BackupProject v.0.7
BackupProject - Unity Editor extension can backup your project by two ways: using manually function or choosing auto save interval. Extension available free for Windows and Mac users. This extension help you saving hours of work.
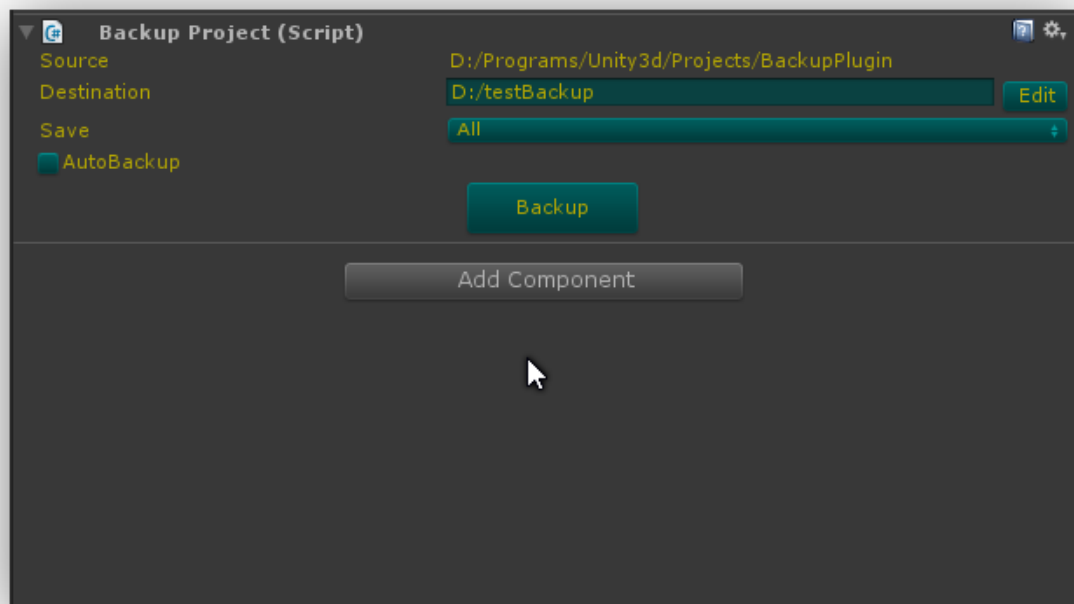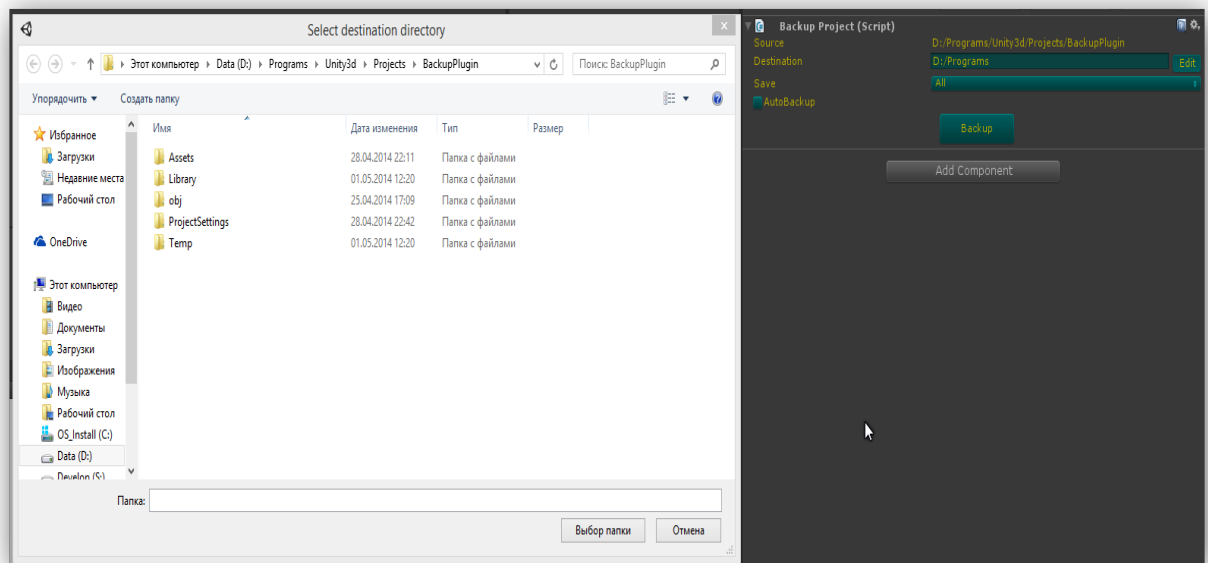
Getting Started

Installation

To install BackupProject from the Asset Store, open Window → Asset Store, navigate to the BackupProject package, and click Download/Import.
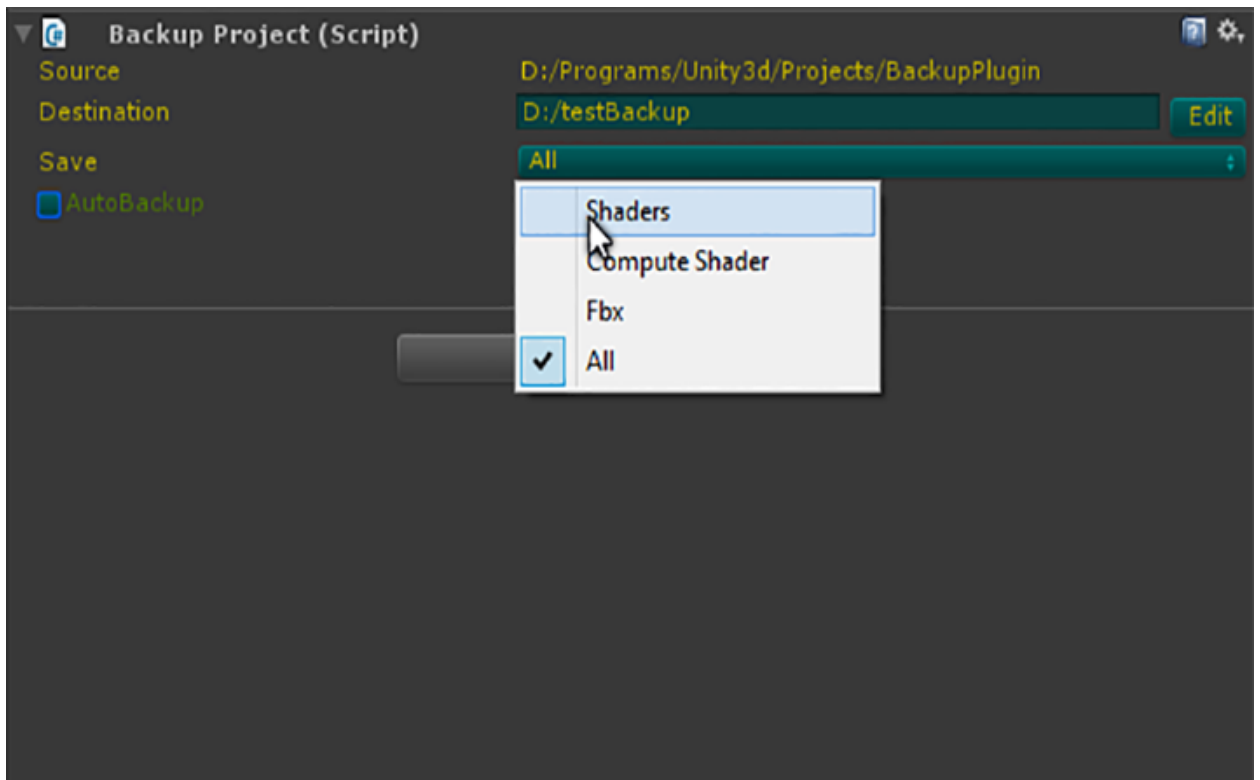
Basic Setup

1. Import extension to Unity from Asset Store and add BackupProject.cs on an empty GameObject.
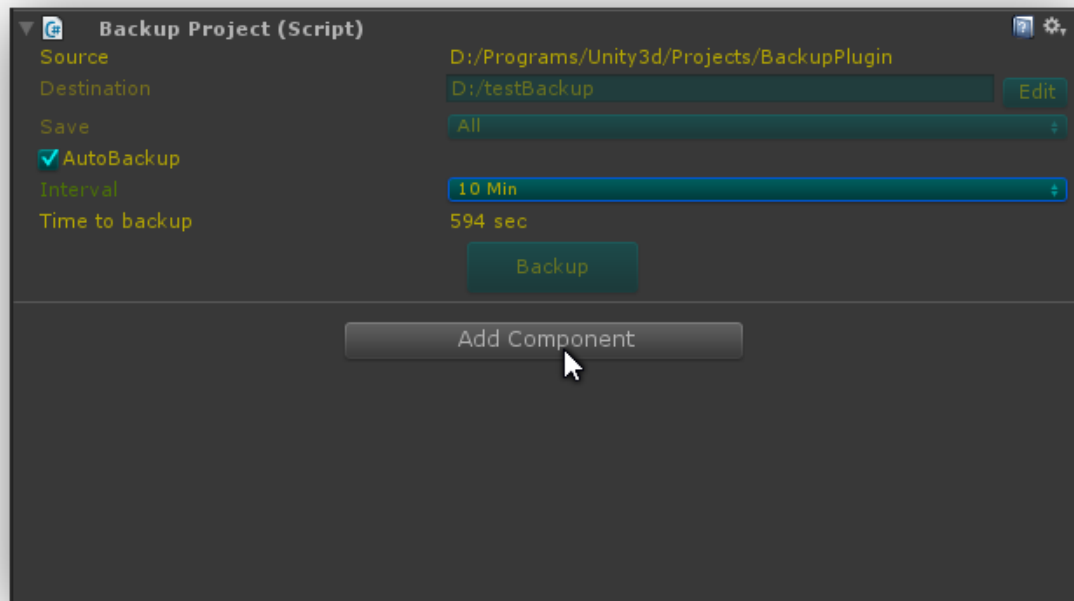
2. Add destination folder

3. Choose assets to backup (shaders, compute shaders, fxb or all project files)

4. Select backup mode (click on "backup" button, if you use manual mode or use toggle for autobackup mode)

Features:
-Open source
-Support Mac and Windows
-Support Unity 4.0 or higher
-Easy to add or remove from project
-Can separate backup shaders, compute shaders of fbx files

How to use Demo Video:
http://www.youtube.com/watch?feature=player_detailpage&v=GlhSshdKk3k

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