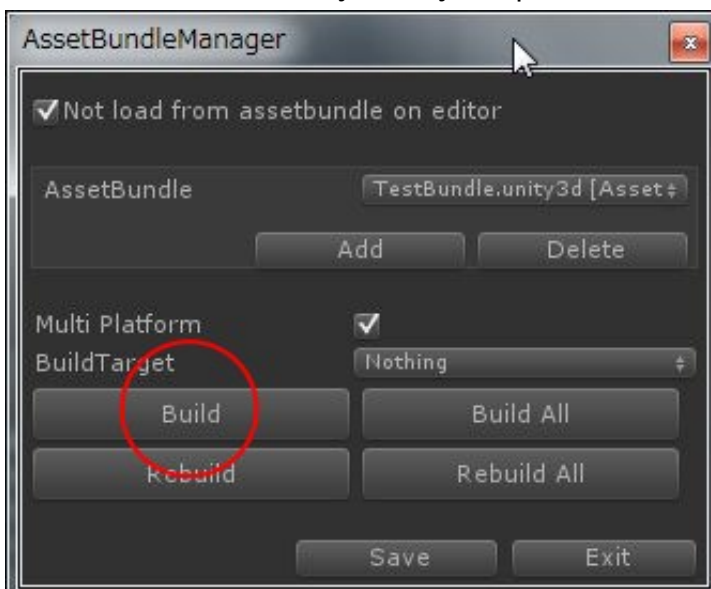
4. Set the options

"AssetBundle type" is "Normal" when you create standard assetbundle. Please refer to [official reference](#) about BuildAssetBundleOptions. It is recommended you check the "CollectDependencies".



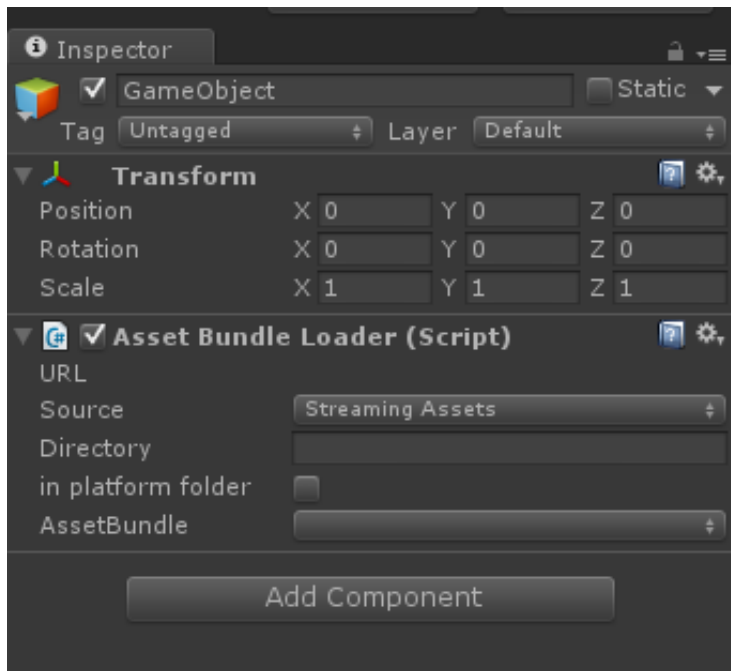
5. Build it

Assetbundle is built by pressing the Build button. If you need, upload it to network or put it StreamingAssets directory. If you check "Not load from assetbundle on editor", you need not rebuilt it every time you update assets.



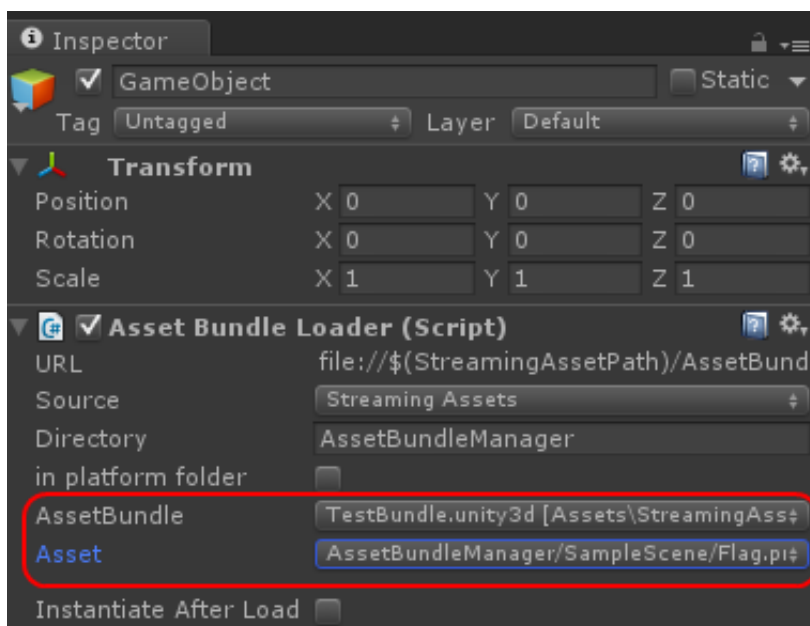
6. Add component of AssetBundleLoader

It is time to add AssetBundleLoaer component to a GameObject.



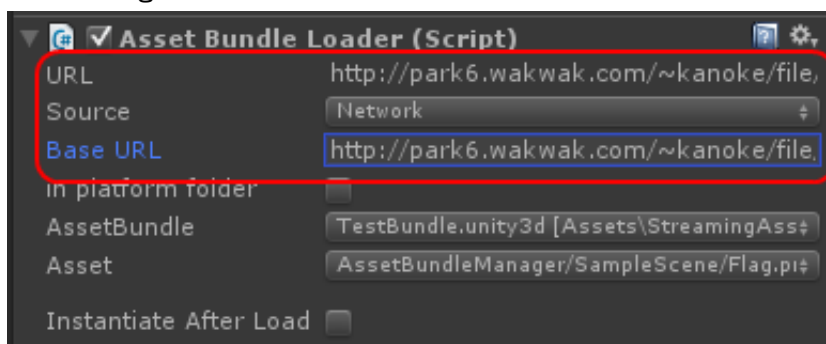
7. Select asset you want to load

You select the assetbundle and asset from the list.



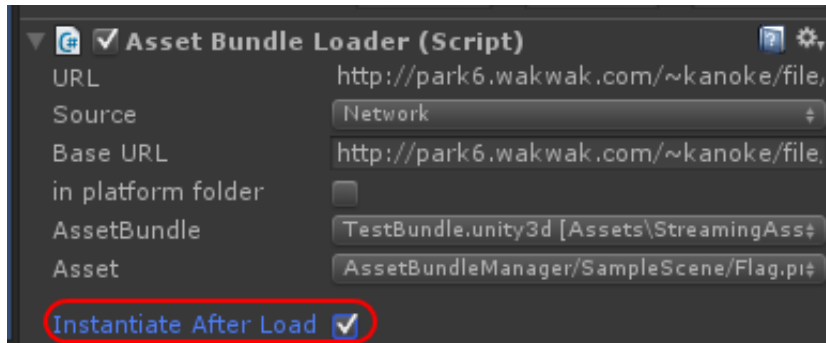
8. Input the address of assetbundle

You must set the address of assetbundle. Please input the URL or relative path from StreamingAssets.



9. Set auto-instantiate options

Check "Instantiate After load". If loaded asset is prefab, it is Instantiated immediately after completion of loading.



10. Complete

Minimum required settings are all in this.

It is easy to access the asset you loaded from your script.

The following code set the texture you loaded with AssetBundleLoader to the material.

```
1 | var loader = base.GetComponent<AssetBundleLoader>();
2 | var texture = loader.Asset as Texture;
3 | base.renderer.material.mainTexture = texture;
```

If you want to know more detail usage, please read [online manual](#).