

Turbo Backup PRO

Safe from harm



API

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Chapter 1

Namespace Index

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Hierarchical Index

2.1 Class Hierarchy

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Chapter 3

Class Index

3.1 Class List

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Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

4.2 Crosstales.TB Namespace Reference

Classes

- class [BAR](#)
Backup and restore methods.

4.3 Crosstales.TB.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.

4.4 Crosstales.TB.EditorTask Namespace Reference

Classes

- class [AutoBackup](#)
Automatically backup in a set interval (in minutes).
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.

4.5 Crosstales.TB.Example Namespace Reference

Classes

- class [EventTester](#)
Simple test script for all callbacks.
- class [TBMenu](#)
Example editor integration of Turbo Backup for your own scripts.

4.6 Crosstales.TB.Task Namespace Reference

Classes

- class [Launch](#)
Show the configuration window on the first launch.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [SetupUnity](#)
Setup Unity after a restore.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_VERSION,
DEPRECATED }
All possible update stati.

4.6.1 Enumeration Type Documentation

4.6.1.1 UpdateStatus

```
enum Crosstales.TB.Task.UpdateStatus [strong]
```

All possible update stati.

4.7 Crosstales.TB.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [CTLogger](#)
Logger for the asset.
- class [Helper](#)
Various helper functions.

Chapter 5

Class Documentation

5.1 Crosstales.TB.EditorTask.AutoBackup Class Reference

Automatically backup in a set interval (in minutes).

Properties

- static int? **BackupInterval** [get, set]

5.1.1 Detailed Description

Automatically backup in a set interval (in minutes).

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/[↔](#) Task/AutoBackup.cs

5.2 Crosstales.TB.BAR Class Reference

Backup and restore methods.

Public Member Functions

- delegate void **BackupStart** ()
- delegate void **BackupComplete** (bool success)
- delegate void **RestoreStart** ()
- delegate void **RestoreComplete** (bool success)

Static Public Member Functions

- static void [BackupCLI](#) ()
Backup the current project via CLI.
- static void [RestoreCLI](#) ()
Restore the current project via CLI.
- static bool [Backup](#) (string executeMethod, bool batchmode=false, bool quit=true, bool noGraphics=false, bool copyAssets=true, bool copyLibrary=false, bool copySettings=true, bool copyPackages=true)
Backup the current project.
- static bool [Backup](#) ()
Backup the current project.
- static bool [Restore](#) (string executeMethod, bool batchmode=false, bool quit=true, bool noGraphics=false, bool restoreAssets=true, bool restoreLibrary=false, bool restoreSettings=true, bool restorePackages=true)
Restore the current project.
- static bool [Restore](#) ()
Restore the current project.
- static void [SayHello](#) ()
Test the backup/restore with an execute method.
- static void [MethodBeforeBackup](#) ()
Test method (before backup).
- static void [MethodAfterBackup](#) ()
Test method (after backup).
- static void [MethodBeforeRestore](#) ()
Test method (before restore).
- static void [MethodAfterRestore](#) ()
Test method (after restore).
- static void [DefaultMethodAfterBackup](#) ()
Default method after backup.
- static void [DefaultMethodAfterRestore](#) ()
Default method after restore.

Properties

- static bool [isBusy](#) [get]
True if the [BAR](#) is busy.

Events

- static BackupStart [OnBackupStart](#)
An event triggered whenever the backup is started.
- static BackupComplete [OnBackupComplete](#)
An event triggered whenever the backup is completed.
- static RestoreStart [OnRestoreStart](#)
An event triggered whenever the restore is started.
- static RestoreComplete [OnRestoreComplete](#)
An event triggered whenever the restore is completed.

5.2.1 Detailed Description

Backup and restore methods.

5.2.2 Member Function Documentation

5.2.2.1 Backup() [1/2]

```
static bool Crosstales.TB.BAR.Backup ( ) [static]
```

Backup the current project.

Returns

True if the backup was successful.

5.2.2.2 Backup() [2/2]

```
static bool Crosstales.TB.BAR.Backup (
    string executeMethod,
    bool batchmode = false,
    bool quit = true,
    bool noGraphics = false,
    bool copyAssets = true,
    bool copyLibrary = false,
    bool copySettings = true,
    bool copyPackages = true ) [static]
```

Backup the current project.

Parameters

<i>executeMethod</i>	Execute method after backup
<i>batchmode</i>	Start Unity in batch-mode (default: false, optional)
<i>quit</i>	Quit Unity in batch-mode (default: true, optional)
<i>noGraphics</i>	Disable graphic devices in batch-mode (default: false, optional)
<i>copyAssets</i>	Copy the 'Assets'-folder (default: true, optional)
<i>copyLibrary</i>	Copy the 'Library'-folder (default: false, optional)
<i>copySettings</i>	Copy the 'ProjectSettings'-folder (default: true, optional)</param> <param name="copyPackages">Copy the 'Packages'-folder (default: true, optional)

Returns

True if the backup was successful.

5.2.2.3 BackupCLI()

```
static void Crosstales.TB.BAR.BackupCLI ( ) [static]
```

Backup the current project via CLI.

5.2.2.4 DefaultMethodAfterBackup()

```
static void Crosstales.TB.BAR.DefaultMethodAfterBackup ( ) [static]
```

Default method after backup.

5.2.2.5 DefaultMethodAfterRestore()

```
static void Crosstales.TB.BAR.DefaultMethodAfterRestore ( ) [static]
```

Default method after restore.

5.2.2.6 MethodAfterBackup()

```
static void Crosstales.TB.BAR.MethodAfterBackup ( ) [static]
```

Test method (after backup).

5.2.2.7 MethodAfterRestore()

```
static void Crosstales.TB.BAR.MethodAfterRestore ( ) [static]
```

Test method (after restore).

5.2.2.8 MethodBeforeBackup()

```
static void Crosstales.TB.BAR.MethodBeforeBackup ( ) [static]
```

Test method (before backup).

5.2.2.9 MethodBeforeRestore()

```
static void Crosstales.TB.BAR.MethodBeforeRestore ( ) [static]
```

Test method (before restore).

5.2.2.10 Restore() [1/2]

```
static bool Crosstales.TB.BAR.Restore ( ) [static]
```

Restore the current project.

Returns

True if the restore was successful.

5.2.2.11 Restore() [2/2]

```
static bool Crosstales.TB.BAR.Restore (
    string executeMethod,
    bool batchmode = false,
    bool quit = true,
    bool noGraphics = false,
    bool restoreAssets = true,
    bool restoreLibrary = false,
    bool restoreSettings = true,
    bool restorePackages = true ) [static]
```

Restore the current project.

Parameters

<i>executeMethod</i>	Execute method after restore
<i>batchmode</i>	Start Unity in batch-mode (default: false, optional)
<i>quit</i>	Quit Unity in batch-mode (default: true, optional)
<i>noGraphics</i>	Disable graphic devices in batch-mode (default: false, optional)
<i>restoreAssets</i>	Restore the 'Assets'-folder (default: true, optional)
<i>restoreLibrary</i>	Restore the 'Library'-folder (default: false, optional)
<i>restoreSettings</i>	Restore the 'ProjectSettings'-folder (default: true, optional) </param> <param name="restorePackages">Restore the 'Packages'-folder (default: true, optional)

Returns

True if the restore was successful.

5.2.2.12 RestoreCLI()

```
static void Crosstales.TB.BAR.RestoreCLI ( ) [static]
```

Restore the current project via CLI.

5.2.2.13 SayHello()

```
static void Crosstales.TB.BAR.SayHello ( ) [static]
```

Test the backup/restore with an execute method.

5.2.3 Property Documentation

5.2.3.1 isBusy

```
bool Crosstales.TB.BAR.isBusy [static], [get]
```

True if the [BAR](#) is busy.

5.2.4 Event Documentation

5.2.4.1 OnBackupComplete

```
BackupComplete Crosstales.TB.BAR.OnBackupComplete [static]
```

An event triggered whenever the backup is completed.

5.2.4.2 OnBackupStart

```
BackupStart Crosstales.TB.BAR.OnBackupStart [static]
```

An event triggered whenever the backup is started.

5.2.4.3 OnRestoreComplete

`RestoreComplete Crosstales.TB.BAR.OnRestoreComplete [static]`

An event triggered whenever the restore is completed.

5.2.4.4 OnRestoreStart

`RestoreStart Crosstales.TB.BAR.OnRestoreStart [static]`

An event triggered whenever the restore is started.

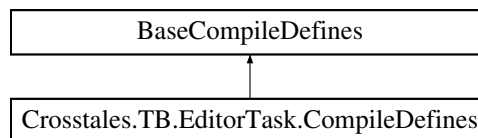
The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/BA↔R.cs`

5.3 Crosstales.TB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for `Crosstales.TB.EditorTask.CompileDefines`:



5.3.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- `D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔Task/CompileDefines.cs`

5.4 Crosstales.TB.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads the all changeable variables.
- static void [Save](#) ()
Saves the all changeable variables.

Static Public Attributes

- static bool [CUSTOM_PATH_BACKUP](#) = Constants.DEFAULT_CUSTOM_PATH_BACKUP
Enable or disable custom location for the backup.
- static int [VCS](#) = Constants.DEFAULT_VCS
Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).
- static bool [USE_LEGACY](#) = Constants.DEFAULT_USE_LEGACY
Uses the legacy switch function.
- static bool [BATCHMODE](#) = Constants.DEFAULT_BATCHMODE
Enable or disable batch mode for CLI operations.
- static bool [QUIT](#) = Constants.DEFAULT_QUIT
Enable or disable quit Unity Editor for CLI operations.
- static bool [NO_GRAPHICS](#) = Constants.DEFAULT_NO_GRAPHICS
Enable or disable graphics device in Unity Editor for CLI operations.
- static string [EXECUTE_METHOD_PRE_BACKUP](#) = string.Empty
Execute static method 'ClassName.MethodName' in Unity before a backup.
- static string [EXECUTE_METHOD_BACKUP](#) = string.Empty
Execute static method 'ClassName.MethodName' in Unity after a backup.
- static string [EXECUTE_METHOD_PRE_RESTORE](#) = string.Empty
Execute static method 'ClassName.MethodName' in Unity before a restore.
- static string [EXECUTE_METHOD_RESTORE](#) = string.Empty
Execute static method 'ClassName.MethodName' in Unity after a restore.
- static bool [DELETE_LOCKFILE](#) = Constants.DEFAULT_DELETE_LOCKFILE
Enable or disable deleting the 'UnityLockfile'.
- static bool [COPY_ASSETS](#) = Constants.DEFAULT_COPY_ASSETS
Enable or disable copying the 'Assets'-folder.
- static bool [COPY_LIBRARY](#) = Constants.DEFAULT_COPY_LIBRARY
Enable or disable copying the 'Library'-folder.
- static bool [COPY_SETTINGS](#) = Constants.DEFAULT_COPY_SETTINGS
Enable or disable copying the 'ProjectSettings'-folder.
- static bool [COPY_PACKAGES](#) = Constants.DEFAULT_COPY_PACKAGES
Enable or disable copying the 'Packages'-folder.
- static bool [CONFIRM_BACKUP](#) = Constants.DEFAULT_CONFIRM_BACKUP
Enable or disable the backup confirmation dialog.
- static bool [CONFIRM_RESTORE](#) = Constants.DEFAULT_CONFIRM_RESTORE
Enable or disable the restore confirmation dialog.
- static bool [CONFIRM_WARNING](#) = Constants.DEFAULT_CONFIRM_WARNING
Enable or disable the restore warning confirmation dialog.
- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool [UPDATE_CHECK](#) = Constants.DEFAULT_UPDATE_CHECK

- Enable or disable update-checks for the asset.*
- static bool **COMPILE_DEFINES** = Constants.DEFAULT_COMPILE_DEFINES
 - Enable or disable adding compile define "CT_TB" for the asset.*
- static int **BACKUP_COUNT**
 - Backup counter.*
- static System.DateTime **RESTORE_DATE**
 - Restore date.*
- static int **RESTORE_COUNT**
 - Restore counter.*
- static System.DateTime **SETUP_DATE**
 - Last setup date.*
- static bool **AUTO_SAVE** = Constants.DEFAULT_AUTO_SAVE
 - Enable or disable automatic saving of all scenes.*
- static System.DateTime **AUTO_BACKUP_DATE**
 - Auto backup date.*
- static int **AUTO_BACKUP_INTERVAL**
 - Auto backup interval.*
- static bool **isLoading**
 - Is the configuration loaded?*

Properties

- static string? **PATH_BACKUP** [get, set]
- static System.DateTime **BACKUP_DATE** [get, set]
 - Backup date.*
- static string **ASSET_PATH** [get]
 - Returns the path to the asset inside the Unity project.*

5.4.1 Detailed Description

Configuration for the asset.

5.4.2 Member Function Documentation

5.4.2.1 Load()

```
static void Crosstales.TB.Util.Config.Load ( ) [static]
```

Loads the all changeable variables.

5.4.2.2 Reset()

```
static void Crosstales.TB.Util.Config.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.4.2.3 Save()

```
static void Crosstales.TB.Util.Config.Save ( ) [static]
```

Saves the all changeable variables.

5.4.3 Member Data Documentation

5.4.3.1 AUTO_BACKUP_DATE

```
System.DateTime Crosstales.TB.Util.Config.AUTO_BACKUP_DATE [static]
```

Auto backup date.

5.4.3.2 AUTO_BACKUP_INTERVAL

```
int Crosstales.TB.Util.Config.AUTO_BACKUP_INTERVAL [static]
```

Auto backup interval.

5.4.3.3 AUTO_SAVE

```
bool Crosstales.TB.Util.Config.AUTO_SAVE = Constants.DEFAULT_AUTO_SAVE [static]
```

Enable or disable automatic saving of all scenes.

5.4.3.4 BACKUP_COUNT

```
int Crosstales.TB.Util.Config.BACKUP_COUNT [static]
```

Backup counter.

5.4.3.5 BATCHMODE

```
bool Crosstales.TB.Util.Config.BATCHMODE = Constants.DEFAULT_BATCHMODE [static]
```

Enable or disable batch mode for CLI operations.

5.4.3.6 COMPILE_DEFINES

```
bool Crosstales.TB.Util.Config.COMPILE_DEFINES = Constants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT_TB" for the asset.

5.4.3.7 CONFIRM_BACKUP

```
bool Crosstales.TB.Util.Config.CONFIRM_BACKUP = Constants.DEFAULT_CONFIRM_BACKUP [static]
```

Enable or disable the backup confirmation dialog.

5.4.3.8 CONFIRM_RESTORE

```
bool Crosstales.TB.Util.Config.CONFIRM_RESTORE = Constants.DEFAULT_CONFIRM_RESTORE [static]
```

Enable or disable the restore confirmation dialog.

5.4.3.9 CONFIRM_WARNING

```
bool Crosstales.TB.Util.Config.CONFIRM_WARNING = Constants.DEFAULT_CONFIRM_WARNING [static]
```

Enable or disable the restore warning confirmation dialog.

5.4.3.10 COPY_ASSETS

```
bool Crosstales.TB.Util.Config.COPY_ASSETS = Constants.DEFAULT_COPY_ASSETS [static]
```

Enable or disable copying the 'Assets'-folder.

5.4.3.11 COPY_LIBRARY

```
bool Crosstales.TB.Util.Config.COPY_LIBRARY = Constants.DEFAULT_COPY_LIBRARY [static]
```

Enable or disable copying the 'Library'-folder.

5.4.3.12 COPY_PACKAGES

```
bool Crosstales.TB.Util.Config.COPY_PACKAGES = Constants.DEFAULT_COPY_PACKAGES [static]
```

Enable or disable copying the 'Packages'-folder.

5.4.3.13 COPY_SETTINGS

```
bool Crosstales.TB.Util.Config.COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS [static]
```

Enable or disable copying the 'ProjectSettings'-folder.

5.4.3.14 CUSTOM_PATH_BACKUP

```
bool Crosstales.TB.Util.Config.CUSTOM_PATH_BACKUP = Constants.DEFAULT_CUSTOM_PATH_BACKUP [static]
```

Enable or disable custom location for the backup.

5.4.3.15 DEBUG

```
bool Crosstales.TB.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]
```

Enable or disable debug logging for the asset.

5.4.3.16 DELETE_LOCKFILE

```
bool Crosstales.TB.Util.Config.DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE [static]
```

Enable or disable deleting the 'UnityLockfile'.

5.4.3.17 EXECUTE_METHOD_BACKUP

```
string Crosstales.TB.Util.Config.EXECUTE_METHOD_BACKUP = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity after a backup.

5.4.3.18 EXECUTE_METHOD_PRE_BACKUP

```
string Crosstales.TB.Util.Config.EXECUTE_METHOD_PRE_BACKUP = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity before a backup.

5.4.3.19 EXECUTE_METHOD_PRE_RESTORE

```
string Crosstales.TB.Util.Config.EXECUTE_METHOD_PRE_RESTORE = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity before a restore.

5.4.3.20 EXECUTE_METHOD_RESTORE

```
string Crosstales.TB.Util.Config.EXECUTE_METHOD_RESTORE = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity after a restore.

5.4.3.21 isLoaded

```
bool Crosstales.TB.Util.Config.isLoaded [static]
```

Is the configuration loaded?

5.4.3.22 NO_GRAPHICS

```
bool Crosstales.TB.Util.Config.NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS [static]
```

Enable or disable graphics device in Unity Editor for CLI operations.

5.4.3.23 QUIT

```
bool Crosstales.TB.Util.Config.QUIT = Constants.DEFAULT_QUIT [static]
```

Enable or disable quit Unity Editor for CLI operations.

5.4.3.24 RESTORE_COUNT

```
int Crosstales.TB.Util.Config.RESTORE_COUNT [static]
```

Restore counter.

5.4.3.25 RESTORE_DATE

```
System.DateTime Crosstales.TB.Util.Config.RESTORE_DATE [static]
```

Restore date.

5.4.3.26 SETUP_DATE

```
System.DateTime Crosstales.TB.Util.Config.SETUP_DATE [static]
```

Last setup date.

5.4.3.27 UPDATE_CHECK

```
bool Crosstales.TB.Util.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.4.3.28 USE_LEGACY

```
bool Crosstales.TB.Util.Config.USE_LEGACY = Constants.DEFAULT_USE_LEGACY [static]
```

Uses the legacy switch function.

5.4.3.29 VCS

```
int Crosstales.TB.Util.Config.VCS = Constants.DEFAULT_VCS [static]
```

Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).

5.4.4 Property Documentation

5.4.4.1 ASSET_PATH

```
string Crosstales.TB.Util.Config.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.4.4.2 BACKUP_DATE

```
System.DateTime Crosstales.TB.Util.Config.BACKUP_DATE [static], [get], [set]
```

Backup date.

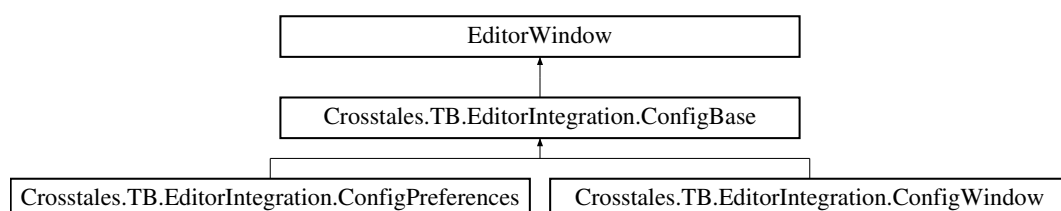
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Util/Config.cs

5.5 Crosstales.TB.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TB.EditorIntegration.ConfigBase:



Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **showBAR** ()
- static void **save** ()

5.5.1 Detailed Description

Base class for editor windows.

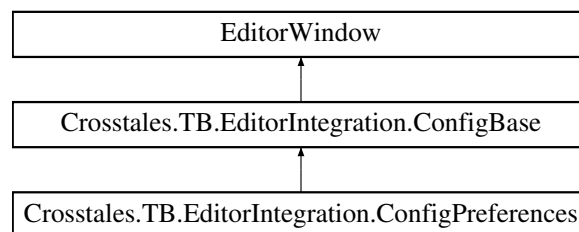
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Integration/ConfigBase.cs

5.6 Crosstales.TB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TB.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.6.1 Detailed Description

Unity "Preferences" extension.

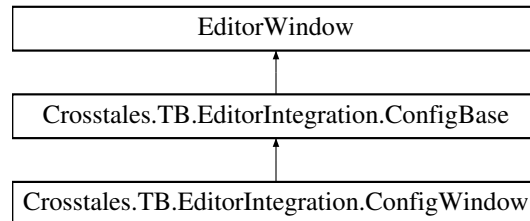
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Integration/ConfigPreferences.cs

5.7 Crosstales.TB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TB.EditorIntegration.ConfigWindow:



Public Member Functions

- void **OnEnable** ()
- void **OnDestroy** ()
- void **OnLostFocus** ()
- void **OnGUI** ()
- void **OnInspectorUpdate** ()

Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Additional Inherited Members

5.7.1 Detailed Description

Editor window extension.

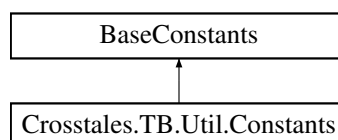
The documentation for this class was generated from the following file:

- [D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/Integration/ConfigWindow.cs](#)

5.8 Crosstales.TB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TB.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "Turbo Backup PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "TB PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2021.1.0"
Version of the asset.
- const int **ASSET_BUILD** = 20210103
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2018, 3, 4)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2021, 1, 3)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/tb_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "tb@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/TurboBackup/TurboBackup-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://www.crosstales.com/en/assets/TurboBackup/api/"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/turbo-backup-fast-and-save-backup-solution.521731/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/TurboBackup/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/8EJ2H5220R4?list=PLgtonlOr6Tb41XTMeeZ836tjHIKGOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_VCS** = "CT_CFG_VCS"
- const string **KEY_CUSTOM_PATH_CACHE** = KEY_PREFIX + "CUSTOM_PATH_CACHE"
- const string **KEY_PATH_CACHE** = KEY_PREFIX + "PATH_CACHE"
- const string **KEY_USE_LEGACY** = KEY_PREFIX + "USE_LEGACY"
- const string **KEY_BATCHMODE** = KEY_PREFIX + "BATCHMODE"
- const string **KEY_QUIT** = KEY_PREFIX + "QUIT"
- const string **KEY_NO_GRAPHICS** = KEY_PREFIX + "NO_GRAPHICS"
- const string **KEY_EXECUTE_METHOD_PRE_BACKUP** = KEY_PREFIX + "EXECUTE_METHOD_PRE_BACKUP"
- const string **KEY_EXECUTE_METHOD_BACKUP** = KEY_PREFIX + "EXECUTE_METHOD_BACKUP"
- const string **KEY_EXECUTE_METHOD_PRE_RESTORE** = KEY_PREFIX + "EXECUTE_METHOD_PRE_RESTORE"
- const string **KEY_EXECUTE_METHOD_RESTORE** = KEY_PREFIX + "EXECUTE_METHOD_RESTORE"
- const string **KEY_DELETE_LOCKFILE** = KEY_PREFIX + "DELETE_LOCKFILE"
- const string **KEY_COPY_ASSETS** = KEY_PREFIX + "COPY_ASSETS"
- const string **KEY_COPY_LIBRARY** = KEY_PREFIX + "COPY_LIBRARY"
- const string **KEY_COPY_SETTINGS** = KEY_PREFIX + "COPY_SETTINGS"
- const string **KEY_COPY_PACKAGES** = KEY_PREFIX + "COPY_PACKAGES"
- const string **KEY_CONFIRM_BACKUP** = KEY_PREFIX + "CONFIRM_BACKUP"
- const string **KEY_CONFIRM_RESTORE** = KEY_PREFIX + "CONFIRM_RESTORE"

- const string **KEY_CONFIRM_WARNING** = KEY_PREFIX + "CONFIRM_WARNING"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_BACKUP_COUNT** = KEY_PREFIX + "BACKUP_COUNT"
- const string **KEY_RESTORE_DATE** = KEY_PREFIX + "RESTORE_DATE"
- const string **KEY_RESTORE_COUNT** = KEY_PREFIX + "RESTORE_COUNT"
- const string **KEY_SETUP_DATE** = KEY_PREFIX + "SETUP_DATE"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_AUTO_SAVE** = KEY_PREFIX + "AUTO_SAVE"
- const string **BACKUP_DIRNAME** = "TB_backup"
- const string **KEY_AUTO_BACKUP_DATE** = KEY_PREFIX + "AUTO_BACKUP_DATE"
- const string **KEY_AUTO_BACKUP_INTERVAL** = KEY_PREFIX + "AUTO_BACKUP_INTERVAL"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TurboBackup/"
- static readonly string **DEFAULT_PATH_CACHE** = Helper.ValidatePath(APPLICATION_PATH + BACKUP_DIRNAME)
- const bool **DEFAULT_CUSTOM_PATH_BACKUP** = false
- const int **DEFAULT_VCS** = 1
- const bool **DEFAULT_USE_LEGACY** = false
- const bool **DEFAULT_BATCHMODE** = false
- const bool **DEFAULT_QUIT** = true
- const bool **DEFAULT_NO_GRAPHICS** = false
- const bool **DEFAULT_DELETE_LOCKFILE** = true
- const bool **DEFAULT_COPY_ASSETS** = true
- const bool **DEFAULT_COPY_LIBRARY** = false
- const bool **DEFAULT_COPY_SETTINGS** = true
- const bool **DEFAULT_COPY_PACKAGES** = true
- const bool **DEFAULT_CONFIRM_BACKUP** = true
- const bool **DEFAULT_CONFIRM_RESTORE** = true
- const bool **DEFAULT_CONFIRM_WARNING** = true
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_AUTO_SAVE** = false
- const string **TEXT_NO_BACKUP** = "no backup"
- static string **ASSET_URL** => **ASSET_PRO_URL**
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "98711"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("32aa0df4-78bf-4548-9476-8df979f8a49c")
Returns the UID of the asset.

5.8.1 Detailed Description

Collected constants of very general utility for the asset.

5.8.2 Member Data Documentation

5.8.2.1 ASSET_API_URL

```
const string Crosstales.TB.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/en/assets/TurboBackup/api/" [static]
```

URL of the asset API.

5.8.2.2 ASSET_BUILD

```
const int Crosstales.TB.Util.Constants.ASSET_BUILD = 20210103 [static]
```

Build number of the asset.

5.8.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.TB.Util.Constants.ASSET_CHANGED = new System.DateTime(2021, 1, 3) [static]
```

Change date of the asset (YYYY, MM, DD).

5.8.2.4 ASSET_CONTACT

```
const string Crosstales.TB.Util.Constants.ASSET_CONTACT = "tb@crosstales.com" [static]
```

Contact to the owner of the asset.

5.8.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.TB.Util.Constants.ASSET_CREATED = new System.DateTime(2018, 3, 4) [static]
```

Create date of the asset (YYYY, MM, DD).

5.8.2.6 ASSET_FORUM_URL

```
const string Crosstales.TB.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/turbo-backup-fast-521731/" [static]
```

URL of the asset forum.

5.8.2.7 ASSET_ID

```
string Crosstales.TB.Util.Constants.ASSET_ID => "98711" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.8.2.8 ASSET_MANUAL_URL

```
const string Crosstales.TB.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/TurboBackup/TurboBackup-doc.pdf" [static]
```

URL of the asset manual.

5.8.2.9 ASSET_NAME

```
const string Crosstales.TB.Util.Constants.ASSET_NAME = "Turbo Backup PRO" [static]
```

Name of the asset.

5.8.2.10 ASSET_NAME_SHORT

```
const string Crosstales.TB.Util.Constants.ASSET_NAME_SHORT = "TB PRO" [static]
```

Short name of the asset.

5.8.2.11 ASSET_PRO_URL

```
const string Crosstales.TB.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/98711?aiNGT" [static]
```

URL of the PRO asset in UAS.

5.8.2.12 ASSET_UID

```
System.Guid Crosstales.TB.Util.Constants.ASSET_UID => new System.Guid("32aa0df4-78bf-4548-9476-8df979f8a49c")  
[static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.8.2.13 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.TB.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tb_versions.txt" [static]
```

URL for update-checks of the asset

5.8.2.14 ASSET_URL

```
string Crosstales.TB.Util.Constants.ASSET_URL => ASSET_PRO_URL [static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.8.2.15 ASSET_VERSION

```
const string Crosstales.TB.Util.Constants.ASSET_VERSION = "2021.1.0" [static]
```

Version of the asset.

5.8.2.16 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.TB.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/8EJ2H5220R4?list=PLgtonIO6Tb4lXTMeeZ836tjHlKg0084S" [static]
```

URL of the tutorial video of the asset (Youtube).

5.8.2.17 ASSET_WEB_URL

```
const string Crosstailes.TB.Util.Constants.ASSET_WEB_URL = "https://www.crosstailes.com/en/portfolio/TurboBackup/" [static]
```

URL of the asset in crosstailes.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstailes/TurboBackup/Editor/Util/Constants.cs

5.9 Crosstailes.TB.Util.CTLogger Class Reference

Logger for the asset.

Static Public Member Functions

- static void **Log** (string log)
- static void **BeforeBackup** ()
- static void **AfterBackup** ()
- static void **BeforeRestore** ()
- static void **AfterRestore** ()

5.9.1 Detailed Description

Logger for the asset.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstailes/TurboBackup/Editor/Util/CTLogger.cs

5.10 Crosstailes.TB.Example.EventTester Class Reference

Simple test script for all callbacks.

5.10.1 Detailed Description

Simple test script for all callbacks.

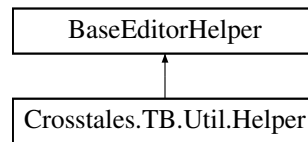
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstailes/TurboBackup/Example Integration/Editor/EventTester.cs

5.11 Crosstales.TB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TB.Util.Helper:



Static Public Member Functions

- static bool [Backup](#) ()
Backup the project (legacy implementation).
- static bool [BackupNew](#) ()
Backup the project.
- static bool [Restore](#) ()
Restore the project (legacy implementation).
- static bool [RestoreNew](#) ()
Restore the project.
- static void [DeleteBackup](#) ()
Delete the backup for all platforms.

Static Public Attributes

- static bool **isDeleting**
- static Texture2D **Action_Backup** => loadImage(ref action_backup, "action_backup.png")
- static Texture2D **Action_Restore** => loadImage(ref action_restore, "action_restore.png")
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D **Icon_Show** => loadImage(ref icon_show, "icon_show.png")
- static bool **isBackupEnabled** => [Config.COPY_ASSETS](#) || [Config.COPY_LIBRARY](#) || [Config.COPY_SETTINGS](#) || [Config.COPY_PACKAGES](#)
Checks if the backup for the project is enabled.
- static bool **hasBackup** => System.IO.Directory.Exists(Config.PATH_BACKUP)
Checks if a backup for the project exists.

Properties

- static string? [BackupInfo](#) [get]
Scans the backup usage information.

5.11.1 Detailed Description

Various helper functions.

5.11.2 Member Function Documentation

5.11.2.1 Backup()

```
static bool Crosstales.TB.Util.Helper.Backup ( ) [static]
```

Backup the project (legacy implementation).

Returns

True if the backup was successful.

5.11.2.2 BackupNew()

```
static bool Crosstales.TB.Util.Helper.BackupNew ( ) [static]
```

Backup the project.

Returns

True if the backup was successful.

5.11.2.3 DeleteBackup()

```
static void Crosstales.TB.Util.Helper.DeleteBackup ( ) [static]
```

Delete the backup for all platforms.

5.11.2.4 Restore()

```
static bool Crosstales.TB.Util.Helper.Restore ( ) [static]
```

Restore the project (legacy implementation).

Returns

True if the restore was successful.

5.11.2.5 RestoreNew()

```
static bool Crosstales.TB.Util.Helper.RestoreNew ( ) [static]
```

Restore the project.

Returns

True if the restore was successful.

5.11.3 Member Data Documentation

5.11.3.1 hasBackup

```
bool Crosstales.TB.Util.Helper.hasBackup => System.IO.Directory.Exists(Config.PATH_BACKUP)  
[static]
```

Checks if a backup for the project exists.

Returns

True if a backup for the project exists

5.11.3.2 isBackupEnabled

```
bool Crosstales.TB.Util.Helper.isBackupEnabled => Config.COPY_ASSETS || Config.COPY_LIBRARY ||  
Config.COPY_SETTINGS || Config.COPY_PACKAGES [static]
```

Checks if the backup for the project is enabled.

Returns

True if a backup is enabled

5.11.4 Property Documentation

5.11.4.1 BackupInfo

```
string? Crosstales.TB.Util.Helper.BackupInfo [static], [get]
```

Scans the backup usage information.

Returns

Backup usage information.

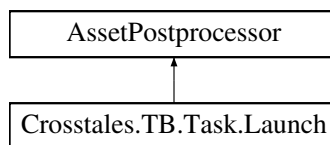
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↵ Util/Helper.cs

5.12 Crosstales.TB.Task.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.TB.Task.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↵ Assets, string[] movedFromAssetPaths)

5.12.1 Detailed Description

Show the configuration window on the first launch.

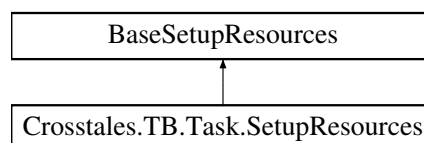
The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↵ Task/Launch.cs

5.13 Crosstales.TB.Task.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TB.Task.SetupResources:



Static Public Member Functions

- static void **Setup** ()

5.13.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Task/SetupResources.cs

5.14 Crosstales.TB.Task.SetupUnity Class Reference

Setup Unity after a restore.

5.14.1 Detailed Description

Setup Unity after a restore.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Task/SetupUnity.cs

5.15 Crosstales.TB.Example.TBMenu Class Reference

[Example](#) editor integration of Turbo Backup for your own scripts.

Static Public Member Functions

- static void **Backup** ()
- static void **Restore** ()

5.15.1 Detailed Description

[Example](#) editor integration of Turbo Backup for your own scripts.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Example Integration/Editor/TBMenu.cs

5.16 Crosstales.TB.Task.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.16.1 Detailed Description

Checks for updates of the asset.

The documentation for this class was generated from the following file:

- D:/slaubenberger/git/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↵
Task/UpdateCheck.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/TurboBackup/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity.com/threads/turbo-backup-pro-fast-and-save-backup-solution.521731/>

6.4 Documentation

<https://www.crosstales.com/media/data/assets/TurboBackup/TurboBackup-doc.pdf>

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Videos

<https://www.youtube.com/c/Crosstales>

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