BBundle Editor Manual

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Introduction

Thank you for purchasing BBundle Editor, I hope that this will become a valuable tool as everyone has said it has done so. I am constantly updating this and implementing any new features that would be required. Currently I am using Unity 4.5 (latest as of this moment) and will be allowing legacy support to Unity 4.0.

There has been a lot of feedback as to what to expect for the later releases of BBundle editor in which I will leave the current roadmap at the bottom of this document for your consideration, if you would like to leave any feedback or input, please feel free to contact me.

Lastly I would like to thank everyone for all the support they have given me to making this extension to where it is at, without you providing feedback and requests I would know what would be necessary to move forward with this.

Release Notes

This release has bug fixes for asset bundles not creating prefabs because of a script not being attached. Also made it easier for NGUI to be used with atlases with additional information. Added another additional object to be notified in case you want to let another know that it was done loading the asset bundle. I added a Event Handler that would be an example to see when an asset bundle has started/failed/succeeded downloading as well as knowing when all the asset bundles have finished downloading. Included was an example of how to use it, will give a more refined approach later with a video tutorial available.

Features that got implemented, such as: FTP upload, Amazon S3 Upload, NGUI Atlas reference. The code has also been better optimized and refined with more accurate documentation for those who are programmers and want to study how it works. Will need to make a site with a scripting reference manual later.
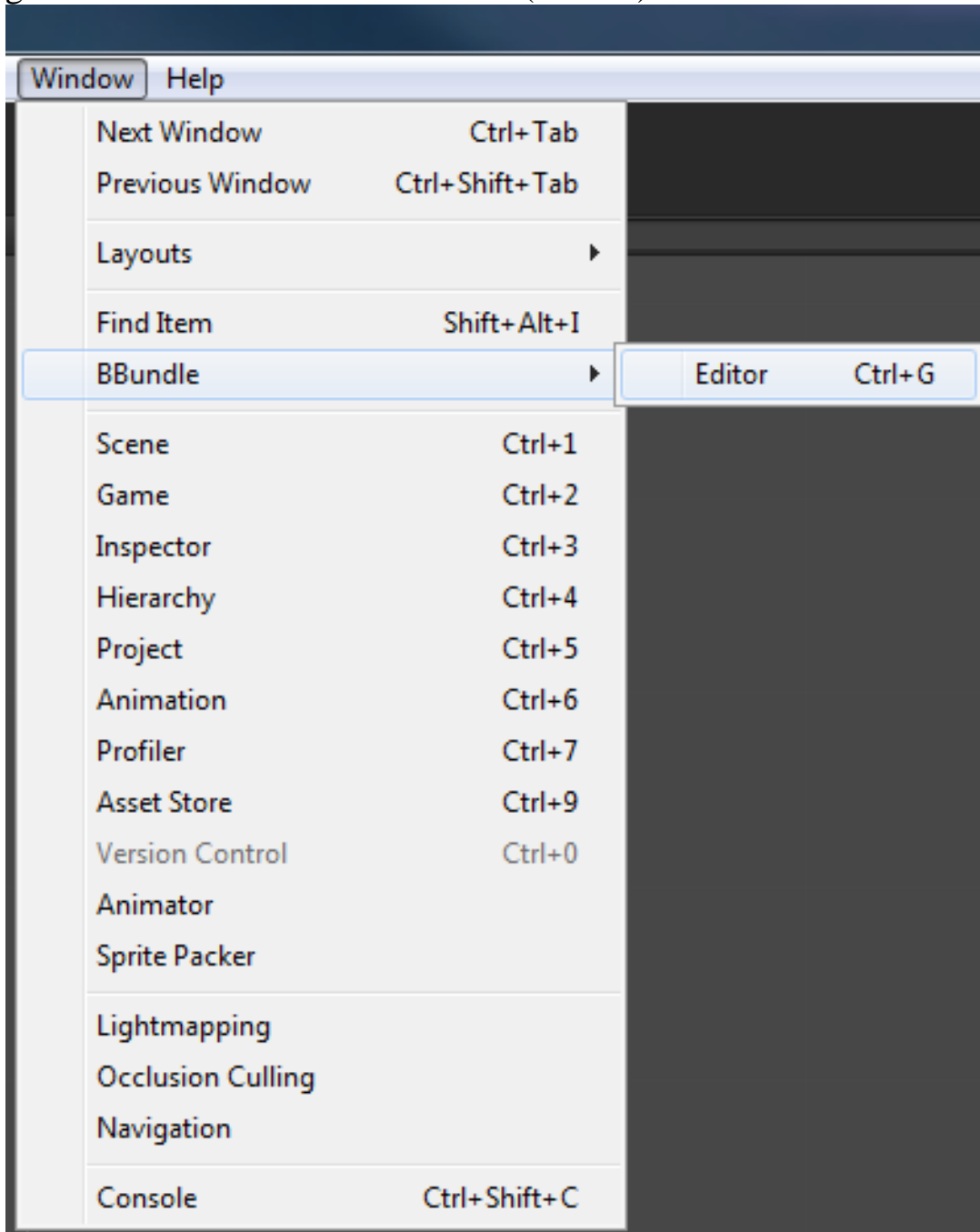
Known Issues

Versions is not being included when you upload the build, will be included in the next update.

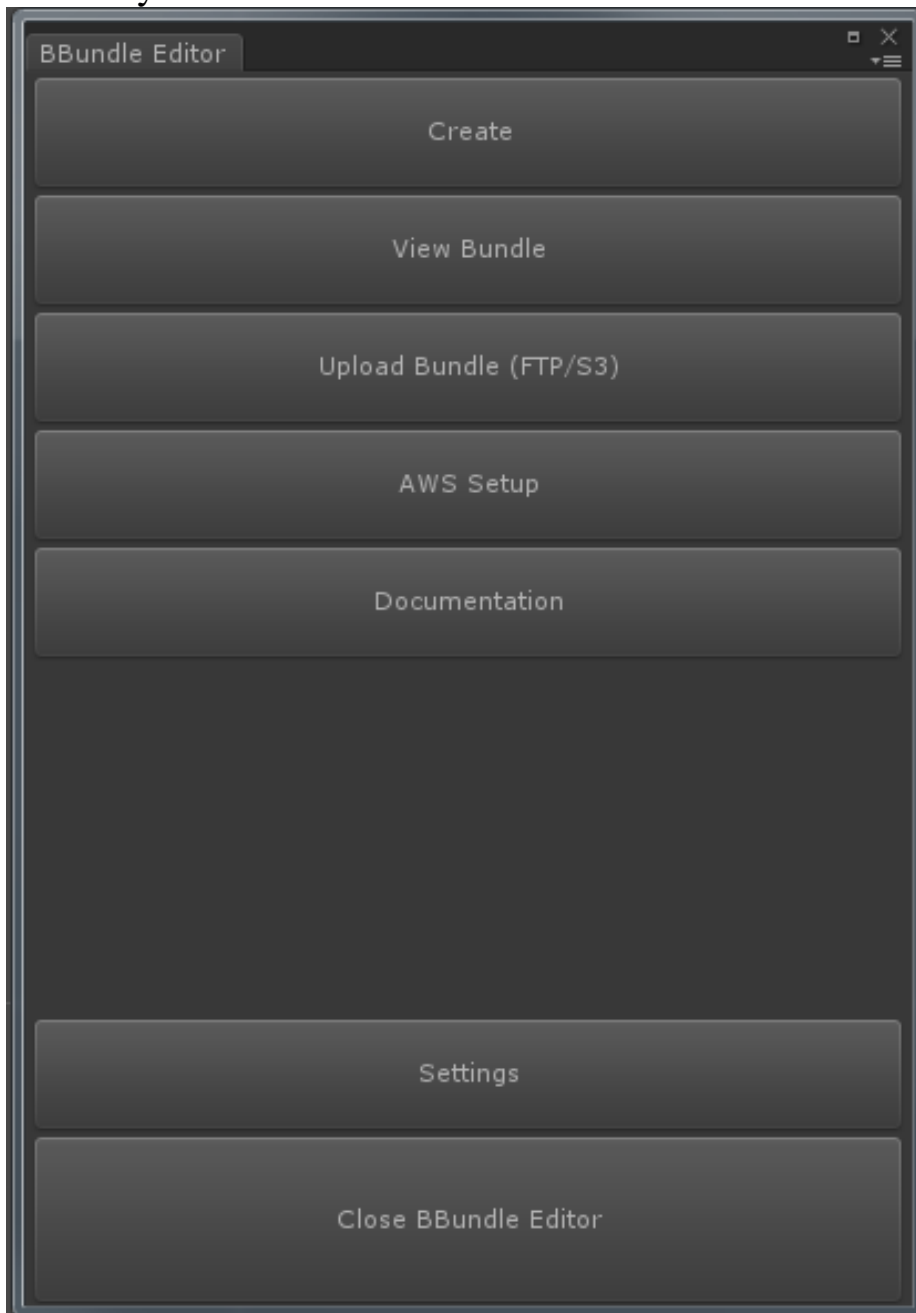Please contact me if you find any issues!

Using BBundle Editor

   First thing you want to do is open the editor, to do so you will need to go to Windows->BBundle->Editor (Ctrl+G).

Window	Help	
Next Window	Ctrl+Tab	
Previous Window	Ctrl+Shift+Tab	
Layouts	▶	
Find Item	Shift+Alt+I	
BBundle	▶	Editor Ctrl+G
Scene	Ctrl+1	
Game	Ctrl+2	
Inspector	Ctrl+3	
Hierarchy	Ctrl+4	
Project	Ctrl+5	
Animation	Ctrl+6	
Profiler	Ctrl+7	
Asset Store	Ctrl+9	
Version Control	Ctrl+0	
Animator		
Sprite Packer		
Lightmapping		
Occlusion Culling		
Navigation		
Console	Ctrl+Shift+C	

After you have the editor open, you will then be presented with options of what you can do.

For creating an asset bundle that will be uploaded to your server, hit the "Create" button at the top. The next window that comes up will allow you to designate what type of platform you want to build the asset bundle for. After you have designated the platform, you will then want to give a name for the Asset Bundle. Once those have been setup you will be able to drag and drop assets into the bundle and build it from there.
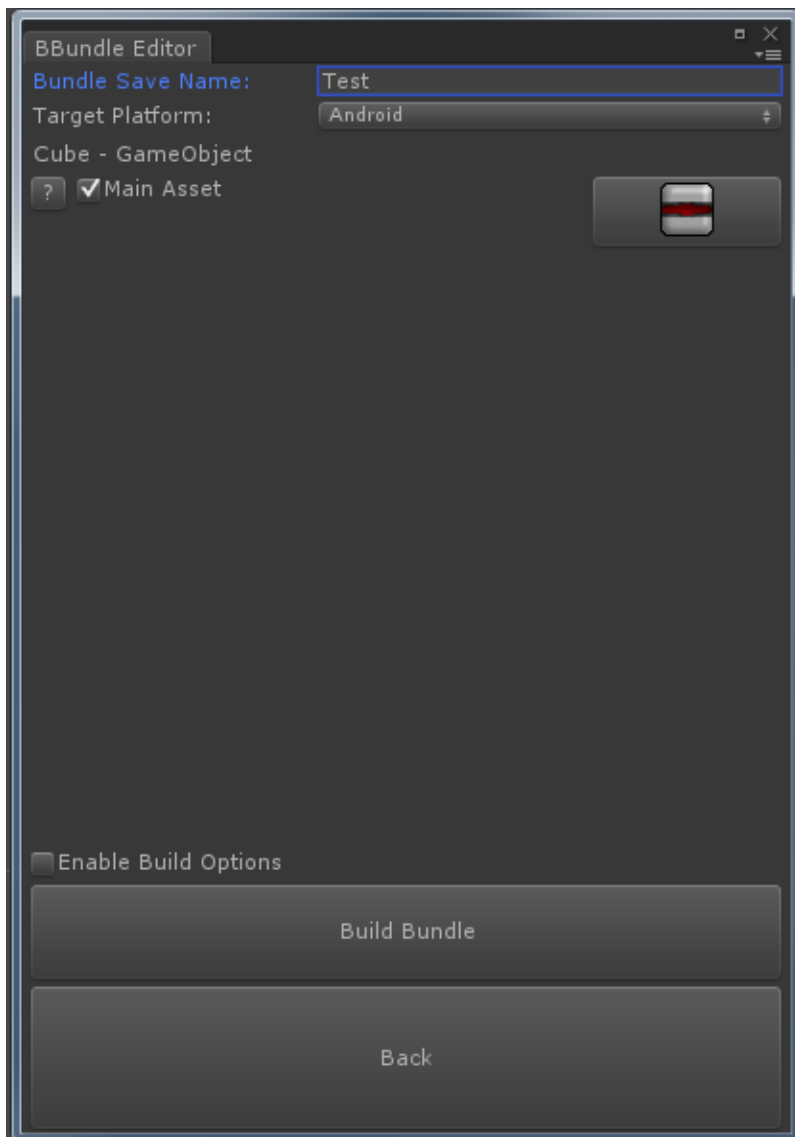
You are also able to view a given bundle through the main menu and clicking "View Bundle". From there it will generate a viewable list in which you can select a bundle to view its assets.

Uploading Asset Bundles

Uploading a bundle is a new feature to BBundle Editor, it allows you to not have to always drag and drop you bundles to your ftp/S3 through a different program, instead you can upload directly to your ftp/S3 with BBundle Editor. First go to the main menu of BBundle Editor and select "Upload Bundle (FTP/S3)". You will then be asked which type of upload you want to do, whether that be an FTP upload or Amazon S3 upload. After you pick your type you then will be either asked to either put in your credentials or for you to drag your asset bundle to the object field, after all the fields have been added, you will then be able to "Upload" your build. If there is any issues, it can be because the wrong credentials was provided or a different type of issue. You will see and Error message in your Unity3D Console window if there was such a thing, in which case a google search should be able to provide you answers.
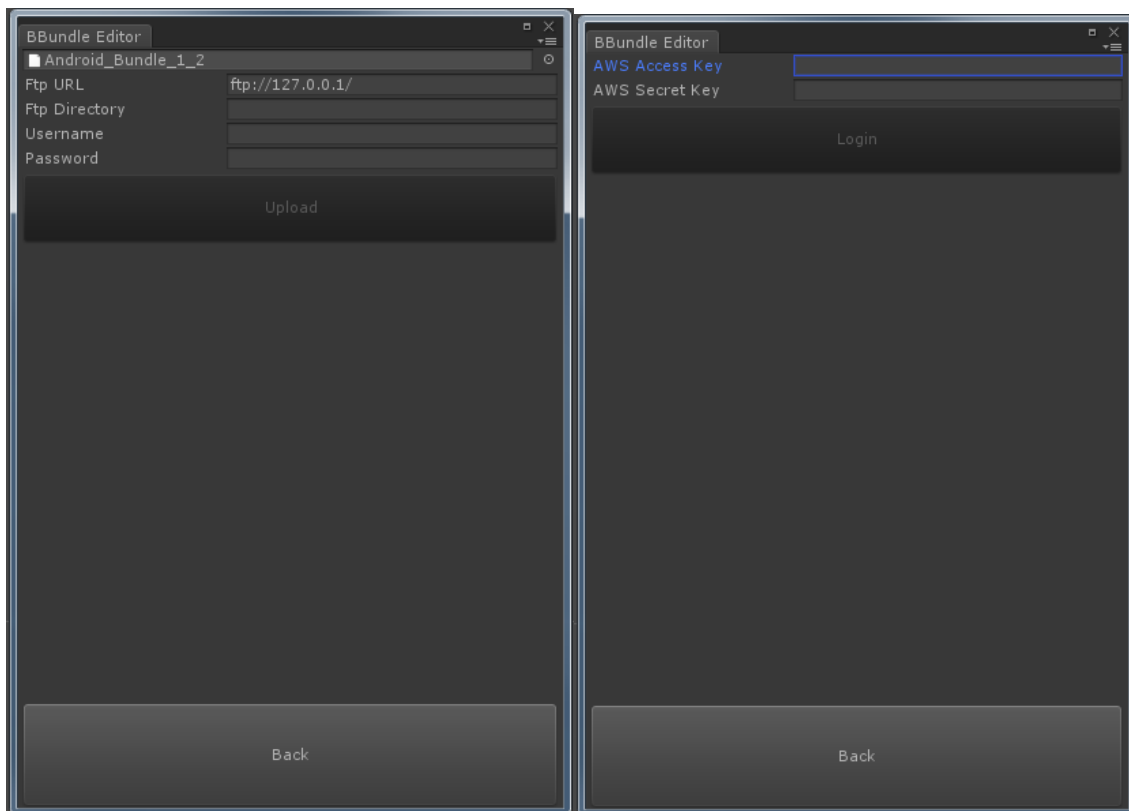
Downloading Asset Bundles

Asset Bundles are downloaded automatically to objects that have BBundleLoader script attached to them. Please take a look at the example scenes to understand how it is working to get a better idea. You basically have a BBundle Loader script on the object you want to load an asset bundle to. After the asset bundle has been downloaded, it will then calling the object that has the BBundle Loader attached to it, you are also able to allow the loader to call an additional object to be called if you need to. Just expand the extras in the BBundle Loader object. It will also allow you to choose whether or not to call that function. If you don't need anything extra to happen, just leave this blank.
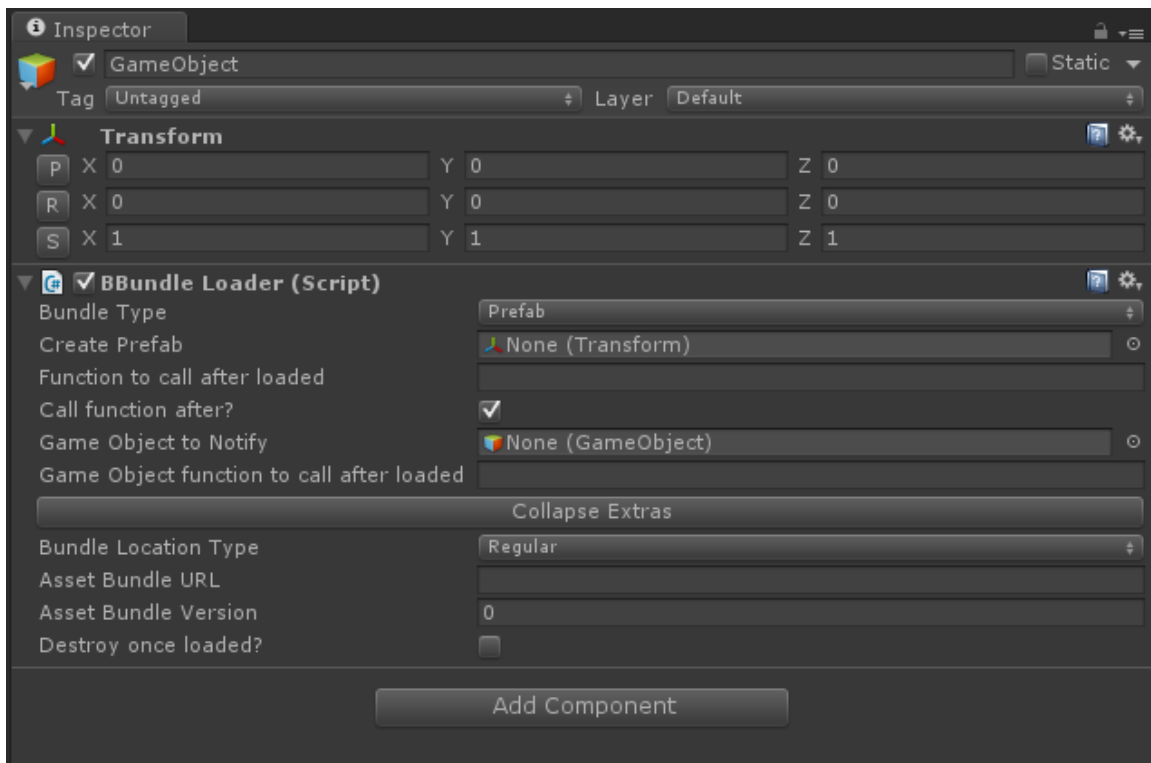
Note that after you pick the type of asset bundle location, that you will then need to type the URL if it is Regular, same with the version.

NGUI Examples

Most of the NGUI examples are included in the NGUI 3.5.8 Tools example scene. I recommend taking a look at that scene and see how things are laid out. I will be updating this later as I want to focus on Unity GUI for 4.6 when it is released. I, will continue support for NGUI but I will focus mainly on Unity GUI as it will be mainstreamed. Feel free to send me an email if you have a specific question about the NGUI and I will get back to you as I am available.

Version Notes

This version release marks the release of the Official BBundle Editor that is now out of Beta phase. With FTP/Amazon S3 upload support, this has now become a huge development tool in a lot of projects today.

V1.2 Release build

V1.19b Documented Code better

V1.18b Code Optimizations in bundle management

V1.17b Added AWS Support

V1.16b Added FTP Support

V1.15b Optimized code for mobile devices

V1.14b NGUI Support Added

V1.13a Added the ability to create prefabs from an asset bundle

V1.12a Fixed some small bugs that would cause the editor to hang

V1.11a Added Tooltips and optimization to the prefab loader

V1.01a Initial Release

Contact and Support

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Closing Notes

  I want to thank everyone for their hard work in the field that they study and do, you guys are able to do incredible things and I am just glad I can contribute in some way to help your productivity. Thanks to my Family, friends and everyone out there in the Game Industry.