

## **AssetBundleManager**

Easy-to-use tool for asset bundle

### Version 1.1.0

- Support standalone platforms (Windows, Linux, Mac OS X)

### Version 1.0.2

- When running in editor, shaders in the loaded prefab are pre-compiled for specific platform, thus may not work in editor. An extra logic is added, which will re-apply all shaders in loaded prefab, only when the game is run within editor

### Version 1.0.1

- Fix build failure when large amount of assets to be built

### Version 1.0

- Initial release