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InstanceManager.Utility.InstanceUtility
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Provides utility functions for working with secondary instances.

Events:

System.Action onInstancesChanged

Occurs when an instance is changed.

Fields:

string instanceFileName

The name of the instance settings file.

Methods:

InstanceManager.Models.UnityInstance LocalInstance()

Loads local instance file. Returns null if none exists or instance is primary.

InstanceManager.Models.UnityInstance Find(string id)

Finds the secondary instance with the specified id.

System.Collections.Generic.IEnumerable<InstanceManager.Models.UnityInstance> Enumerate()

Enumerates all secondary instances for this project.

InstanceManager.Models.UnityInstance Create()

Create a new secondary instance. Returns null if current instance is secondary.

System.Threading.Tasks.Task Repair(InstanceManager.Models.UnityInstance instance, string path)

Repairs the instance. No effect if current instance is secondary.

bool NeedsRepair(InstanceManager.Models.UnityInstance instance)

Gets if the instance needs to be repaired.

bool IsInstanceBeingSetUp(InstanceManager.Models.UnityInstance instance)

Gets if the UnityInstance is being set up, this would be when its being created, or when being removed.