Farris Arts

Presents

SceneSync

This document will go over how to use the Unity3d SceneSync. To learn by video check out:

https://www.youtube.com/playlist?action_edit=1&list=PLm1w78- UUlMJmB0xD5EirDjHtsWfVX0-T
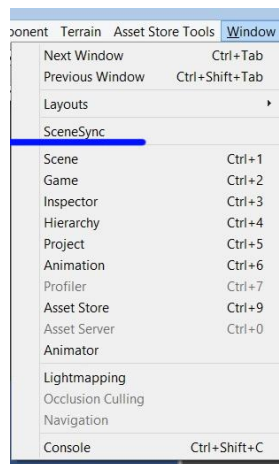
What is SceneSync:

SceneSync is an editor expander to allow you and your team to get work done much faster. Usually with a team of developers one person works on a scene at a time and then passes it off to the next person. This can make things go very slow and limits your team.

With SceneSync you are able to collaborate with team members and each separately work on a scene together and then bring in all your work with the click of a button. Now one guy can work on that one building as someone else adjusts the lighting for his building at the same time with no loss of work.
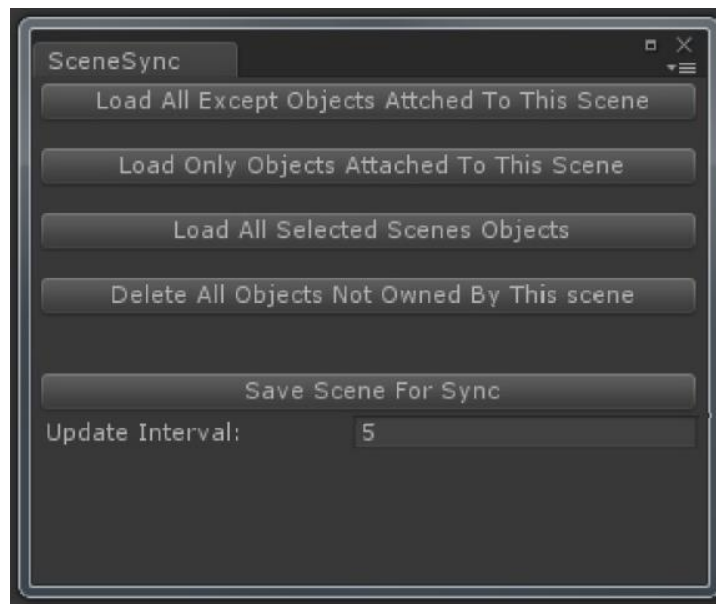
Getting Started:

To start using SceneSync you will need to first import the SceneSync package. After you have imported the package you will notice a new menu item under the Window menu labeled "SceneSync".

Clicking on this will bring up the SceneSync window.

You will notice that there are quite a few buttons in this window. Let's go over the functionality of them.

● **Load All Except Objects Attached To This Scene**: This will go through all the selected scenes and import all of the objects that are not marked as owned by the current scene that is open.

● **Load Only Objects Attached To This Scene**: This will go through all of the selected scenes and only load objects that are owned by the current scene that is open.

● **Load All Selected Scene Objects**: This will load all the objects from all of the selected scenes. This will also delete all instances of objects in the current scene that are to be replaced by the imported scenes objects so that no duplicates are around.

● **Delete All Objects Not Owned By This Scene**: This will go through the currently opened scene and delete all objects that are to sync up (objects with the sync script attached) from the scene that are not owned by the currently opened scene.

● **Save Scene For Sync**: This will not only save your scene but it will attach a sync script to all objects without one and assign the current scene as the owner. This will also clean up your sync objects. So if you have been duplicating sync objects this will make sure to properly identify the object.

● **Update Interval**: This is the amount in minutes that you wish for the editor to update your scene objects. This will basically do everything the "Save Scene For Sync" button

does EXCEPT saving your scene (though we could make this save your scene too, we just know that sometimes saving the scene can be inconvenient).

How To SceneSync:

SceneSync is designed to work with multiple scenes so that your team can integrate and work in a much more streamline way. Lets start off by going over the workflow for SceneSync.

Workflow:

You start off with your base scene, this scene will be the final scene that everything will be imported into. Usually you want to have your base scale and layout done in this scene. Let's use a street scene as an example. The base map will contain the street and the sidewalk that the buildings will be on top of.

Now you are ready to start working together. Let's say Jordon is working on a building that goes on the left of the street and Mike is working on all of the street lights that go on the street. Both Jordon and Mike will import the base scene into the scene they are working on by selecting the base scene from their project pane. (**NOTE**: This file can be whatever name you want, I'm just using "Base" as an example.)

Now they will want to click on either the "Load All Except Objects Attached To This Scene" or "Load All Selected Scene Objects" button. This will load the base scene with the street and sidewalk into their level.

Now that they both have the street in their scene they can start placing lights, objects, scripts, physics, etc. into the scene.

Lets say that Jordon has finished lighting and placing his building and its surroundings and Mike has finished setting up all the street lights and setting up their lighting.

Here comes Brent. The team is using some kind of version control and Brent downloads the scenes that Jordon and Mike have been working on. Brent now opens up the Base scene file and then selects both the "street1_jordon_building" scene and the "street1_mike_lights" scene (note that the naming convention can be whatever you want). After selecting both of those scenes with the Base scene open Brent will now click on the button "Load All Except Objects Attached To This Scene". Now Brent has both Jordon's work and Mikes work in the same scene and it is ready for lightmapping and final touches.

What if I change my scene name or location:

We know that sometimes you change your scenes around and move them. Let's say that you had a scene named "cubes" and you're changed it to "blue_cubes". All of the cubes in the scene will still be referenced in "cubes". How do you fix this? Simple. Just select all of the objects that belong to the scene and then click the button in your inspector that says "**Attach This Object To This Scene**". By clicking this button, now all the selected objects have become owned to the scene that is currently open (blue_cubes).

NOTE: If you have integrated the cubes into your final scene already then you will need to either, import them into the blue_cubes scene and attach them, or you will need to delete them from the final scene and re-import the new blue_cubes scene. You can delete all objects that are not owned to a scene by clicking that button in the SceneSync window.

Final Notes:

Sorry about the lack of images in this documentation, please see the videos for a visual example and expect the documentation to be updated in the future!

Thanks for your support and we hope this product will benefit yours!

- Farris Arts

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