**Level Streaming – Research**

1. Level Streaming

* Persistent level is always there unless unloaded explicitly (-> Don’t do that!)
* Streaming also used for vertical splits among a team like audio, geometry, particles
* Show and dock the levels window in the editor to work properly
* You can use level streaming volumes -> whole area has to be covered by the volume
  + Level is loaded once you enter the volume, unloaded once you left it
* Level can have different states: Loaded, unloaded, visible, hidden
* Hidden levels still take up space in the memory
* Collisions are also unloaded which can result in issues
* Some parts should be moved to the persistent level
* Each sub level has their own level blueprint
* Level may also be loaded and unloaded in Blueprints
  + LoadStreamLevel function
    - Completed output is latent (time delayed)
  + UnloadStreamLevel function
    - Completed output is latent (time delayed)
  + GetStreamingLevel function
* Use the level details button in the level window to add / remove streaming levels to a volume
* You can use S-curves and doors for unnoticeable loading
* Sometimes, player is slowed down when the level isn’t ready yet
* LoadLevelInstance creates copy of a level at a certain location

2. World Composition

* Used to manage large streaming worlds
* Need to be enabled in the world settings first
* Do not add sub levels before activating
* It will automatically search for levels in the content folder and add them as sub levels
* Sub levels have to be loaded manually in the inspector
* Display and dock the world composition window for a top-down overview
  + Drag and drop to rearrange parts easily
  + Add them to layers for LODs