# AutoSaveBackup

Auto-save integration for Unity Editor with scene backup manager.

Features

- Auto-save the changes you made to your scenes in the Editor.
- Auto-save scenes when Play button is pressed.
- Make scene backups and automatically delete them after a fixed time.
- Change the settings from the Preferences window.
- Works with multiscene and SceneManager.
- Works while the Unity Editor is running in background.
- Enable/Disable activity logs.

How does it work
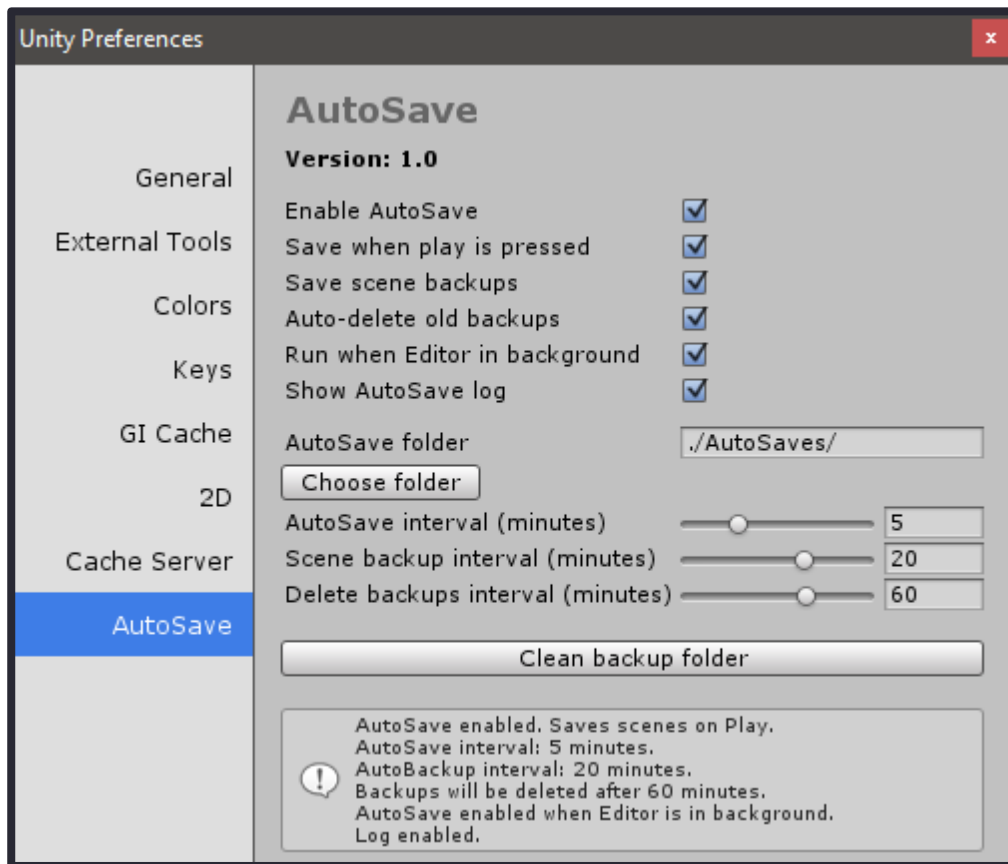
The six toggles activate/deactivate each function of the integration, but, if **Enable AutoSave** is off, the whole integration will be stopped.

The AutoSave folder must be inside the project folder or any of its subfolders.

- **AutoSave interval** is the number of minutes that should pass between each AutoSave. It must be a value between 1 and 15.
- **Scene backup interval** is the number of minutes that should pass between each scene backup. It must be a value between 1 and 30.
- **Delete backups interval** is the number of minutes that should pass before an old backup gets deleted. It must be a value between 1 and 90.

Clean backup folder button removes all the scene backups in the AutoSaves folder.

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Install

Just import the asset from the AssetStore and you're good to go.

By default, every function is enabled on the first start.

Advanced setup

If you want to change the intervals maximum values, you must change them from the source code inside AutoSave.cs.

```
66          /// <summary>
67          /// The maximum number of minutes between each AutoSave.
68          /// </summary>
69          private const int MAX_SAVE_MINUTES = 15;
70
71          /// <summary>
72          /// The maximum number of minutes between each scene backup.
73          /// </summary>
74          private const int MAX_BACKUP_MINUTES = 30;
75
76          /// <summary>
77          /// The maximum number of minutes that have to pass before an old backup gets deleted.
78          /// </summary>
79          private const int MAX_DELETE_MINUTES = 90;
```

Requirements

Works with Unity 5.3.0 and above.

Built with

[Unity](#)

Authors

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