ADDRESSABLES CHEAT SHEET		
USE CASE: A VR GAME IN QUEST 2		
TOPIC	**SUGGESTED SETTING**	**NOTES**
Addressables Profiles Strategy		
Profiles Structure	• Organize your Profiles around your development environments (e.g., Local Testing, Staging, Production)	See the Addressables Manual Profiles page for more information
Groups & Asset Bundling Strategy		
Local/Remote Split	• Organize all content that will ship with the app into Groups with Local load paths • Organize all other content into Groups with Remote load paths • 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	Always enable "Include in Build" for these Groups to ensure any Addressables build will include these Assets Be mindful of potential dependencies between "local" and "remote" content, which can cause issues at runtime
Bundle Sizes	• If your game is very linear or predictable, opt for larger bundles based on each "section" of your game • Otherwise, opt for smaller bundles, particularly for content updates	Be mindful of the drawbacks of a large number of small bundles, including the challenges of attempting to download many small bundles in short succession
Groups Strategy	• If possible, each Group should contain Assets that you expect to load and unload around the same time	One Group does not always equate to one AssetBundle, so be mindful of your selected Bundle Mode in your group settings
AssetBundle Settings		
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
AssetBundle Settings (cont.)		
Strip Unity Version from AssetBundles	Enabled	

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Disable Visible Sub Asset Representation	• Enable if loading assets with many sub assets (e.g., large 3D models)	If enabled, subassets are no longer visible in the Project window and cannot be requested directly from the AssetBundle
AssetBundle Compression	• LZ4 for local AssetBundles • LZMA for remotely stored AssetBundles	[Addressables Manual: AssetBundle Compression](#)

Catalog Settings		
Compress Local Catalog	Disabled	Enable if your local catalog is large enough to cause issues with your binary size
Optimize Catalog Size	Disabled (uncheck)	
Disable Catalog Update on Startup	Uncheck	

Build & Play Mode Settings		
Build Script	• Use Default Build Script	Only change if you plan to create custom build scripts
Play Mode Script	• Use Asset Database (during prototyping / design iteration) • Use Existing Build (when testing, debugging, and optimizing performance)	

Downloads Settings		
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

Groups Settings		
Content Update Restriction	• For Local Groups, "Prevent Updates" enabled • For Remote Groups, "Prevent Updates" disabled	
Build & Load Paths	• Use defaults	Customize your remote load paths once you've set up your Content Delivery Network
Force Unique Provider	Disabled	

Groups Settings (cont.)		
Use AssetBundle Cache	Enabled	
AssetBundle CRC	• Enabled, Excluding Cached for Groups that will create remote bundles	Unless your project requires an extra check for locally cached AssetBundles, consider using this setting for optimal performance on device

	• Disabled for Groups that will create local bundles	
Use UnityWebRequest for Local Asset Bundles	Enabled	Disable for non-Android-based VR hardware
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	• Use default value	Relevant only for advanced use cases
Retry Count	• Use default value	
Include Addresses in Catalog	• Enabled if you load any content by Address	Disable to reduce catalog size if not using Addresses
Include GUIDs in Catalog	• Enabled if you load any content by Asset Reference or by GUID	Disable to reduce catalog size if not using Asset Reference
Include Labels in Catalog	• Enabled if you load any content by Labels	Disable to reduce catalog size if not using Labels
Internal Asset Naming Mode	• Set to Dynamic for release to reduce catalog and AssetBundle sizes	Use Full Path during development for debugging
Internal Bundle ID Mode	• Use default	
Cache Clear Behavior	• Clear When Cache Space is Needed	Use alternative setting only if disk space is a concern with frequent content updates
Bundle Mode	• Use default value (Pack Together)	Consider other bundle modes only if you need to split the assets in your groups into smaller bundles
Bundle Naming Mode	• Append Hash to Filename	
Asset Load Mode	• Requested Asset and Dependencies	Addressables Manual: Asset Load Mode
Asset Provider	• Assets from Bundles Provider	Modify only if you have a custom asset provider
AssetBundle Provider	• AssetBundle Provider	Modify only if you have a custom AssetBundle provider