



ADDRESSABLES CHEAT SHEET		
USE CASE: MOBILE GAME WITH FREQUENT CONTENT UPDATES		
TOPIC	SUGGESTED SETTING	NOTES
<b>Addressables Profiles Strategy</b>		
Profiles Structure	<ul style="list-style-type: none"> <li>Organize your Profiles around your development environments (e.g., Local Testing, Staging, Production)</li> </ul>	See the <a href="#">Addressables Manual Profiles page</a> for more information
<b>Groups &amp; Asset Bundling Strategy</b>		
Local/Remote Split	<ul style="list-style-type: none"> <li>Organize all content that will ship with the app into Groups with Local load paths</li> <li>Organize all other content into Groups with Remote load paths</li> <li>For Groups containing Assets that you plan to update regularly over the air, opt for Groups structure that will create smaller bundles and disable "Prevent Updates" for those Groups</li> </ul>	Always enable "Include in Build" for these Groups to ensure any Addressables build will include these Assets
Bundle Sizes	<ul style="list-style-type: none"> <li>If your game is very linear or predictable, opt for larger bundles based on each "section" of your game</li> <li>Otherwise, opt for smaller bundles, particularly for content updates</li> </ul>	Be mindful of the <a href="#">drawbacks of a large number of small bundles</a> , including the challenges of attempting to download many small bundles in short succession
Groups Strategy	<ul style="list-style-type: none"> <li>If possible, each Group should contain Assets that you expect to load and unload around the same time</li> </ul>	One Group does not always equate to one AssetBundle, so be mindful of your selected Bundle Mode in your group settings
<b>AssetBundle Settings</b>		
Unique Bundle IDs	Disabled	
Contiguous Bundles	Enabled	Note: enabling this setting will change your AssetBundle hash and will cause any existing AssetBundles to be redownloaded
Non-Recursive Dependency Calculation	Enabled	
Shader Bundle Naming Prefix	Project Name Hash	If you plan to use the Multi-Project approach, you'll want a custom or alternate method for this setting
Monoscript Bundle Naming Prefix	Project Name Hash	If you plan to use the Multi-Project approach, you'll want a custom or alternate method for this setting
<b>AssetBundle Settings (cont.)</b>		
Strip Unity Version from AssetBundles	Enabled	





Disable Visible Sub Asset Representation	<ul style="list-style-type: none"> <li>• Enable if loading assets with many sub assets (e.g., large 3D models)</li> </ul>	If enabled, subassets are no longer visible in the Project window and cannot be requested directly from the AssetBundle
AssetBundle Compression	<ul style="list-style-type: none"> <li>• LZ4 for local AssetBundles</li> <li>• LZMA for remotely stored AssetBundles</li> </ul>	<a href="#">Addressables Manual: AssetBundle Compression</a>
<b>Catalog Settings</b>		
Compress Local Catalog	Disabled	Enable if your local catalog is large enough to cause issues with your binary size
Disable Catalog Update on Startup	Disabled (uncheck)	
<b>Build &amp; Play Mode Scripts in Groups Window</b>		
Build Script	<ul style="list-style-type: none"> <li>• Use Default Build Script</li> </ul>	Only change if you plan to create custom build scripts
Play Mode Script	<ul style="list-style-type: none"> <li>• Use Asset Database (during prototyping / design iteration)</li> <li>• Use Existing Build (when testing, debugging, and optimizing performance)</li> </ul>	
<b>Downloads Settings</b>		
Custom certificate handler	<none>	This is only needed when using a server that requires ssl cert. (advanced use case)
Max Concurrent Web Requests	3 (default value)	
Catalog Download Timeout	5–10 seconds	Longer duration can make it seem like a hang occurs
<b>Groups Settings</b>		
Content Update Restriction	<ul style="list-style-type: none"> <li>• For Local Groups, “Prevent Updates” enabled</li> <li>• For Remote Groups, “Prevent Updates” disabled</li> </ul>	
Build & Load Paths	<ul style="list-style-type: none"> <li>• Use defaults</li> </ul>	Customize your remote load paths once you've set up your Content Delivery Network
Force Unique Provider	Disabled	
Use AssetBundle Cache	Enabled	
<b>Groups Settings (cont.)</b>		
AssetBundle CRC	<ul style="list-style-type: none"> <li>• Enabled, Excluding Cached for Groups that will create remote bundles</li> <li>• Disabled for Groups that will create local bundles</li> </ul>	Unless your project requires an extra check for locally cached AssetBundles, consider using this setting for optimal performance on device





Use UnityWebRequest for Local Asset Bundles	<ul style="list-style-type: none"><li>• Enabled for Android builds</li><li>• Disabled for iOS builds</li></ul>	Can improve loading performance on Android
Request Timeout	5–10 seconds	Longer duration can make it seem like a hang occurs
Use HTTP Chunked Transfer	Disabled	Deprecated setting
HTTP Redirect Limit	<ul style="list-style-type: none"><li>• Use default value</li></ul>	Relevant only for advanced use cases
Retry Count	<ul style="list-style-type: none"><li>• Use default value</li></ul>	
Include Addresses in Catalog	<ul style="list-style-type: none"><li>• Enabled if you load any content by Address</li></ul>	Disable to reduce catalog size if not using Addresses
Include GUIDs in Catalog	<ul style="list-style-type: none"><li>• Enabled if you load any content by Asset Reference or by GUID</li></ul>	Disable to reduce catalog size if not using Asset Reference
Include Labels in Catalog	<ul style="list-style-type: none"><li>• Enabled if you load any content by Labels</li></ul>	Disable to reduce catalog size if not using Labels
Internal Asset Naming Mode	<ul style="list-style-type: none"><li>• Set to Dynamic for release to reduce catalog and AssetBundle sizes</li></ul>	Use Full Path during development for debugging
Internal Bundle ID Mode	<ul style="list-style-type: none"><li>• Use default</li></ul>	
Cache Clear Behavior	<ul style="list-style-type: none"><li>• Use Clear When New Version Loaded</li></ul>	Be cautious about using this option in a performance-critical area of code, since the engine-side clearing of the cache is synchronous and can have an impact on performance
Bundle Mode	<ul style="list-style-type: none"><li>• Use default value (Pack Together)</li></ul>	Consider other bundle modes only if you need to split the assets in your groups into smaller bundles
Bundle Naming Mode	<ul style="list-style-type: none"><li>• Append Hash to Filename</li></ul>	
Asset Load Mode	<ul style="list-style-type: none"><li>• Requested Asset and Dependencies</li></ul>	<a href="#">Addressables Manual: Asset Load Mode</a>
Asset Provider	<ul style="list-style-type: none"><li>• Assets from Bundles Provider</li></ul>	Modify only if you have a custom asset provider
AssetBundle Provider	<ul style="list-style-type: none"><li>• AssetBundle Provider</li></ul>	Modify only if you have a custom AssetBundle provider

