

## 1.3.1 Change Log

### Fixes

- 1) Fixed a significant bug that was introduced with 1.3.0 that caused prefabs loaded by the World Designer Tool to be immediately marked as having unsaved changes.
- 2) Fixed a bug that would result in scenes not being detected in Build Settings while using the Scene Chunk Streamer

### Other

- 1) Added a public static method called **TryGetWorldDesignerInUseByWorld** to the **WorldDesignerWindow** class that allows you to try and find an open World Designer Window that is currently in use by a specific World (only useable in Editor).
- 2) Added some more Editor Guide Links (? Buttons) to different parts of the World Designer Tool and Loading Blueprint Editor.