

Turbo Builder PRO

Honor your time



Documentation

Date: 27.01.2023

Version: 2023.1.0

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<https://www.crosstailes.com>

Table of Contents

| | |
|--|----|
| 1. Overview..... | 3 |
| 2. Features..... | 4 |
| 2.1. Fast & efficient..... | 4 |
| 2.2. Supported platforms..... | 4 |
| 2.3. Documentation & control..... | 4 |
| 2.4. Compatibility..... | 4 |
| 2.5. Integrations..... | 4 |
| 3. Quick start..... | 5 |
| 4. Call from code..... | 6 |
| 5. Control via CLI..... | 7 |
| 5.1. Windows..... | 7 |
| 5.1.1. Build specific targets..... | 7 |
| 5.1.2. Build all targets..... | 7 |
| 5.2. macOS..... | 7 |
| 5.2.1. Build specific targets..... | 7 |
| 5.2.2. Build all targets..... | 7 |
| 5.3. Linux..... | 7 |
| 5.3.1. Build specific targets..... | 7 |
| 5.3.2. Build all targets..... | 7 |
| 5.4. Arguments..... | 8 |
| 6. API..... | 8 |
| 7. Verify installation..... | 9 |
| 8. Upgrade to new version..... | 9 |
| 9. Problems, improvements etc..... | 9 |
| 10. Release notes..... | 9 |
| 11. Credits..... | 9 |
| 12. Contact and further information..... | 10 |
| 13. Our other assets..... | 11 |

Thank you for buying our asset "Turbo Builder PRO"!

If you have questions about this asset, send us an email at tpb@crosstales.com. Please don't forget to rate it or write a little review – it's very much appreciated.

1. Overview

Turbo Builder creates builds for multiple platforms in one click. It works together with [Turbo Switch](#) to offer an incredible fast build pipeline.

Turbo Builder (TPB) is a great time-saving tool for your multi-platform projects.

2. Features

2.1. Fast & efficient

- **Build** multiple builds with **one-click**
- The platform **settings** are the ones from **Unity**
- Support for various VCS like **Unity Collaborate**, **git**, **svn**, **Mercurial** & **PlasticSCM**
- Control TPB with **CLI** and integrate it seamlessly in your **build pipeline**
- Compress the builds as **ZIP** files
- See the backup **space usage**

2.2. Supported platforms

Turbo Builder works with **ALL platforms**, but supports those out-of-the box:

- Android
- iOS
- Linux
- macOS
- PS4
- Switch
- tvOS
- WebGL
- Windows
- (UWP (WSA))
- XboxOne

2.3. Documentation & control

- Powerful [API](#) for **maximum control**
- Comprehensive [documentation](#) and **support**
- Full **C# source code**

2.4. Compatibility

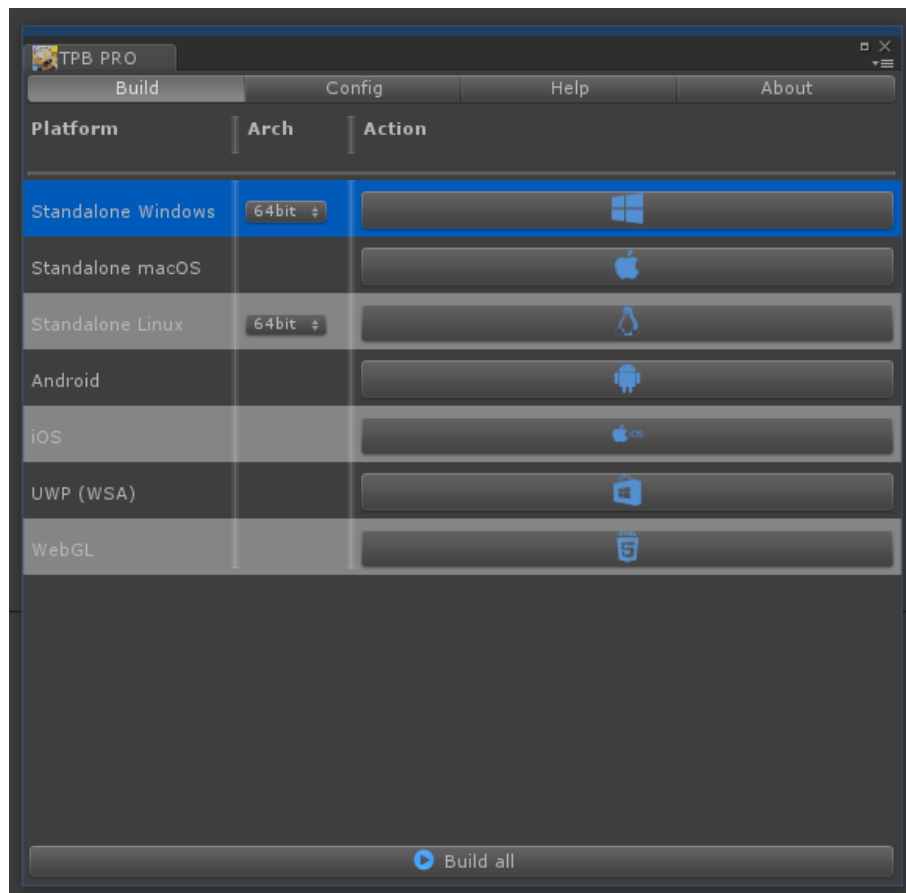
- Works seamless with [Turbo Switch](#)
- Works with **Windows**, **Mac** and **Linux** editors
- Compatible with **Unity 2019.4 – 2023**
- **C# delegates**

2.5. Integrations

- [Turbo Switch PRO](#)
- [RockTomate](#)

3. Quick start

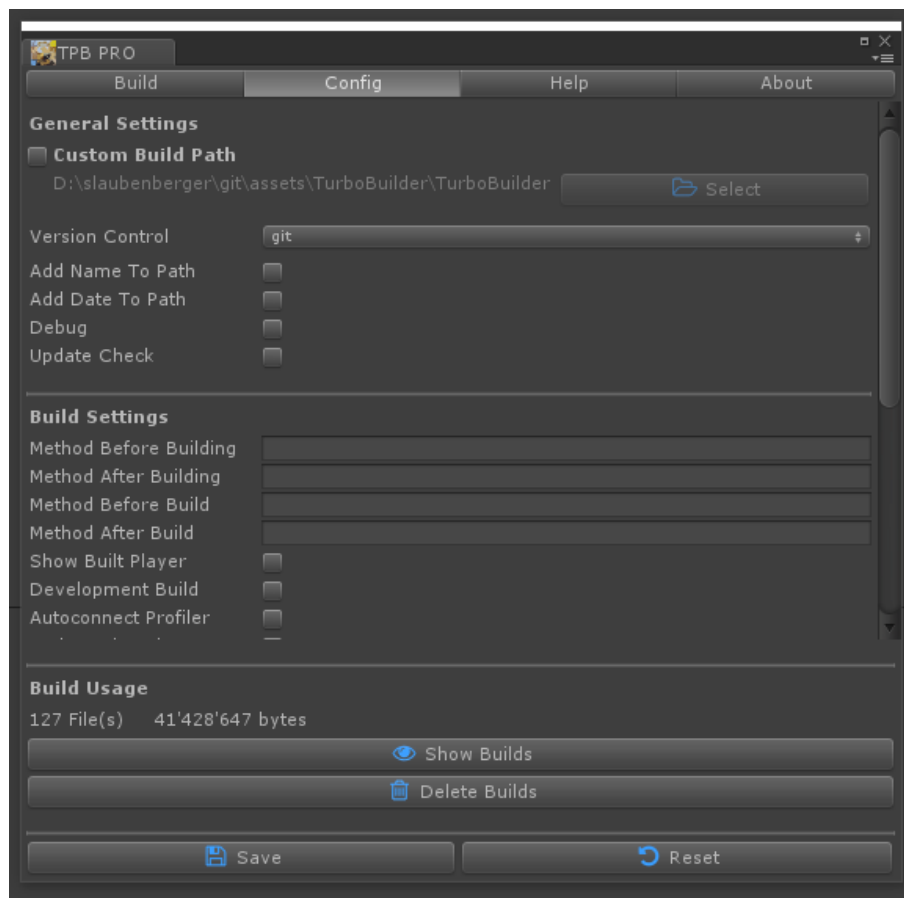
After importing TPS from the "Unity AssetStore", open the **Window** menu and click **Turbo Builder PRO**:



You should now build platforms using Turbo Builder exclusively and not rely on the "Build Settings" platform list.

Pick a platform and hit the **Build** button. That's it. The plugin will do the rest.

There are many settings in the "Config"-tab, like the path to the builds and the active platforms.



4. Call from code

Turbo Builder can be called from code; here is an example for a Windows 64bit build:

```
builder.Build(BuildTarget.StandaloneWindows64);()
```

For more examples, please see the scripts under *Example Integration*.

5. Control via CLI

Control TPB via the CLI like this:

5.1. Windows

5.1.1. Build specific targets

```
"<path to Unity>\Unity.exe" -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPB.Builder.BuildCLI -tpbTargets <your build targets>
```

5.1.2. Build all targets

```
"<path to Unity>\Unity.exe" -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPB.Builder.BuildAllCLI
```

5.2. macOS

5.2.1. Build specific targets

```
open -a "<path to Unity>/Unity.app" --args -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPB.Builder.BuildCLI -tpbTargets <your build targets>
```

5.2.2. Build all targets

```
open -a "<path to Unity>/Unity.app" --args -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPB.Builder.BuildAllCLI
```

5.3. Linux

5.3.1. Build specific targets

```
./"<path to Unity>/Unity" --args -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPB.Builder.BuildCLI -tpbTargets <your build targets> &
```

5.3.2. Build all targets

```
./"<path to Unity>/Unity" --args -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPB.Builder.BuildAllCLI &
```

5.4. Arguments

There are three arguments:

| Argument | Value (bold is default) | Description |
|-------------|--------------------------------|---|
| -tpbTargets | win64 , android, ios | Name of the build targets |
| -tpbPath | Specified in the Editor | Path for the build |
| -tpbName | Application.productName | Name of the build artifact |

6. API

Please read the [TurboBuilder-api.pdf](#) for more details.

7. Verify installation

Check if TPB is installed:

```
#if CT_TPB
    Debug.Log("Turbo Builder installed: " + Util.Constants.ASSET_VERSION);
#else
    Debug.LogWarning("Turbo Builder NOT installed!");
#endif
```

8. Upgrade to new version

Follow this steps to upgrade the version of "Turbo Builder PRO":

1. Update " Turbo Builder PRO" to the latest version from the "Unity AssetStore"
2. Delete the "Assets/Plugins/crosstales/TurboBuilder" folder from the Project-view
3. Import the latest version downloaded from the "Unity AssetStore"

9. Problems, improvements etc.

If you encounter problems with this asset, just [send us an email](#) with a problem description and the invoice number and we will try to solve it.

10. Release notes

See "VERSIONS.txt" under "Assets/Plugins/crosstales/TurboBuilder/Documentation" or online:

<https://crosstales.com/media/data/assets/TurboBuilder/VERSIONS.txt>

11.Credits

The icons are based on [Font Awesome](#).

12. Contact and further information

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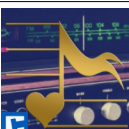
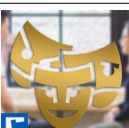
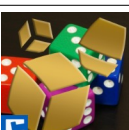

AssetStore: <https://assetstore.unity.com/lists/crosstales-42213>

Forum: <https://forum.unity.com/threads/turbo-builder-fast-build-solution.644425/>

Documentation: <https://www.crosstales.com/media/data/assets/TurboBuilder/TurboBuilder-doc.pdf>

API: <https://www.crosstales.com/media/data/assets/TurboBuilder/api/>

13. Our other assets

| | |
|---|--|
|  <p>3D Skybox</p> | <p>Those beautiful packages contain professional 8k, HDR, stereoscopic 360° real-world skyboxes for your projects.</p> |
|  <p>Bad Word Filter</p> | <p>The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".</p> |
|  <p>DJ</p> | <p>DJ is a player for external music-files. It allows a user to play his own sound inside any Unity-app. It can also read ID3-tags.</p> |
|  <p>File Browser</p> | <p>File Browser is a wrapper for native file dialogs on Windows, macOS, Linux and UWP (WSA).</p> |
|  <p>Online Check</p> | <p>You need a reliable solution to check for Internet availability? Here it is!</p> |
|  <p>Radio</p> | <p>Radio allows implementing free music from Internet radio stations into your project..</p> |
|  <p>RT-Voice</p> | <p>RT-Voice uses the computer's (already implemented) TTS (text-to-speech) voices to turn the written lines into speech and dialogue at run-time! Therefore, all text in your game/app can be spoken out loud to the player.</p> |
|  <p>True Random</p> | <p>True Random can generate "true random" numbers for you and your application. The randomness comes from atmospheric noise, which for many purposes is better than the pseudo-random number algorithms typically used in computer programs.</p> |
|  <p>Turbo Backup</p> | <p>Turbo Backup is the fastest and safest way to backup your Unity project. It only stores the difference between the last backup, this makes it incredible fast.</p> |



Turbo Switch

Turbo Switch is a Unity editor extension to reduce the time for assets to import during platform switches. We measured speed improvements up to 100x faster than the built-in switch in Unity.