

Turbo Builder PRO

Time is money



Documentation

crosstales LLC

Date: 14. March 2019

Version: 2019.1.0

Table of Contents

- 1. Overview 3
 - 1.1. Why use Turbo Switch? 3
 - 1.2. How does this differ from Unity Cache Server? 3
- 2. Features 4
 - 2.1. Fast & efficient 4
 - 2.2. Supported platforms 4
 - 2.3. Documentation & control 4
 - 2.4. Compatibility 4
- 3. Quick start 5
- 4. Control via CLI 7
 - 4.1. Windows 7
 - 4.2. macOS 7
 - 4.3. Linux 7
 - 4.4. Arguments 7
- 5. Benchmarks 8
 - 5.1. Viking Village 8
 - 5.2. The Courtyard 8
 - 5.3. Used test specs 9
- 6. API 9
- 7. Verify installation 10
- 8. Upgrade to new version 10
- 9. Important notes 10
- 10. Problems, improvements etc 11
- 11. Release notes 11
- 12. Credits 11
- 13. Contact and further information 11
- 14. Our other assets 12

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

1.1. Why use Turbo Builder?

TBD

2. Features

2.1. Fast & efficient

- Up to **hundred times (100x) faster** than the default Unity platform switch!
- Up to **ten times (10x) faster** than Unity's cached platform switch!
- Support for various VCS like **Unity Collaborate, git, svn & Mercurial!**
- Select your custom **cache target external HDD/SSD or NAS!**
- Control TPS with **CLI** and integrate it seamlessly in your **build pipeline**
- **Manage** the cache **per platform**
- See the total/per cache **space usage**

2.2. Supported platforms

- 3DS (before Unity 2018.2)
- Android
- iOS
- Linux
- macOS
- PS4
- PSP2 (before Unity 2018.2)
- SamsungTV (before Unity 2017.3)
- Switch
- Tizen (before Unity 2017.3)
- tvOS
- WebGL
- WiiU (before Unity 2018.1)
- Windows
- (UWP (WSA)
- XboxOne

2.3. Documentation & control

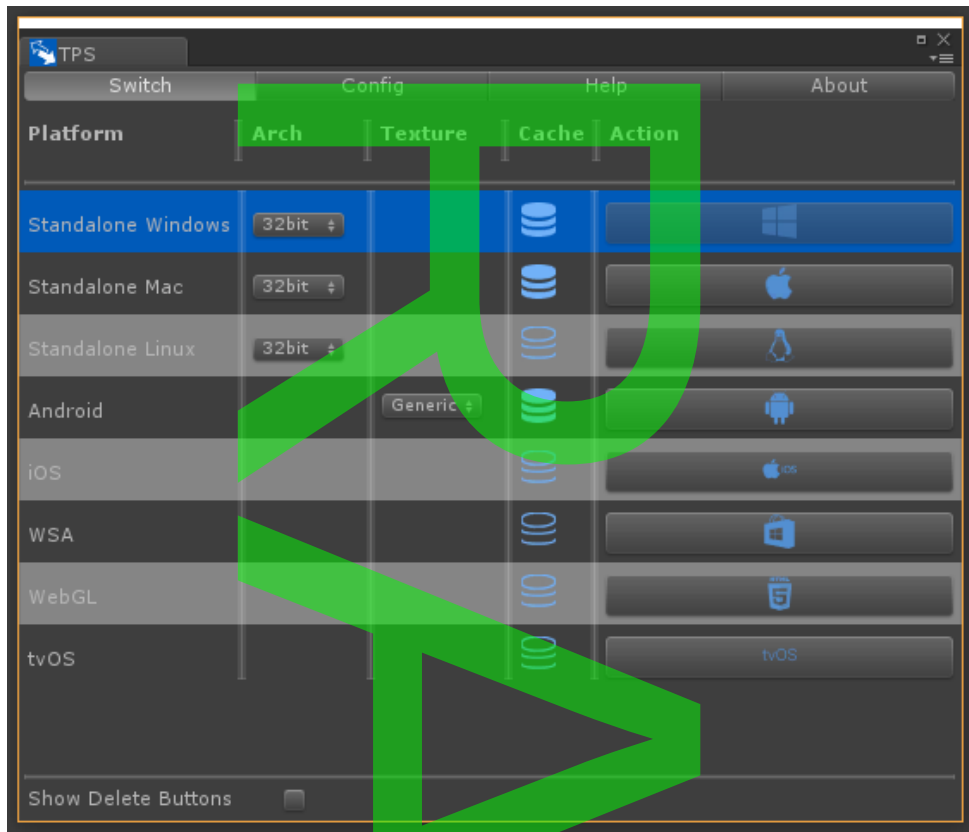
- Powerful [API](#) for **maximum control!**
- Comprehensive [documentation](#) and **support!**
- Full **C# source code**

2.4. Compatibility

- All **Android texture formats** are supported
- Works with **Windows, Mac** and **Linux** editors!
- Compatible with **Unity 5.6 – Unity 2019**
- Works with [SVNTools](#)

3. Quick start

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



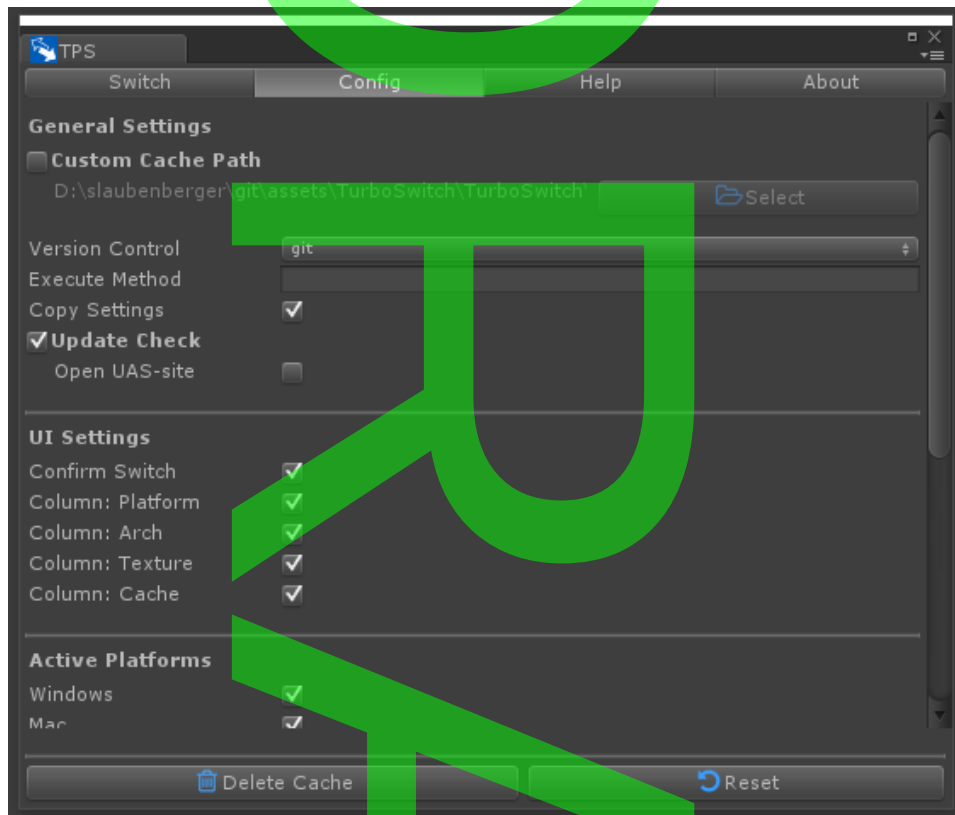
You should now switch platforms using TPS exclusively and not rely on the "Build Settings" platform list.

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

TPS will close Unity, save and restore the necessary files and then restart Unity.

If the platform was selected for the first time, Unity has to import the assets which will take some time.

There are many settings in the „Config“-tab, like the path to the cache and the supported platforms.



4. Control via CLI

You can control TPS via the CLI like this:

4.1. Windows

```
"<path to Unity>\Unity.exe" -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPS.Switcher.SwitchCLI -tpsBuild android
```

4.2. macOS

```
open -a "<path to Unity>/Unity.app" --args -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPS.Switcher.SwitchCLI -tpsBuild android
```

4.3. Linux

```
./"<path to Unity>/Unity" --args -batchmode -projectPath "<your project path>" -executeMethod Crosstales.TPS.Switcher.SwitchCLI -tpsBuild android &
```

4.4. Arguments

There are six arguments:

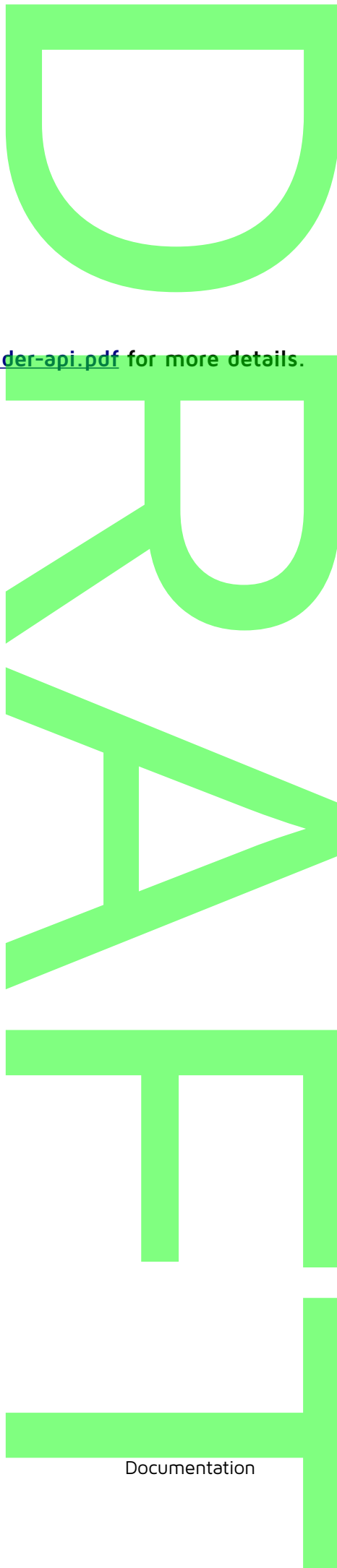
Argument	Value (bold is default)	Description
-tpsBuild	e.g. <i>android</i>	name of the build target
-tpsExecuteMethod	e.g. <i>Crosstales.TPS.Switcher.SayHello</i>	execute this method after the switch (optional)
-tpsBatchmode	true or false	run Unity in batch-mode (optional)
-tpsQuit	true or false	quit Unity in batch-mode (optional)
-tpsNoGraphics	true or false	Disable graphics devices in batch-mode (optional)
-tpsCopySettings	true or false	copy the project settings (optional)

5. Benchmarks

TBD

6. API

Please read the [TurboBuilder-api.pdf](#) for more details.



7. Verify installation

Check if TPB is installed:

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

8. Upgrade to new version

Follow this steps to upgrade your 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-view¹
3. Import the latest version downloaded from the "Unity AssetStore"

9. Important notes

- Please be patient - TPS is working as fast as your machine can but if you have large projects, it will need some time! After you hit the "Switch"-button, Unity closes and TPS does all the work and restarts Unity. Wait until it's finished or you risk a corrupt project.
- Because TPS caches data for each platform at switch time, it takes up valuable disk space which can become quite large depending on your project size. If you run on low disk space, please delete some caches from unused platforms.
- TPS isn't meant to replace Unity's Cache Server. It's a personal caching utility for individuals and small teams. If you're already using Unity's Cache Server you should not use TPS, because you would be caching your data twice and would probably lose time and disk space.
- Always backup your project. TPS was carefully designed and extensively tested. Nevertheless, it works on your filesystem and something could go wrong. If your project is corrupted, close Unity and delete the "Library"- and "TPS_cache"-folders in your project. Unity will then re-import all assets for your current platform.
- Please don't save the cache on local cloud-storage-folders like Google Drive, Dropbox etc. - use "Custom Cache Path" in the "Config" and select a local folder.

¹ Before 1.8.3: Assets/Plugins/crosstales/TPS

10. 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.

11. Release notes

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

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

12. Credits

The icons are based on [Font Awesome](#).

13. Contact and further information

crosstales LLC
Schanzeneggstrasse 1
CH-8002 Zürich

Homepage: <https://www.crosstales.com/en/portfolio/TurboBuilder/>

Email: tpb@crosstales.com


AssetStore: <https://goo.gl/qwtXyb>

Forum: <https://goo.gl/d7SjL2>

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

API: <https://www.crosstales.com/media/data/assets/TurboBuilder/api/>

14. Our other assets

 <p>Bad Word Filter</p>	<p>The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".</p>
 <p>DJ</p>	<p>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.</p>
 <p>File Browser</p>	<p>File Browser is a simple, free wrapper for native file dialogs on Windows and macOS.</p>
 <p>Online Check</p>	<p>You need a reliable solution to check for Internet availability? Here it is!</p>
 <p>Radio</p>	<p>Radio allows implementing free music from Internet radio stations into your project.</p>
 <p>RTVoice</p>	<p>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.</p>
 <p>True Random</p>	<p>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.</p>
 <p>Turbo Backup</p>	<p>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.</p>