

Turbo Backup PRO

Safe from harm



API

Date: 23.03.2022

Version: 2022.1.0

1 Namespace Index	1
1.1 Packages	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	5
3.1 Class List	5
4 Namespace Documentation	7
4.1 Crosstales Namespace Reference	7
4.2 Crosstales.TB Namespace Reference	7
4.3 Crosstales.TB.EditorIntegration Namespace Reference	7
4.4 Crosstales.TB.EditorTask Namespace Reference	7
4.5 Crosstales.TB.Example Namespace Reference	8
4.6 Crosstales.TB.Task Namespace Reference	8
4.6.1 Enumeration Type Documentation	8
4.6.1.1 UpdateStatus	8
4.7 Crosstales.TB.Util Namespace Reference	8
5 Class Documentation	9
5.1 Crosstales.TB.EditorTask.AutoBackup Class Reference	9
5.1.1 Detailed Description	9
5.2 Crosstales.TB.BAR Class Reference	9
5.2.1 Detailed Description	11
5.2.2 Member Function Documentation	11
5.2.2.1 Backup() [1/2]	11
5.2.2.2 Backup() [2/2]	11
5.2.2.3 BackupCLI()	12
5.2.2.4 DefaultMethodAfterBackup()	12
5.2.2.5 DefaultMethodAfterRestore()	12
5.2.2.6 MethodAfterBackup()	12
5.2.2.7 MethodAfterRestore()	12
5.2.2.8 MethodBeforeBackup()	13
5.2.2.9 MethodBeforeRestore()	13
5.2.2.10 Restore() [1/2]	13
5.2.2.11 Restore() [2/2]	13
5.2.2.12 RestoreCLI()	14
5.2.2.13 SayHello()	14
5.2.3 Property Documentation	14
5.2.3.1 isBusy	14
5.2.4 Event Documentation	14
5.2.4.1 OnBackupComplete	14
5.2.4.2 OnBackupStart	15

5.2.4.3 OnRestoreComplete	15
5.2.4.4 OnRestoreStart	15
5.3 Crosstales.TB.EditorTask.CompileDefines Class Reference	15
5.3.1 Detailed Description	15
5.4 Crosstales.TB.Util.Config Class Reference	16
5.4.1 Detailed Description	17
5.4.2 Member Function Documentation	17
5.4.2.1 Load()	17
5.4.2.2 Reset()	18
5.4.2.3 Save()	18
5.4.3 Member Data Documentation	18
5.4.3.1 AUTO_BACKUP_DATE	18
5.4.3.2 AUTO_BACKUP_INTERVAL	18
5.4.3.3 AUTO_SAVE	18
5.4.3.4 BACKUP_COUNT	18
5.4.3.5 BATCHMODE	19
5.4.3.6 COMPILE_DEFINES	19
5.4.3.7 CONFIRM_BACKUP	19
5.4.3.8 CONFIRM_RESTORE	19
5.4.3.9 CONFIRM_WARNING	19
5.4.3.10 COPY_ASSETS	19
5.4.3.11 COPY_LIBRARY	20
5.4.3.12 COPY_PACKAGES	20
5.4.3.13 COPY_SETTINGS	20
5.4.3.14 COPY_USER_SETTINGS	20
5.4.3.15 CUSTOM_PATH_BACKUP	20
5.4.3.16 DEBUG	20
5.4.3.17 DELETE_LOCKFILE	21
5.4.3.18 EXECUTE_METHOD_BACKUP	21
5.4.3.19 EXECUTE_METHOD_PRE_BACKUP	21
5.4.3.20 EXECUTE_METHOD_PRE_RESTORE	21
5.4.3.21 EXECUTE_METHOD_RESTORE	21
5.4.3.22 isLoadingd	21
5.4.3.23 NO_GRAPHICS	22
5.4.3.24 QUIT	22
5.4.3.25 RESTORE_COUNT	22
5.4.3.26 RESTORE_DATE	22
5.4.3.27 SETUP_DATE	22
5.4.3.28 UPDATE_CHECK	22
5.4.3.29 USE_LEGACY	23
5.4.3.30 VCS	23
5.4.4 Property Documentation	23

5.4.4.1 ASSET_PATH	23
5.4.4.2 BACKUP_DATE	23
5.5 Crosstales.TB.EditorIntegration.ConfigBase Class Reference	24
5.5.1 Detailed Description	24
5.6 Crosstales.TB.EditorIntegration.ConfigPreferences Class Reference	24
5.6.1 Detailed Description	25
5.7 Crosstales.TB.EditorIntegration.ConfigWindow Class Reference	25
5.7.1 Detailed Description	25
5.8 Crosstales.TB.Util.Constants Class Reference	26
5.8.1 Detailed Description	28
5.8.2 Member Data Documentation	28
5.8.2.1 ASSET_API_URL	28
5.8.2.2 ASSET_BUILD	28
5.8.2.3 ASSET_CHANGED	28
5.8.2.4 ASSET_CONTACT	28
5.8.2.5 ASSET_CREATED	28
5.8.2.6 ASSET_FORUM_URL	29
5.8.2.7 ASSET_ID	29
5.8.2.8 ASSET_MANUAL_URL	29
5.8.2.9 ASSET_NAME	29
5.8.2.10 ASSET_NAME_SHORT	29
5.8.2.11 ASSET_PRO_URL	30
5.8.2.12 ASSET_UID	30
5.8.2.13 ASSET_UPDATE_CHECK_URL	30
5.8.2.14 ASSET_URL	30
5.8.2.15 ASSET_VERSION	30
5.8.2.16 ASSET_VIDEO_TUTORIAL	31
5.8.2.17 ASSET_WEB_URL	31
5.9 Crosstales.TB.Util.CTLogger Class Reference	31
5.9.1 Detailed Description	31
5.10 Crosstales.TB.Example.EventTester Class Reference	31
5.10.1 Detailed Description	32
5.11 Crosstales.TB.Util.Helper Class Reference	32
5.11.1 Detailed Description	33
5.11.2 Member Function Documentation	33
5.11.2.1 Backup()	33
5.11.2.2 BackupNew()	33
5.11.2.3 DeleteBackup()	33
5.11.2.4 Restore()	34
5.11.2.5 RestoreNew()	34
5.11.3 Member Data Documentation	34
5.11.3.1 hasBackup	34

5.11.3.2 isBackupEnabled	34
5.11.4 Property Documentation	35
5.11.4.1 BackupInfo	35
5.12 Crosstales.TB.Task.Launch Class Reference	35
5.12.1 Detailed Description	35
5.13 Crosstales.TB.Task.SetupResources Class Reference	36
5.13.1 Detailed Description	36
5.14 Crosstales.TB.Task.SetupUnity Class Reference	36
5.14.1 Detailed Description	36
5.15 Crosstales.TB.Example.TBMenu Class Reference	36
5.15.1 Detailed Description	37
5.16 Crosstales.TB.Task.UpdateCheck Class Reference	37
5.16.1 Detailed Description	37
6 More information	39
6.1 Homepage	39
6.2 AssetStore	39
6.3 Forum	39
6.4 Documentation	39
6.5 Discord	39
6.6 Videos	39
Index	41

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Crosstales	7
Crosstales.TB	7
Crosstales.TB.EditorIntegration	7
Crosstales.TB.EditorTask	7
Crosstales.TB.Example	8
Crosstales.TB.Task	8
Crosstales.TB.Util	8

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

AssetPostprocessor	
Crosstales.TB.Task.Launch	35
Crosstales.TB.EditorTask.AutoBackup	9
Crosstales.TB.BAR	9
BaseCompileDefines	
Crosstales.TB.EditorTask.CompileDefines	15
BaseConstants	
Crosstales.TB.Util.Constants	26
BaseEditorHelper	
Crosstales.TB.Util.Helper	32
BaseSetupResources	
Crosstales.TB.Task.SetupResources	36
Crosstales.TB.Util.Config	16
Crosstales.TB.Util.CTLogger	31
EditorWindow	
Crosstales.TB.EditorIntegration.ConfigBase	24
Crosstales.TB.EditorIntegration.ConfigPreferences	24
Crosstales.TB.EditorIntegration.ConfigWindow	25
Crosstales.TB.Example.EventTester	31
Crosstales.TB.Task.SetupUnity	36
Crosstales.TB.Example.TBMenu	36
Crosstales.TB.Task.UpdateCheck	37

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Crosstales.TB.EditorTask.AutoBackup	
Automatically backup in a set interval (in minutes)	9
Crosstales.TB.BAR	
Backup and restore methods	9
Crosstales.TB.EditorTask.CompileDefines	
Adds the given define symbols to PlayerSettings define symbols	15
Crosstales.TB.Util.Config	
Configuration for the asset	16
Crosstales.TB.EditorIntegration.ConfigBase	
Base class for editor windows	24
Crosstales.TB.EditorIntegration.ConfigPreferences	
Unity "Preferences" extension	24
Crosstales.TB.EditorIntegration.ConfigWindow	
Editor window extension	25
Crosstales.TB.Util.Constants	
Collected constants of very general utility for the asset	26
Crosstales.TB.Util.CTLogger	
Logger for the asset	31
Crosstales.TB.Example.EventTester	
Simple test script for all callbacks	31
Crosstales.TB.Util.Helper	
Various helper functions	32
Crosstales.TB.Task.Launch	
Show the configuration window on the first launch	35
Crosstales.TB.Task.SetupResources	
Copies all resources to 'Editor Default Resources'	36
Crosstales.TB.Task.SetupUnity	
Setup Unity after a restore	36
Crosstales.TB.Example.TBMenu	
Example editor integration of Turbo Backup for your own scripts	36
Crosstales.TB.Task.UpdateCheck	
Checks for updates of the asset	37

Chapter 4

Namespace Documentation

4.1 Crosstales Namespace Reference

4.2 Crosstales.TB Namespace Reference

Classes

- class [BAR](#)
Backup and restore methods.

4.3 Crosstales.TB.EditorIntegration Namespace Reference

Classes

- class [ConfigBase](#)
Base class for editor windows.
- class [ConfigPreferences](#)
Unity "Preferences" extension.
- class [ConfigWindow](#)
Editor window extension.

4.4 Crosstales.TB.EditorTask Namespace Reference

Classes

- class [AutoBackup](#)
Automatically backup in a set interval (in minutes).
- class [CompileDefines](#)
Adds the given define symbols to PlayerSettings define symbols.

4.5 Crosstales.TB.Example Namespace Reference

Classes

- class [EventTester](#)
Simple test script for all callbacks.
- class [TBMenu](#)
Example editor integration of Turbo Backup for your own scripts.

4.6 Crosstales.TB.Task Namespace Reference

Classes

- class [Launch](#)
Show the configuration window on the first launch.
- class [SetupResources](#)
Copies all resources to 'Editor Default Resources'.
- class [SetupUnity](#)
Setup Unity after a restore.
- class [UpdateCheck](#)
Checks for updates of the asset.

Enumerations

- enum [UpdateStatus](#) {
NOT_CHECKED, NO_UPDATE, UPDATE, UPDATE_VERSION,
DEPRECATED }
All possible update stati.

4.6.1 Enumeration Type Documentation

4.6.1.1 UpdateStatus

```
enum Crosstales.TB.Task.UpdateStatus [strong]
```

All possible update stati.

4.7 Crosstales.TB.Util Namespace Reference

Classes

- class [Config](#)
Configuration for the asset.
- class [Constants](#)
Collected constants of very general utility for the asset.
- class [CTLogger](#)
Logger for the asset.
- class [Helper](#)
Various helper functions.

Chapter 5

Class Documentation

5.1 Crosstales.TB.EditorTask.AutoBackup Class Reference

Automatically backup in a set interval (in minutes).

Properties

- static int? **BackupInterval** [get, set]

5.1.1 Detailed Description

Automatically backup in a set interval (in minutes).

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔
Task/AutoBackup.cs

5.2 Crosstales.TB.BAR Class Reference

Backup and restore methods.

Public Member Functions

- delegate void **BackupStart** ()
- delegate void **BackupComplete** (bool success)
- delegate void **RestoreStart** ()
- delegate void **RestoreComplete** (bool success)

Static Public Member Functions

- static void [BackupCLI](#) ()
Backup the current project via CLI.
- static void [RestoreCLI](#) ()
Restore the current project via CLI.
- static bool [Backup](#) (string executeMethod, bool batchmode=false, bool quit=true, bool noGraphics=false, bool backupAssets=true, bool backupLibrary=false, bool backupSettings=true, bool backupPackages=true, string backupPath="", bool backupUserSettings=true)
Backup the current project.
- static bool [Backup](#) ()
Backup the current project.
- static bool [Restore](#) (string executeMethod, bool batchmode=false, bool quit=true, bool noGraphics=false, bool restoreAssets=true, bool restoreLibrary=false, bool restoreSettings=true, bool restorePackages=true, string backupPath="", bool backupUserSettings=true)
Restore the current project.
- static bool [Restore](#) ()
Restore the current project.
- static void [SayHello](#) ()
Test the backup/restore with an execute method.
- static void [MethodBeforeBackup](#) ()
Test method (before backup).
- static void [MethodAfterBackup](#) ()
Test method (after backup).
- static void [MethodBeforeRestore](#) ()
Test method (before restore).
- static void [MethodAfterRestore](#) ()
Test method (after restore).
- static void [DefaultMethodAfterBackup](#) ()
Default method after backup.
- static void [DefaultMethodAfterRestore](#) ()
Default method after restore.

Properties

- static bool [isBusy](#) [get]
True if the [BAR](#) is busy.

Events

- static BackupStart [OnBackupStart](#)
An event triggered whenever the backup is started.
- static BackupComplete [OnBackupComplete](#)
An event triggered whenever the backup is completed.
- static RestoreStart [OnRestoreStart](#)
An event triggered whenever the restore is started.
- static RestoreComplete [OnRestoreComplete](#)
An event triggered whenever the restore is completed.

5.2.1 Detailed Description

Backup and restore methods.

5.2.2 Member Function Documentation

5.2.2.1 Backup() [1/2]

```
static bool Crosstales.TB.BAR.Backup ( ) [static]
```

Backup the current project.

Returns

True if the backup was successful.

5.2.2.2 Backup() [2/2]

```
static bool Crosstales.TB.BAR.Backup (
    string executeMethod,
    bool batchmode = false,
    bool quit = true,
    bool noGraphics = false,
    bool backupAssets = true,
    bool backupLibrary = false,
    bool backupSettings = true,
    bool backupPackages = true,
    string backupPath = "",
    bool backupUserSettings = true ) [static]
```

Backup the current project.

Parameters

<i>executeMethod</i>	Execute method after backup
<i>batchmode</i>	Start Unity in batch-mode (default: false, optional)
<i>quit</i>	Quit Unity in batch-mode (default: true, optional)
<i>noGraphics</i>	Disable graphic devices in batch-mode (default: false, optional)
<i>backupAssets</i>	Copy the 'Assets'-folder (default: true, optional)
<i>backupLibrary</i>	Copy the 'Library'-folder (default: false, optional)
<i>backupSettings</i>	Copy the 'ProjectSettings'-folder (default: true, optional) </param> <param name="backupPackages">Copy the 'Packages'-folder (default: true, optional)
<i>backupPath</i>	Set the backup path (default: "", optional)
<i>backupUserSettings</i>	Copy the 'UserSettings'-folder (default: true, optional)

Returns

True if the backup was successful.

5.2.2.3 BackupCLI()

```
static void Crosstales.TB.BAR.BackupCLI ( ) [static]
```

Backup the current project via CLI.

5.2.2.4 DefaultMethodAfterBackup()

```
static void Crosstales.TB.BAR.DefaultMethodAfterBackup ( ) [static]
```

Default method after backup.

5.2.2.5 DefaultMethodAfterRestore()

```
static void Crosstales.TB.BAR.DefaultMethodAfterRestore ( ) [static]
```

Default method after restore.

5.2.2.6 MethodAfterBackup()

```
static void Crosstales.TB.BAR.MethodAfterBackup ( ) [static]
```

Test method (after backup).

5.2.2.7 MethodAfterRestore()

```
static void Crosstales.TB.BAR.MethodAfterRestore ( ) [static]
```

Test method (after restore).

5.2.2.8 MethodBeforeBackup()

```
static void Crosstales.TB.BAR.MethodBeforeBackup ( ) [static]
```

Test method (before backup).

5.2.2.9 MethodBeforeRestore()

```
static void Crosstales.TB.BAR.MethodBeforeRestore ( ) [static]
```

Test method (before restore).

5.2.2.10 Restore() [1/2]

```
static bool Crosstales.TB.BAR.Restore ( ) [static]
```

Restore the current project.

Returns

True if the restore was successful.

5.2.2.11 Restore() [2/2]

```
static bool Crosstales.TB.BAR.Restore (
    string executeMethod,
    bool batchmode = false,
    bool quit = true,
    bool noGraphics = false,
    bool restoreAssets = true,
    bool restoreLibrary = false,
    bool restoreSettings = true,
    bool restorePackages = true,
    string backupPath = "",
    bool backupUserSettings = true ) [static]
```

Restore the current project.

Parameters

<i>executeMethod</i>	Execute method after restore
<i>batchmode</i>	Start Unity in batch-mode (default: false, optional)
<i>quit</i>	Quit Unity in batch-mode (default: true, optional)
<i>noGraphics</i>	Disable graphic devices in batch-mode (default: false, optional)
<i>restoreAssets</i>	Restore the 'Assets'-folder (default: true, optional)
<i>restoreLibrary</i>	Restore the 'Library'-folder (default: false, optional)
<i>restoreSettings</i>	Restore the 'ProjectSettings'-folder (default: true, optional) </param> <param name="restorePackages">Restore the 'Packages'-folder (default: true, optional)
<i>backupPath</i>	Set the backup path (default: "", optional)

Returns

True if the restore was successful.

5.2.2.12 RestoreCLI()

```
static void Crosstales.TB.BAR.RestoreCLI ( ) [static]
```

Restore the current project via CLI.

5.2.2.13 SayHello()

```
static void Crosstales.TB.BAR.SayHello ( ) [static]
```

Test the backup/restore with an execute method.

5.2.3 Property Documentation

5.2.3.1 isBusy

```
bool Crosstales.TB.BAR.isBusy [static], [get]
```

True if the [BAR](#) is busy.

5.2.4 Event Documentation

5.2.4.1 OnBackupComplete

```
BackupComplete Crosstales.TB.BAR.OnBackupComplete [static]
```

An event triggered whenever the backup is completed.

5.2.4.2 OnBackupStart

`BackupStart Crosstales.TB.BAR.OnBackupStart [static]`

An event triggered whenever the backup is started.

5.2.4.3 OnRestoreComplete

`RestoreComplete Crosstales.TB.BAR.OnRestoreComplete [static]`

An event triggered whenever the restore is completed.

5.2.4.4 OnRestoreStart

`RestoreStart Crosstales.TB.BAR.OnRestoreStart [static]`

An event triggered whenever the restore is started.

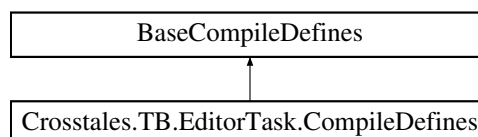
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/BA↔
R.cs

5.3 Crosstales.TB.EditorTask.CompileDefines Class Reference

Adds the given define symbols to PlayerSettings define symbols.

Inheritance diagram for Crosstales.TB.EditorTask.CompileDefines:



5.3.1 Detailed Description

Adds the given define symbols to PlayerSettings define symbols.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔
Task/CompileDefines.cs

5.4 Crosstales.TB.Util.Config Class Reference

Configuration for the asset.

Static Public Member Functions

- static void [Reset](#) ()
Resets all changeable variables to their default value.
- static void [Load](#) ()
Loads the all changeable variables.
- static void [Save](#) ()
Saves the all changeable variables.

Static Public Attributes

- static bool [CUSTOM_PATH_BACKUP](#) = Constants.DEFAULT_CUSTOM_PATH_BACKUP
Enable or disable custom location for the backup.
- static int [VCS](#) = Constants.DEFAULT_VCS
Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).
- static bool [USE_LEGACY](#) = Constants.DEFAULT_USE_LEGACY
Uses the legacy switch function.
- static bool [BATCHMODE](#) = Constants.DEFAULT_BATCHMODE
Enable or disable batch mode for CLI operations.
- static bool [QUIT](#) = Constants.DEFAULT_QUIT
Enable or disable quit Unity Editor for CLI operations.
- static bool [NO_GRAPHICS](#) = Constants.DEFAULT_NO_GRAPHICS
Enable or disable graphics device in Unity Editor for CLI operations.
- static string [EXECUTE_METHOD_PRE_BACKUP](#) = string.Empty
Execute static method 'ClassName.MethodName' in Unity before a backup.
- static string [EXECUTE_METHOD_BACKUP](#) = string.Empty
Execute static method 'ClassName.MethodName' in Unity after a backup.
- static string [EXECUTE_METHOD_PRE_RESTORE](#) = string.Empty
Execute static method 'ClassName.MethodName' in Unity before a restore.
- static string [EXECUTE_METHOD_RESTORE](#) = string.Empty
Execute static method 'ClassName.MethodName' in Unity after a restore.
- static bool [DELETE_LOCKFILE](#) = Constants.DEFAULT_DELETE_LOCKFILE
Enable or disable deleting the 'UnityLockfile'.
- static bool [COPY_ASSETS](#) = Constants.DEFAULT_COPY_ASSETS
Enable or disable copying the 'Assets'-folder.
- static bool [COPY_LIBRARY](#) = Constants.DEFAULT_COPY_LIBRARY
Enable or disable copying the 'Library'-folder.
- static bool [COPY_SETTINGS](#) = Constants.DEFAULT_COPY_SETTINGS
Enable or disable copying the 'ProjectSettings'-folder.
- static bool [COPY_USER_SETTINGS](#) = Constants.DEFAULT_COPY_USER_SETTINGS
Enable or disable copying the 'UserSettings'-folder.
- static bool [COPY_PACKAGES](#) = Constants.DEFAULT_COPY_PACKAGES
Enable or disable copying the 'Packages'-folder.
- static bool [CONFIRM_BACKUP](#) = Constants.DEFAULT_CONFIRM_BACKUP
Enable or disable the backup confirmation dialog.

- static bool [CONFIRM_RESTORE](#) = Constants.DEFAULT_CONFIRM_RESTORE
Enable or disable the restore confirmation dialog.
- static bool [CONFIRM_WARNING](#) = Constants.DEFAULT_CONFIRM_WARNING
Enable or disable the restore warning confirmation dialog.
- static bool [DEBUG](#) = Constants.DEFAULT_DEBUG
Enable or disable debug logging for the asset.
- static bool [UPDATE_CHECK](#) = Constants.DEFAULT_UPDATE_CHECK
Enable or disable update-checks for the asset.
- static bool [COMPILE_DEFINES](#) = Constants.DEFAULT_COMPILE_DEFINES
Enable or disable adding compile define "CT_TB" for the asset.
- static int [BACKUP_COUNT](#)
Backup counter.
- static System.DateTime [RESTORE_DATE](#)
Restore date.
- static int [RESTORE_COUNT](#)
Restore counter.
- static System.DateTime [SETUP_DATE](#)
Last setup date.
- static bool [AUTO_SAVE](#) = Constants.DEFAULT_AUTO_SAVE
Enable or disable automatic saving of all scenes.
- static System.DateTime [AUTO_BACKUP_DATE](#)
Auto backup date.
- static int [AUTO_BACKUP_INTERVAL](#)
Auto backup interval.
- static bool [isLoading](#)
Is the configuration loaded?

Properties

- static string? [PATH_BACKUP](#) [get, set]
- static System.DateTime [BACKUP_DATE](#) [get, set]
Backup date.
- static string [ASSET_PATH](#) [get]
Returns the path to the asset inside the Unity project.

5.4.1 Detailed Description

Configuration for the asset.

5.4.2 Member Function Documentation

5.4.2.1 Load()

```
static void Crosstales.TB.Util.Config.Load ( ) [static]
```

Loads the all changeable variables.

5.4.2.2 Reset()

```
static void Crosstales.TB.Util.Config.Reset ( ) [static]
```

Resets all changeable variables to their default value.

5.4.2.3 Save()

```
static void Crosstales.TB.Util.Config.Save ( ) [static]
```

Saves the all changeable variables.

5.4.3 Member Data Documentation

5.4.3.1 AUTO_BACKUP_DATE

```
System.DateTime Crosstales.TB.Util.Config.AUTO_BACKUP_DATE [static]
```

Auto backup date.

5.4.3.2 AUTO_BACKUP_INTERVAL

```
int Crosstales.TB.Util.Config.AUTO_BACKUP_INTERVAL [static]
```

Auto backup interval.

5.4.3.3 AUTO_SAVE

```
bool Crosstales.TB.Util.Config.AUTO_SAVE = Constants.DEFAULT_AUTO_SAVE [static]
```

Enable or disable automatic saving of all scenes.

5.4.3.4 BACKUP_COUNT

```
int Crosstales.TB.Util.Config.BACKUP_COUNT [static]
```

Backup counter.

5.4.3.5 BATCHMODE

```
bool Crosstales.TB.Util.Config.BATCHMODE = Constants.DEFAULT_BATCHMODE [static]
```

Enable or disable batch mode for CLI operations.

5.4.3.6 COMPILE_DEFINES

```
bool Crosstales.TB.Util.Config.COMPILE_DEFINES = Constants.DEFAULT_COMPILE_DEFINES [static]
```

Enable or disable adding compile define "CT_TB" for the asset.

5.4.3.7 CONFIRM_BACKUP

```
bool Crosstales.TB.Util.Config.CONFIRM_BACKUP = Constants.DEFAULT_CONFIRM_BACKUP [static]
```

Enable or disable the backup confirmation dialog.

5.4.3.8 CONFIRM_RESTORE

```
bool Crosstales.TB.Util.Config.CONFIRM_RESTORE = Constants.DEFAULT_CONFIRM_RESTORE [static]
```

Enable or disable the restore confirmation dialog.

5.4.3.9 CONFIRM_WARNING

```
bool Crosstales.TB.Util.Config.CONFIRM_WARNING = Constants.DEFAULT_CONFIRM_WARNING [static]
```

Enable or disable the restore warning confirmation dialog.

5.4.3.10 COPY_ASSETS

```
bool Crosstales.TB.Util.Config.COPY_ASSETS = Constants.DEFAULT_COPY_ASSETS [static]
```

Enable or disable copying the 'Assets'-folder.

5.4.3.11 COPY_LIBRARY

```
bool Crosstales.TB.Util.Config.COPY_LIBRARY = Constants.DEFAULT_COPY_LIBRARY [static]
```

Enable or disable copying the 'Library'-folder.

5.4.3.12 COPY_PACKAGES

```
bool Crosstales.TB.Util.Config.COPY_PACKAGES = Constants.DEFAULT_COPY_PACKAGES [static]
```

Enable or disable copying the 'Packages'-folder.

5.4.3.13 COPY_SETTINGS

```
bool Crosstales.TB.Util.Config.COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS [static]
```

Enable or disable copying the 'ProjectSettings'-folder.

5.4.3.14 COPY_USER_SETTINGS

```
bool Crosstales.TB.Util.Config.COPY_USER_SETTINGS = Constants.DEFAULT_COPY_USER_SETTINGS [static]
```

Enable or disable copying the 'UserSettings'-folder.

5.4.3.15 CUSTOM_PATH_BACKUP

```
bool Crosstales.TB.Util.Config.CUSTOM_PATH_BACKUP = Constants.DEFAULT_CUSTOM_PATH_BACKUP [static]
```

Enable or disable custom location for the backup.

5.4.3.16 DEBUG

```
bool Crosstales.TB.Util.Config.DEBUG = Constants.DEFAULT_DEBUG [static]
```

Enable or disable debug logging for the asset.

5.4.3.17 DELETE_LOCKFILE

```
bool Crosstales.TB.Util.Config.DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE [static]
```

Enable or disable deleting the 'UnityLockfile'.

5.4.3.18 EXECUTE_METHOD_BACKUP

```
string Crosstales.TB.Util.Config.EXECUTE_METHOD_BACKUP = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity after a backup.

5.4.3.19 EXECUTE_METHOD_PRE_BACKUP

```
string Crosstales.TB.Util.Config.EXECUTE_METHOD_PRE_BACKUP = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity before a backup.

5.4.3.20 EXECUTE_METHOD_PRE_RESTORE

```
string Crosstales.TB.Util.Config.EXECUTE_METHOD_PRE_RESTORE = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity before a restore.

5.4.3.21 EXECUTE_METHOD_RESTORE

```
string Crosstales.TB.Util.Config.EXECUTE_METHOD_RESTORE = string.Empty [static]
```

Execute static method 'ClassName.MethodName' in Unity after a restore.

5.4.3.22 isLoaded

```
bool Crosstales.TB.Util.Config.isLoaded [static]
```

Is the configuration loaded?

5.4.3.23 NO_GRAPHICS

```
bool Crosstales.TB.Util.Config.NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS [static]
```

Enable or disable graphics device in Unity Editor for CLI operations.

5.4.3.24 QUIT

```
bool Crosstales.TB.Util.Config.QUIT = Constants.DEFAULT_QUIT [static]
```

Enable or disable quit Unity Editor for CLI operations.

5.4.3.25 RESTORE_COUNT

```
int Crosstales.TB.Util.Config.RESTORE_COUNT [static]
```

Restore counter.

5.4.3.26 RESTORE_DATE

```
System.DateTime Crosstales.TB.Util.Config.RESTORE_DATE [static]
```

Restore date.

5.4.3.27 SETUP_DATE

```
System.DateTime Crosstales.TB.Util.Config.SETUP_DATE [static]
```

Last setup date.

5.4.3.28 UPDATE_CHECK

```
bool Crosstales.TB.Util.Config.UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK [static]
```

Enable or disable update-checks for the asset.

5.4.3.29 USE_LEGACY

```
bool Crosstales.TB.Util.Config.USE_LEGACY = Constants.DEFAULT_USE_LEGACY [static]
```

Uses the legacy switch function.

5.4.3.30 VCS

```
int Crosstales.TB.Util.Config.VCS = Constants.DEFAULT_VCS [static]
```

Selected VCS-system (default: 0, 0 = none, 1 = git, 2 = SVN, 3 Mercurial, 4 = Collab, 5 = PlasticSCM).

5.4.4 Property Documentation

5.4.4.1 ASSET_PATH

```
string Crosstales.TB.Util.Config.ASSET_PATH [static], [get]
```

Returns the path to the asset inside the Unity project.

Returns

The path to the asset inside the Unity project.

5.4.4.2 BACKUP_DATE

```
System.DateTime Crosstales.TB.Util.Config.BACKUP_DATE [static], [get], [set]
```

Backup date.

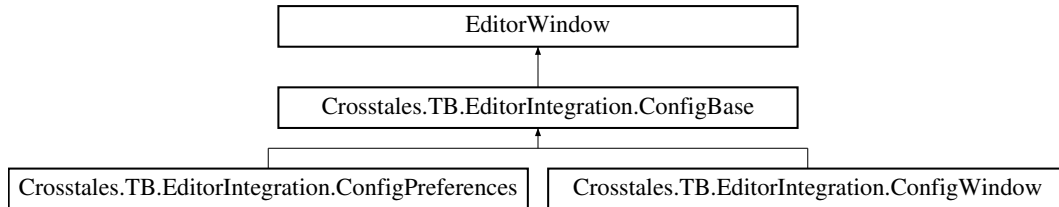
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↵
Util/Config.cs

5.5 Crosstales.TB.EditorIntegration.ConfigBase Class Reference

Base class for editor windows.

Inheritance diagram for Crosstales.TB.EditorIntegration.ConfigBase:



Protected Member Functions

- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **showBAR** ()
- static void **save** ()

5.5.1 Detailed Description

Base class for editor windows.

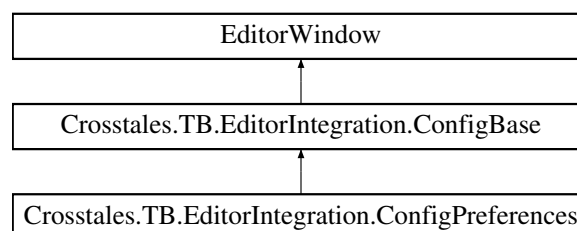
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Integration/ConfigBase.cs

5.6 Crosstales.TB.EditorIntegration.ConfigPreferences Class Reference

Unity "Preferences" extension.

Inheritance diagram for Crosstales.TB.EditorIntegration.ConfigPreferences:



Additional Inherited Members

5.6.1 Detailed Description

Unity "Preferences" extension.

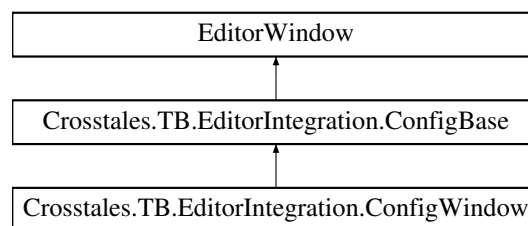
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Integration/ConfigPreferences.cs

5.7 Crosstales.TB.EditorIntegration.ConfigWindow Class Reference

Editor window extension.

Inheritance diagram for Crosstales.TB.EditorIntegration.ConfigWindow:



Static Public Member Functions

- static void **ShowWindow** ()
- static void **ShowWindow** (int tab)

Additional Inherited Members

5.7.1 Detailed Description

Editor window extension.

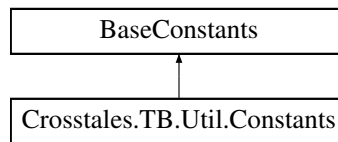
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Integration/ConfigWindow.cs

5.8 Crosstales.TB.Util.Constants Class Reference

Collected constants of very general utility for the asset.

Inheritance diagram for Crosstales.TB.Util.Constants:



Static Public Attributes

- const string **ASSET_NAME** = "Turbo Backup PRO"
Name of the asset.
- const string **ASSET_NAME_SHORT** = "TB PRO"
Short name of the asset.
- const string **ASSET_VERSION** = "2022.1.0"
Version of the asset.
- const int **ASSET_BUILD** = 20220323
Build number of the asset.
- static readonly System.DateTime **ASSET_CREATED** = new System.DateTime(2018, 3, 4)
Create date of the asset (YYYY, MM, DD).
- static readonly System.DateTime **ASSET_CHANGED** = new System.DateTime(2022, 3, 23)
Change date of the asset (YYYY, MM, DD).
- const string **ASSET_PRO_URL** = "https://assetstore.unity.com/packages/slug/98711?aid=1011INGT"
URL of the PRO asset in UAS.
- const string **ASSET_UPDATE_CHECK_URL** = "https://www.crosstales.com/media/assets/tb_versions.txt"
URL for update-checks of the asset
- const string **ASSET_CONTACT** = "tb@crosstales.com"
Contact to the owner of the asset.
- const string **ASSET_MANUAL_URL** = "https://www.crosstales.com/media/data/assets/TurboBackup/TurboBackup-doc.pdf"
URL of the asset manual.
- const string **ASSET_API_URL** = "https://www.crosstales.com/en/assets/TurboBackup/api/"
URL of the asset API.
- const string **ASSET_FORUM_URL** = "https://forum.unity.com/threads/turbo-backup-fast-and-save-backup-solution.521731/"
URL of the asset forum.
- const string **ASSET_WEB_URL** = "https://www.crosstales.com/en/portfolio/TurboBackup/"
URL of the asset in crosstales.
- const string **ASSET_VIDEO_TUTORIAL** = "https://youtu.be/8EJ2H5220R4?list=PLgtonlOr6Tb41XTMeeZ836tjHIKgOO84S"
URL of the tutorial video of the asset (Youtube).
- const string **KEY_VCS** = "CT_CFG_VCS"
- const string **KEY_CUSTOM_PATH_CACHE** = KEY_PREFIX + "CUSTOM_PATH_CACHE"
- const string **KEY_PATH_CACHE** = KEY_PREFIX + "PATH_CACHE"
- const string **KEY_USE_LEGACY** = KEY_PREFIX + "USE_LEGACY"
- const string **KEY_BATCHMODE** = KEY_PREFIX + "BATCHMODE"
- const string **KEY_QUIT** = KEY_PREFIX + "QUIT"

- const string **KEY_NO_GRAPHICS** = KEY_PREFIX + "NO_GRAPHICS"
- const string **KEY_EXECUTE_METHOD_PRE_BACKUP** = KEY_PREFIX + "EXECUTE_METHOD_PRE_↵
BACKUP"
- const string **KEY_EXECUTE_METHOD_BACKUP** = KEY_PREFIX + "EXECUTE_METHOD_BACKUP"
- const string **KEY_EXECUTE_METHOD_PRE_RESTORE** = KEY_PREFIX + "EXECUTE_METHOD_PRE_↵
_RESTORE"
- const string **KEY_EXECUTE_METHOD_RESTORE** = KEY_PREFIX + "EXECUTE_METHOD_RESTORE"
- const string **KEY_DELETE_LOCKFILE** = KEY_PREFIX + "DELETE_LOCKFILE"
- const string **KEY_COPY_ASSETS** = KEY_PREFIX + "COPY_ASSETS"
- const string **KEY_COPY_LIBRARY** = KEY_PREFIX + "COPY_LIBRARY"
- const string **KEY_COPY_SETTINGS** = KEY_PREFIX + "COPY_SETTINGS"
- const string **KEY_COPY_USER_SETTINGS** = KEY_PREFIX + "COPY_USER_SETTINGS"
- const string **KEY_COPY_PACKAGES** = KEY_PREFIX + "COPY_PACKAGES"
- const string **KEY_CONFIRM_BACKUP** = KEY_PREFIX + "CONFIRM_BACKUP"
- const string **KEY_CONFIRM_RESTORE** = KEY_PREFIX + "CONFIRM_RESTORE"
- const string **KEY_CONFIRM_WARNING** = KEY_PREFIX + "CONFIRM_WARNING"
- const string **KEY_DEBUG** = KEY_PREFIX + "DEBUG"
- const string **KEY_UPDATE_CHECK** = KEY_PREFIX + "UPDATE_CHECK"
- const string **KEY_COMPILE_DEFINES** = KEY_PREFIX + "COMPILE_DEFINES"
- const string **KEY_BACKUP_COUNT** = KEY_PREFIX + "BACKUP_COUNT"
- const string **KEY_RESTORE_DATE** = KEY_PREFIX + "RESTORE_DATE"
- const string **KEY_RESTORE_COUNT** = KEY_PREFIX + "RESTORE_COUNT"
- const string **KEY_SETUP_DATE** = KEY_PREFIX + "SETUP_DATE"
- const string **KEY_UPDATE_DATE** = KEY_PREFIX + "UPDATE_DATE"
- const string **KEY_AUTO_SAVE** = KEY_PREFIX + "AUTO_SAVE"
- const string **BACKUP_DIRNAME** = "TB_backup"
- const string **KEY_AUTO_BACKUP_DATE** = KEY_PREFIX + "AUTO_BACKUP_DATE"
- const string **KEY_AUTO_BACKUP_INTERVAL** = KEY_PREFIX + "AUTO_BACKUP_INTERVAL"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TurboBackup/"
- static readonly string **DEFAULT_PATH_CACHE** = Crosstales.Common.Util.FileHelper.ValidatePath(APP_↵
LOCATION_PATH + BACKUP_DIRNAME)
- const bool **DEFAULT_CUSTOM_PATH_BACKUP** = false
- const int **DEFAULT_VCS** = 1
- const bool **DEFAULT_USE_LEGACY** = false
- const bool **DEFAULT_BATCHMODE** = false
- const bool **DEFAULT_QUIT** = true
- const bool **DEFAULT_NO_GRAPHICS** = false
- const bool **DEFAULT_DELETE_LOCKFILE** = true
- const bool **DEFAULT_COPY_ASSETS** = true
- const bool **DEFAULT_COPY_LIBRARY** = false
- const bool **DEFAULT_COPY_SETTINGS** = true
- const bool **DEFAULT_COPY_USER_SETTINGS** = true
- const bool **DEFAULT_COPY_PACKAGES** = true
- const bool **DEFAULT_CONFIRM_BACKUP** = true
- const bool **DEFAULT_CONFIRM_RESTORE** = true
- const bool **DEFAULT_CONFIRM_WARNING** = true
- const bool **DEFAULT_UPDATE_CHECK** = false
- const bool **DEFAULT_COMPILE_DEFINES** = true
- const bool **DEFAULT_AUTO_SAVE** = false
- const string **TEXT_NO_BACKUP** = "no backup"
- static string **ASSET_URL** => **ASSET_PRO_URL**
Returns the URL of the asset in UAS.
- static string **ASSET_ID** => "98711"
Returns the ID of the asset in UAS.
- static System.Guid **ASSET_UID** => new System.Guid("32aa0df4-78bf-4548-9476-8df979f8a49c")
Returns the UID of the asset.

5.8.1 Detailed Description

Collected constants of very general utility for the asset.

5.8.2 Member Data Documentation

5.8.2.1 ASSET_API_URL

```
const string Crosstales.TB.Util.Constants.ASSET_API_URL = "https://www.crosstales.com/en/assets/TurboBackup/api/" [static]
```

URL of the asset API.

5.8.2.2 ASSET_BUILD

```
const int Crosstales.TB.Util.Constants.ASSET_BUILD = 20220323 [static]
```

Build number of the asset.

5.8.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.TB.Util.Constants.ASSET_CHANGED = new System.DateTime(2022, 3, 23) [static]
```

Change date of the asset (YYYY, MM, DD).

5.8.2.4 ASSET_CONTACT

```
const string Crosstales.TB.Util.Constants.ASSET_CONTACT = "tb@crosstales.com" [static]
```

Contact to the owner of the asset.

5.8.2.5 ASSET_CREATED

```
readonly System.DateTime Crosstales.TB.Util.Constants.ASSET_CREATED = new System.DateTime(2018, 3, 4) [static]
```

Create date of the asset (YYYY, MM, DD).

5.8.2.6 ASSET_FORUM_URL

```
const string Crosstales.TB.Util.Constants.ASSET_FORUM_URL = "https://forum.unity.com/threads/turbo-backup-fast-521731/" [static]
```

URL of the asset forum.

5.8.2.7 ASSET_ID

```
string Crosstales.TB.Util.Constants.ASSET_ID => "98711" [static]
```

Returns the ID of the asset in UAS.

Returns

The ID of the asset in UAS.

5.8.2.8 ASSET_MANUAL_URL

```
const string Crosstales.TB.Util.Constants.ASSET_MANUAL_URL = "https://www.crosstales.com/media/data/assets/TurboBackup/TurboBackup-doc.pdf" [static]
```

URL of the asset manual.

5.8.2.9 ASSET_NAME

```
const string Crosstales.TB.Util.Constants.ASSET_NAME = "Turbo Backup PRO" [static]
```

Name of the asset.

5.8.2.10 ASSET_NAME_SHORT

```
const string Crosstales.TB.Util.Constants.ASSET_NAME_SHORT = "TB PRO" [static]
```

Short name of the asset.

5.8.2.11 ASSET_PRO_URL

```
const string Crosstales.TB.Util.Constants.ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/98711?aiNGT" [static]
```

URL of the PRO asset in UAS.

5.8.2.12 ASSET_UID

```
System.Guid Crosstales.TB.Util.Constants.ASSET_UID => new System.Guid("32aa0df4-78bf-4548-9476-8df979f8a49c") [static]
```

Returns the UID of the asset.

Returns

The UID of the asset.

5.8.2.13 ASSET_UPDATE_CHECK_URL

```
const string Crosstales.TB.Util.Constants.ASSET_UPDATE_CHECK_URL = "https://www.crosstales.com/media/assets/tb_versions.txt" [static]
```

URL for update-checks of the asset

5.8.2.14 ASSET_URL

```
string Crosstales.TB.Util.Constants.ASSET_URL => ASSET\_PRO\_URL [static]
```

Returns the URL of the asset in UAS.

Returns

The URL of the asset in UAS.

5.8.2.15 ASSET_VERSION

```
const string Crosstales.TB.Util.Constants.ASSET_VERSION = "2022.1.0" [static]
```

Version of the asset.

5.8.2.16 ASSET_VIDEO_TUTORIAL

```
const string Crosstailes.TB.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/8EJ2H5220↵  
R4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgO084S" [static]
```

URL of the tutorial video of the asset (Youtube).

5.8.2.17 ASSET_WEB_URL

```
const string Crosstailes.TB.Util.Constants.ASSET_WEB_URL = "https://www.crosstailes.com/en/portfolio/Turbo↵  
Backup/" [static]
```

URL of the asset in crosstailes.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstailes/TurboBackup/Editor/↵
Util/Constants.cs

5.9 Crosstailes.TB.Util.CTLogger Class Reference

Logger for the asset.

Static Public Member Functions

- static void **Log** (string log)
- static void **BeforeBackup** ()
- static void **AfterBackup** ()
- static void **BeforeRestore** ()
- static void **AfterRestore** ()

5.9.1 Detailed Description

Logger for the asset.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstailes/TurboBackup/Editor/↵
Util/CTLogger.cs

5.10 Crosstailes.TB.Example.EventTester Class Reference

Simple test script for all callbacks.

5.10.1 Detailed Description

Simple test script for all callbacks.

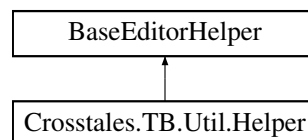
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Example Integration/Editor/EventTester.cs

5.11 Crosstales.TB.Util.Helper Class Reference

Various helper functions.

Inheritance diagram for Crosstales.TB.Util.Helper:



Static Public Member Functions

- static bool [Backup](#) ()
Backup the project (legacy implementation).
- static bool [BackupNew](#) ()
Backup the project.
- static bool [Restore](#) ()
Restore the project (legacy implementation).
- static bool [RestoreNew](#) ()
Restore the project.
- static void [DeleteBackup](#) ()
Delete the backup for all platforms.

Static Public Attributes

- static bool **isDeleting**
- static Texture2D **Action_Backup** => loadImage(ref action_backup, "action_backup.png")
- static Texture2D **Action_Restore** => loadImage(ref action_restore, "action_restore.png")
- static Texture2D **Logo_Asset** => loadImage(ref logo_asset, "logo_asset_pro.png")
- static Texture2D **Logo_Asset_Small** => loadImage(ref logo_asset_small, "logo_asset_small_pro.png")
- static Texture2D **Icon_Show** => loadImage(ref icon_show, "icon_show.png")
- static bool [isBackupEnabled](#) => [Config.COPY_ASSETS](#) || [Config.COPY_LIBRARY](#) || [Config.COPY_SETTINGS](#) || [Config.COPY_PACKAGES](#)
Checks if the backup for the project is enabled.
- static bool [hasBackup](#) => System.IO.Directory.Exists(Config.PATH_BACKUP)
Checks if a backup for the project exists.

Properties

- static string? [BackupInfo](#) [get]
Scans the backup usage information.

5.11.1 Detailed Description

Various helper functions.

5.11.2 Member Function Documentation

5.11.2.1 Backup()

```
static bool Crosstales.TB.Util.Helper.Backup ( ) [static]
```

Backup the project (legacy implementation).

Returns

True if the backup was successful.

5.11.2.2 BackupNew()

```
static bool Crosstales.TB.Util.Helper.BackupNew ( ) [static]
```

Backup the project.

Returns

True if the backup was successful.

5.11.2.3 DeleteBackup()

```
static void Crosstales.TB.Util.Helper.DeleteBackup ( ) [static]
```

Delete the backup for all platforms.

5.11.2.4 Restore()

```
static bool Crosstales.TB.Util.Helper.Restore ( ) [static]
```

Restore the project (legacy implementation).

Returns

True if the restore was successful.

5.11.2.5 RestoreNew()

```
static bool Crosstales.TB.Util.Helper.RestoreNew ( ) [static]
```

Restore the project.

Returns

True if the restore was successful.

5.11.3 Member Data Documentation

5.11.3.1 hasBackup

```
bool Crosstales.TB.Util.Helper.hasBackup => System.IO.Directory.Exists(Config.PATH_BACKUP)  
[static]
```

Checks if a backup for the project exists.

Returns

True if a backup for the project exists

5.11.3.2 isBackupEnabled

```
bool Crosstales.TB.Util.Helper.isBackupEnabled => Config.COPY_ASSETS || Config.COPY_LIBRARY ||  
Config.COPY_SETTINGS || Config.COPY_PACKAGES [static]
```

Checks if the backup for the project is enabled.

Returns

True if a backup is enabled

5.11.4 Property Documentation

5.11.4.1 BackupInfo

```
string? Crosstales.TB.Util.Helper.BackupInfo [static], [get]
```

Scans the backup usage information.

Returns

Backup usage information.

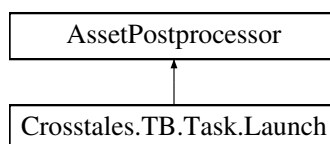
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Util/Helper.cs

5.12 Crosstales.TB.Task.Launch Class Reference

Show the configuration window on the first launch.

Inheritance diagram for Crosstales.TB.Task.Launch:



Static Public Member Functions

- static void **OnPostprocessAllAssets** (string[] importedAssets, string[] deletedAssets, string[] moved↔ Assets, string[] movedFromAssetPaths)

5.12.1 Detailed Description

Show the configuration window on the first launch.

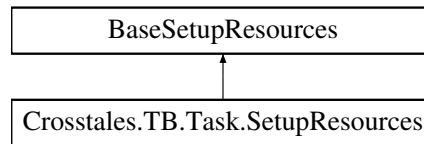
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Task/Launch.cs

5.13 Crosstales.TB.Task.SetupResources Class Reference

Copies all resources to 'Editor Default Resources'.

Inheritance diagram for Crosstales.TB.Task.SetupResources:



Static Public Member Functions

- static void **Setup** ()

5.13.1 Detailed Description

Copies all resources to 'Editor Default Resources'.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Task/SetupResources.cs

5.14 Crosstales.TB.Task.SetupUnity Class Reference

Setup Unity after a restore.

5.14.1 Detailed Description

Setup Unity after a restore.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/↔ Task/SetupUnity.cs

5.15 Crosstales.TB.Example.TBMenu Class Reference

[Example](#) editor integration of Turbo Backup for your own scripts.

Static Public Member Functions

- static void **Backup** ()
- static void **Restore** ()

5.15.1 Detailed Description

[Example](#) editor integration of Turbo Backup for your own scripts.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Example Integration/Editor/TBMenu.cs

5.16 Crosstales.TB.Task.UpdateCheck Class Reference

Checks for updates of the asset.

Static Public Member Functions

- static void **UpdateCheckForEditor** (out string result, out [UpdateStatus](#) st)

Static Public Attributes

- const string **TEXT_NOT_CHECKED** = "Not checked."
- const string **TEXT_NO_UPDATE** = "No update available - you are using the latest version."

5.16.1 Detailed Description

Checks for updates of the asset.

The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Editor/[↵](#) Task/UpdateCheck.cs

Chapter 6

More information

6.1 Homepage

<https://www.crosstales.com/en/portfolio/TurboBackup/>

6.2 AssetStore

<https://assetstore.unity.com/lists/crosstales-42213?aid=10111NGT>

6.3 Forum

<https://forum.unity.com/threads/turbo-backup-pro-fast-and-save-backup-solution.521731/>

6.4 Documentation

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

6.5 Discord

<https://discord.gg/ZbZ2sh4>

6.6 Videos

<https://www.youtube.com/c/Crosstales>

Index

- ASSET_API_URL
 - Crosstales.TB.Util.Constants, [28](#)
- ASSET_BUILD
 - Crosstales.TB.Util.Constants, [28](#)
- ASSET_CHANGED
 - Crosstales.TB.Util.Constants, [28](#)
- ASSET_CONTACT
 - Crosstales.TB.Util.Constants, [28](#)
- ASSET_CREATED
 - Crosstales.TB.Util.Constants, [28](#)
- ASSET_FORUM_URL
 - Crosstales.TB.Util.Constants, [28](#)
- ASSET_ID
 - Crosstales.TB.Util.Constants, [29](#)
- ASSET_MANUAL_URL
 - Crosstales.TB.Util.Constants, [29](#)
- ASSET_NAME
 - Crosstales.TB.Util.Constants, [29](#)
- ASSET_NAME_SHORT
 - Crosstales.TB.Util.Constants, [29](#)
- ASSET_PATH
 - Crosstales.TB.Util.Config, [23](#)
- ASSET_PRO_URL
 - Crosstales.TB.Util.Constants, [29](#)
- ASSET_UID
 - Crosstales.TB.Util.Constants, [30](#)
- ASSET_UPDATE_CHECK_URL
 - Crosstales.TB.Util.Constants, [30](#)
- ASSET_URL
 - Crosstales.TB.Util.Constants, [30](#)
- ASSET_VERSION
 - Crosstales.TB.Util.Constants, [30](#)
- ASSET_VIDEO_TUTORIAL
 - Crosstales.TB.Util.Constants, [30](#)
- ASSET_WEB_URL
 - Crosstales.TB.Util.Constants, [31](#)
- AUTO_BACKUP_DATE
 - Crosstales.TB.Util.Config, [18](#)
- AUTO_BACKUP_INTERVAL
 - Crosstales.TB.Util.Config, [18](#)
- AUTO_SAVE
 - Crosstales.TB.Util.Config, [18](#)
- Backup
 - Crosstales.TB.BAR, [11](#)
 - Crosstales.TB.Util.Helper, [33](#)
- BACKUP_COUNT
 - Crosstales.TB.Util.Config, [18](#)
- BACKUP_DATE
 - Crosstales.TB.Util.Config, [23](#)
- BackupCLI
 - Crosstales.TB.BAR, [12](#)
- BackupInfo
 - Crosstales.TB.Util.Helper, [35](#)
- BackupNew
 - Crosstales.TB.Util.Helper, [33](#)
- BATCHMODE
 - Crosstales.TB.Util.Config, [18](#)
- COMPILE_DEFINES
 - Crosstales.TB.Util.Config, [19](#)
- CONFIRM_BACKUP
 - Crosstales.TB.Util.Config, [19](#)
- CONFIRM_RESTORE
 - Crosstales.TB.Util.Config, [19](#)
- CONFIRM_WARNING
 - Crosstales.TB.Util.Config, [19](#)
- COPY_ASSETS
 - Crosstales.TB.Util.Config, [19](#)
- COPY_LIBRARY
 - Crosstales.TB.Util.Config, [19](#)
- COPY_PACKAGES
 - Crosstales.TB.Util.Config, [20](#)
- COPY_SETTINGS
 - Crosstales.TB.Util.Config, [20](#)
- COPY_USER_SETTINGS
 - Crosstales.TB.Util.Config, [20](#)
- Crosstales, [7](#)
- Crosstales.TB, [7](#)
- Crosstales.TB.BAR, [9](#)
 - Backup, [11](#)
 - BackupCLI, [12](#)
 - DefaultMethodAfterBackup, [12](#)
 - DefaultMethodAfterRestore, [12](#)
 - isBusy, [14](#)
 - MethodAfterBackup, [12](#)
 - MethodAfterRestore, [12](#)
 - MethodBeforeBackup, [12](#)
 - MethodBeforeRestore, [13](#)
 - OnBackupComplete, [14](#)
 - OnBackupStart, [14](#)
 - OnRestoreComplete, [15](#)
 - OnRestoreStart, [15](#)
 - Restore, [13](#)
 - RestoreCLI, [14](#)
 - SayHello, [14](#)
- Crosstales.TB.EditorIntegration, [7](#)
- Crosstales.TB.EditorIntegration.ConfigBase, [24](#)
- Crosstales.TB.EditorIntegration.ConfigPreferences, [24](#)
- Crosstales.TB.EditorIntegration.ConfigWindow, [25](#)

- Crosstales.TB.EditorTask, [7](#)
- Crosstales.TB.EditorTask.AutoBackup, [9](#)
- Crosstales.TB.EditorTask.CompileDefines, [15](#)
- Crosstales.TB.Example, [8](#)
- Crosstales.TB.Example.EventTester, [31](#)
- Crosstales.TB.Example.TBMenu, [36](#)
- Crosstales.TB.Task, [8](#)
 - UpdateStatus, [8](#)
- Crosstales.TB.Task.Launch, [35](#)
- Crosstales.TB.Task.SetupResources, [36](#)
- Crosstales.TB.Task.SetupUnity, [36](#)
- Crosstales.TB.Task.UpdateCheck, [37](#)
- Crosstales.TB.Util, [8](#)
- Crosstales.TB.Util.Config, [16](#)
 - ASSET_PATH, [23](#)
 - AUTO_BACKUP_DATE, [18](#)
 - AUTO_BACKUP_INTERVAL, [18](#)
 - AUTO_SAVE, [18](#)
 - BACKUP_COUNT, [18](#)
 - BACKUP_DATE, [23](#)
 - BATCHMODE, [18](#)
 - COMPILE_DEFINES, [19](#)
 - CONFIRM_BACKUP, [19](#)
 - CONFIRM_RESTORE, [19](#)
 - CONFIRM_WARNING, [19](#)
 - COPY_ASSETS, [19](#)
 - COPY_LIBRARY, [19](#)
 - COPY_PACKAGES, [20](#)
 - COPY_SETTINGS, [20](#)
 - COPY_USER_SETTINGS, [20](#)
 - CUSTOM_PATH_BACKUP, [20](#)
 - DEBUG, [20](#)
 - DELETE_LOCKFILE, [20](#)
 - EXECUTE_METHOD_BACKUP, [21](#)
 - EXECUTE_METHOD_PRE_BACKUP, [21](#)
 - EXECUTE_METHOD_PRE_RESTORE, [21](#)
 - EXECUTE_METHOD_RESTORE, [21](#)
 - isLoading, [21](#)
 - Load, [17](#)
 - NO_GRAPHICS, [21](#)
 - QUIT, [22](#)
 - Reset, [17](#)
 - RESTORE_COUNT, [22](#)
 - RESTORE_DATE, [22](#)
 - Save, [18](#)
 - SETUP_DATE, [22](#)
 - UPDATE_CHECK, [22](#)
 - USE_LEGACY, [22](#)
 - VCS, [23](#)
- Crosstales.TB.Util.Constants, [26](#)
 - ASSET_API_URL, [28](#)
 - ASSET_BUILD, [28](#)
 - ASSET_CHANGED, [28](#)
 - ASSET_CONTACT, [28](#)
 - ASSET_CREATED, [28](#)
 - ASSET_FORUM_URL, [28](#)
 - ASSET_ID, [29](#)
 - ASSET_MANUAL_URL, [29](#)
 - ASSET_NAME, [29](#)
 - ASSET_NAME_SHORT, [29](#)
 - ASSET_PRO_URL, [29](#)
 - ASSET_UID, [30](#)
 - ASSET_UPDATE_CHECK_URL, [30](#)
 - ASSET_URL, [30](#)
 - ASSET_VERSION, [30](#)
 - ASSET_VIDEO_TUTORIAL, [30](#)
 - ASSET_WEB_URL, [31](#)
- Crosstales.TB.Util.CTLogger, [31](#)
- Crosstales.TB.Util.Helper, [32](#)
 - Backup, [33](#)
 - BackupInfo, [35](#)
 - BackupNew, [33](#)
 - DeleteBackup, [33](#)
 - hasBackup, [34](#)
 - isBackupEnabled, [34](#)
 - Restore, [33](#)
 - RestoreNew, [34](#)
- CUSTOM_PATH_BACKUP
 - Crosstales.TB.Util.Config, [20](#)
- DEBUG
 - Crosstales.TB.Util.Config, [20](#)
- DefaultMethodAfterBackup
 - Crosstales.TB.BAR, [12](#)
- DefaultMethodAfterRestore
 - Crosstales.TB.BAR, [12](#)
- DELETE_LOCKFILE
 - Crosstales.TB.Util.Config, [20](#)
- DeleteBackup
 - Crosstales.TB.Util.Helper, [33](#)
- EXECUTE_METHOD_BACKUP
 - Crosstales.TB.Util.Config, [21](#)
- EXECUTE_METHOD_PRE_BACKUP
 - Crosstales.TB.Util.Config, [21](#)
- EXECUTE_METHOD_PRE_RESTORE
 - Crosstales.TB.Util.Config, [21](#)
- EXECUTE_METHOD_RESTORE
 - Crosstales.TB.Util.Config, [21](#)
- hasBackup
 - Crosstales.TB.Util.Helper, [34](#)
- isBackupEnabled
 - Crosstales.TB.Util.Helper, [34](#)
- isBusy
 - Crosstales.TB.BAR, [14](#)
- isLoading
 - Crosstales.TB.Util.Config, [21](#)
- Load
 - Crosstales.TB.Util.Config, [17](#)
- MethodAfterBackup
 - Crosstales.TB.BAR, [12](#)
- MethodAfterRestore
 - Crosstales.TB.BAR, [12](#)
- MethodBeforeBackup

Crosstales.TB.BAR, [12](#)
MethodBeforeRestore
Crosstales.TB.BAR, [13](#)
NO_GRAPHICS
Crosstales.TB.Util.Config, [21](#)
OnBackupComplete
Crosstales.TB.BAR, [14](#)
OnBackupStart
Crosstales.TB.BAR, [14](#)
OnRestoreComplete
Crosstales.TB.BAR, [15](#)
OnRestoreStart
Crosstales.TB.BAR, [15](#)
QUIT
Crosstales.TB.Util.Config, [22](#)
Reset
Crosstales.TB.Util.Config, [17](#)
Restore
Crosstales.TB.BAR, [13](#)
Crosstales.TB.Util.Helper, [33](#)
RESTORE_COUNT
Crosstales.TB.Util.Config, [22](#)
RESTORE_DATE
Crosstales.TB.Util.Config, [22](#)
RestoreCLI
Crosstales.TB.BAR, [14](#)
RestoreNew
Crosstales.TB.Util.Helper, [34](#)
Save
Crosstales.TB.Util.Config, [18](#)
SayHello
Crosstales.TB.BAR, [14](#)
SETUP_DATE
Crosstales.TB.Util.Config, [22](#)
UPDATE_CHECK
Crosstales.TB.Util.Config, [22](#)
UpdateStatus
Crosstales.TB.Task, [8](#)
USE_LEGACY
Crosstales.TB.Util.Config, [22](#)
VCS
Crosstales.TB.Util.Config, [23](#)