

## Async Storyboard Loading

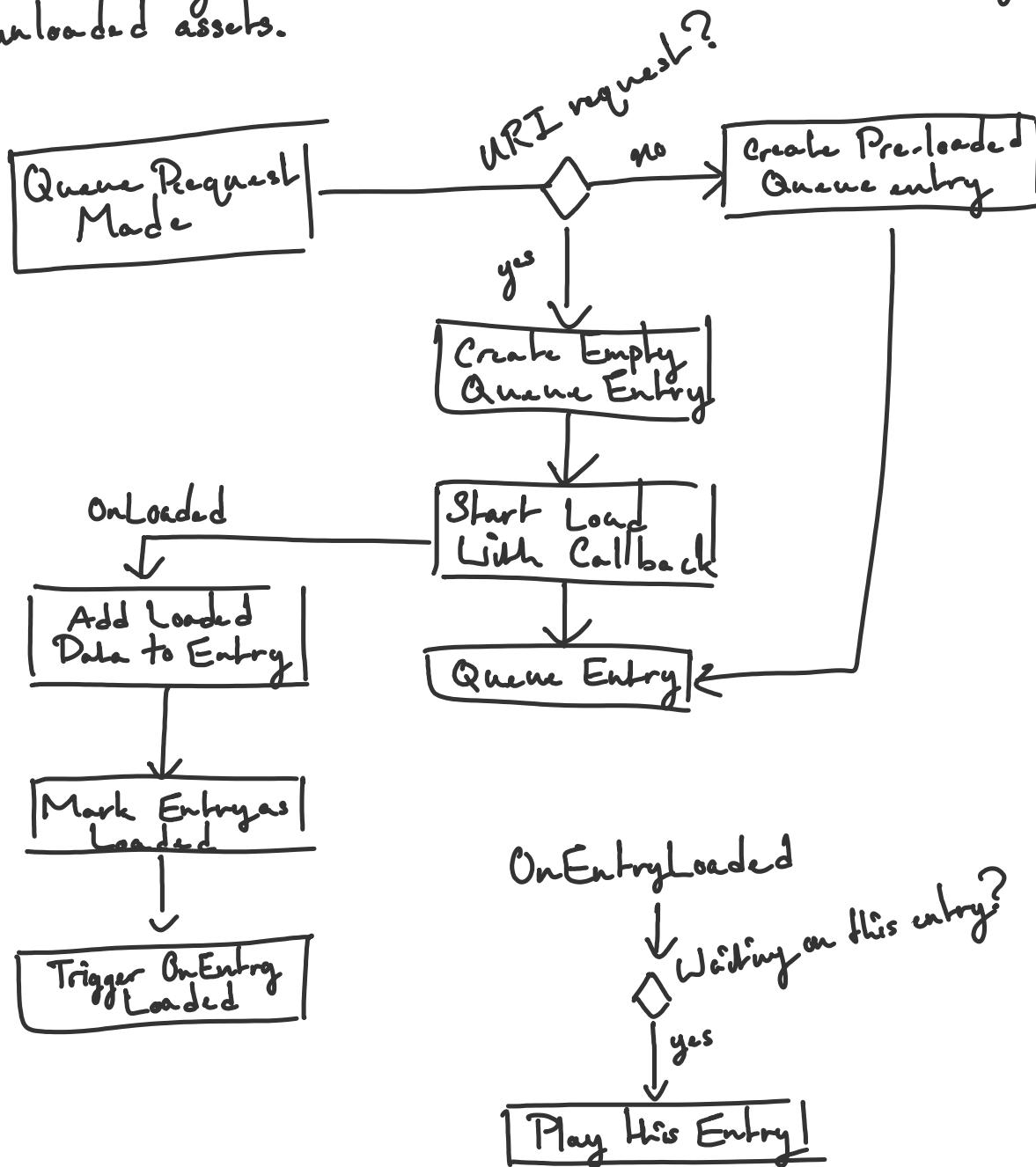
Saturday, March 23, 2019 17:26

When a storyboard is set to be queued from an asset bundle URI, it should be done in a non-blocking way to keep the game from hanging.

This introduces, however, indeterminacy to the storyboard queuing process.

To deal with this, a loading queue will need to be maintained by the storyboard queue to remember what order the yet unloaded assets are in.

Or, better yet, the main queue allows for the holding of unloaded assets.



Because of the support for both data based Storyboards and prefabs, Queue Entries will need to be able to distinguish between the two.

It could simply hold a reference to a ~~IQueueableStoryboard~~ object.  
Or it could be a subtyped "QueueEntry"

