AutoSave Documentation

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Usage

Once you have the package installed, there is no further configuration necessary. This package provides minimal AutoSave functionality by saving the scene and any modified assets when the user enters playmode. For a more featureful AutoSave solution, you'll want to look elsewhere.

Version History

1.0 - Initial Release

1.1 (Current) - Updating because of Unity API changes. Some methods I was using were marked as Obsolete. This version upgrades the system to use the recommended methods.

Contact Information

If you run into any issues, feel free to contact me.

Publisher Page: https://assetstore.unity.com/publishers/15162
AutoSave Page: https://assetstore.unity.com/packages/tools/utilities/autosave-43605
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