



ADDRESSABLES CHEAT SHEET		
USE CASE: A SELF-CONTAINED PC OR CONSOLE GAME (NO REMOTE CONTENT OR 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> </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>Aim for larger bundles</li> </ul>	
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>	PC hardware tends to be more performant, so your choice here may not be as critical as with other common use cases
<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
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	Uncompressed	<a href="#">Addressables Manual: AssetBundle Compression</a> Note that compressed AssetBundles can cause issues with patching functionality of certain platforms
<b>Catalog Settings</b>		
Compress Local Catalog	Disabled	
Optimize Catalog Size	Disabled (uncheck)	



Disable Catalog Update on Startup	Check	Uncheck only if you plan to deliver content over the air via content updates
<b>Build &amp; Play Mode Settings</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	N/A	Only relevant with content updates
Max Concurrent Web Requests	N/A	Only relevant with content updates
Catalog Download Timeout	N/A	Only relevant with content updates
<b>Groups Settings</b>		
Content Update Restriction	<ul style="list-style-type: none"> <li>“Prevent Updates” enabled</li> </ul>	
Build & Load Paths	<ul style="list-style-type: none"> <li>Use defaults</li> </ul>	
Force Unique Provider	Disabled	
Use AssetBundle Cache	Disabled	Review platform-specific restrictions around caching AssetBundles if you plan to deliver remote content
AssetBundle CRC	Disabled	
Use UnityWebRequest for Local Asset Bundles	Disabled	
Request Timeout	N/A	
Use HTTP Chunked Transfer	Disabled	Deprecated setting
HTTP Redirect Limit	N/A	
<b>Groups Settings (cont.)</b>		
Retry Count	N/A	
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	N/A	
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>• Filename or Hash of Filename</li></ul>	Consider Hash of Filename on Windows development machines to avoid OS-specific string limitation issues
Asset Load Mode	<ul style="list-style-type: none"><li>• Requested Asset and Dependencies</li></ul>	Review <a href="#">Addressables Manual: Asset Load Mode</a> for certain console-specific guidance
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

