

Represents a secondary unity instance.

Properties:

bool needsRepair { get; }

Gets if this instance needs repairing.

string displayName { get; set; }

The display name of this instance.

string effectiveDisplayName { get; }

Gets either displayName has value.

string preferredLayout { get; set; }

Gets or sets the window layout.

bool autoSync { get; set; }

Gets or sets whatever this instance should auto sync asset changes.

bool openEditorInPrimaryEditor { get; set; }

Gets or sets whatever scripts should open in the editor that is associated with the primary instance.

bool enterPlayModeAutomatically { get; set; }

Gets or sets whatever this instance should enter / exit play mode automatically when primary instance does.

string[] scenes { get; set; }

Gets the scenes this instance should open when starting.

bool isRunning { get; }

Gets whatever this instance is running.

string id { get; }

Gets the id of this instance.

string primaryID { get; }

Gets the primary instance id that this instance is associated with.

string path { get; }

Gets the path of this instance.

bool isSettingUp { get; }

Gets if the instance is currently being set up.

System.Diagnostics.Process InstanceProcess { get; set; }

Gets the process of this instance, if it is running.

Methods:

void Save()

Saves the instance settings to disk.

void Remove()

Removes the instance from disk.

void Refresh()

Refreshes this UnityInstance.

void SetScene(string path, System.Nullable enabled = null, System.Nullable index = null)

Set property of scene.

enabled: Set whatever this scene is enabled or not.

index: Set the index of this scene.

void ToggleOpen()

Open if not running, othewise close.

void Open()

Open instance.

void Close()

Closes this instance.

void Close(System.Action onClosed = null)

Closes this instance.

onClosed: Callback when instance is fully closed, since closing happens async.