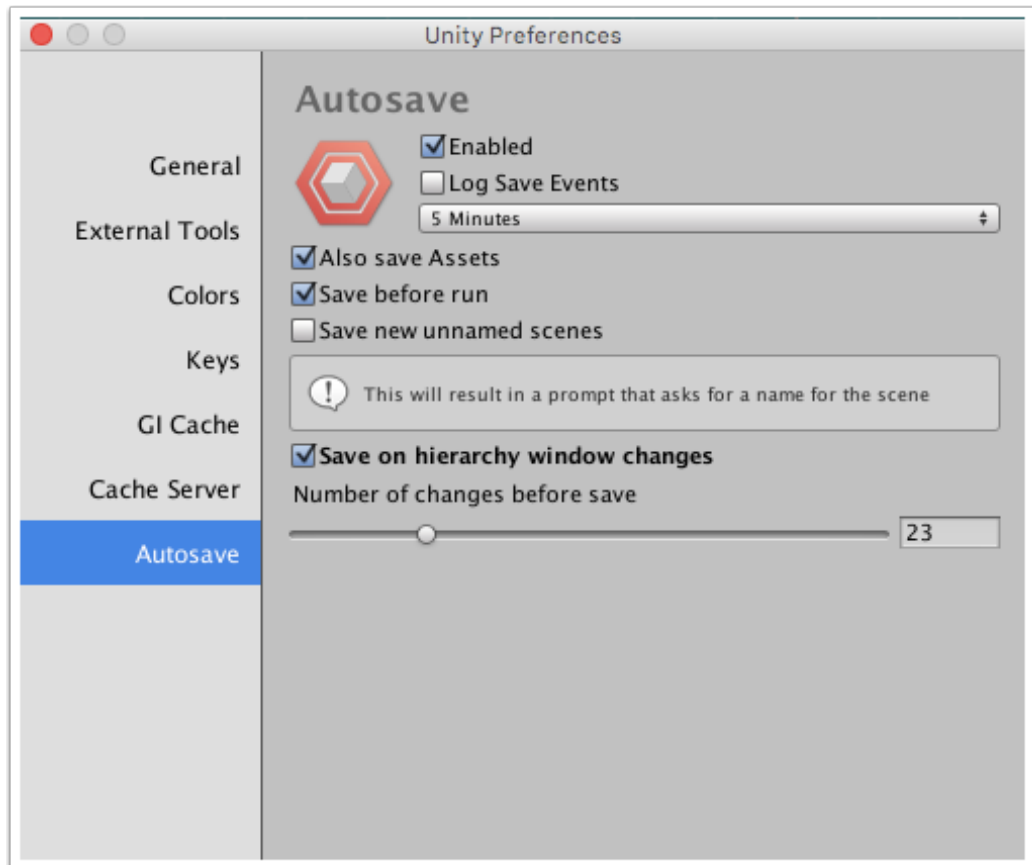# Autosaver

The Autosaver works mostly in the background. There is a Preference window, a status window and optionally console log messages, that let you configure and observe its saving behaviour.

Preferences

In the Unity preferences you can configure the autosaving behaviour with the following options:

- **Enabled** enable the autosaving behaviour
- **Log Save Events** prints a log message on every autosave
- **Duration** the autosaving interval
- **Also save Assets** Saves all serializable assets that have not yet been written to disk (eg. Materials)
  Also makes sure the asset database is written.
- **Save before run** Save before switching to play mode
- **Save new unnamed scenes**
- **Save on hierarchy window changes** Save after a certain number of changes in the scene hierarchy

Status Window
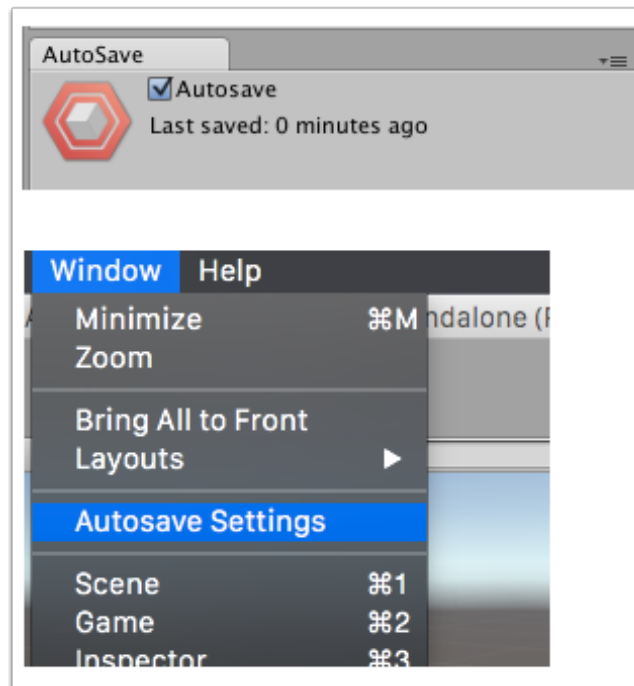
The status window allows you to quickly toggle the autosaving behaviour and see the last time your project was autosaved.