

Expanse Bundler

Contents

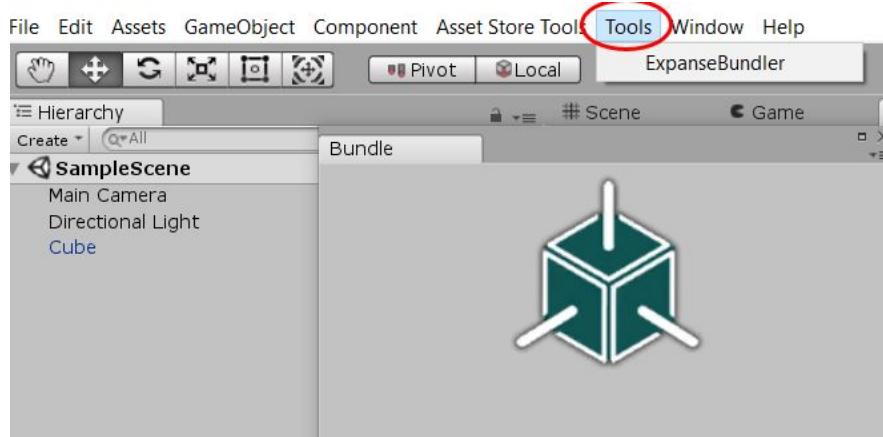
1. What is this for?
2. How do I use this plugin?
 - Where to access
 - Input Options
 - Input Directory
 - Output Directory
 - Name
 - Remove Manifests
3. How do I use the asset bundles I export?
4. Where can I get support for this plugin?

What is this for?

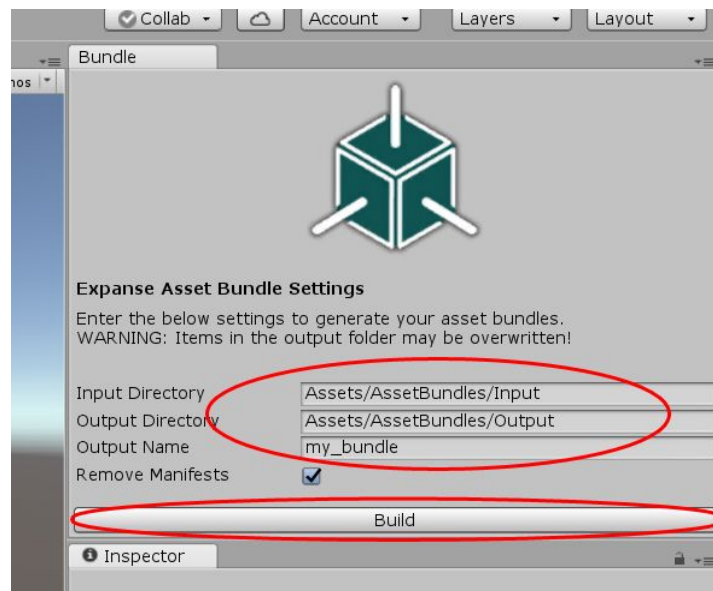
- The Expanse is a social VR platform that allows you to create custom content and game logic. This unity editor plugin is intended to simplify the process of loading new content into The Expanse by prepping and creating unity asset bundles for both desktop and android in one simple step. This plugin will process your assets and scripts from a selected input folder and add them into the asset bundles before exporting.

How do I use this plugin?

- To access this plugin you need to click the **Tools** menu and then click **Expanse Bundler**.



- The plugin provides 4 input options.
 - Input Directory: This is where you have all your input files - everything you want to put into the bundles. Files include prefabs, audio, video, text and script files.
 - Output Directory: This is where your generated asset bundles will appear. You will have two asset bundles created, one for android and one for desktop. The android bundle will automatically append `_android` to the filename.
 - Name: This is the name of the output asset bundle. `_android` will be appended to this value for the android version of the asset bundle.
 - Remove Manifests: This option will automatically remove the extra manifest files and leave you with just the two asset bundle files for desktop and android.



How do I use the asset bundles I export?

- Once you have created your bundle files you will need to upload them to some publicly accessible url so you can then load them into The Expanse. You can use github or similar or use your own server for hosting the files.



Where can I get support for this plugin?

- To ask questions or raise concerns you can use github issues or engage directly with us on our [discord](#) or via our [website](#).