README

Getting Started

Following these instructions will get your copy of **Addr: Scene Loader** (Addr) up and running in your Unity 3d project.

Summary

Addr is an unobtrusive hassle-free Scene Loader for Unity Addressables. Whether you're looking to show menus or load gameplay, **Addr** is the perfect solution.

Foreword

Thank you for purchasing **Addr: Scene Loader**!

For years we've tried varying solutions to tackle scene loading/unloading, loading screens, etc. During that time, we've experienced inconsistent behaviour, poorly supported frameworks, and complex management solutions that kept us wanting more.

With **Addr** we've taken scene loading back-to-basics with a solid, hassle-free solution that just works.

Installing

1. Install Addressables using the Unity Package Manager.
2. Download and import **Addr: Scene Loader** using the Unity Package Manager or from the [Unity Asset Store](#). Make sure that all items are selected before clicking the import button.

Support

Addr requires you to be familiar with Addressables. If you're new or at all unfamiliar you should check the Unity provided documentation at [Getting Started](#). Make sure to select the correct version in the Version dropdown.

If you require further assistance, want to submit a feature request, or are looking for custom development, kindly send an email to support@over-one.studio.