

Upgrading from previous versions

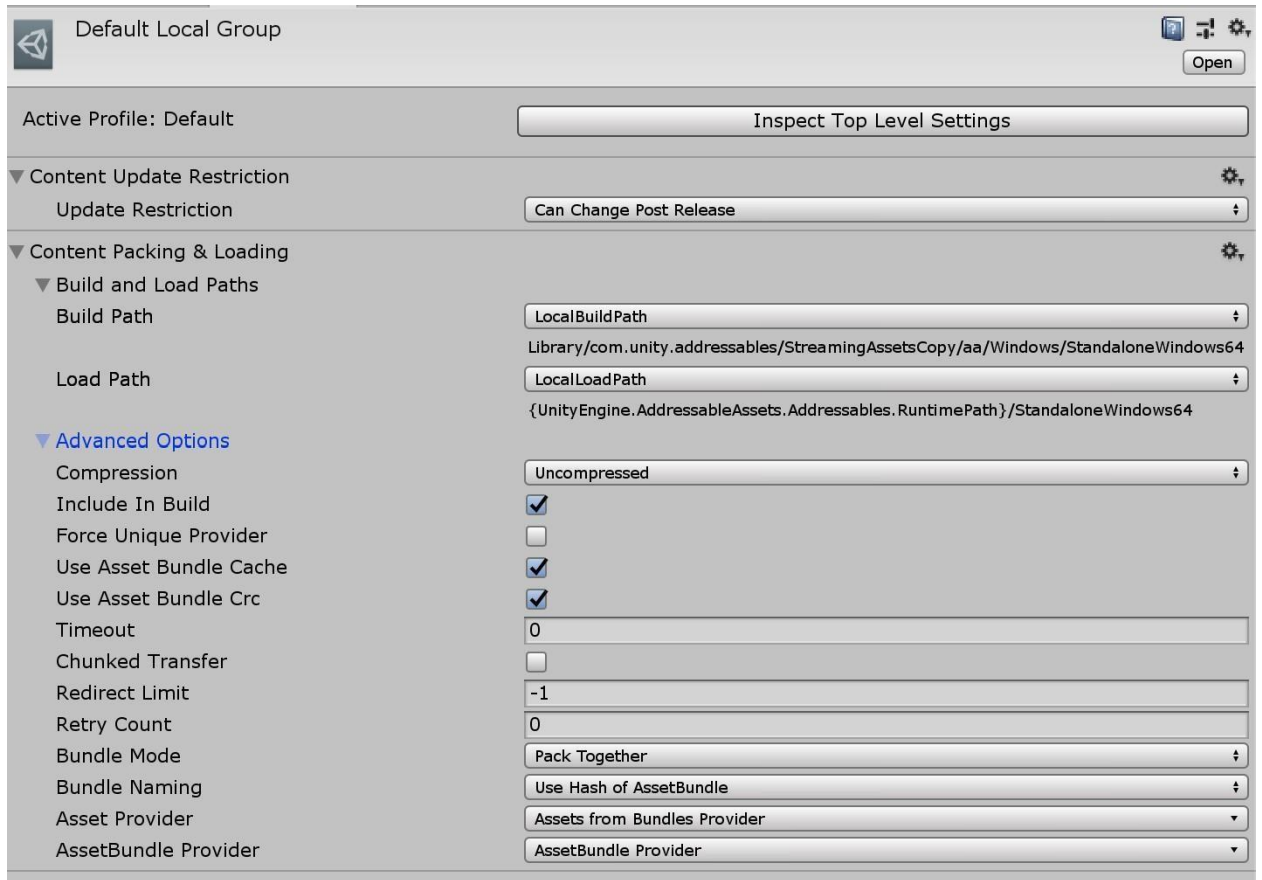
You should remove the previous UMA folder before importing! If this is not possible, at the very least, remove the CORE and EXAMPLES folders.

To use this version of UMA with Addressables (very much recommended), you must have the *Addressables* package 1.6.2 or later installed from the package manager.

UMA will not download raw asset bundles in this version. If you want to use raw Asset Bundles, you will need to download them, and add the contents to the global library using `UMAAssetIndexer.Instance.ProcessNewItem(item)` for each item in the bundle. You would need to manage the asset bundle manually.

To upgrade a project:

- Install Addressables **1.6.2** or greater
- Open the preferences window, and enable addressables in the UMA preferences section.
- Import the new UMA **2.10**
- In your scene, delete the UMA_DCS prefab. This is very important. You should not use this older prefab when using Addressables.
- Add the UMA_GLIB prefab from the "UMA/Getting Started" folder.
- Open the Addressable groups window and dock it.
(Windows/AssetManagement/Addressables/Groups)
- Edit the default settings in the default group as needed. These settings will be used for the generated groups. Here is the UMA Default:



- Open the new "Global Library" window. This is new for this version of UMA.
- Select the Generate/Generate Single Group option from the Addressables menu in the Global Library. The system will generate the addressable groups. This may take some time.
- In the addressable groups screen, you should build the asset bundles: Build/New Build/Default Build Script.
- Select the "play mode script". I use "use existing build", as that validates the bundles are generated correctly.