AutoSave for Unity
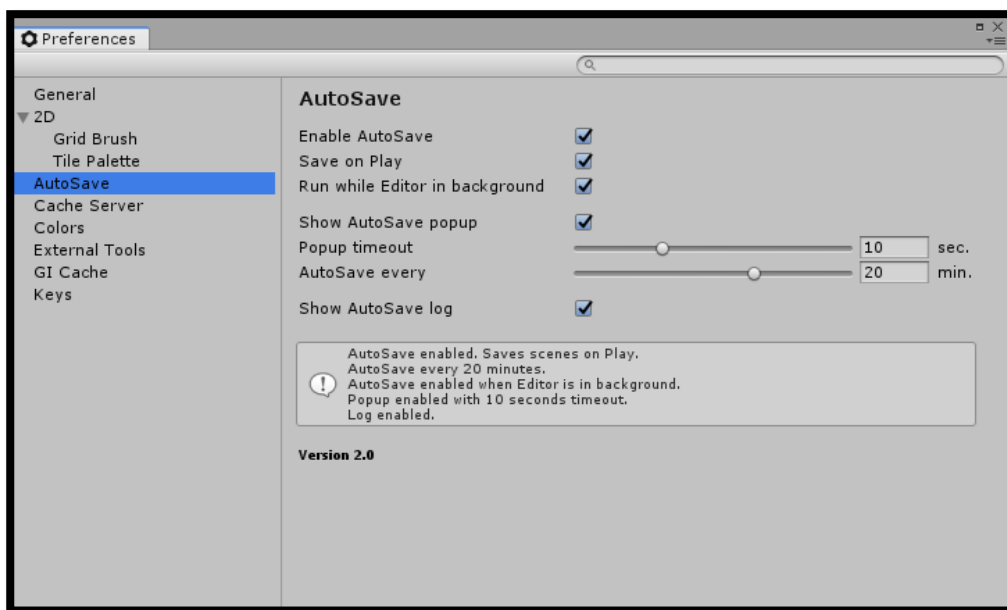
AutoSave plugin for Unity.

Features

❯ AutoSave the changes you made to your scenes in the Editor.
❯ AutoSave scenes when Play button is pressed.
❯ Confirmation popup to perform or skip AutoSave.
❯ Change the settings from the Preferences window.
❯ Works with multiscene.
❯ Works while the Unity Editor is running in background.
❯ Enable/Disable activity logs.

How does it work

❯ **Enable AutoSave** switches on and off the plugin.
❯ **Save on Play** lets you save the open scenes when you press Play in the Editor.
❯ **Run while Editor in background** executes the plugin while the Editor window is not focused. [Forces the whole Editor to run in background. Turn it off if you experience performance loss on your pc]
❯ **Show AutoSave popup** AutoSave shows a confirmation popup before saving.
❯ **Popup timeout in seconds** how many seconds before the popup is closed and the scenes saved.
❯ **AutoSave every # of minutes** is the minutes that have to pass between AutoSaves.
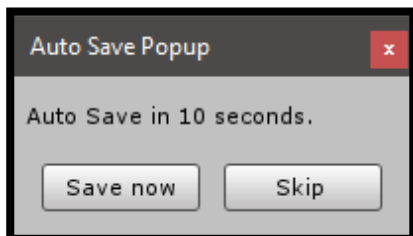
Install

Just import the asset from the AssetStore and you're good to do. If you prefer, you can download the repository from GitHub and copy the Desidus folder into your project. By default, every function is enabled on first start.

Advanced setup

If you want to change the intervals maximum values, you must change them from the source code inside AutoSave.cs.

```
// ////////////////////////////////////////////////////////////// //
// If you want to increase the time ranges in the AutoSave preferences //
// tab, modify the following values.                               //
// ////////////////////////////////////////////////////////////// //

1 reference
private const int MAX_SAVE_MINUTES = 30;

0 references
private const int MAX_POPUP_TIMEOUT = 30;
```

Bonus DesidusEditorUtility

This plugin includes the DesidusEditorUtility class that can be used in and called from Editor scripts.

Features

❯ **EditBoundsButton()** draws an edit button like the one used for colliders inspectors.
❯ **DisabledScriptField()** draws the field usually found at the top of MonoBehaviour inspectors with the component's class name.
❯ **GetEditorMainWindowPos()** returns the Rect position of the main editor window.
❯ **NavMeshAreaMaskField()** draws a mask field to select NavMesh areas, like the one found in the NavMeshAgent inspector.

Requirements

Works with Unity 5.3.0 and above.

Built with

Unity

Authors

Desidus - Contact us

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License

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