

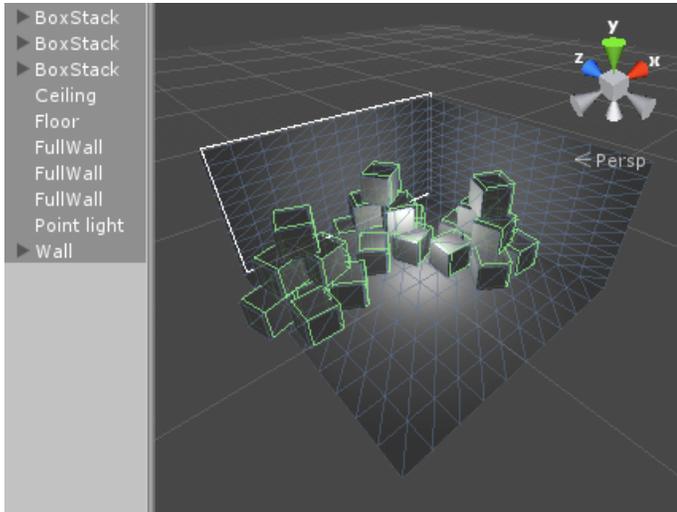
STREAM



QUICKSTART

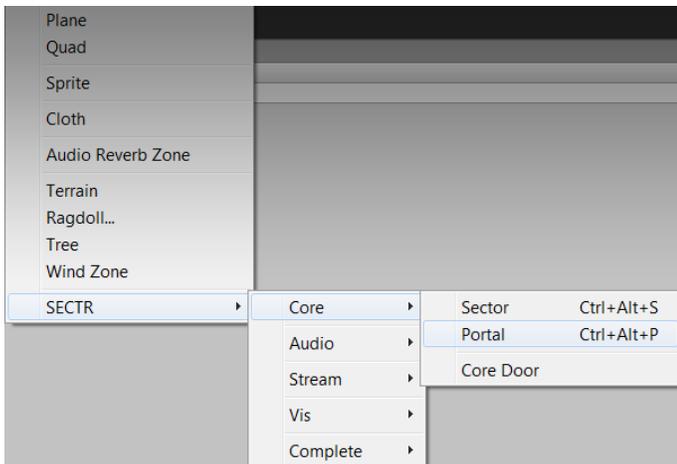
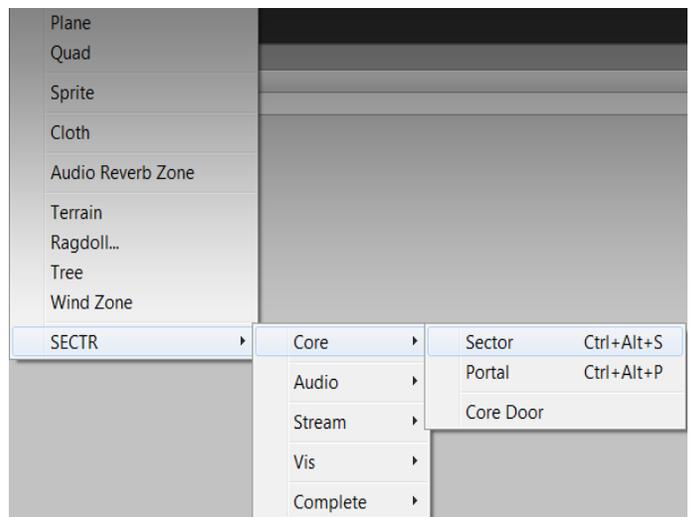
Setting Up

The first step in preparing a level for streaming is to create Sectors and Portals. See the SECTR Core Quick Reference for full details. Here's a quick recap.



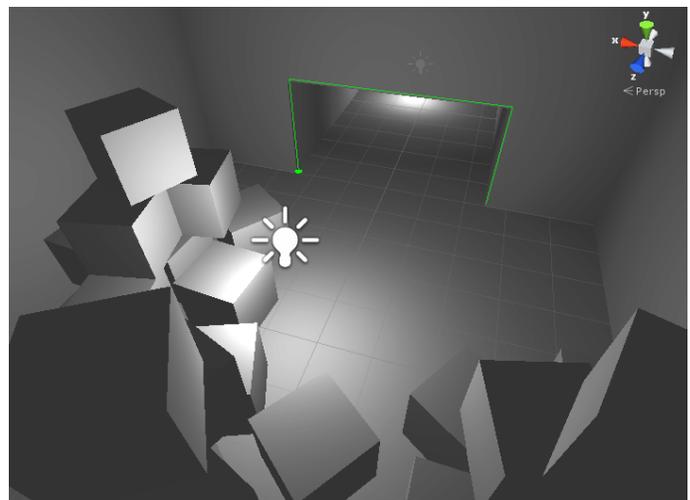
Select the objects you want to have in your Sector.

Create a new Sector through the Game Object menu or by pressing Ctrl+Alt+ S



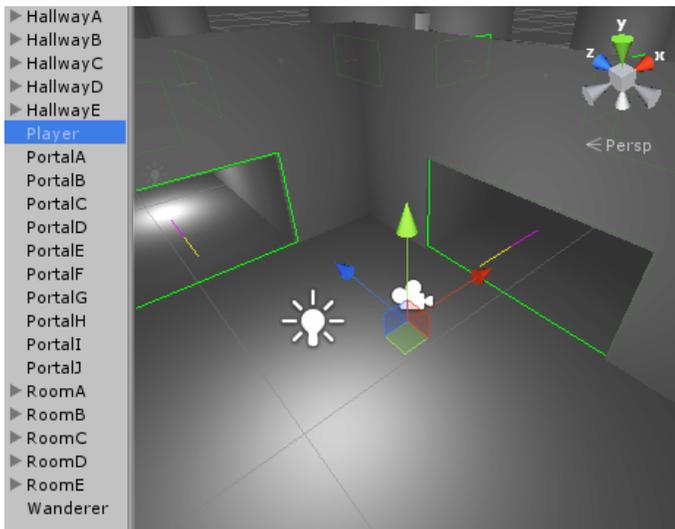
Create a new Portal through the GameObject menu or by pressing Ctrl+Alt+P or

Draw the geometry of your new portal, and connect the front and back Sectors.



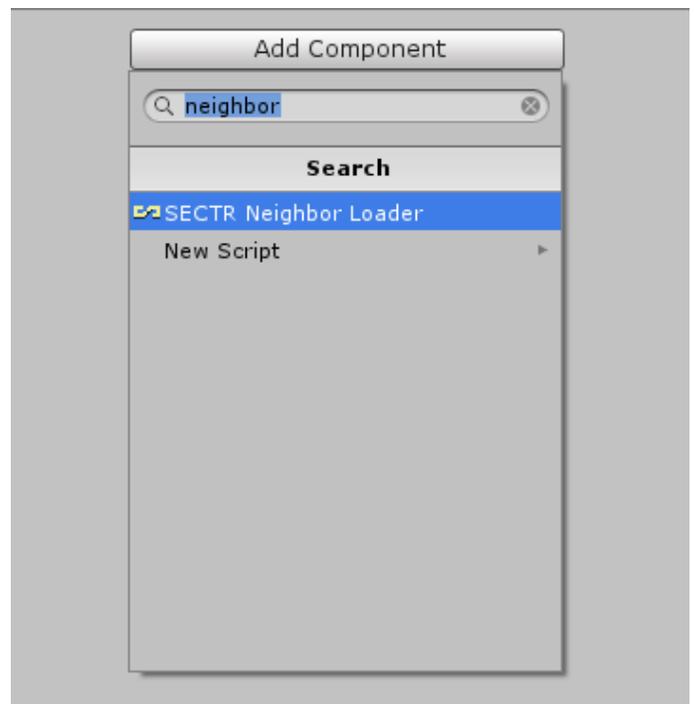
Create A Loader

Once your scene is setup with Sectors and Portals, you want to add some objects that will do the loading/streaming for you. SECTR Stream comes with many different Loader components (for different kinds of games), but a Neighbor Loader is a good place to start.



First, select your player Game Object, or your player Prefab if you create players from Prefabs.

Next, add a SECTR Neighbor Loader component to the player (prefab). That's it!



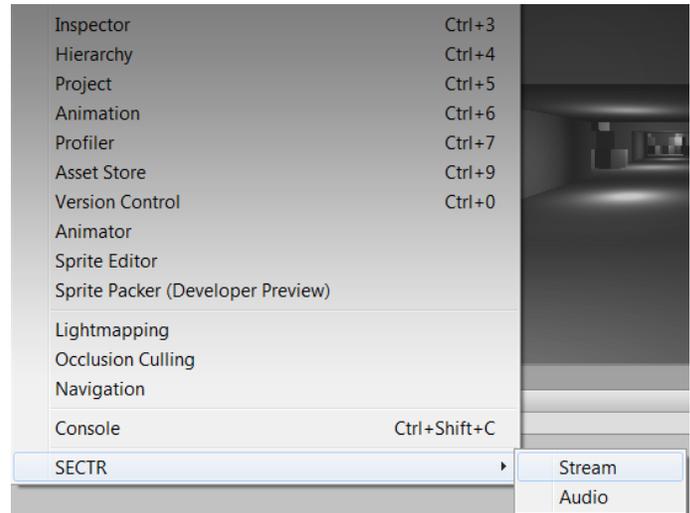
Pro Tip

For more information about all of the other Loader components in the SECTR Stream, check out the SECTR Stream Manual.

Exporting Chunks

Once your scene is setup with Sectors and Portals and you have at least one Loader, its time to export for streaming. This will take all of the children of each Sector and export them into an external scene file (called a Chunk).

Chunks are exported (and imported) through the SECTR Stream window. To open it, go to Window->SECTR->Stream.



Just press the Export All Sectors button to make your scene ready for streaming!

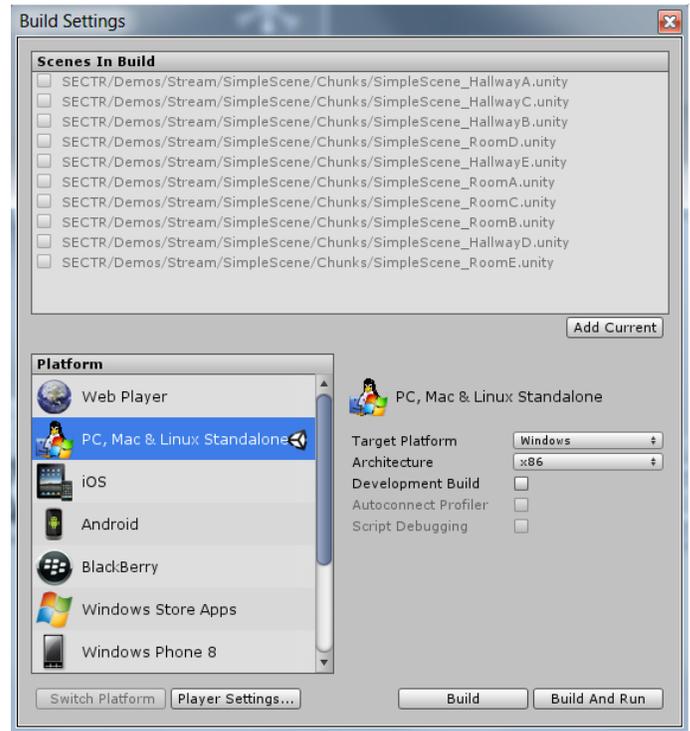
Pro Tip

Only Sectors marked as Static can be exported for streaming. Sectors are static by default, so be careful if you change that flag.

Build, Play, Stream

Now that your level has been exported, you can play your level and see the streaming in action.

Streaming works in the Editor, but before you play a streaming level for the first time, you may need to Build your game.



Pro Tip

The SECTR Stream exporter automatically adds your Chunks to the project Build list. Make sure to remove them if you change the way your scene is laid out or otherwise remove Sectors from the scene.

Questions or Problems?

support@makecodenow.com