

# Scene Build System Document

—An automatic workflow to build Assetbundles for your scenes.

## What can this tool do?

This tool can help you to put all your scene assets into asset bundles without losing their lightmap data and it supports asset dependence loading.

## Test the demo.

To run the demo, you have to follow these three procedures.

### 1-Serialize Scene.

- 1.Open Scene “Demo Simple”
- 2.Open Menu [Tools/ShanghaiWindy/SceneAssetsSerialize]
- 3.Click “Serialize Scene” Button
- 4.Press Ctrl+S to save the scene.

### 2-Build Assetbundles

1. Open Menu [Tools/ShanghaiWindy/SceneBuilder]
2. Select the “Target Platform”
3. Click “Reload Cooked Scene Data” button  
This will search all scenes that are cooked.
4. Click “Label Assets” Button  
This will set all the assets that are used in the cooked scene asset bundle labels.
5. Click “Build Sub-Assets” Button  
This will generate assetbundles.

### 3-Run the Demo

1. Open the scene “Demo Via Streamingasset Folder[Click to open me to see how the scene is loaded]” and click play.

You will see all the scene assets are loading from assetbundles.

