1.3.2 Change Log

Fixes

1) Fixed a MissingReferenceException that could occur under some circumstances when using a Hierarchy Organizer and the "Pool Hierarchy Game Objects" setting on the World component enabled.

2) Fixed a bug where the Default Asset Creator inspector would display Addressable related settings for Prefabs even when no Default Addressable Settings asset is found in the project.

3) Fixed a bug with the Default Asset Creator when creating non terrain prefabs and scenes, where the root prefab instance generated in the scene would not have the correct name (its name is meant to match the name of the scene).

4) Adjusted the Scene Chunk Streamer to throw an exception if an attempt is made to load a scene that could not be found in Build Settings. Previously, it would load the last scene in Build Settings, which would result in random objects being loaded into the scene and would make it hard for users to understand what was going on.

5) Fixed the version information in the About SAM asset.

Other

1) Added a warning to the Default Asset Creator that is displayed when you disable the "Add To Build Settings" option for scenes created using the Creator (and when not using Addressables with the "Make Scenes Addressable" option enabled).

2) Added some additional information help boxes to the Default Asset Creator when using Addressables, to make it clear that the Default Addressable Settings asset will be used when no Settings asset is assigned to the Prefab Addressable Settings field or the Scene Addressable Settings field.