1. Scence Managing

**Disable Async Load Assets**

When loading a scene, if its "Async Load Assets" is set to false, all its dependent assets (including recursive dependents) will be load and the scene will launch after loaded completely.

**Enable Async Load Assets**

When loading a scene, if its "Async Load Assets" is set to true, all its dependent textures, audios and particles will be load lazily after scene launched, this would increase the scene loading speed significantly.

However, the players may see some assets rendered one by one after scene launched, and when a new GUI displayed in the screen, some elements in the GUI may rendered later, so this loading mode is better for web games.  
In this mode, to display the entire scene faster, you can make the undisplayed rendering components (such as Sprite) keep inactive from the beginning.

The depended assets for Spine and TiledMap will always loaded before scene launch.