Ultimate Auto Save

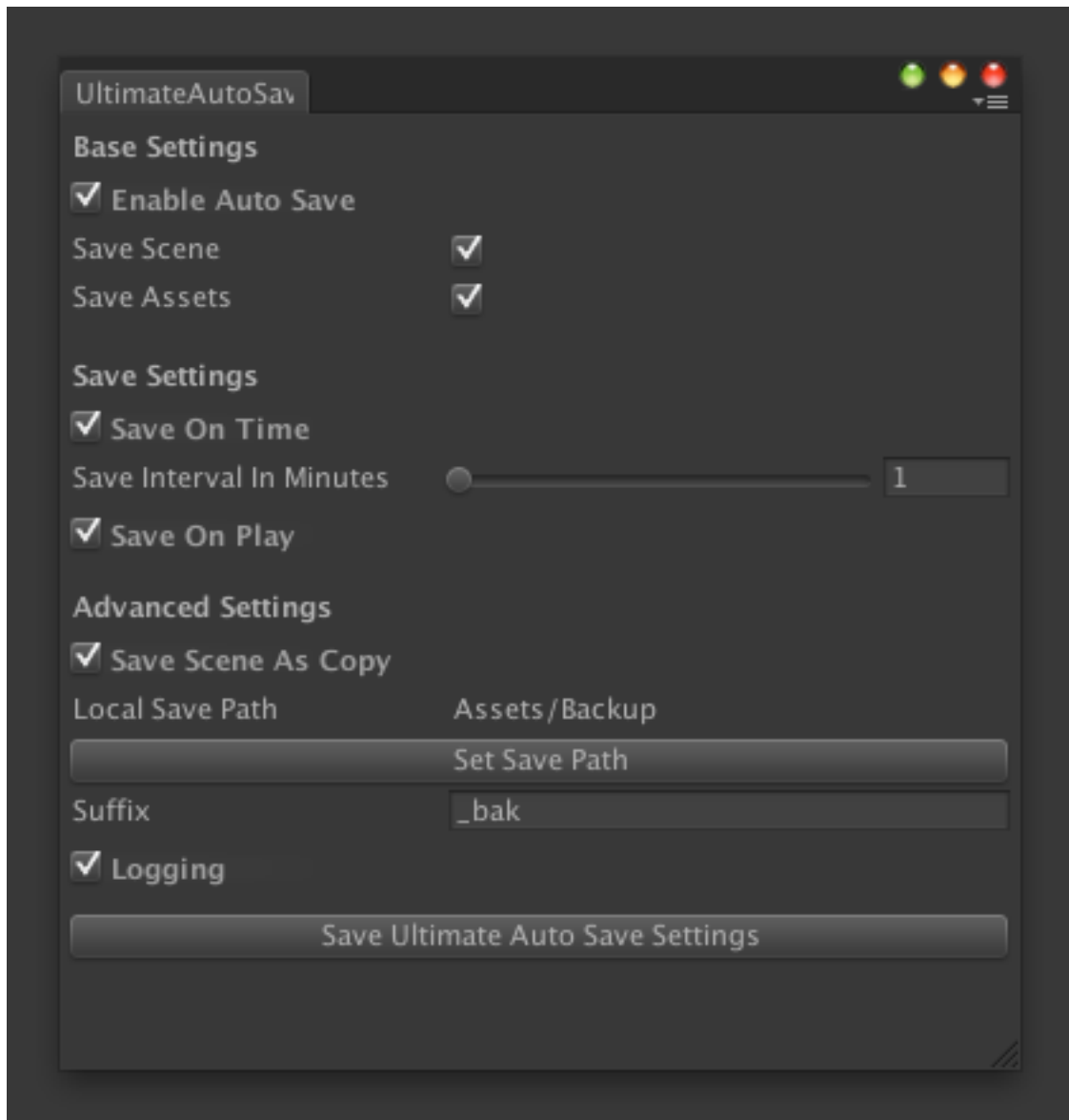| UltimateAutoSav |
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| **Base Settings** |
| ☑ Enable Auto Save |
| Save Scene ☑ |
| Save Assets ☑ |
| |
| **Save Settings** |
| ☑ Save On Time |
| Save Interval In Minutes ○――――――――― 1 |
| ☑ Save On Play |
| |
| **Advanced Settings** |
| ☑ Save Scene As Copy |
| Local Save Path Assets/Backup |
| Set Save Path |
| Suffix _bak |
| ☑ Logging |
| Save Ultimate Auto Save Settings |

~Version 1.01~

Manual

Ultimate Auto Save is an enhanced auto save solution for the Unity Editor. You may lose hours of work if you run into an endless loop or forget to save your work. This is were Ultimate Auto Save kicks in! Add it to your project and forget about it, it just works. By default it will save your scene and assets every minute and everytime you hit "Play".

If you want to customize the settings then go ahead, open the Ultimate Auto Save window through Edit->Project Settings->Ultimate Auto Save and choose your weapons. It´s highly customizable. Your settings are saved on a per-project base, without cluttering your registry. If you want to remove Ultimate Auto Save from your project, just delete its folder and all settings are gone. You can save your scene as copy to any local folder in assets, for backup purposes. The filename can be extended with a suffix. Tooltips will help you to discover the settings. Logging is activated by default. You can deactivate logging in the settings. If your scene was not saved before, you´ll be prompted to enter a name.

Setup:

To install, open your project in Unity, go to "Assets" -> "Import Package" -> "Custom Package..." and import UltimateAutoSave.

Ultimate Auto Save should instantly begin to work. You can observe this in your console output. Also, it will generate a xml file to save its settings in the UltimateAutoSave folder.

To customize the settings, open up Edit -> Project Settings -> Ultimate Auto Save.

Base Settings

Enable Auto Save
Activated by default. Here you can enable / disable the whole tool.

Save Scene
Activated by default. Save scene with auto save.

Save Assets
Activated by default. Save assets and materials with auto save.

Save Settings

Save On Time

Activated by default. Save at a regulary interval. You can set the interval between 1 and 30 minutes. By default, every minute a save will be made.

Save interval in minutes

Use the slider to set an interval between 1 and 30 minutes.

Save On Play

Activated by default. Save everytime when you hit "Play". No more chance for endless loops.

Advanced Settings

Save Scene As Copy

Deactivated by default. Insteat of overwriting your scene file, Ultimate Auto Save will save a copy to a selected path. A suffix will be added to the filename. This is great for backups.

Local Save Path

The path were the copy goes to. By default, it points to your local Assets folder.

Set Save Path

Opens a folder dialogue. Choose a path in your Assets folder. It makes sense to create a "Backup" folder or something similar for the saved scene copies.

Suffix

You should give your backup scene files a suffix, to distinguish them from your original scene files.

Logging

Allow Ultimate Auto Save to log informations into your console view.

Save Ultimate Auto Save Settings

Click to save all settings for your next editor sessions. If you don´t save, the changed settings will be lost next time you open your project.

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