Link & Sync   v2.0

Created by Kybernetik

Link & Sync is a tool for importing external assets and easily synchronising changes when they occur.

Disclaimer: while every effort has been made to ensure that this system is as intuitive and bug-free as possible, you should always backup your projects regularly (even without this plugin). Kybernetik cannot be held responsible for any loss of data.

Contents

Feature Comparison

	Link & Sync Lite	Link & Sync Pro
Easily import external assets	✔	✔
Easily update linked assets when the source changes	✔	✔
Two Way Sync: synchronise local changes back to the source		✔
Sync Modes: automatically update linked assets or receive a notification when the source changes		✔
Exclusions: select files or folders to be ignored by the link		✔
Project Window Overlays indicate which assets are linked	✔	✔
Source can use either a relative or absolute path	✔	✔
Full Source Code included (Visual Studio project)		✔

Quick Start

1. Go to **Assets/Link and Sync/Linker Window** to open the editor window pictured below.
2. Click the [**+**] button to add a link.
3. Click the top [**…**] button to browse for a source folder (or drag and drop from outside Unity onto the text field). This is the external folder which you want to import.
4. Selecting a source folder first will cause the system to try to guess a destination path. This is the folder inside your Unity project where you want to place the imported files. If you want to use a different destination, you are free to change it.
5. Click the [**Sync**] button to import the linked assets.

Linker Window

Assets/Link and Sync/Linker Window: this window is used to create and manage your links.
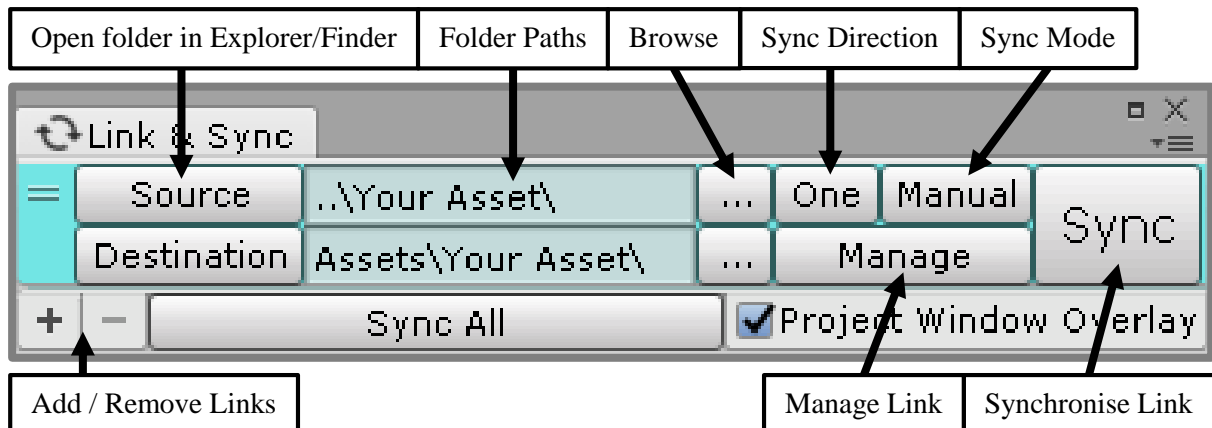
Changes you make in this window will only be saved and applied to the link when you click [**Sync**].

The [**Sync**] button has different effects depending on which mouse button you use to click it:

- **Left Click**: synchronise the link.
- **Right Click**: fully reimport the link (delete everything in the local destination and copy everything over from the external source).
- **Middle Click**: revert the link display to the last settings it was synced with.
- These functions are also outlined in the button's tooltip.

The ***Assets/Link and Sync*** menu also contains some other useful functions which can be accessed via the menu bar at the top of the Unity window, or via the Project window's right click context menu.

Sync Directions

- **One Way**: any source changes will be imported, but local changes will not be sent back to the source. The source will not be modified in any way.
- **Two Way** [Pro Only]: any changes to either the source or destination will be mirrored to each other. This can be dangerous if you aren't aware of it, so use with caution, particularly in projects involving large teams.
- Note that the ***Assets/Link and Sync/Two Way Sync Selected Links*** function can be used to perform a single two way sync without changing the link's actual mode. This is much safer than using Two Way mode for general synchronisation.

Note that the term "changes" includes creation, deletion, moving, and renaming of files and folders.

Sync Modes

- **Manual**: only import changes when the Sync button is clicked.
- **Auto** [Pro Only]: automatically import changes whenever they are detected.
- **Notify** [Pro Only]: log a message when a change is detected. This mode will also show an alternate icon for the Project Window Overlay on linked assets until the change is resolved.

Auto mode has the potential to cause problems if you open an old project and it immediately imports changes. To prevent such problems, Link & Sync shows a dialog box when you open a project containing any Auto Links to ask if you want to allow Auto mode or not.

Exclusions

You can exclude specific files and folders from a link by clicking on its [**Manage**] button (and you can return to the link list by clicking the button again).

- Exclusions are only available in Link & Sync Pro.
- To add an exclusion, click the [**Add Exclusion**] button and browse for a file or folder using their respective buttons on the right, or you can drag and drop a file or folder from the Project Window or from outside Unity onto the text field, or you can just type the path manually. You can also drag and drop directly onto the [**Add Exclusion**] button or right click on a linked asset and select *Assets/Link and Sync/Exclude Selection from Link*.
- Anything you exclude will be ignored when the link is synchronised.
- You can also change the color of the link using the slider above the exclusion list. This color is also used for the Project Window Overlay as well as log messages for Notify Mode.
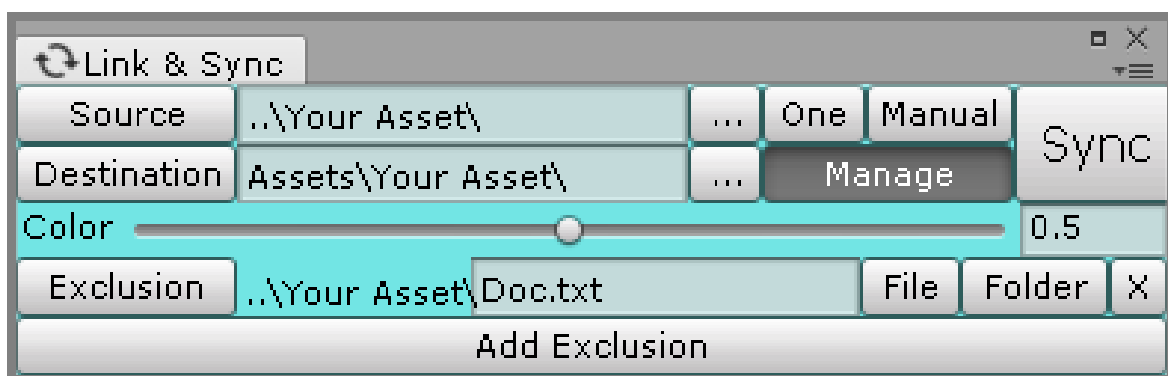
Project Window Overlays

If you enable the [**Project Window Overlay**] toggle, the Project Window will draw the icon pictured to the right on any assets that are included in a link (colored using the link's color to help differentiate between different links).

- If you mouse over the overlay icon, a tooltip will show which link created the asset.
- Middle clicking on the asset will synchronise the link.

Relative and Absolute Paths

You can right click the source browse button to convert the path between relative and absolute.

- A relative path is interpreted relative to your Unity project. If you move your project, the path will be relative to the new location. This is useful if you want to keep the source files near your Unity project.
- Starting a path with "..\"indicates that the path is up one folder level from the current project. For example, if your Unity project is located in a folder on your Desktop, then the path "..\Your Asset" would lead to another folder on your Desktop called "Your Asset".
- An absolute path is not affected by the location of your Unity project. If you move your project, the path will still point to the same location as before. This is useful if you want to keep the source files in a completely separate location on your hard drive
- The destination must be a relative path because it must be inside the current project.

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