Ilumisoft

Startup Manager

Get Started

Welcome

Thank you for using [Startup Manager](#)!

On the next pages, you will find descriptions about how to use this package.

If you like the project, we would be grateful if you would take a minute and give us a rating in the Asset Store. This really helps us in order to create and improve our Unity assets.

If you encounter any problems or errors or if you have any questions, please [get in touch with us](#).

Setup

Startup Manager has been designed to work out of the box, therefore you just need to import the package to get started:

1. Make sure you are using the latest release of **Unity 2021.3 LTS or higher**.

2. Create a new project or open the project you want to use.

3. Import **Startup Manager** from the **Asset Store** or the **Package Manager**.

That's it! In case you encounter any problems during import or getting shown any error messages, please [contact us](#).

How It Works

Startup Manager automatically instantiates the prefabs you define in your active Startup Profile in the **Project Settings** and marks them with **DontDestroyOnLoad** right before the first scene is loaded. So no matter from which scene you enter playmode, all your persistent systems will get automatically instantiated for you.

How to Add Systems

To allow **Startup Manager** to create your persistent systems at startup you need to add them to the active **Startup Profile**.
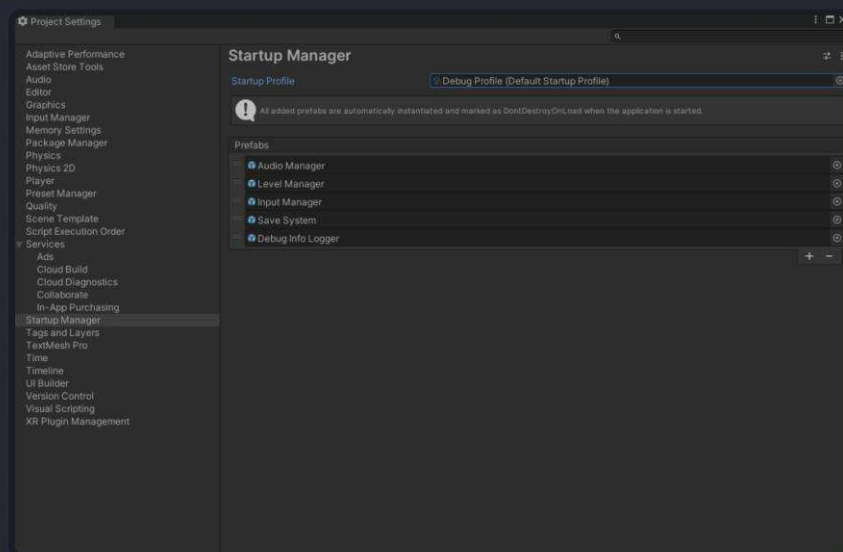
Click **Edit->Project Settings** and select the tab **Startup Manager.** To add a new system, simply click the + icon and select the prefab you want to add.
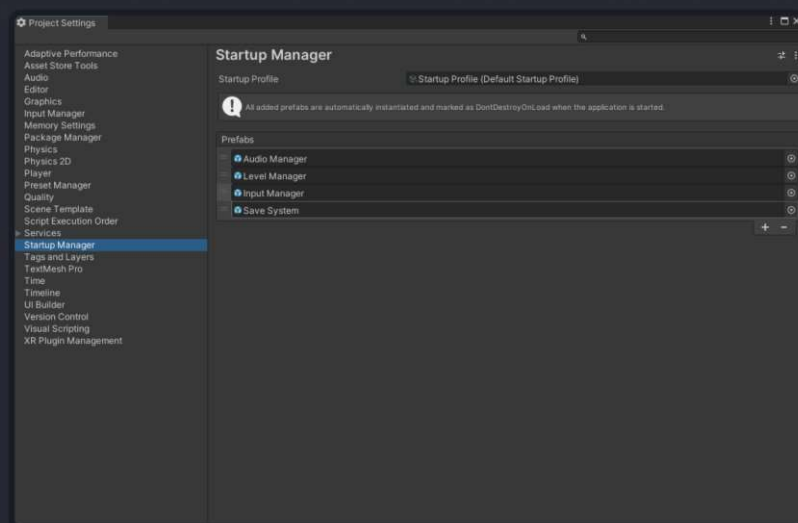
How to Create Startup Profiles

Startup Profiles define which objects will be instantiated and made persistent when the game is started. **Startup Manager** comes with a default empty profile, you can add your persistent objects to. But you can also create new startup profiles by clicking *Assets->Create->Startup Manager->Startup Profile* in the menu toolbar. This allows you to create different profiles e.g. for release, development and debug versions of your game and easily switch between them in the project settings.

How To Write Custom Startup Profiles

You can easily extend the **Startup Profile** system by writing your own custom **Startup Profiles.** In that way you can enforce your own logic and rules for a startup profile to follow.
To get started you will need to create a new class which inherits from the **StartupProfile** class and override the **Initialize()** method.

```csharp
using Ilumisoft.StartupManager;
using UnityEngine;

[CreateAssetMenu(menuName = "Startup Manager/My Custom Startup Profile", fileName = "My Custom Startup Profile")]
public class MyCustomStartupProfile : StartupProfile
{
    public GameObject MyCustomStartupSystemPrefab;

    public override void Initialize()
    {
        Debug.Log("Start creating persistent instance of the custom startup system");

        var instance = Instantiate(MyCustomStartupSystemPrefab);

        instance.name = MyCustomStartupSystemPrefab.name;

        DontDestroyOnLoad(instance);

        Debug.Log("Finished creating persistent instance of the custom startup system");
    }
}
```

Support

Do you have a question or need help? Don't hesitate to get in touch with us via email!

Email: support@ilumisoft.de