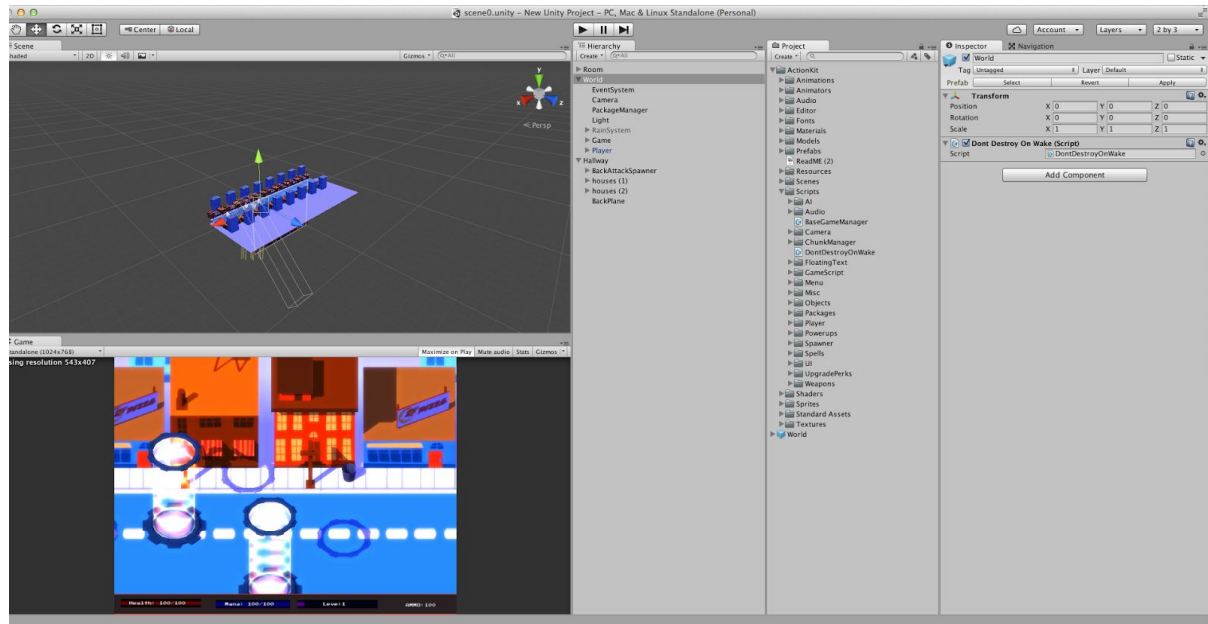


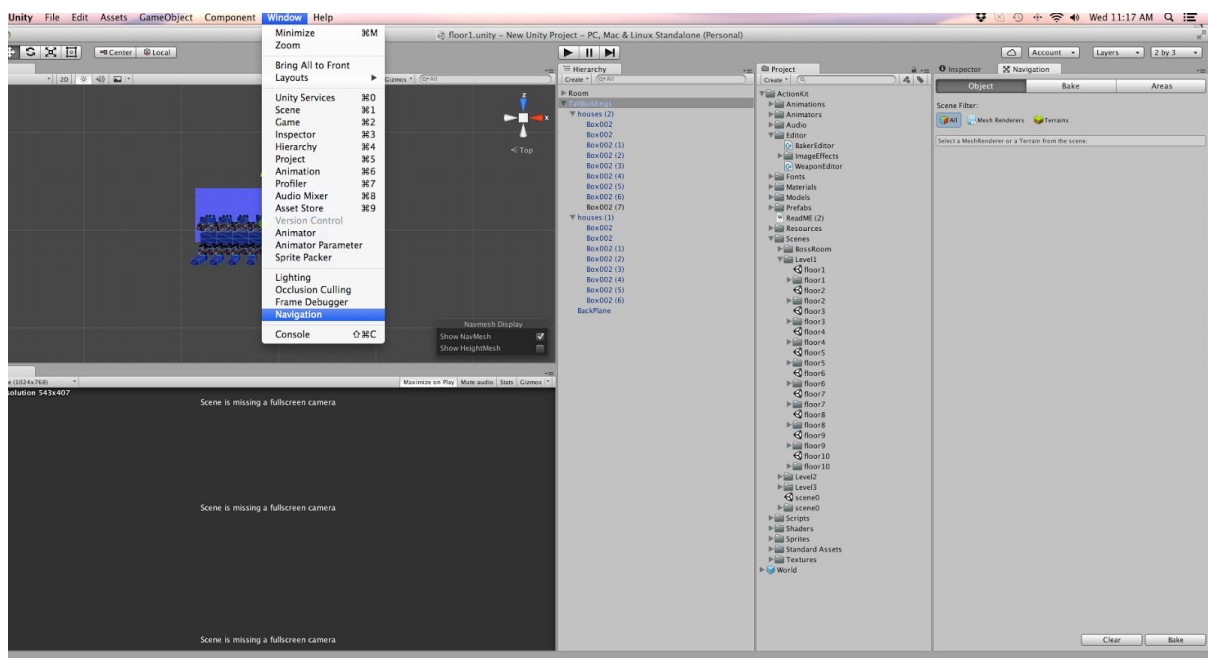
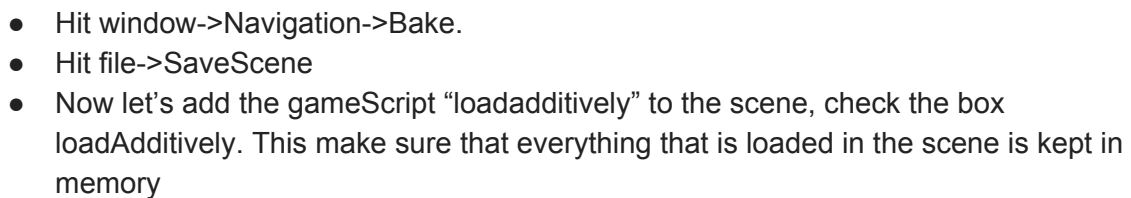
Okay so you want to create different scenes for each level...

okay now open ActionKit/Scenes/scene0.

- Select the gameObject World/Game and change the chunkManager checkbox LoadAdditive and uncheck that box.
- Check the sequential box (so we load levels sequentially).
- Save the file
- You probably also want to disable the constraint script on the gameObject Player



- Make sure the “static checkbox is checked”.



okay now open ActionKit/Level1/floor2.

So lets add a "loadadditively" script to this scene (on any gameObject), and uncheck the box "loadadditively". That means that everything is going to be unloaded in this scene (with the exception of the objects from scene0 -- because they had the don't destroyOnLoad script) before loading the next scene.

okay now open ActionKit/Level1/floor3.

Lets add a new scene, lets

Add "loadadditively" script to this scene (on any gameObject), and check the box "loadadditively".

Make sure to bake the mesh and save the scene.

OUTPUT

So now what should happen when you run the game -- you start off in scene0, enter a portal. You move to scene1, it unloads scene0, loads scene1, after you defeat the enemies enter the portal you arrive in scene2 (keeping the same scene, same navmesh and it loads the objects in scene2). After you clear this room it will unload everything,navmesh, load the next scene, and the process will repeat.

The only drawback to this you wouldnt be use to the random option (because of the navmesh problem being unable to delete it between scenes (though it wouldnt be hard to figure out a workaround -- depending on how you want it to behave -- maybe you want each scene to have its own unique art -- maybe you want change it every 10 levels)...