



About this cheatsheet

This cheatsheet covers **local development** workflows for a Unity SpatialOS project.

It assumes that you're only iterating on one of the UnityClient or UnityWorker (ie have that worker's scene loaded in the Unity Editor) at any one time.

The **unloaded worker** is the Unity worker whose scene is **not currently open**.

Make sure you select **Development**, and the unloaded worker, in the SpatialOS window:

