Turbo Backup PRO

Safe from harm

Documentation

Date: 03.01.2020

Version: 2021.1.0

https://www.crosstales.com

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Thank you for buying our asset "Turbo Backup PRO"!

If you have questions about this asset, send us an email at tb@crosstales.com.
Please don't forget to rate it or write a little review – it's very much appreciated.

1. Overview

Turbo Backup is the fastest and safest way to backup your Unity project.

It only stores the difference between the last backup, this makes it incredible fast.

TB is the tool for dangerous situations in your project: make a backup as quick as possible before any potential harmful change. And restore the project in seconds if a disaster happened.

Turbo Backup is a local backup and restore solution within Unity leaving other team members and VCS out of whatever crazy changes your thinking of doing.

2. Features

2.1. Fast & efficient

- Extremely fast **backup** and **restore** of your Unity project
- Support for various VCS like **Unity Collaborate**, **git**, **svn**, **Mercurial** & **PlasticSCM**!
- Select your custom **backup** target external **HDD/SSD** or **NAS**!
- **Automatic** backup **interval** (in minutes)
- Control it with **CLI** and integrate it seamlessly in your **build pipeline**
- See the total backup **space usage**

2.2. Documentation & control

- Powerful **API** for **maximum control**!
- Comprehensive **documentation** and **support**!
- Full **C# source code**

2.3. Compatibility

- Works with **Windows**, **Mac** and **Linux** editors!
- Compatible with **Unity 2018.4 – 2020.2**
- **C# delegates**
- Works seamless with **RockTomate**

3. Quick start

After importing TB from the "Unity AssetStore", open the **Window** menu and click **TurboBackup PRO**:
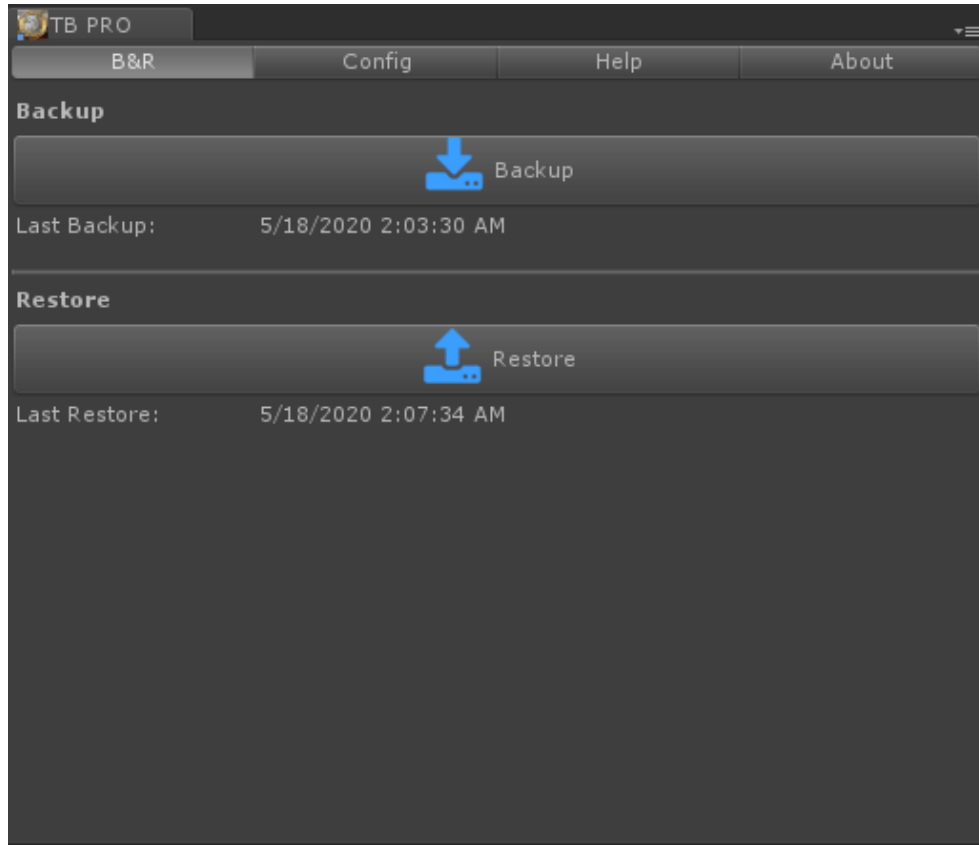

Hit the "**Backup**" button to save the project. That's it. The plugin will do the rest. TurboBackup will close Unity, save the necessary files and then restart Unity.

If the backup is executed for the first time it will take some time to complete.

To restore a project to the latest backup, simply click on "**Restore**". TB will close Unity, restore the necessary files and then restart Unity.

Finally, because it creates and operates the "TB_backup" folder in the project directory, we've also included convenient methods to ignore this folder for popular version control mechanisms (git, SVN and Mercurial).

There are many settings in the "Config"-tab, like the path to the backup.
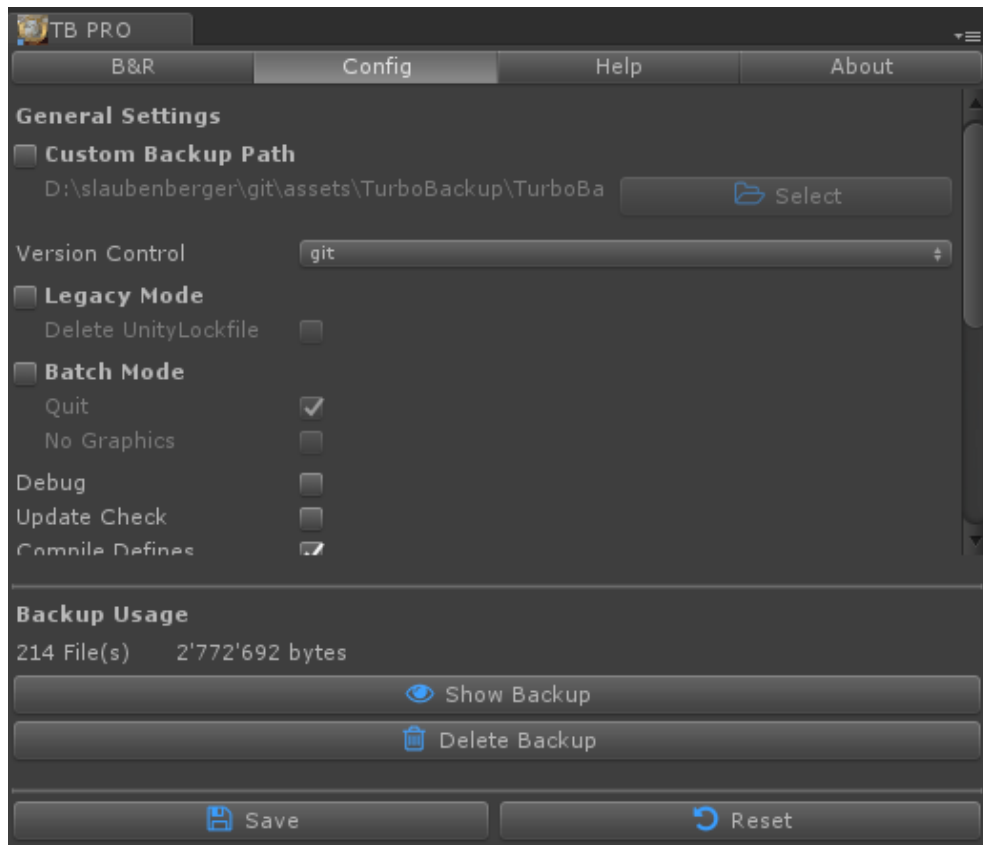
4. Call from code

TB can be called from code; here is an example for a backup:

```
BAR.Backup();
```

For more examples, please see the scripts under *Example Integration*.

5. Control via CLI

TB can be controlled via CLI. Please see the examples below.

5.1. Windows

5.1.1. Backup

```
"<path to Unity>\Unity.exe" -batchmode -projectPath "<your project path>" -
executeMethod Crosstales.TB.BAR.BackupCLI -tbCopyAssets true
```

5.1.2. Restore

```
"<path to Unity>\Unity.exe" -batchmode -projectPath "<your project path>" -
executeMethod Crosstales.TB.BAR.RestoreCLI -tbCopyAssets true
```

5.2. macOS

5.2.1. Backup

```
open -a "<path to Unity>/Unity.app" --args -batchmode -projectPath "<your
project path>" -executeMethod Crosstales.TB.BAR.BackupCLI -tbCopyAssets true
```

5.2.2. Restore

```
open -a "<path to Unity>/Unity.app" --args -batchmode -projectPath "<your
project path>" -executeMethod Crosstales.TB.BAR.RestoreCLI -tbCopyAssets true
```

5.3. Linux

5.3.1. Backup

```
./"<path to Unity>/Unity" --args -batchmode -projectPath "<your project path>"
-executeMethod Crosstales.TB.BAR.BackupCLI -tbCopyAssets true &
```

5.3.2. Restore

```
./"<path to Unity>/Unity" --args -batchmode -projectPath "<your project path>"
-executeMethod Crosstales.TB.BAR.RestoreCLI -tbCopyAssets true &
```

5.4. Arguments

There are seven arguments:

Argument	**Value** (bold is default)	Description
-tbExecuteMethod	e.g. *Crosstales.TurboBackup. BAR.SayHello*	execute this method after the backup or restore (optional)
-tbBatchmode	true or **false**	run Unity in batch-mode (optional)
-tbQuit	**true** or false	quit Unity in batch-mode (optional)
-tbNoGraphics	true or **false**	Disable graphics devices in batch-mode (optional)
-tbCopyAssets	true or **false**	copy the "Assets" (optional)
-tbCopyLibrary	true or **false**	copy the "Library" (optional)
-tbCopySettings	true or **false**	copy the "ProjectSettings" (optional)
-tbCopyPackages	true or **false**	copy the "Packages" (optional)

6. API

Please read the TurboBackup-api.pdf for more details.

7. Verify installation

Check if TB is installed:

```
#if CT_TB
    Debug.Log("Turbo Backup installed: " + Util.Constants.ASSET_VERSION);
#else
    Debug.LogWarning("Turbo Backup NOT installed!");
#endif
```

8. Upgrade to new version

Follow this steps to upgrade the version of "Turbo Backup PRO":

1. Update " Turbo Backup PRO" to the latest version from the "Unity AssetStore"
2. Delete the "Assets/Plugins/crosstales/TurboBackup" folder from the Project-view
3. Import the latest version downloaded from the "Unity AssetStore"

9. Important notes

- Please be patient - TB is working as fast as your machine can but if you have large projects, it will need some time! After you hit the "Backup" or "Restore"-button, Unity closes and TB does all the work and restarts Unity. Wait until it's finished or you risk a corrupt project.

- Always backup your project. TB was carefully designed and extensively tested. Nevertheless, it works on your filesystem and something could go wrong. If your project is corrupted, close Unity and delete the "Library"- and "TB_backup"-folders in your project. Unity will then re-import all assets for your current platform.

- We don't recommend saving the backup on cloud-storage-folders like Google Drive, Dropbox etc. since it can lead to a lot of traffic and stress for the cloud-services (especially if you include the "Library"-folder). If possible, use a local folder.

10.   Problems, improvements etc.

If you encounter problems with this asset, just [send us an email](#) with a problem description and the invoice number and we will try to solve it.

11. Release notes

See "VERSIONS.txt" under "Assets/Plugins/crosstales/TurboBackup/Documentation" or online:

https://crosstales.com/media/data/assets/TurboBackup/VERSIONS.txt

12.   Credits

The icons are based on [Font Awesome](#).

13.   Contact and further information

crosstales LLC

Schanzeneggstrasse 1

CH-8002 Zürich
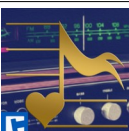
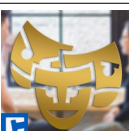|	
Homepage:	https://www.crosstales.com/en/portfolio/TurboBackup/
Email:	tb@crosstales.com
AssetStore:	https://assetstore.unity.com/lists/crosstales-42213
Forum:	https://forum.unity.com/threads/turbo-backup-pro-fast-and-save-backup-solution.521731/
Documentation:	https://www.crosstales.com/media/data/assets/TurboBackup/TurboBackup-doc.pdf
API:	https://www.crosstales.com/en/assets/TurboBackup/api/

14.   Our other assets

3D Skybox	Those beautiful packages contain professional 8k, HDR, stereoscopic 360° real-world skyboxes for your projects.
Bad Word Filter	The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".
DJ	DJ is a player for external music-files. It allows a user to play his own sound inside any Unity-app. It can also read ID3-tags.
File Browser	File Browser is a wrapper for native file dialogs on Windows, macOS, Linux and UWP (WSA).
Online Check	You need a reliable solution to check for **Internet availability**? Here it is!
Radio	Radio allows implementing free music from Internet radio stations into your project..
RT-Voice	RT-Voice uses the computer's (already implemented) TTS (text-to-speech) voices to turn the written lines into speech and dialogue at run-time! Therefore, all text in your game/app can be spoken out loud to the player.
True Random	True Random can generate "true random" numbers for you and your application. The randomness comes from atmospheric noise, which for many purposes is better than the pseudo-random number algorithms typically used in computer programs.
Turbo Builder	Turbo Builder creates builds for multiple platforms in one click. It works together with Turbo Switch to offer an incredible fast build pipeline.

	Turbo Switch is a Unity editor extension to reduce the time for assets to import during platform switches. We measured speed improvements up to 100x faster than the built-in switch in Unity.
Turbo Switch	