

Thank you for downloading this stuff :)

Feel free to contact us for help: bcsuppuser@gmail.com

Web support (still in development):

<https://sites.google.com/site/assets4devs/home>

LinkedIn: <https://www.linkedin.com/in/nonatosousanetworkprofile>

Documentation - Scene Additive Management

What is Scene Additive Management about?

Sometimes it is useful to split your game in levels both for performance and logic reasons. Scene Additive Management is a simple and powerful loading system to achieve that goals. With it, it is possible to split out your levels or manage your game resources, building a robust and performance-wise game or app.

Check out the video introduction: <https://youtu.be/9tTQ8qhhrtk>

How does it work?

The core mechanic is based on triggers around the level. Each trigger has a **SceneTriggerManager.cs** C# script on it. There you can set which scenes should be loaded or unloaded, which one is going to be the **active** scene.

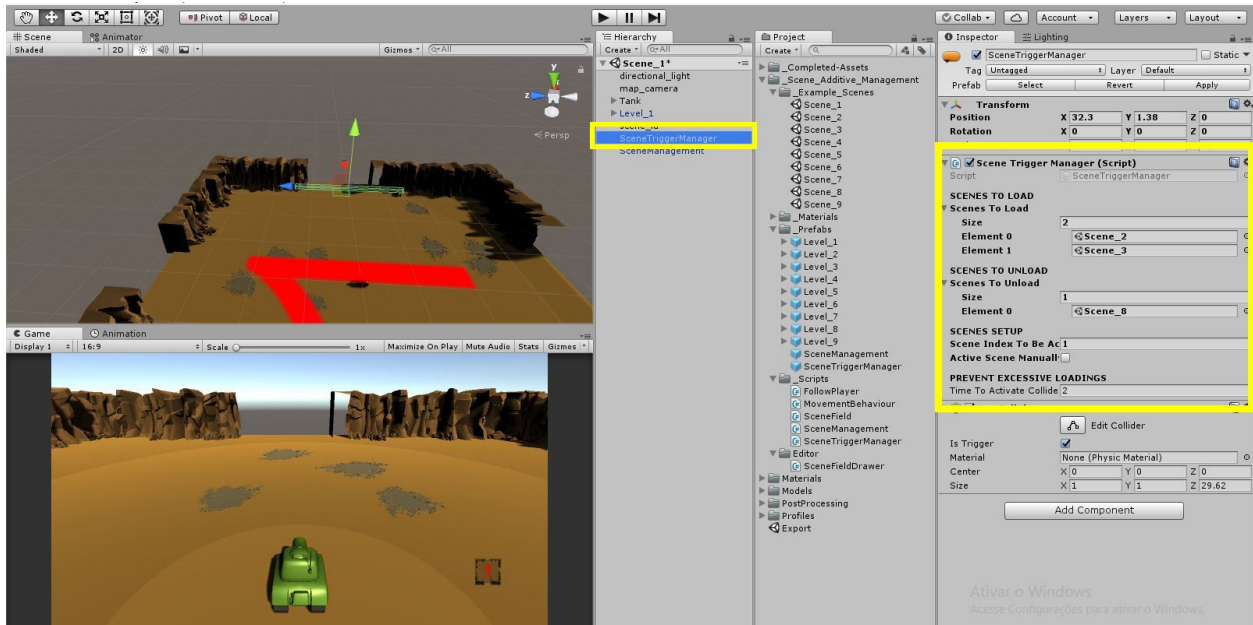
The **SceneManagement.cs** singleton guarantees the workflow throughout the entire game lifetime. It is responsible for managing the callbacks and loading/unloading process.

Check out the setup video tutorial: <https://youtu.be/cRmxUUXEVGw>

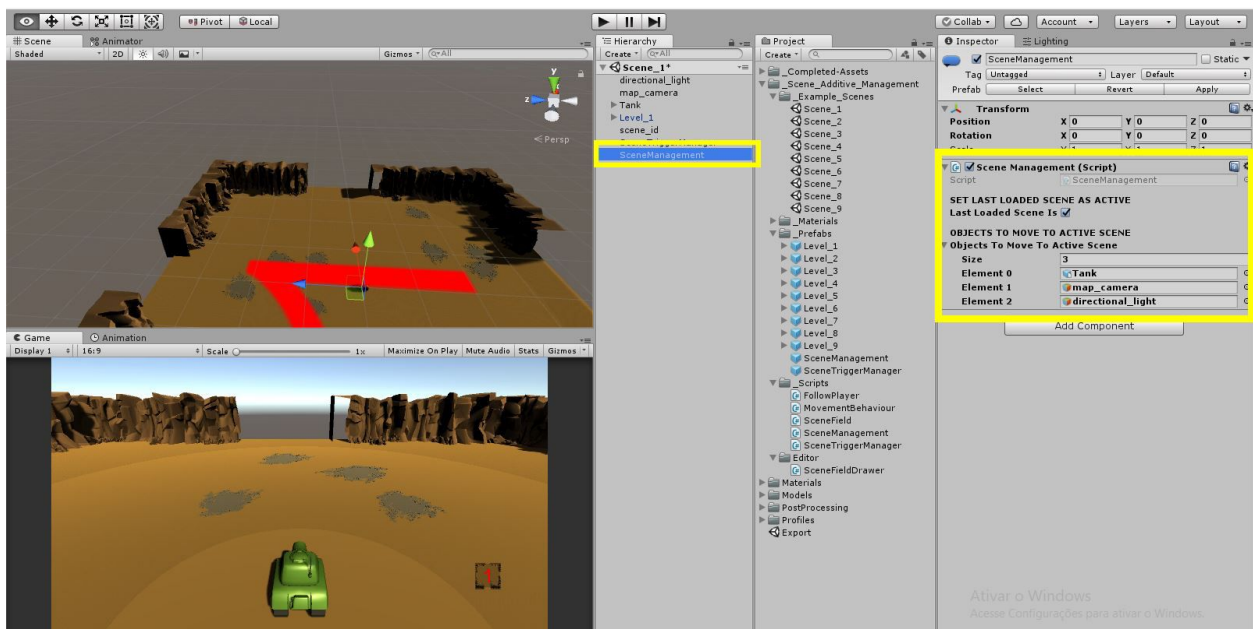
Supported platforms?

The asset will work on every supported platform Unity does support Scene Additive loadings. The project was fully tested within various platforms, from Mobile to PC and worked as expected.

Easy Setup



SceneTriggerManager



SceneManagement

What's Next?

AssetBundle scenes