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#if UNITY_EDITOR

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEditor;
using UnityEditor.SceneManagement;

[InitializeOnLoad]
public class AutoSaveScenes
{
    static AutoSaveScenes()
    {
        //Assets
        EditorApplication.hierarchyChanged += EditorApplication_hierarchyChanged;
        //Assets
        EditorApplication.focusChanged += EditorApplication_focusChanged;
        //Assets
        EditorApplication.playModeStateChanged += DoAutoSaveScenesWhenPlay;
    }
    static int count = 0;
    /// <summary>
    /// 10
    /// </summary>
    private static void EditorApplication_hierarchyChanged()
    {
        count++;
        if (count > 10)
        {
```

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        count = 0;
        EditorSceneManager.SaveOpenScenes();
        AssetDatabase.SaveAssets();
    }
}
/// <summary>
/// 保存场景
/// </summary>
/// <param name="obj"> false 不保存 true 保存 </param>
private static void EditorApplication_focusChanged(bool obj)
{
    if (!obj)
    {
        EditorSceneManager.SaveOpenScenes();
        AssetDatabase.SaveAssets();
    }
}
/// <summary>
/// 自动保存
/// </summary>
/// <param name="state"> 状态 </param>
private static void DoAutoSaveScenesWhenPlay(PlayModeStateChange state)
{
    if (state == PlayModeStateChange.ExitingEditMode)
    {
        EditorSceneManager.SaveOpenScenes();
        AssetDatabase.SaveAssets();
    }
}
}

#endif

```

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