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## Addressables

Addressables support package adds support to open and close addressable [scenes](#) in ASM.

This package automatically finds all [scenes](#) that are addressable and overrides default [scene](#) open and close behavior. Which means, after tweaking settings in addressables, ASM should just work like it usually does.

In addition to [scene](#) open and close support, a button is added to [scenes](#) and [collections](#) in ui.

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Pressing 'Addr.' button on a [scene](#) toggles the [scene](#) as addressable.

Pressing 'Addressable' on collection will toggle all [scenes](#) in [collection](#) as addressable.

Please note:

When ASM adds a [scene](#) to addressables, it will add it under a default group, named after the [collection](#) the [scene](#) is contained in. This group will not have a schema assigned to it by ASM, and is expected to be assigned manually, or have all scenes reassigned to other groups.

## Cross-scene references

Note that cross-scene references is experimental, and it may be possible it might never reach a stable status. This is due to lacking apis and workarounds that works one minute but not the other, or for one person but not the other, your milage might vary.

Cross scene references is one of those small things that should be supported by Unity, but just isn't. ASM provides a plugin for this and may be enabled in settings.

Note that cross-scene references may not be restored until after [Start\(\)](#) and [Awake\(\)](#) is called, [ISceneOpen](#) or [ICollectionOpen](#) is as such recommended, since they are invoked by ASM after cross-scene references has been restored.

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Note that while we do suppress warnings associated with cross-scene references (they cannot be disabled completely, all we can do is to prevent them from triggering where we can), please be aware that there will still occasionally be warnings, which you may ignore.

### Problems with resolving

There may cases when a reference does not resolve correctly, there is then two different ways you may be notified:

A warning (or error in build) may be logged in console, if enabled in settings. Pressing it will highlight the offending gameobject.

There is also a icon in the hierarchy window, that will be displayed on a scene when any object in the scene was unable to be resolved. Another icon will also be displayed on the offending gameobject itself, this one will have a tooltip displaying a list of all references that could not be resolved and the reason why.

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### Cross-scene debugger

Sometimes the issue may be as simple as the target scene being unloaded, but when it isn't, the debugger can be used:

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Pressing the □ will load the scene that a reference refers to, so that we may get some more information:

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Now, this may be confusing at first glance, but references is grouped by the scene that the variable is defined in.

The text ('monoBehavior' in example above), is the variable name in the script or component. If variable is an element in an array, unity event or similar, then index will be displayed in parenthesis, suffixed to name.

The two scene fields will be the scene that the variable / target object exists in. The second column of object fields, will display the target script, component or gameobject of the variable or target.

Pressing any of the fields will select asset or object in scene, double pressing will open it in inspector.

Remove button is also available, which would, in perfect operation, not be used, however there a certain scenarios where asm will not detect that a reference has been removed, and must as such be removed manually (we will keep working on this!).

## Locking

The locking package adds support for locking scenes and collection from being edited.

Note we can only prevent edit from inside of unity, any modifications from outside, including source control, cannot be prevented.

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When scene has been modified and user attempts to save, the following dialog will open, with customizable name and message:

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Save as: Opens file dialog to save as new scene. Cancel: Discards changes and reloads scene

Unlocking a collection or scene will display a similar dialog.