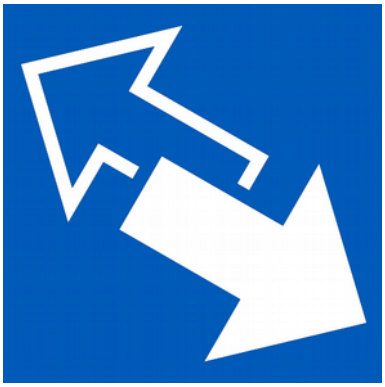
Turbo Platform Switch

Time is money



Documentation

crosstales LLC

Date: 09. April 2017
Version: 1.4.1

Table of Contents

Thank you for buying our asset "TPS"!

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

1. Overview

1.1. Why use Turbo Platform Switch?

When working on a multi-platform project in Unity, you often have to switch between platforms to test compatibility, see if things work as intended, and tweak things on each and every platform.
The larger your project gets, the longer the switch time becomes. It can become a serious setback in your development process.

Turbo Platform Switch aims at reducing the time taken switching platforms by caching all data that has already been imported and does not need to be re-imported. In an ideal scenario where your platforms are cached and you haven't changed anything, you can see an improvement of up to **100x** faster platform switching time.

Turbo Platform Switch does not modify or interfere with the asset import pipeline. Therefore, it doesn't have any effect on the time it takes to import new or modified assets.
It does, however, cache assets that have already been imported so you don't have to re-import them if you haven't modified them. Concretely, the first time you switch to a new platform, you won't see any benefit. Only subsequent switches will use cache.

1.2. How does this differ from Unity Cache Server?

Unity Cache Server is mostly intended for teams because it shares cache to a central location so that multiple developers can benefit from the same central cache.

In other words, Turbo Platform Switch is primarily aimed at smaller developers who have big projects in terms of assets but do not want to or cannot acquire and set up the whole cache/asset server environment. If you're a big-time developer working in a team, you can also benefit from Turbo Platform Switch in your "local-only" prototypes and personal projects, where you don't want to use your company's cache server resources.

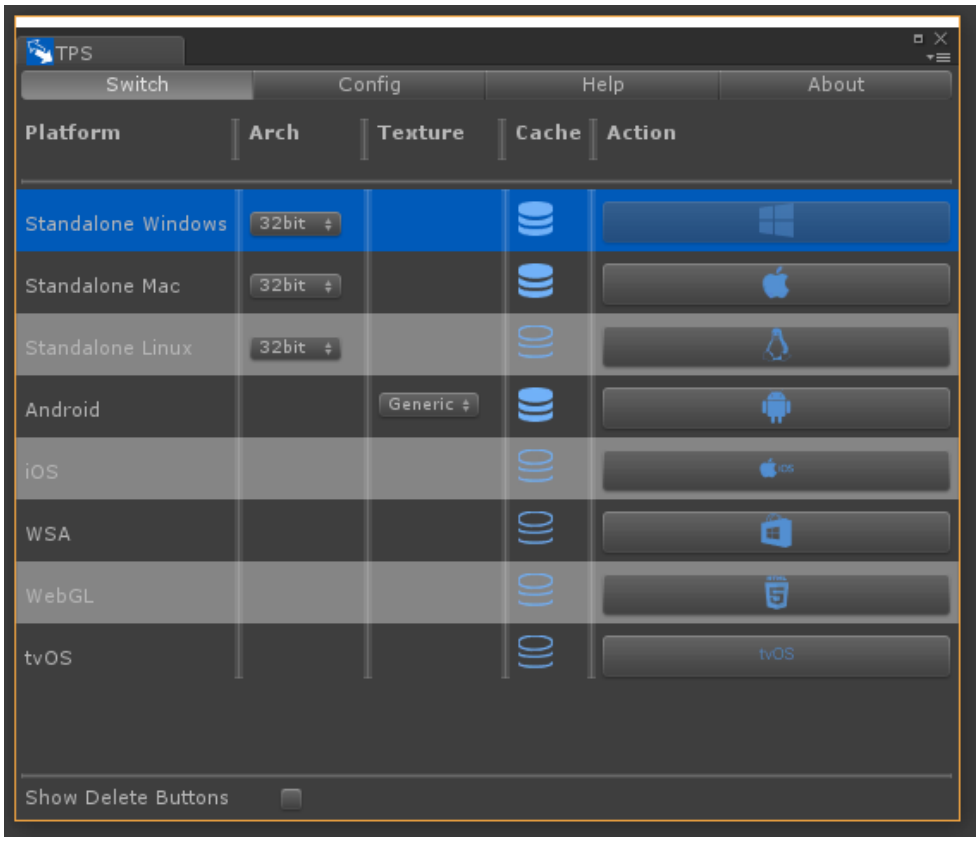
If you're already using Unity Cache Server in your projects, please refrain from using Turbo Platform Switch as it will likely interfere with Unity caching as well as slow down your switch time as you'll cache twice.

2. Features

- Up to **100x** faster than Unity's built-in switch
- All **Android texture formats** are supported
- Works with **Windows**-, **Mac**- and **Linux**-editors.
- Works with Unity **4.6 – 5.5**
- Support for **all Unity build platforms**!
- Powerful **API** to get **maximum control** as a developer
- Extensive **documentation**, **API** and **support**!
- Full **C# source code**

3. Quick start

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



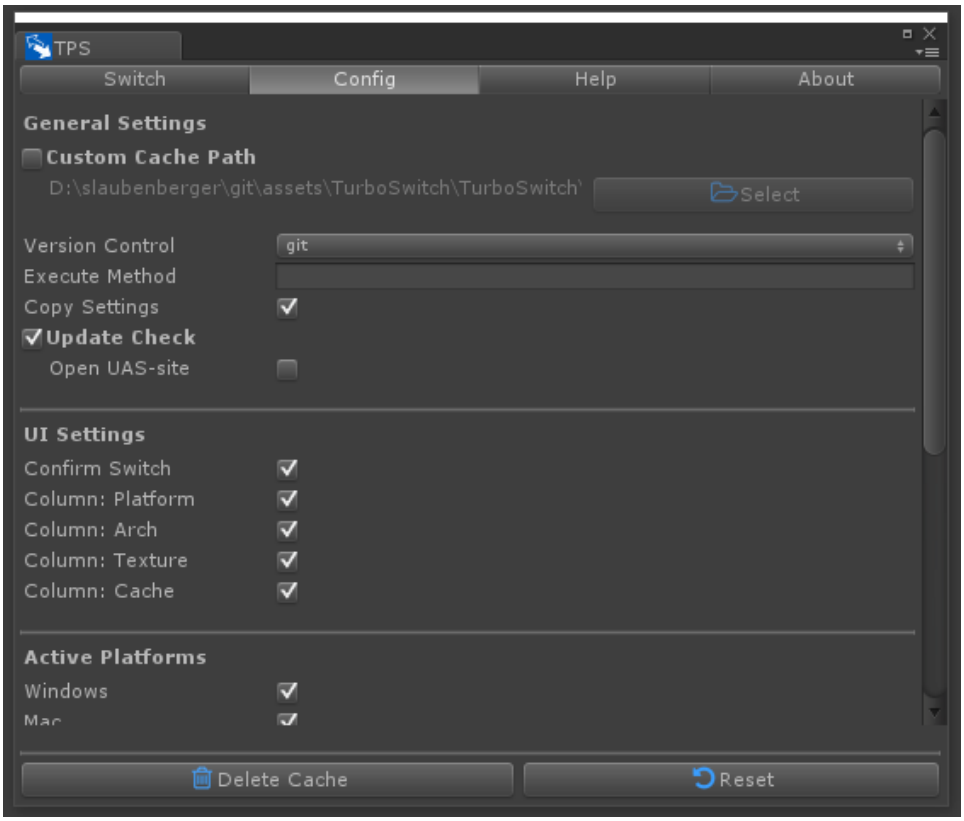
You should now switch platforms using TPS exclusively and not rely on the "Build Settings" platform list.

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

TPS will close Unity, save and restore the necessary files and then restart Unity.

If the platform was selected for the first time, Unity has to import the assets which will take some time.

There are many settings in the „Config"-tab, like the path to the cache and the supported platforms.



4. Benchmarks

Turbo Platform Switch can be up to **100x** faster than traditional platform switching. You'll hit that mark when switching to iOS using „hot" cache. By hot we mean that everything is cached and nothing has changed. Switching with a „cold" cache (equals to no cache at all) results in zero benefits except for the fact that you're initializing your cache for subsequent benefits. On average, with a „warm" cache you should see improvement between 30-50x on platform switches which is still a considerable gain in terms of time.

We've compiled a few benchmarks below which do not hold any scientific value. They aren't meant to be exact or precise but rather to give a general trend of what to expect in terms of maximum benefits when switching platforms in various environments.

So your mileage may vary!

4.1. Viking Village

https://www.assetstore.unity3d.com/en/#!/content/29140

Current platform	New platform	Cache-type	Duration	Factor
Windows	iOS	none	41:52	-
Windows	**iOS**	**Hot**	**1:02**	**41x**
iOS	Windows	none	13:42	-
iOS	**Windows**	**Hot**	**0:59**	**14x**

4.2. The Courtyard

https://www.assetstore.unity3d.com/en/#!/content/49377

Current platform	New platform	Cache-type	Duration	Factor
Windows	iOS	none	43:33	-
Windows	**iOS**	**Hot**	**1:19**	**33x**
iOS	Windows	none	14:20	-
iOS	**Windows**	**Hot**	**1:15**	**12x**

4.3. Specs

Processor: Intel Core i7-4700HQ

RAM: 32GB

GPU: nVidia GeForce GTX 780M, 4GB

HDD: Hitachi HTS72757

5. API

Please read the TPS-api.pdf for more details.

6. Upgrade to new version

Follow these steps to upgrade your version of "TPS":

1. Update "TPS" to the latest version from the "Unity AssetStore"
2. Delete the "Assets/crosstales/TPS" folder from the Project-view
3. Import the latest version from the "Unity AssetStore"

7. Important notes

- Please be patient - TPS is working as fast as your machine can but if you have large projects, it will need some time! After you hit the "Switch"-button, Unity closes and TPS does all the work and restarts Unity. Wait until it's finished or you risk a corrupt project.
- Because TPS caches data for each platform at switch time, it takes up valuable disk space which can become quite large depending on your project size. If you run on low disk space, please delete some caches from unused platforms.
- TPS isn't meant to replace Unity's Cache Server. It's a personal caching utility for individuals and small teams. If you're already using Unity's Cache Server you should not use TPS, because you would be caching your data twice and would probably lose time and disk space.
- Always backup your project. TPS was carefully designed and extensively tested. Nevertheless, it works on your filesystem and something could go wrong. If your project is corrupted, close Unity and delete the "Library"- and "TPS_cache"-folders in your project. Unity will then re-import all assets for your current platform.

8. 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.

9. Release notes

See “VERSIONS.txt” under “Assets/crosstales/TPS/Documentation”.

10. Credits

The icons are based on Font Awesome.

11. Contact and further information

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Email:	tps@crosstales.com
AssetStore:	https://goo.gl/qwtXyb
Forum:	https://goo.gl/d7SjL2
Documentation:	https://www.crosstales.com/media/data/assets/tps/TPS-doc.pdf
API:	https://goo.gl/NDTja0

12. Our other products

 Bad Word Filter	The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".
 DJ	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.
 Radio	Have you ever wanted to implement radio stations but don't want (or can't) pay an horrendous amount of money? Whenever you like to provide good sound from famous artists for your games or apps, tune in on one of the uncountable Internet MP3/OGG radio stations available for free.
 RTVoice	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.
 TrueRandom	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.