



Version 1.2  
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## OVERVIEW

Scene Streamer automatically loads and unloads scenes to help you manage large environments such as continuous game worlds.

## EXAMPLE SCENE

To play the example scene:

1. Add the scenes *Pixel Crushers/Scene Streamer/Example/Scenes/Scene 1 – Scene 6* to your project's Build Settings.
2. Play the scene *Pixel Crushers/Scene Streamer/Example/Start*.
3. Walk through the scene. The rooms (*Scene 1 – Scene 6*) will stream in and out as needed.

## SETUP

To set up your project for streamed scenes:

1. Create scenes containing separate geographical areas. Each scene should be contained in a single root GameObject.  
Example: See *Example/Scenes/Scene 1*.
2. At each edge that connects to another scene (a "neighbor"), add a GameObject with a trigger collider. Add a **SceneEdge** component to the object. Set **Current Scene Root** to the root GameObject. Set **Next Scene Name** to the name of the neighboring scene.  
Example: See *Scene 1's "Edge to 2"* object.
3. Add a **Neighboring Scenes** component to the scene's root object, and list all of the neighboring scenes. This is optional, but it saves Scene Streamer from having to analyze the scene when loading at runtime.
4. Add your scenes to the project's build settings.
5. Create a startup scene. Drag the prefab *Prefabs/Scene Streamer* into the scene.
  - Set **Max Neighbor Distance** to specify how many neighboring scenes out from the current scene should be loaded. Increase this to prevent visible "popping" of scenes as they're loaded and unloaded. It also helps to design scene edges around corners so the player can't see scenes being loaded and unloaded.
  - Set **Set Start Scene Name** to the name of the first scene to load.

# EVENTS AND SCRIPTING

To manually load and unload scenes, use `SceneStreamer.LoadScene()` and `UnloadScene()`.

To check whether a scene is loaded, use `SceneStreamer.IsSceneLoaded()`.

You can also assign your own methods to the `SceneStreamer` events `OnLoading` and `OnLoaded`.

## INTEGRATIONS

### Pixel Crushers Save System

To use Scene Streamer with the Pixel Crushers Save System included in the Dialogue System for Unity, Love/Hate, Quest Machine, and the Save System for Opsive Character Controllers, define the scripting symbol `USE_SAVESYSTEM`.

## MORE INFO

Support: [support@pixelcrushers.com](mailto:support@pixelcrushers.com)

More Pixel Crushers products:

### Dialogue System for Unity

*AAA-Quality Dialogue & Quest System*

<https://assetstore.unity.com/packages/tools/ai/dialogue-system-for-unity-11672>

### Quest Machine

*Procedural & Hand-written Quests*

<https://assetstore.unity.com/packages/templates/systems/quest-machine-39834>

### Love/Hate

*Give your characters dynamic, emotion-driven relationships*

<https://assetstore.unity.com/packages/tools/ai/love-hate-33063>

### Grid Controller

*Easy to use grid-based first-person controller*

<https://assetstore.unity.com/packages/tools/game-toolkits/grid-controller-235922>