Ilumisoft

Startup Manager

Documentation

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Getting Started

Thank you for purchasing **Startup Manager**. This document will help you getting started with the tool.

Online Documentation

We provide an online version of the documentation here.

About

Start Manager has been created to make it easier to initialize your persistent systems. You can add prefabs of your systems to it and it will automatically initialize them and mark them as **DontDestroyOnLoad**, right before the first scene is loaded.

How to Add Systems

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.
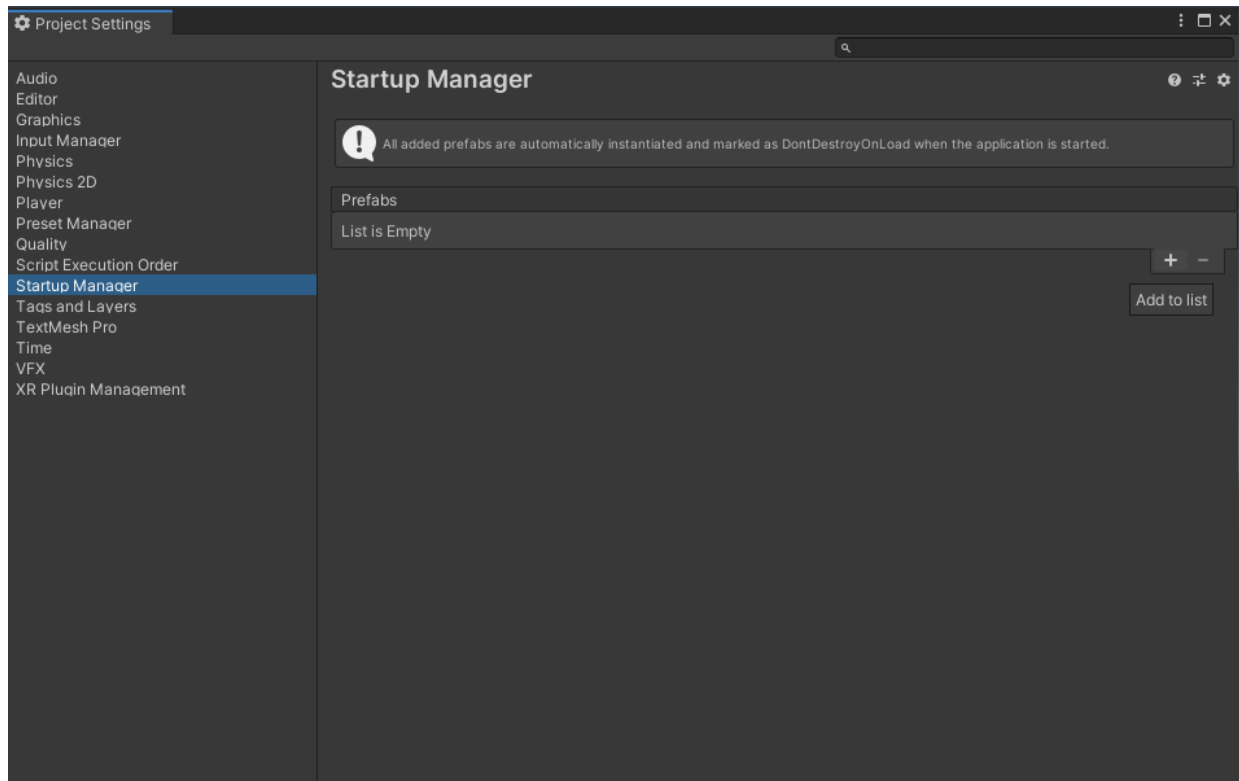
How it Works

Startup Manager automatically instantiates the prefabs you define 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 be ready.

Support & Feedback

If you like the asset, please take a minute and give us a rating in the Asset Store. This really helps us to create and improve our Unity Assets.

If you encounter any problems, have any questions or feedback on the asset, please contact us via email:

support@ilumisoft.de