

1.3.0 Change Log

Primary Changes

- 1) Added new functionality to the World Designer Tool to allow you to listen in to Asset Chunks scene additions and removals. This is most useful for “telling” third party tools when asset chunks of a specific type (such as terrain) have been added or will be removed from the scene. More information can be found in the Designer Grouping Listener Section of the Scriptable Assets Chapter using the In-Editor Guide.
- 2) Added a new **SetProgress** method and **Progress Start/Progress End** settings to the **SAMInitializer** class. These are useful if your initial game load contains multi-frame operations other than the SAM initialization that execute before and/or after SAM is initialized, and you want the progress of the Progress Slider and/or Text to account for those operations.

You can use **SetProgress** to manually set the progress of those operations, and then shrink the amount of overall progress allocated to SAM Initialization by increasing Progress Start (to values greater than 0) and/or decreasing Progress End (to values smaller than 1). Then while SAM is being initialized, the progress shown by the Progress Slider and/or text will lerp between Progress Start/End rather than from 0 to 1.

Fixes

- 1) Fixed an issue (that was introduced in the update 1.2.0) that would cause `ObjectDisposeExceptions` upon repeatedly entering Play Mode, in instances where you have “Enter Play Mode Options” enabled and “Reload Domain” disabled in Project Settings -> Editor -> Enter Play Mode Settings.
- 2) Fixed some bugs with the Default Asset Creator that primarily presented when creating both prefabs and scenes using the creator.
- 3) Fixed some Native Collection leaks in the Streamable Grid class.
- 4) Fixed some Native Collection leaks when using the Loading Blueprint Editor and World Designer Tool.

- 5) Fixed a few instances of settings not being reset properly to default values when creating new World Groupings and LOD Overrides.
- 6) Fixed an Editor Issue that would cause the active tab on different inspectors/editor windows to lose their status, resulting in them looking like inactive tabs.

Other

- 1) Updated the **Getting Started Tutorial** Chapter of the In-Editor Guide to be more explicit about what you need to do. All instructions you need to carry out are now listed at the beginning of each Section in the Chapter.
- 2) Added a new **FAQ** Chapter to the Guide. Currently it only has five questions/answers but more will be added in the future.
- 3) Added a new **Procedural Players** Section to the **Players** Chapter.
- 4) Added a new **Designer Grouping Listeners** Section to the **Scriptable Assets** Chapter.
- 5) Created new Sections for the **Evaluation**, **Assignment**, and **Transfer** Advanced Operations (**World Designer** Tool chapter), which should make it easier to navigate these topics.