Turbo Builder PRO

Honor your time

Documentation

Date: 23.03.2022

Version: 2022.1.0

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Thank you for buying our asset "Turbo Builder PRO"!

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

1. Overview

Turbo Builder creates builds for multiple platforms in one click. It works together with Turbo Switch to offer an incredible fast build pipeline.

Turbo Builder (TPB) is a great time-saving tool for your multi-platform projects.

2. Features

2.1. Fast & efficient
- **Build** multiple builds with **one-click**
- The platform **settings** are the ones from **Unity**
- Support for various VCS like **Unity Collaborate**, **git**, **svn**, **Mercurial** & **PlasticSCM**
- Control TPB with **CLI** and integrate it seamlessly in your **build pipeline**
- See the backup **space usage**

2.2. Supported platforms
Turbo Builder works with **ALL platforms**, but supports those out-of-the box:
- Android
- iOS
- Linux
- macOS
- PS4
- Switch
- tvOS
- WebGL
- Windows
- (UWP (WSA)
- XboxOne

2.3. Documentation & control
- Powerful **API** for **maximum control**
- Comprehensive **documentation** and **support**
- Full **C# source code**
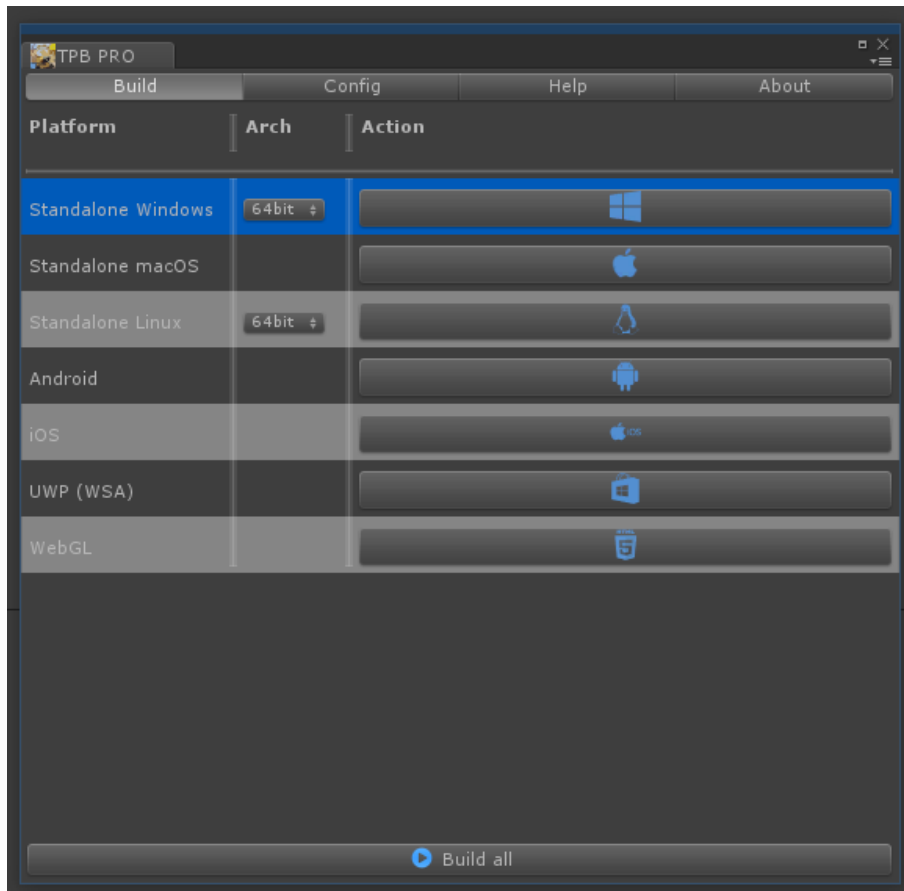
2.4. Compatibility
- Works seamless with **Turbo Switch**
- Works with **Windows**, **Mac** and **Linux** editors
- Compatible with **Unity 2018.4 – 2022**
- **C# delegates**

2.5. Integrations
- **Turbo Switch PRO**
- **RockTomate**

3. Quick start

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

You should now build platforms using Turbo Builder exclusively and not rely on the "Build Settings" platform list.

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

There are many settings in the "Config"-tab, like the path to the builds and the active platforms.
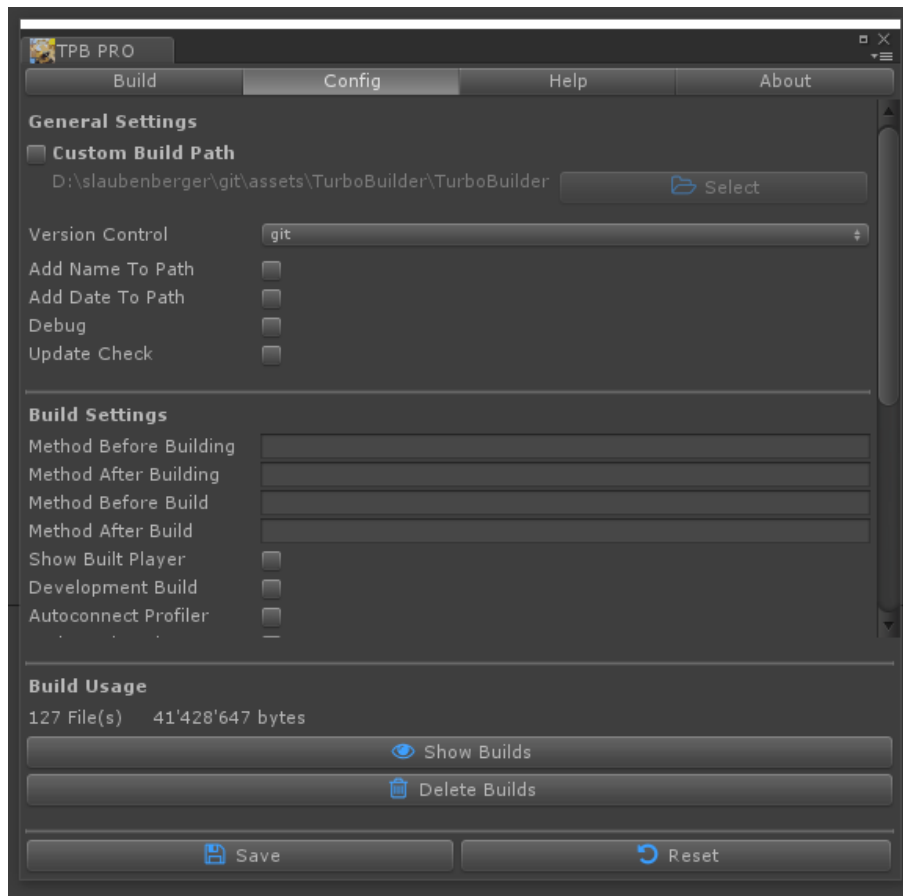
4. Call from code

Turbo Builder can be called from code; here is an example for a Windows 64bit build:

```
Builder.Build(BuildTarget.StandaloneWindows64);();
```

For more examples, please see the scripts under *Example Integration*.

5. Control via CLI

Control TPB via the CLI like this:

5.1. Windows

5.1.1. Build specific targets

```
"<path to Unity>\Unity.exe" -batchmode -projectPath "<your project path>" -
executeMethod Crosstales.TPB.Builder.BuildCLI -tpbTargets <your build targets>
```

5.1.2. Build all targets

```
"<path to Unity>\Unity.exe" -batchmode -projectPath "<your project path>" -
executeMethod Crosstales.TPB.Builder.BuildAllCLI
```

5.2. macOS

5.2.1. Build specific targets

```
open -a "<path to Unity>/Unity.app" --args -batchmode -projectPath "<your
project path>" -executeMethod Crosstales.TPB.Builder.BuildCLI -tpbTargets <your
build targets>
```

5.2.2. Build all targets

```
open -a "<path to Unity>/Unity.app" --args -batchmode -projectPath "<your
project path>" -executeMethod Crosstales.TPB.Builder.BuildAllCLI
```

5.3. Linux

5.3.1. Build specific targets

```
./"<path to Unity>/Unity" --args -batchmode -projectPath "<your project path>"
-executeMethod Crosstales.TPB.Builder.BuildCLI -tpbTargets <your build targets>
&
```

5.3.2. Build all targets

```
./"<path to Unity>/Unity" --args -batchmode -projectPath "<your project path>"
-executeMethod Crosstales.TPB.Builder.BuildAllCLI &
```

5.4. Arguments

There are three arguments:

Argument	Value (bold is default)	Description
-tpbTargets	**win64**, android, ios	Name of the build targets
-tpbPath	**Specified in the Editor**	Path for the build
-tpbName	**Application.productName**	Name of the build artifact

6. API

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

7. Verify installation

Check if TPB is installed:

```
#if CT_TPB
     Debug.Log("Turbo Builder installed: " + Util.Constants.ASSET_VERSION);
#else
     Debug.LogWarning("Turbo Builder NOT installed!");
#endif
```

8. Upgrade to new version

Follow this steps to upgrade the version of "Turbo Builder PRO":

1. Update " Turbo Builder PRO" to the latest version from the "Unity AssetStore"
2. Delete the "Assets/Plugins/crosstales/TurboBuilder" folder from the Project-view
3. Import the latest version downloaded from the "Unity AssetStore"

9. 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.

10. Release notes

See "VERSIONS.txt" under "Assets/Plugins/crosstales/TurboBuilder/Documentation" or online:

https://crosstales.com/media/data/assets/TurboBuilder/VERSIONS.txt

11.Credits

The icons are based on Font Awesome.

12. Contact and further information

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CH-8002 Zürich
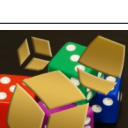
Homepage:	https://www.crosstales.com/en/portfolio/TurboBuilder/
Email:	tpb@crosstales.com
AssetStore:	https://assetstore.unity.com/lists/crosstales-42213
Forum:	https://forum.unity.com/threads/turbo-builder-fast-build-solution.644425/
Documentation:	https://www.crosstales.com/media/data/assets/TurboBuilder/TurboBuilder-doc.pdf
API:	https://www.crosstales.com/media/data/assets/TurboBuilder/api/

13. Our other assets

3D Skybox	Those beautiful packages contain professional 8k, HDR, stereoscopic 360° real-world skyboxes for your projects.
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.
File Browser	File Browser is a wrapper for native file dialogs on Windows, macOS, Linux and UWP (WSA).
Online Check	You need a reliable solution to check for **Internet availability**? Here it is!
Radio	Radio allows implementing free music from Internet radio stations into your project..
RT-Voice	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.
True Random	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.
Turbo Backup	Turbo Backup is the fastest and safest way to backup your Unity project. It only stores the difference between the last backup, this makes it incredible fast.

	Turbo Switch is a Unity editor extension to reduce the time for assets to import during platform switches. We measured speed improvements up to 100x faster than the built-in switch in Unity.
Turbo Switch	