

Folder-Based Build Scenes

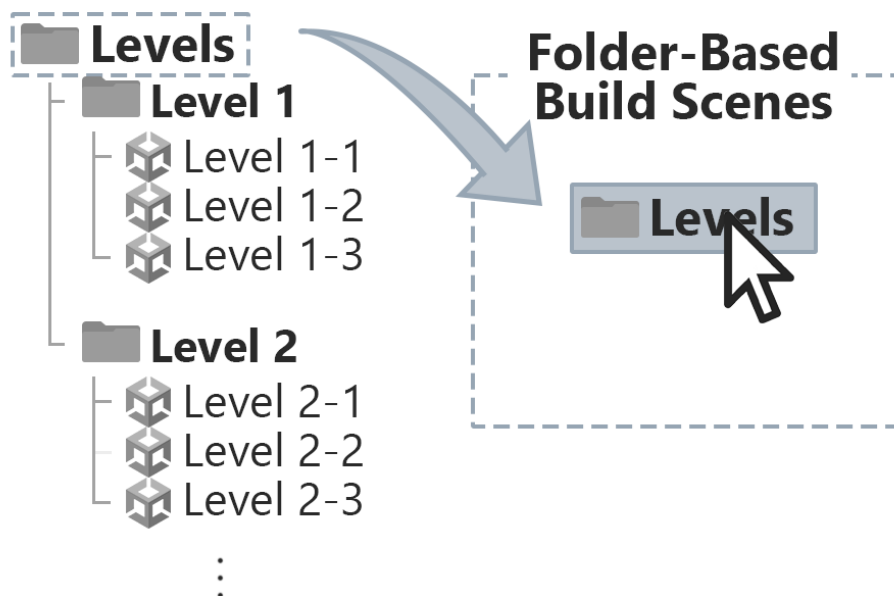
Lightweight & Editor Only Scene Management Tool

This asset is for Unity 2023.2 or above.

Folder-Based Build Scenes(FBBS) is an asset that replaces the scene management function of the Build Settings.

Unlike the previous method of individually adding/deleting each scene, in this asset, if you register a folder, the scenes under it are automatically included in the build.

This feature is especially useful in cases where you need to manage numerous scenes, such as in open-world games, AAA games, or games with multiple levels.



The most powerful feature of this asset is that you don't need to manually reflect changes of your scenes.

Once you register the folder containing the scenes, you don't have to worry about scenes being deleted, added, or moved.

FBBS automatically includes all scenes in the registered folder in the build process.

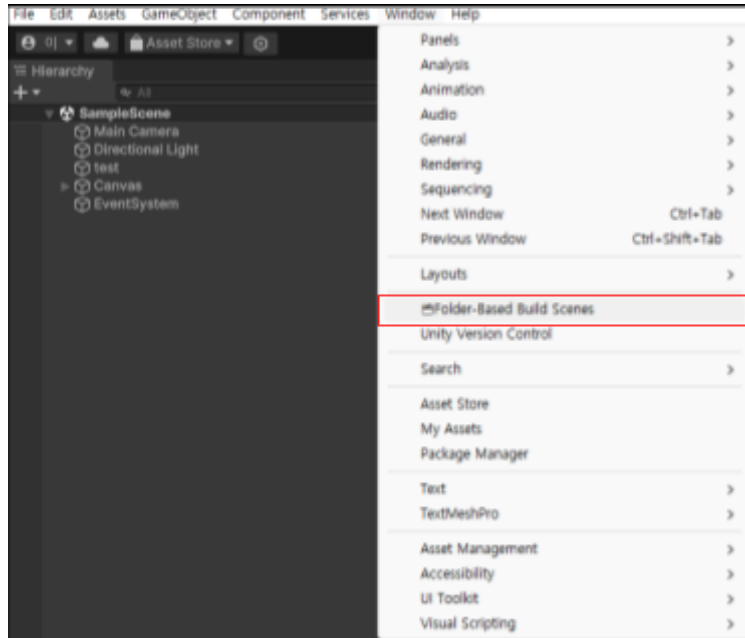
If a scene under the folder is deleted, it naturally won't be included in the build, and if there are added scenes, they will be automatically included in the build.

FBBS is available for Unity version 2023.2 and above. However, it is recommended to use Unity 6 or higher because it uses the latest APIs.

Quick Start

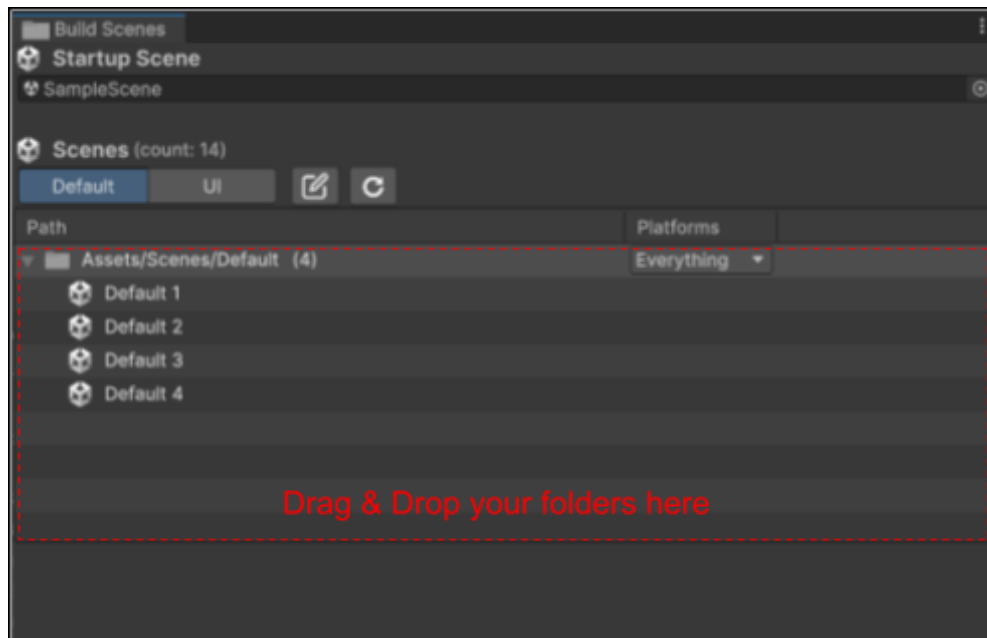
The way to start FBBS is very simple.

First, open the editor window from **Window > Folder-Based Build Scenes**.



Second, add the scene that will open first in the Startup Scene.

And then, drag and drop the folders to be included in the build into the area at the bottom.



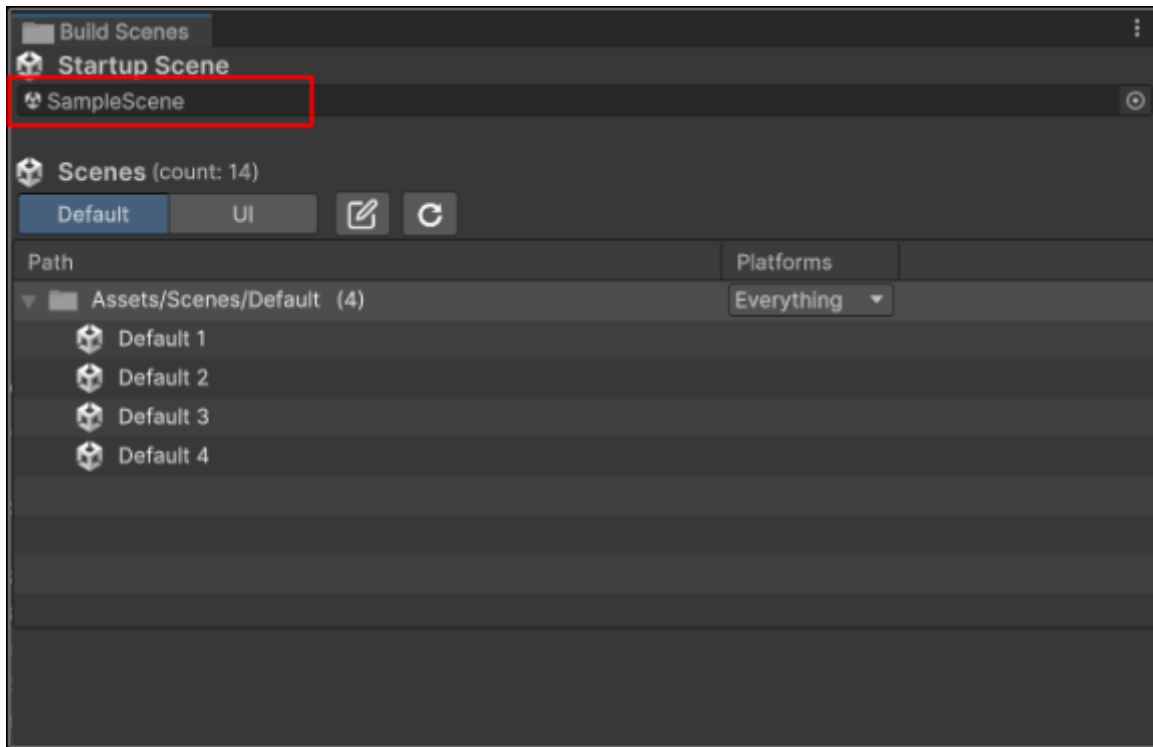
That's it.

Now, when you build, only the scenes in the Startup Scene and the folders registered under Scenes will be included in the build.

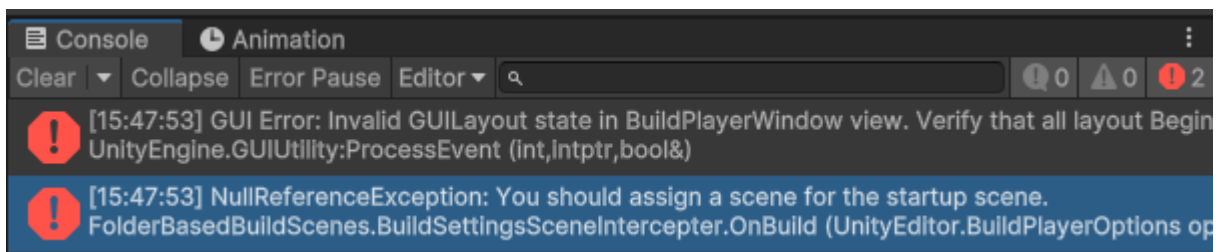
About Editor Window

Startup Scene

You should set a scene as a startup scene.

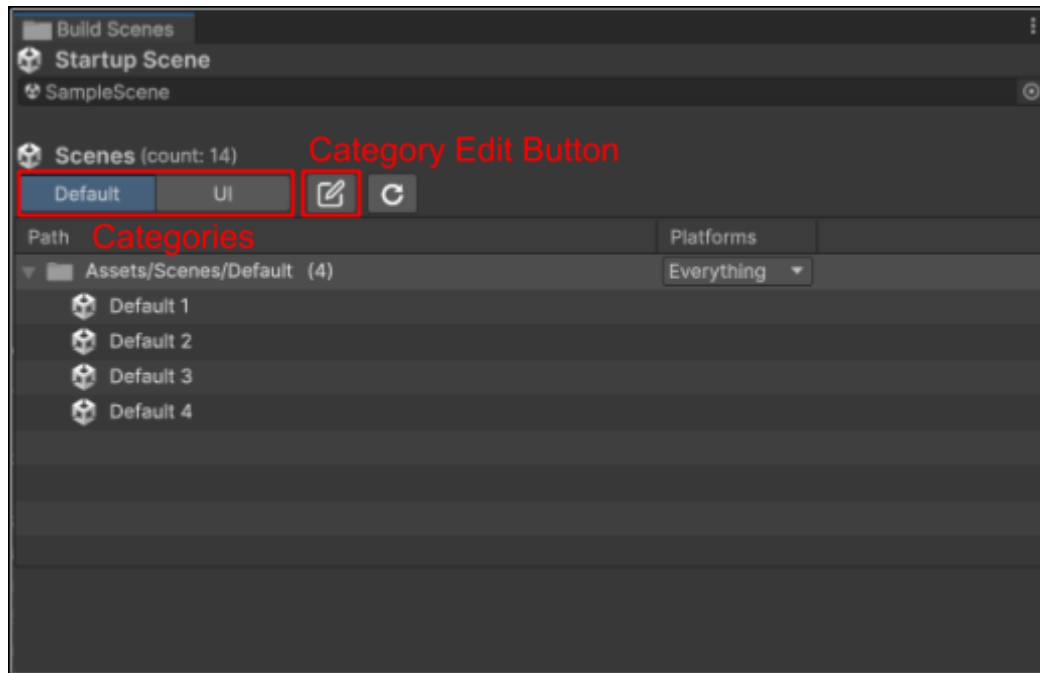


If you run the build with the Startup Scene left empty, the following error message will be displayed, and the build will be canceled.

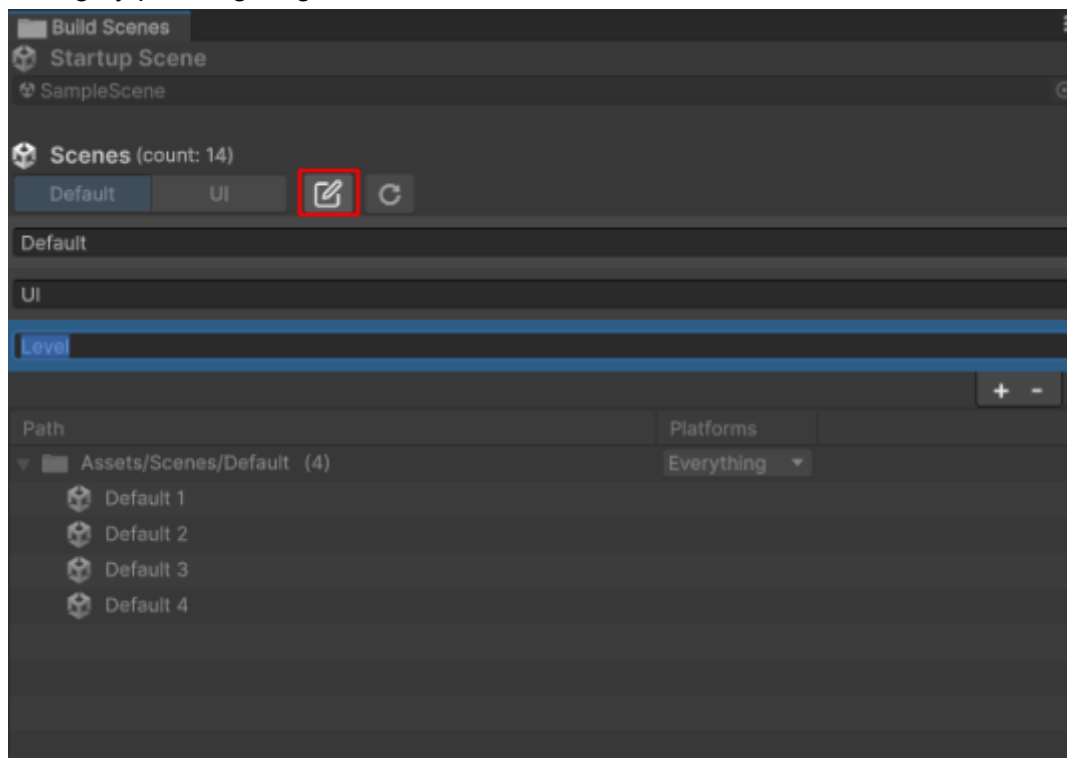


Categories

You can create categories that allows for easier management of scenes.



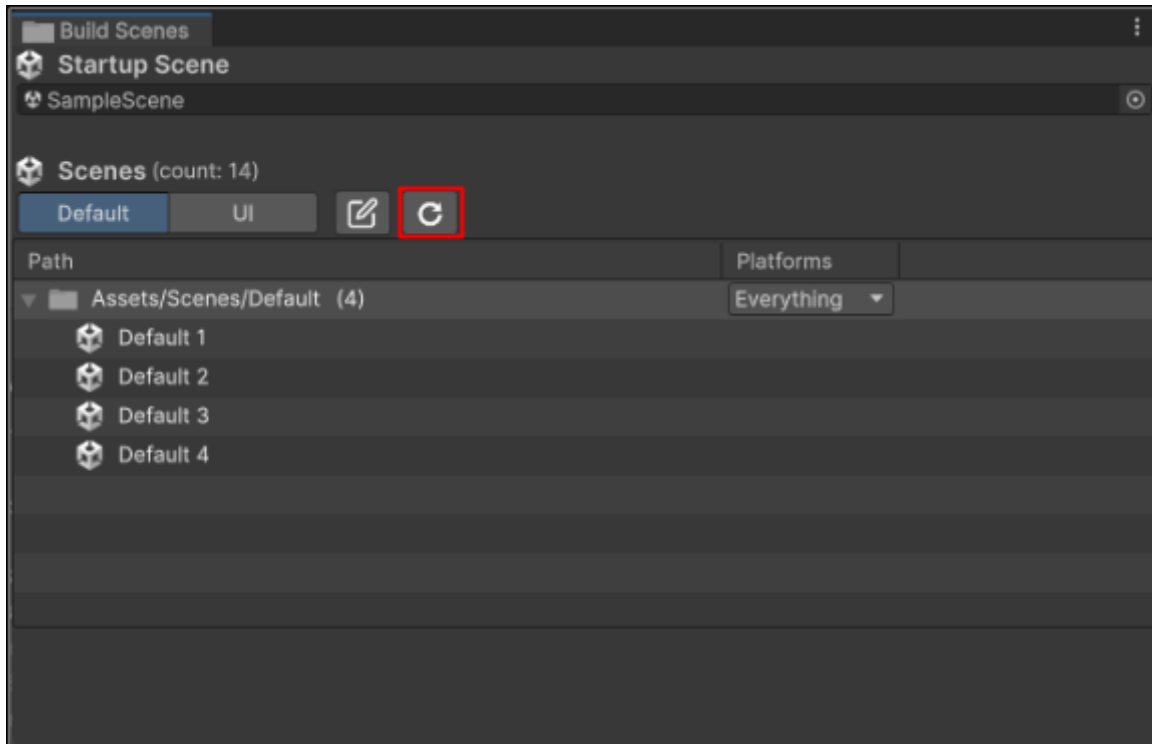
You can start editing a category by pressing the category edit button, and you can finish editing by pressing it again.



Refresh Button

The button on the right side of category editing is the refresh button. It refreshes the tree view below.

If the changes in scenes are not reflected in the tree view, press this button.



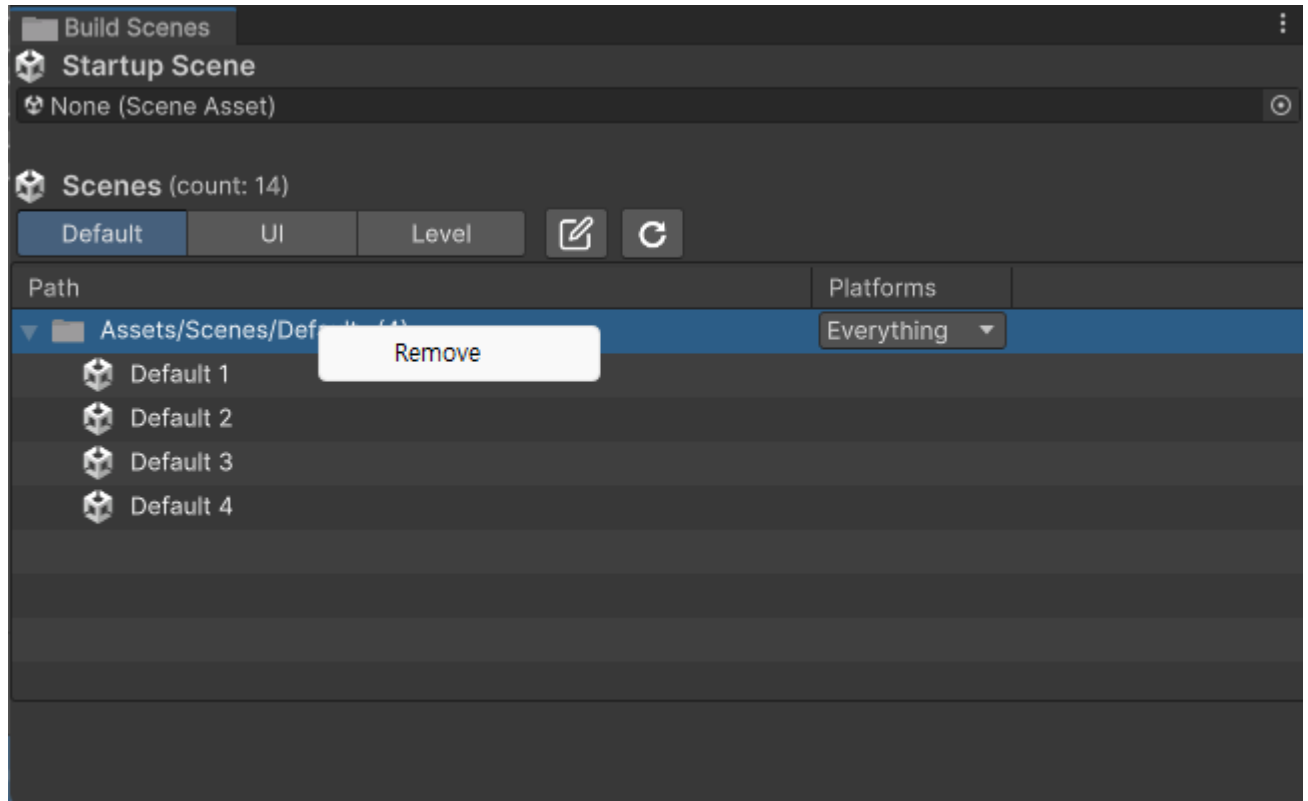
This button only updates the GUI of the editor window and does not affect which scenes are included in the actual build.

So you don't need to refresh every time. All changes are automatically applied on the build process.

Handling Tree Element

Remove Registered Folder

You can remove a registered folder by right-clicking the element of the treeview. This action is only valid for root elements of the tree view.

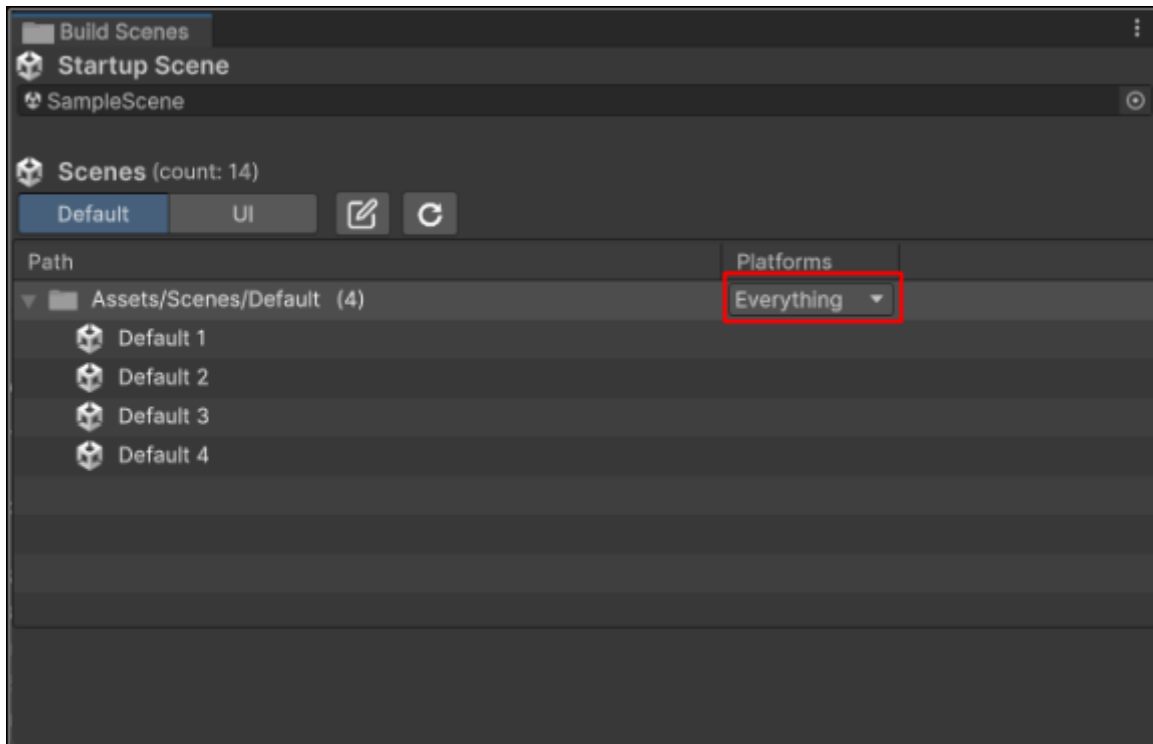


Ping

When you double-click a tree view element, the folder or scene asset will be focused.

Select Platforms

You can select which platform the registered folder will be included in from the Platforms dropdown.



This dropdown is Unity's BuildTarget.

If you want to build for Windows, please note that there are StandaloneWindows and StandaloneWindows64 respectively, so do not get confused.

Update Timing

FBBS changes the scenes in BuildSettings to folder-based scenes at the following times:

- Before entering play mode
- Before building

At these times, the scenes included in BuildSettings are automatically filtered based on the current build platform.

Even if the GUI of the FBBS editor window has not been updated, it always reflects the latest values based on the current project's folders.

Everything is processed automatically and operates intuitively. You just need to drag and drop into FBBS what folder the scenes will be stored in.

Limitations

1. **In versions prior to 2023.2, it is not possible to register a subfolder of an already registered folder as a new root folder.**

This is because starting from Unity 6, the TreeView of UIElements allows for duplicate IDs.

In versions above Unity 6, this feature is available.

2. **It is impossible to exclude only some subfolders.**

In Unity 6 or later, you can exclude the subfolders you wish by registering them as a new root and setting the platform to Nothing, which will exclude them from the build.

In versions prior to Unity 6, the subfolders you want to exclude must be moved to a different directory.

Contact

If you have any questions or found any bugs, please send me an e-mail:
olivecrow.report@gmail.com

Thank you!