Turbo Backup PRO

Safe from harm

API

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Class Index

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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

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Crosstales.TB.Example.TBMenu
: Example editor integration of Turbo Backup for your own scripts . . . 38

Crosstales.TB.Task.UpdateCheck
: Checks for updates of the asset . . . 38

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 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/Scripts/↩ 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, int slot=0)

  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, int slot=0)

  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,
            int slot = 0 )  [static]
```

Backup the current project.

Parameters

executeMethod	Execute method after backup
batchmode	Start Unity in batch-mode (default: false, optional)
quit	Quit Unity in batch-mode (default: true, optional)
noGraphics	Disable graphic devices in batch-mode (default: false, optional)
backupAssets	Copy the 'Assets'-folder (default: true, optional)
backupLibrary	Copy the 'Library'-folder (default: false, optional)
backupSettings	Copy the 'ProjectSettings"-folder (default: true, optional)</param> <param name="backupPackages">Copy the 'Packages"-folder (default: true, optional)
backupPath	Set the backup path (default: "", optional)
backupUserSettings	Copy the 'UserSettings"-folder (default: true, optional)</param> <param name="slot">Use specific backup slot (default: 0, range: 0-16, 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,
            int slot = 0 )  [static]
```

Restore the current project.

Parameters

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

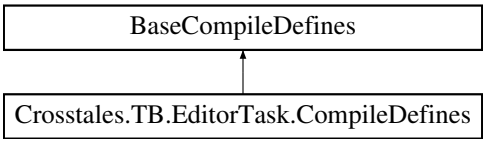
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Scripts/↩ Editor/BAR.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/Scripts/↩ 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 string **PATH_BACKUP_SLOT** => FileHelper.ValidatePath($"{PATH_BACKUP}{CURRENT_SLOT}")
- static bool isLoaded

  Is the configuration loaded?

Properties

- static bool CUSTOM_PATH_BACKUP = Constants.DEFAULT_CUSTOM_PATH_BACKUP `[get, set]`

  Enable or disable custom location for the backup.
- static string? **PATH_BACKUP** `[get, set]`
- static int VCS `[get, set]`

  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 `[get, set]`

  Uses the legacy switch function.
- static bool BATCHMODE = Constants.DEFAULT_BATCHMODE `[get, set]`

  Enable or disable batch mode for CLI operations.
- static bool QUIT = Constants.DEFAULT_QUIT `[get, set]`

  Enable or disable quit Unity Editor for CLI operations.
- static bool NO_GRAPHICS = Constants.DEFAULT_NO_GRAPHICS `[get, set]`

  Enable or disable graphics device in Unity Editor for CLI operations.
- static string EXECUTE_METHOD_PRE_BACKUP = string.Empty `[get, set]`

  Execute static method 'ClassName.MethodName' in Unity before a backup.
- static string EXECUTE_METHOD_BACKUP = string.Empty `[get, set]`

  Execute static method 'ClassName.MethodName' in Unity after a backup.
- static string EXECUTE_METHOD_PRE_RESTORE = string.Empty `[get, set]`

  Execute static method 'ClassName.MethodName' in Unity before a restore.
- static string EXECUTE_METHOD_RESTORE = string.Empty `[get, set]`

  Execute static method 'ClassName.MethodName' in Unity after a restore.
- static bool DELETE_LOCKFILE = Constants.DEFAULT_DELETE_LOCKFILE `[get, set]`

  Enable or disable deleting the 'UnityLockfile'.
- static bool COPY_ASSETS = Constants.DEFAULT_COPY_ASSETS `[get, set]`

  Enable or disable copying the 'Assets'-folder.
- static bool COPY_LIBRARY = Constants.DEFAULT_COPY_LIBRARY `[get, set]`

  Enable or disable copying the 'Library'-folder.

- static bool COPY_SETTINGS = Constants.DEFAULT_COPY_SETTINGS [get, set]

  Enable or disable copying the 'ProjectSettings'-folder.
- static bool COPY_USER_SETTINGS = Constants.DEFAULT_COPY_USER_SETTINGS [get, set]

  Enable or disable copying the 'UserSettings'-folder.
- static bool COPY_PACKAGES = Constants.DEFAULT_COPY_PACKAGES [get, set]

  Enable or disable copying the 'Packages'-folder.
- static int THREADS [get, set]

  Threads for the switch operation (range: 2-128).
- static bool CONFIRM_BACKUP = Constants.DEFAULT_CONFIRM_BACKUP [get, set]

  Enable or disable the backup confirmation dialog.
- static bool CONFIRM_RESTORE = Constants.DEFAULT_CONFIRM_RESTORE [get, set]

  Enable or disable the restore confirmation dialog.
- static bool CONFIRM_WARNING = Constants.DEFAULT_CONFIRM_WARNING [get, set]

  Enable or disable the restore warning confirmation dialog.
- static bool DEBUG = Constants.DEFAULT_DEBUG [get, set]

  Enable or disable debug logging for the asset.
- static bool UPDATE_CHECK = Constants.DEFAULT_UPDATE_CHECK [get, set]

  Enable or disable update-checks for the asset.
- static bool COMPILE_DEFINES = Constants.DEFAULT_COMPILE_DEFINES [get, set]

  Enable or disable adding compile define "CT_TB" for the asset.
- static System.DateTime BACKUP_DATE [get, set]

  Backup date.
- static int BACKUP_COUNT [get, set]

  Backup counter.
- static string BACKUP_NOTE_NEW [get, set]

  New backup note.
- static string BACKUP_NOTE [get, set]

  Backup note.
- static System.DateTime RESTORE_DATE [get, set]

  Restore date.
- static int RESTORE_COUNT [get, set]

  Restore counter.
- static System.DateTime SETUP_DATE [get, set]

  Last setup date.
- static bool AUTO_SAVE = Constants.DEFAULT_AUTO_SAVE [get, set]

  Enable or disable automatic saving of all scenes.
- static System.DateTime AUTO_BACKUP_DATE [get, set]

  Auto backup date.
- static int AUTO_BACKUP_INTERVAL [get, set]

  Auto backup interval (default: 0, 0 = disabled, range: 0-300).
- static int SLOTS [get, set]

  Number of backup slots (default: 1, range: 1-16).
- static int CURRENT_SLOT [get, set]

  Current backup slot.
- 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 isLoaded

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

Is the configuration loaded?

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 AUTO_BACKUP_DATE

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

Auto backup date.

5.4.4.3 AUTO_BACKUP_INTERVAL

```
int Crosstales.TB.Util.Config.AUTO_BACKUP_INTERVAL  [static], [get], [set]
```

Auto backup interval (default: 0, 0 = disabled, range: 0-300).

5.4.4.4 AUTO_SAVE

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

Enable or disable automatic saving of all scenes.

5.4.4.5 BACKUP_COUNT

```
int Crosstales.TB.Util.Config.BACKUP_COUNT  [static], [get], [set]
```

Backup counter.

5.4.4.6 BACKUP_DATE

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

Backup date.

5.4.4.7 BACKUP_NOTE

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

Backup note.

5.4.4.8 BACKUP_NOTE_NEW

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

New backup note.

5.4.4.9 BATCHMODE

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

Enable or disable batch mode for CLI operations.

5.4.4.10 COMPILE_DEFINES

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

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

5.4.4.11 CONFIRM_BACKUP

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

Enable or disable the backup confirmation dialog.

5.4.4.12 CONFIRM_RESTORE

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

Enable or disable the restore confirmation dialog.

5.4.4.13 CONFIRM_WARNING

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

Enable or disable the restore warning confirmation dialog.

5.4.4.14 COPY_ASSETS

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

Enable or disable copying the 'Assets'-folder.

5.4.4.15 COPY_LIBRARY

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

Enable or disable copying the 'Library'-folder.

5.4.4.16 COPY_PACKAGES

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

Enable or disable copying the 'Packages'-folder.

5.4.4.17 COPY_SETTINGS

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

Enable or disable copying the 'ProjectSettings'-folder.

5.4.4.18 COPY_USER_SETTINGS

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

Enable or disable copying the 'UserSettings'-folder.

5.4.4.19 CURRENT_SLOT

```
int Crosstales.TB.Util.Config.CURRENT_SLOT  [static], [get], [set]
```

Current backup slot.

5.4.4.20 CUSTOM_PATH_BACKUP

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

Enable or disable custom location for the backup.

5.4.4.21 DEBUG

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

Enable or disable debug logging for the asset.

5.4.4.22 DELETE_LOCKFILE

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

Enable or disable deleting the 'UnityLockfile'.

5.4.4.23 EXECUTE_METHOD_BACKUP

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

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

5.4.4.24 EXECUTE_METHOD_PRE_BACKUP

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

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

5.4.4.25 EXECUTE_METHOD_PRE_RESTORE

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

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

5.4.4.26 EXECUTE_METHOD_RESTORE

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

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

5.4.4.27 NO_GRAPHICS

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

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

5.4.4.28 QUIT

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

Enable or disable quit Unity Editor for CLI operations.

5.4.4.29 RESTORE_COUNT

```
int Crosstales.TB.Util.Config.RESTORE_COUNT  [static], [get], [set]
```

Restore counter.

5.4.4.30 RESTORE_DATE

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

Restore date.

5.4.4.31 SETUP_DATE

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

Last setup date.

5.4.4.32 SLOTS

```
int Crosstales.TB.Util.Config.SLOTS  [static], [get], [set]
```

Number of backup slots (default: 1, range: 1-16).

5.4.4.33 THREADS

```
int Crosstales.TB.Util.Config.THREADS  [static], [get], [set]
```

Threads for the switch operation (range: 2-128).

5.4.4.34 UPDATE_CHECK

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

Enable or disable update-checks for the asset.

5.4.4.35 USE_LEGACY

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

Uses the legacy switch function.

5.4.4.36 VCS

```
int Crosstales.TB.Util.Config.VCS  [static], [get], [set]
```

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

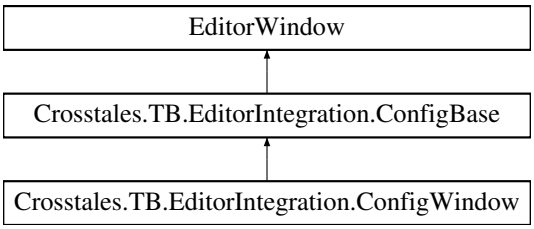
The documentation for this class was generated from the following file:

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Scripts/↩ 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 **showBAR** ()
- void **showConfiguration** ()
- void **showHelp** ()
- void **showAbout** ()

Static Protected Member Functions

- static void **save** ()

5.5.1 Detailed Description

Base class for editor windows.

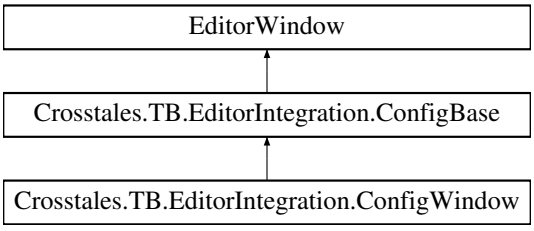
The documentation for this class was generated from the following file:

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

5.6 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

5.6.1 Detailed Description

Editor window extension.

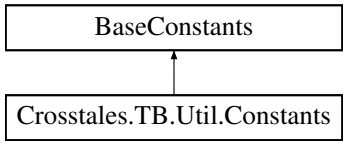
The documentation for this class was generated from the following file:

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

5.7 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 = "2024.1.2"

  Version of the asset.
- const int ASSET_BUILD = 20240316

  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(2024, 3, 16)

  Change date of the asset (YYYY, MM, DD).
- const string ASSET_PRO_URL = "https://assetstore.unity.com/packages/slug/98711?aid=1011lNGT"

  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=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"

  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_THREADS** = KEY_PREFIX + "THREADS"
- 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 **KEY_SLOTS** = KEY_PREFIX + "SLOTS"
- const string **KEY_CURRENT_SLOT** = KEY_PREFIX + "CURRENT_SLOT"
- const string **DEFAULT_ASSET_PATH** = "/Plugins/crosstales/TurboBackup/"
- static readonly string **DEFAULT_PATH_CACHE** = Crosstales.Common.Util.FileHelper.ValidatePath(APPLICATION_PATH + BACKUP_DIRNAME)
- const bool **DEFAULT_CUSTOM_PATH_BACKUP** = false

- const int **DEFAULT_VCS** = 0
- 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** = false
- 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 int **DEFAULT_THREADS** = 16
- 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 int **DEFAULT_SLOTS** = 1
- 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.

5.7.1 Detailed Description

Collected constants of very general utility for the asset.

5.7.2 Member Data Documentation

5.7.2.1 ASSET_API_URL

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

URL of the asset API.

5.7.2.2 ASSET_BUILD

```
const int Crosstales.TB.Util.Constants.ASSET_BUILD = 20240316  [static]
```

Build number of the asset.

5.7.2.3 ASSET_CHANGED

```
readonly System.DateTime Crosstales.TB.Util.Constants.ASSET_CHANGED = new System.DateTime(2024,
3, 16)  [static]
```

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

5.7.2.4 ASSET_CONTACT

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

Contact to the owner of the asset.

5.7.2.5 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).

5.7.2.6 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.

5.7.2.7 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.

5.7.2.8 ASSET_MANUAL_URL

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

URL of the asset manual.

5.7.2.9 ASSET_NAME

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

Name of the asset.

5.7.2.10 ASSET_NAME_SHORT

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

Short name of the asset.

5.7.2.11 ASSET_PRO_URL

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

URL of the PRO asset in UAS.

5.7.2.12 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.

5.7.2.13 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

5.7.2.14 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.

5.7.2.15 ASSET_VERSION

```
const string Crosstales.TB.Util.Constants.ASSET_VERSION = "2024.1.2"  [static]
```

Version of the asset.

5.7.2.16 ASSET_VIDEO_TUTORIAL

```
const string Crosstales.TB.Util.Constants.ASSET_VIDEO_TUTORIAL = "https://youtu.be/8EJ2H5220↩
R4?list=PLgtonIOr6Tb41XTMeeZ836tjHlKgOO84S"  [static]
```

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

5.7.2.17 ASSET_WEB_URL

```
const string Crosstales.TB.Util.Constants.ASSET_WEB_URL = "https://www.crosstales.com/en/portfolio/Turbo↩
Backup/"  [static]
```

URL of the asset in crosstales.

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

- C:/Users/slaub/Unity/assets/TurboBackup/TurboBackup/Assets/Plugins/crosstales/TurboBackup/Scripts/↩ Editor/Util/Constants.cs

5.8 Crosstales.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** ()

5.8.1 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/crosstales/TurboBackup/Scripts/↩ Editor/Util/CTLogger.cs

5.9 Crosstales.TB.Example.EventTester Class Reference

Simple test script for all callbacks.

5.9.1 Detailed Description

Simple test script for all callbacks.

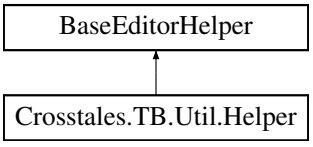
The documentation for this class was generated from the following file:

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

5.10 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 void DeleteBackupSlot (int slot)

  Delete the given backup slot for all platforms.

Static Public Attributes

- static string **ScanInfo**
- 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 => Crosstales.Common.Util.FileHelper.ExistsDirectory(Config.PATH_BACKUP)

  Checks if a backup for the project exists.
- static bool hasBackupSlot => Crosstales.Common.Util.FileHelper.ExistsDirectory(Config.PATH_BACKUP↩ _SLOT)

  Checks if a backup for the current slot exists.

Properties

- static string? BackupInfo `[get]`

  Scans the backup usage information.

5.10.1 Detailed Description

Various helper functions.

5.10.2 Member Function Documentation

5.10.2.1 Backup()

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

Backup the project (legacy implementation).

Returns

True if the backup was successful.

5.10.2.2 BackupNew()

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

Backup the project.

Returns

True if the backup was successful.

5.10.2.3 DeleteBackup()

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

Delete the backup for all platforms.

5.10.2.4 DeleteBackupSlot()

```
static void Crosstales.TB.Util.Helper.DeleteBackupSlot (
            int slot )  [static]
```

Delete the given backup slot for all platforms.

Parameters

slot	Backup slot to delete

5.10.2.5 Restore()

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

Restore the project (legacy implementation).

Returns

True if the restore was successful.

5.10.2.6 RestoreNew()

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

Restore the project.

Returns

True if the restore was successful.

5.10.3 Member Data Documentation

5.10.3.1 hasBackup

```
bool Crosstales.TB.Util.Helper.hasBackup => Crosstales.Common.Util.FileHelper.ExistsDirectory(Config.↩
PATH_BACKUP)  [static]
```

Checks if a backup for the project exists.

Returns

True if a backup for the project exists

5.10.3.2 hasBackupSlot

```
bool Crosstales.TB.Util.Helper.hasBackupSlot => Crosstales.Common.Util.FileHelper.Exists↩
Directory(Config.PATH_BACKUP_SLOT)  [static]
```

Checks if a backup for the current slot exists.

Returns

True if a backup for the current slot exists

5.10.3.3 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

5.10.4 Property Documentation

5.10.4.1 BackupInfo

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

Scans the backup usage information.

Returns

Backup usage information.

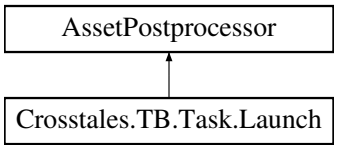
The documentation for this class was generated from the following file:

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

5.11 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)

5.11.1 Detailed Description

Show the configuration window on the first launch.

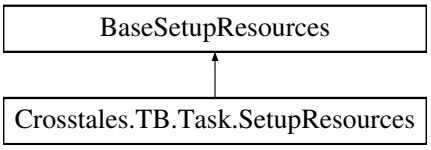
The documentation for this class was generated from the following file:

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

5.12 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** ()

5.12.1 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/Scripts/↩ Editor/Task/SetupResources.cs

5.13 Crosstales.TB.Task.SetupUnity Class Reference

Setup Unity after a restore.

5.13.1 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/Scripts/↩ Editor/Task/SetupUnity.cs

5.14 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** ()

5.14.1 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/Scripts/Editor/TBMenu.cs

5.15 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."

5.15.1 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/Scripts/↩ 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=1011lNGT

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

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