Scene Save Advanced

Stop losing work, now

User Manual

version 1.0

Overview

Scene Save Advanced is an editor extension which helps you save and protect your hard work. It does this by automatically saving open scenes when you go idle, or when you test your creations in play mode. It also saves a backup copy of scenes each time they are saved so you can restore a previous version anytime. You have full control over the options. Use some or all of the features. No coding required.
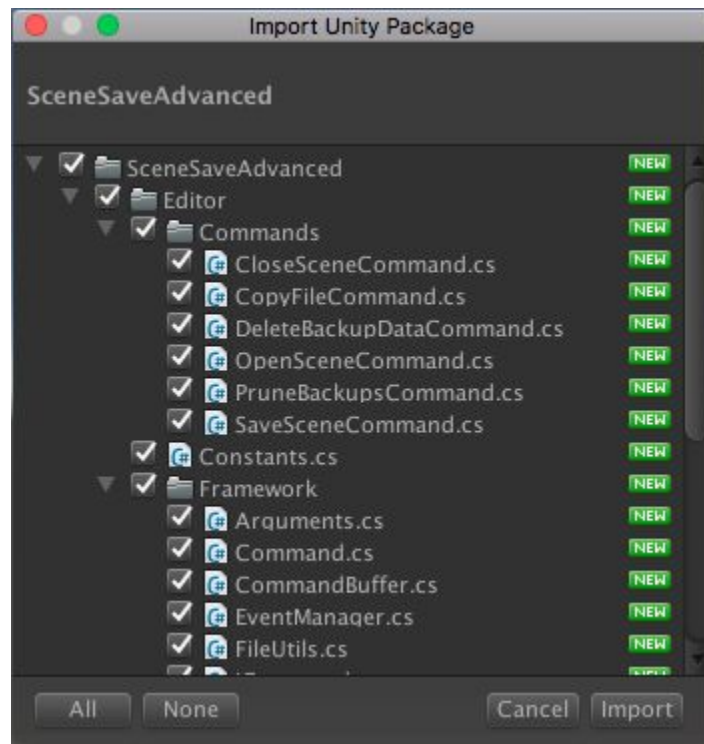
Installation

To install Scene Save Advanced, simply import the .unitypackage using the following steps:

1. Open the project you want to import the asset into
2. Choose **Assets** > **Import Package** > **Custom Package...**
3. Find and select the Scene Save Advanced package
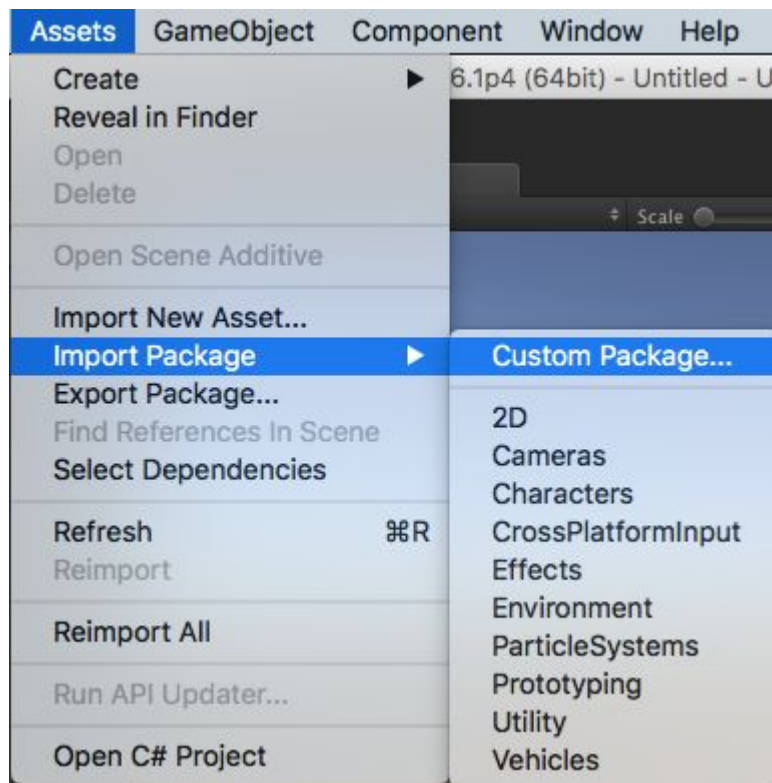

Step 2

Installation continued.

Step 4

4. Make sure all the assets in the package are selected (by default all assets are pre-selected for installation)
5. Click *Import*
6. All done

Setup

All features are enabled by default. You can get started without any configuration. Installation is the only requirement. The extension is active directly after installation.

Use the **Unity Preferences** window to configure the options for Scene Save Advanced.
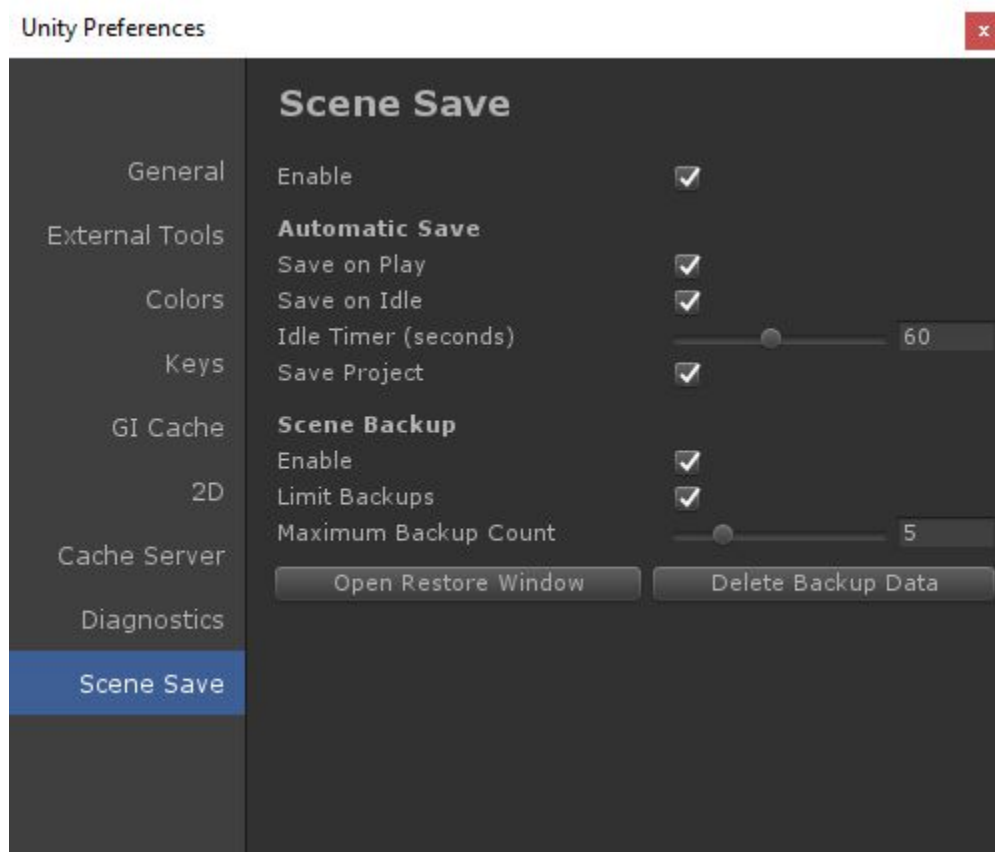
Unity Preferences Window

Options

Global	
Enable	Toggle all features of Scene Save Advanced at once
Automatic Save	
Save on Play	Save all open scenes when transitioning to play mode (when pressing Play mode button)
Save on Idle	Save all open scenes when going idle (when you stop moving or clicking your mouse, and when you stop pressing keys on the keyboard)
Idle Timer	Set the delay for when idle save occurs (10 seconds to 2 minutes, *specified in seconds*)
Save Project	Save project when automatic save from *Save On Play* or *Save On Idle*
Scene Backup	
Enable	Toggle scene backups
Limit Backups	Toggle limiting the scene backup count
Maximum Backup Count	Set the limit on the number of backups (per-scene) which will remain. Older backups are deleted to make room for the new backups.

Automatic Saving

Scene Save Advanced offers two features for automatically saving your scenes. The first is upon clicking the **Play** button. The second is on idle. This means that when you stop moving and clicking the mouse and when you stop using the keyboard, your scenes will get saved. The delay for this can be configured between 10 seconds and 2 minutes. In addition, the project can be automatically saved as well if enabled in the preferences.

Backup

If scene backups are *enabled* in the preferences, when scenes are saved, backups will automatically be created. A backup will be created from each save. The maximum number of backups can be configured in the preferences window. Backups are stored in the **SceneSave/** folder at the root of the project. The scene backups can be deleted manually or you can click the **Delete Backup Data** button in the preferences window to remove all of the scene backups.
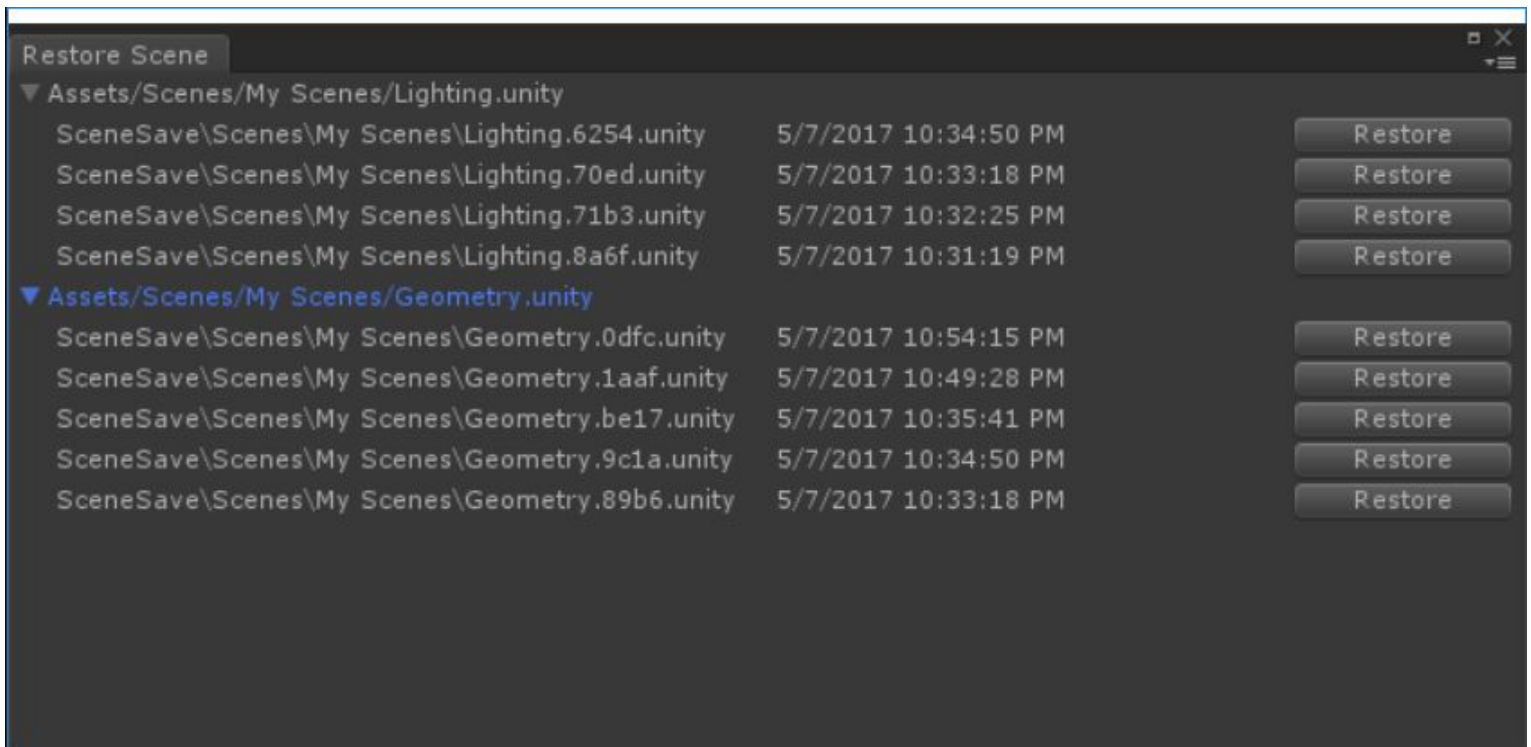
Restore

To restore a scene from a previous backup, first open the restore window, either from the preferences window, or **Window** > **Scene Save Advanced** > **Open Restore Scene Window**.

Once opened, you will be given a listing of available previous scene backups from the scenes you currently have open in the editor. Only scenes which have backups will show up in the listing.

To restore a scene, click the **Restore** button next to the backup you want to restore. Accepting the restore will overwrite the scene with the backup you have selected.

Scene Restore Window