New Async Loading Functionality

The new version (1.6) of Playback Image Sequence has been updated with the ability to load images asynchroniously.

In the inspector you will be able to enable the async loading feature. When it is enabled you will also have to specify the location of the resources folder because Unity's Resources.LoadAsync requires the exact path to the sequence folder, this way the asset will be able to get a list of the files in the sequence folder.

Every time you change the path of the sequence folder the list should update automatically, but you can update it manually by pressing the Update List button. You can view and modify the list in the last foldout in the inspector.

You can look at the new scene added to the package to make sure how everything works.