

Asset Bundle Documentation

Contents

Introduction	2
NOTES.....	2
Create Platform Specific Bundles.....	2
Load Assets from Bundles	3
Load Asset Bundle.....	3
Load Asset Bundle List	3
Unloading Assets.....	4
Unload Asset Bundle.....	4
Unload Asset Bundle Compressed Contents	4

Asset Bundle Documentation

Introduction

The Asset Bundle actions included in this package allow you to:

- Create platform specific bundles
- Load bundles
- Load one or more assets from bundles
- Unload the compressed contents of the bundles
- Unload the complete bundle

NOTES

Asset Bundles are a Unity Pro only feature. If you do not have a Unity Pro license, these actions will not work for you.

Asset bundles are device/platform specific. You must build your bundle in the targeted platform, and the built bundle can only be loaded in the same platform. You can build multiple bundles of the same asset, one for each targeted platform, as demonstrated in the next section.

<http://docs.unity3d.com/Documentation/Manual/AssetBundlesIntro.html>

Create Platform Specific Bundles

A script is included in the package which makes it easy for you create asset bundles for each platform your game is built for.

1. In “Build Settings”, switch to the target platform (File > Build Settings...)
2. In your Project panel
 - a. Right click on the folder or asset you want to bundle
 - b. Select “Asset Bundles > *Platform* – Build Asset Bundle from Selection ...”
 - i. Note: There are two menu choices:
 1. Build Asset Bundle from Selection with Dependencies
 - a. This is the preferred choice, as it will include all dependencies into the bundle (textures, materials, etc), even if they are not in the selected folder
 2. Build Asset Bundle from Selection – No Dependency Tracking

Asset Bundle Documentation

- a. Only builds an asset bundle from what is selected
3. Select the folder where you want the bundle to be created.
 - a. The script automatically appends the platform name and .unity3d extension to the compiled bundle
4. Repeat steps 1-3 for each platform your game will run on.

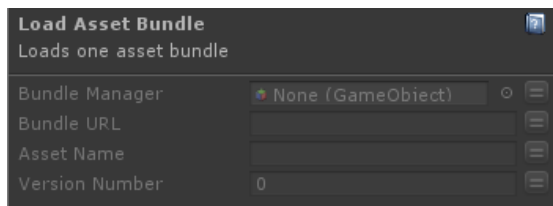
Load Assets from Bundles

There are two actions for loading assets from bundles, depending on if you need only one asset loaded, or many assets from the same bundle.

You need to include the prefab “Asset Bundle Manager” (found in the Prefabs folder) to your scene, for the Asset Bundle Actions to function properly.

Load Asset Bundle

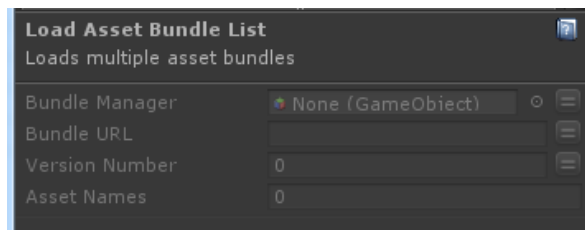
Loads a single asset from an asset bundle.



Bundle Manager	The prefab “Asset Bundle Manager” from your scene
Bundle URL	The complete URL of the asset bundle. If loading locally, use “file:///” instead of “http:///”
Asset Name	The name of the asset you want to load
Version Number	Generally set to “1”. Useful for loading multiple versions of the same asset

Load Asset Bundle List

Loads multiple assets from a single asset bundle



Bundle Manager	The prefab “Asset Bundle Manager” from your scene
Bundle URL	The complete URL of the asset bundle. If loading locally, use “file:///” instead of “http:///”
Version Number	Generally set to “1”. Useful for loading multiple versions of the same asset
Asset Names	List of asset names you want to load from the asset bundle

Asset Bundle Documentation

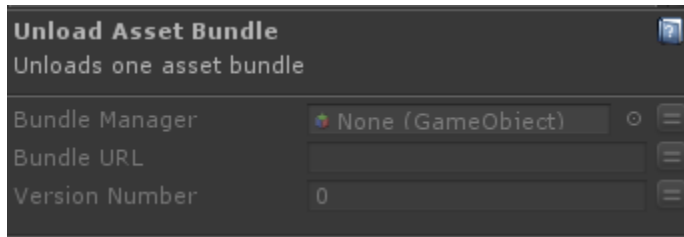
Unloading Assets

There are two ways to unload an asset bundle from memory:

Unload Asset Bundle

Unloads the asset bundle, including all previously loaded assets. This has the same effect as calling Destroy() on every loaded asset.

NOTE: This will remove any previously loaded assets (from this bundle) from your scene.

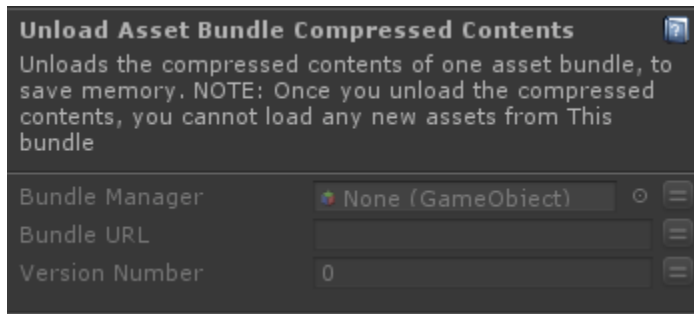


Bundle Manager	The prefab “Asset Bundle Manager” from your scene
Bundle URL	The complete URL of the asset bundle. If loading locally, use “file:///” instead of “http:///”
Version Number	Generally set to “1”. Useful for loading multiple versions of the same asset

Unload Asset Bundle Compressed Contents

Unloads only the compressed contents (assets which were not previously loaded).

Useful when you are finished loading assets from the bundle, but you need the existing loaded assets to remain in the scene. This frees up memory, by only removing unused assets.



Bundle Manager	The prefab “Asset Bundle Manager” from your scene
Bundle URL	The complete URL of the asset bundle. If loading locally, use “file:///” instead of “http:///”
Version Number	Generally set to “1”. Useful for loading multiple versions of the same asset