

Bundle Manager

Bundle Manager is a Unity streaming solution based on asset bundles which provides a way to create, edit and optimize your bundles without any coding.

In editor we provide **Bundle Manager Interface** for bundle management.
In runtime we use **Download Manager** for streaming.

Please look at **Learning The Interface Of BundleManager.pdf** for the GUI manual.
For the runtime streaming tutorial, there's **Streaming At Runtime.pdf**.

And you can also find the [Script Reference](#) here.

There's a **test case** in the plugin unity package. You can use it to check the work status of this plugin. The test case is also a good example for you to learn the way to use Download Manager.