

Upgrading from previous versions

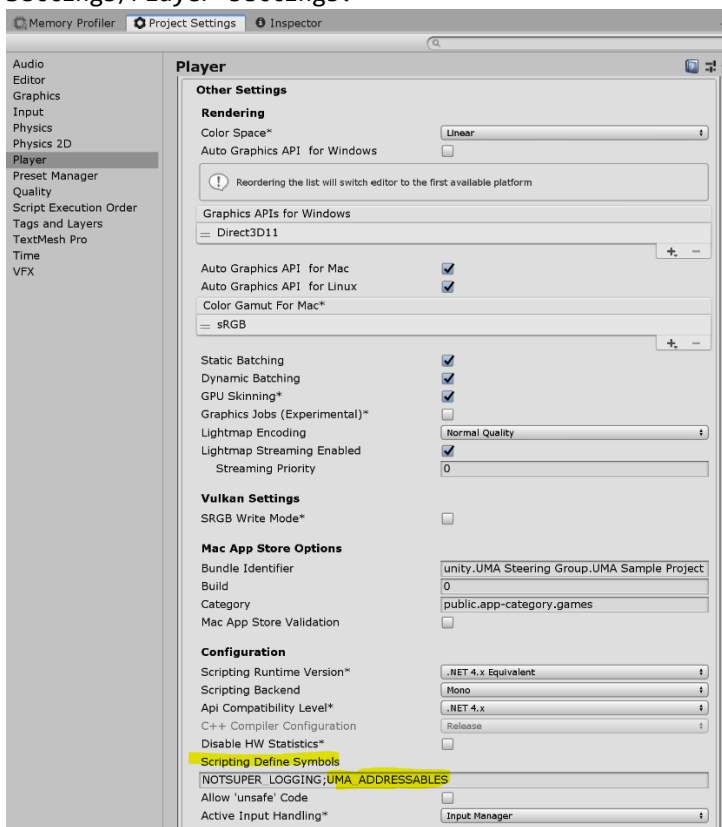
You should remove the previous UMA folder before importing! If this is not possible, at the very least, remove the CORE and EXAMPLES folders.

To use this version of UMA with Addressables (very much recommended), you must have the *Addressables* package 1.5.0 or later installed from the package manager.

Old asset bundles will NOT work in this version at all. Even if you don't have addressables installed. You must switch to the Addressables system to generate asset bundles if you want that functionality.

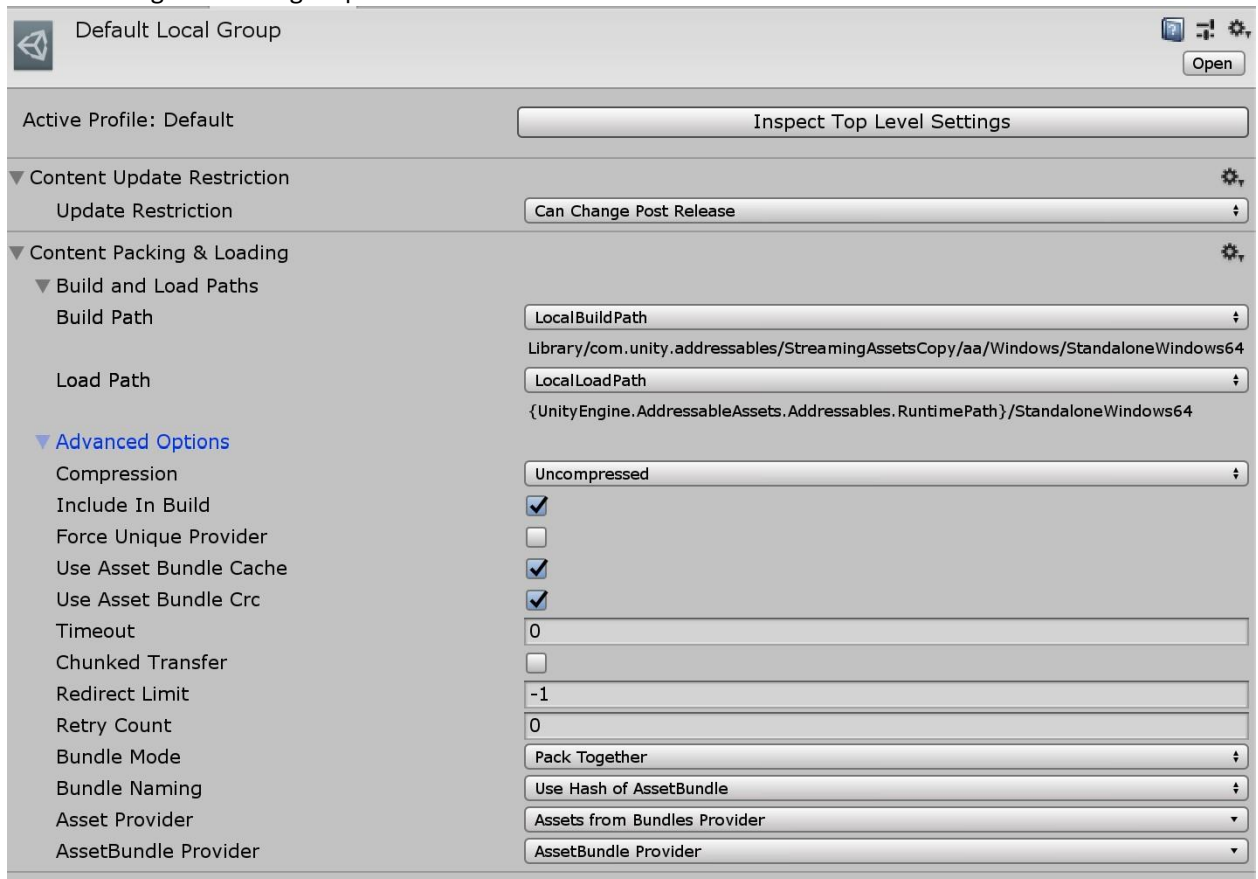
To upgrade a project:

- Install Addressables 1.5.0 or greater
- Add UMA_ADDRESSABLES to the "Scripting define symbols" in your Project Settings/Player settings.



- Import the new UMA 2.10
- In your scene, delete the UMA_DCS prefab.
- Add the UMA_GLIB prefab from the "UMA/Getting Started" folder • On the UMA Generator, make sure "Enable Cache Cleanup" is OFF. This will likely be removed in a future version, as it really limits what you can do with a generated UMA (no recoloring on the fly, no LOD, etc).
- 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 "(Re)Generate Groups" 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.

In theory, your application should now work. If you have any issues, contact me on discord.