

`InstanceManager.InstanceManager`

The main class of Instance Manager.

## Events:

### **System.Action OnSecondInstanceStarted**

Occurs during startup if current instance is secondary.

### **System.Action OnPrimaryPause**

Occurs when primary instance is paused.

### **System.Action OnPrimaryUnpause**

Occurs when primary instance is unpause.

### **System.Action OnPrimaryEnterPlayMode**

Occurs when primary instance enters play mode.

### **System.Action OnPrimaryExitPlayMode**

Occurs when primary instance exiting play mode.

### **System.Action OnPrimaryAssetsChanged**

Occurs when primary instance has had its assets changed.

## Properties:

**System.Collections.Generic.IEnumerable<InstanceManager.Models.UnityInstance>  
instances { get; }**

The secondary instances that have been to this project.

**InstanceManager.Models.UnityInstance instance { get; }**

The current instance. null if primary.

**bool isPrimaryInstance { get; }**

Gets if the current instance is the primary instance.

**bool isSecondaryInstance { get; }**

Gets if the current instance is a secondary instance.

**string id { get; }**

Gets the id of the current instance.

## Methods:

**void SyncWithPrimaryInstance()**

Sync this instance with the primary instance, does nothing if current instance is primary.