**LoadAssetBundle**

**FromUrl**

**Loading Scenes**

```
StartCoroutine(CandyCoded.LoadAssetBundle.FromUrl(
    "http://localhost:8000/samplescene",
    "Assets/Scenes/SampleScene.unity",
    LoadSceneMode.Additive
));
```

**Loading GameObjects**

```
StartCoroutine(CandyCoded.LoadAssetBundle.FromUrl(
    "http://localhost:8000/sampleobjects",
    "Cube"
));
```

**LoadAndAddScenesFromBundle**

```
yield return LoadAndAddScenesFromBundle(bundle, "Assets/Scenes/SampleScene.unity", LoadSceneMode.Additi
```

**LoadAndInstantiateFromBundle**

```
LoadAndInstantiateFromBundle(bundle, "Cube");
```