

AssetBundleManager

Easy-to-use tool for asset bundle

Documentation

Note: Please note that this documentation does not include all classes/methods/fields. Those non-mentioned items are not intended to be used.

AssetBundleManager.ABManager Class

Core class of AssetBundleManager provides methods to load asset bundles.

Methods

- `public static ABManager GetInstance()`
Return an instance of ABManager, or create an instance of it if not exist yet.
- `public void LoadConf()`
Load the conf file containing all asset bundles info. It will automatically called when using `Load<T>()` method if config file not ready yet, but it can be called separately, in order to use `GetAllObjNames()` before start loading.
- `public string[] GetAllObjNames()`
Return an array of all asset bundles name available to download. This must be called after config file is ready, or otherwise it will return null.
- `public ABLoadResult<T> Load<T>(string objName)`
Start loading asset bundle with specified name. Return an instance of ABLoadResult that will contain the loaded asset.
- `public void Retry(IABLoadResult result)`
Retry the download of asset bundle, use it inside `OnABDownloadFailDelegate`
- `public void Proceed()`
Skip current downloading asset bundle, use it inside `OnABDownloadFailDelegate`
- `public static void ClearAllCachedBundles()`
Remove all downloaded asset bundles that saved in cache

Delegate

- `public delegate void OnConfDownloadFailDelegate()`
Called when config file fail to download, call `LoadConf()` for retry
- `public delegate void OnABDownloadFailDelegate(IABLoadResult result)`
Called when asset bundle file fail to download, call `Retry(result)` for retry or call `Proceed()` to skip and download remaining bundles

Fields

- `public static ABManager instance`
Same as `GetInstance()` method, just an alternative for singleton coding style
- `public static event OnConfDownloadFailDelegate OnConfDownloadFail`
Callback event for fail download of config file

- public static event OnABDownloadFailDelegate OnABDownloadFail
 Callback event for fail download of asset bundle, please note that download is manage by a single blocking queue, i.e., all bundles will stop downloading until Retry(result) or Proceed() is called
- public bool isConfReady
 Return true if config file is ready, it is suggested to check this before calling GetAllObjNames()
- public bool isWorking
 Return true if config file or asset bundle is loading
- public IABLoadResult[] downloadQueue
 Return an array of asset bundles pending to be loaded

AssetBundleManager.ABLoadResult<T> Class

A class that store the info of a loading asset bundle.

Fields

- public string objName
The name of this asset bundle
- public Type type
The instance type of the asset stored in this asset bundle
- public T data
The asset in this asset bundle, it is null before loading completes and is success
- public bool isDone
Return true if loading completes, even if loading is failed
- public bool isSuccess
Return true if loading completes and is success, if data field is still a null, it may due to wrong instance type