

# Simple but powerful SVN Integration

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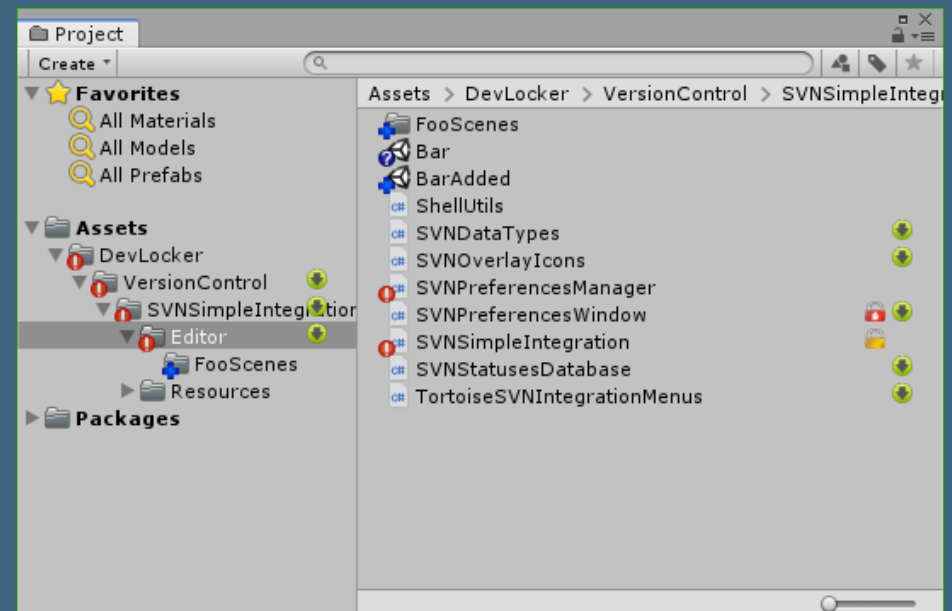
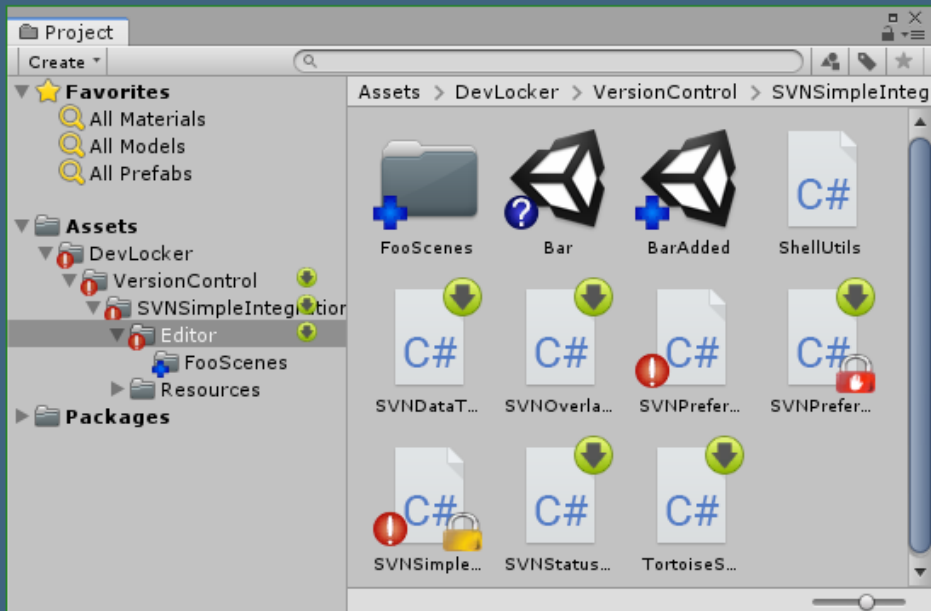
Simple but powerful SVN Integration for Unity 3D utilizing [TortoiseSVN](#) (for Windows) or [SnailSVN](#) (for MacOS) user interface. A must have plugin if you use SVN as your version control system in your project.

Start by right-clicking on any asset in the Project view and select entry from the “SVN” context menu.

[GitHub](#) | [Assets Store](#) | [Unity Forum](#) | [Reddit](#)

## Features

- **Hooks up to Unity move and delete file operations and executes respective svn commands to stay in sync.**
  - **Handles meta files as well.**
  - Moving assets to unversioned folder will ask the user to add that folder to SVN as well.
  - Moving folders / files that have conflicts will be rejected.
  - Will work with other custom tools as long as they move / rename assets using Unity API.
- Provides assets context menu for manual SVN operations like commit, update, revert etc.
- **Show overlay svn status icons**
  - Show server changes that you need to update.
  - Show locked files by you and your colleges.
- Displays warning in the SceneView when the current scene or edited prefab is out of date or locked.
- Lock prompt on modifying assets by path and type (perforce checkout like)
  - If asset or its meta becomes modified a pop-up window will prompt the user to lock or ignore it.
  - The window shows if modified assets are locked by others or out of date, which prevents locking them.
  - If left unlocked, the window won't prompt again for those assets. Will prompt on editor restart.
- Branch Selector
  - Scans for Unity projects in your SVN repository's branches.
  - Lists all available branches.
  - Opens Repo-Browser showing target asset in selected branch.
  - Opens "Show Log" on target asset in selected branch.
  - Switches to selected branch.
  - Scans for conflicts (shows which branches have changes to the target asset).
- Minimal performance impact
- Survives assembly reloads
- You don't have to leave Unity to do SVN chores.
- Works on Windows and MacOS (maybe Linux?).
- Simple API to integrate with your tools.
  - Use `WiseSVNIntegration.RequestSilence()` and `WiseSVNIntegration.ClearSilence()` to temporarily suppress any WiseSVN pop-ups.
  - Use `WiseSVNIntegration.RequestTemporaryDisable()` and `WiseSVNIntegration.ClearTemporaryDisable()` to temporarily disable any WiseSVN handling of file operations and updates.
  - Use `SVNContextMenusManager` methods to invoke TortoiseSVN / SnailSVN commands.
  - Use `WiseSVNIntegration.*Async()` methods to run direct SVN commands without any GUI (check `ExampleStatusWindow`).



- Show overlay svn status icons
  - Show server changes that you need to update.
  - Show locked files by you and your colleges.

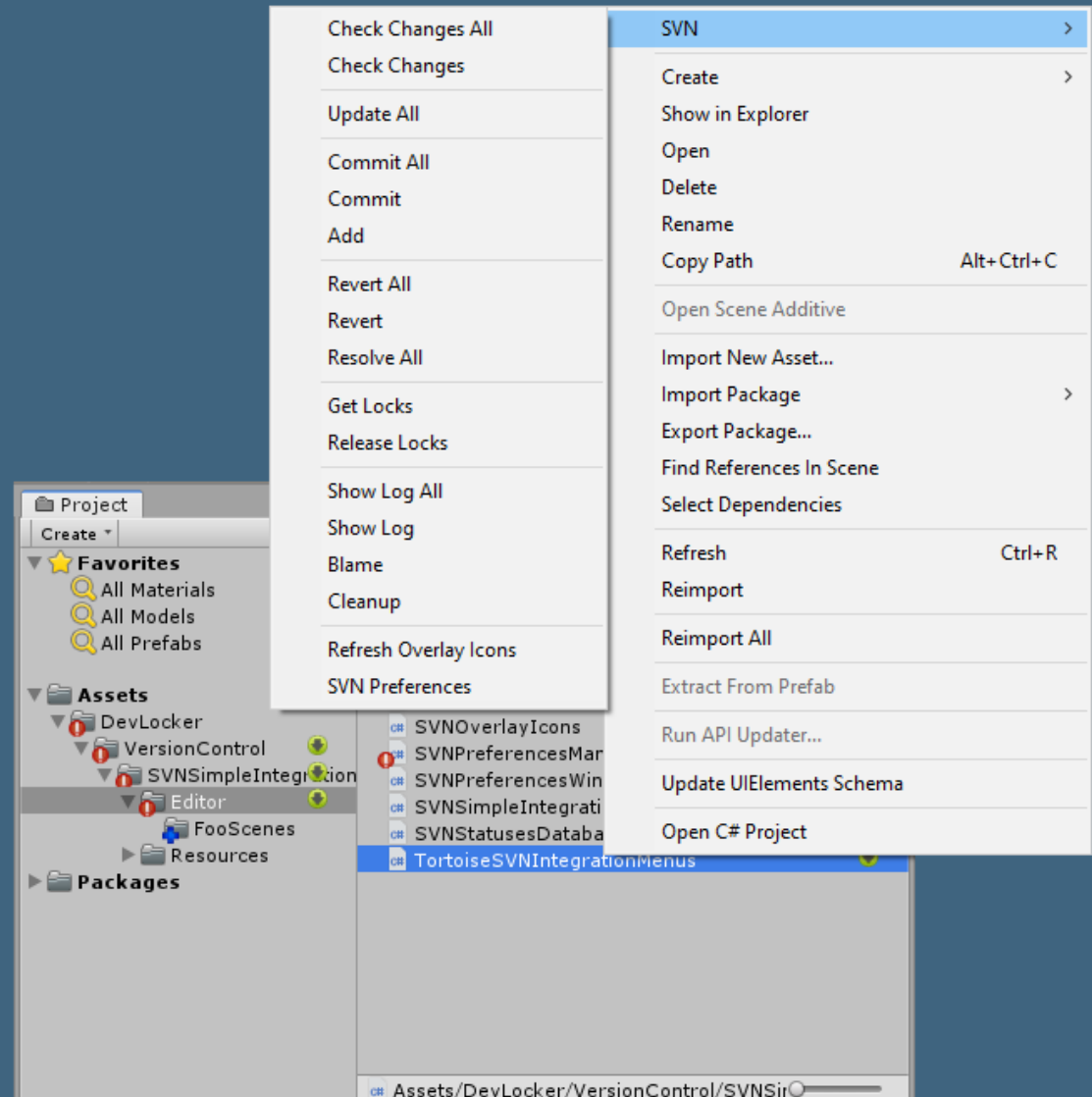
WiseSVN

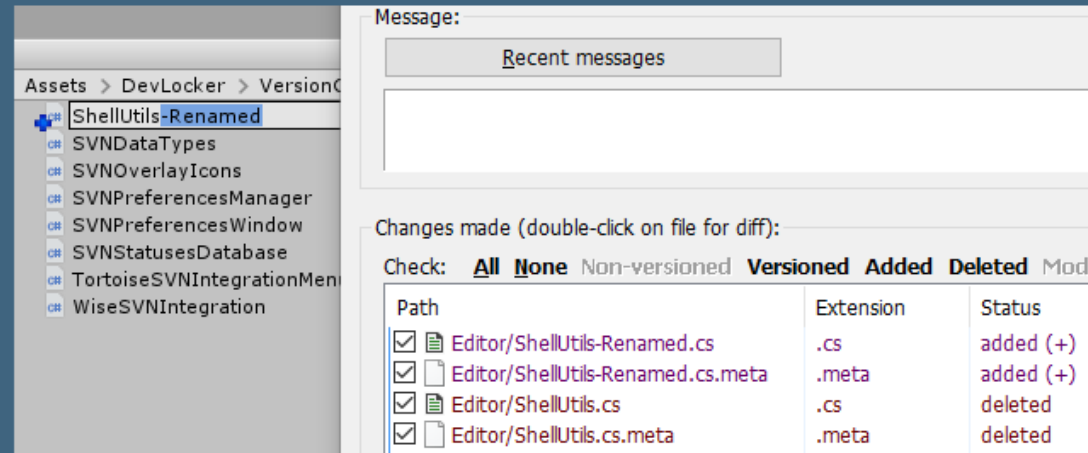


Provides assets context menu  
for manual SVN operations like  
commit, update, revert etc.

"Commit / update / etc. all"  
means do it from the root folder.

WiseSVN





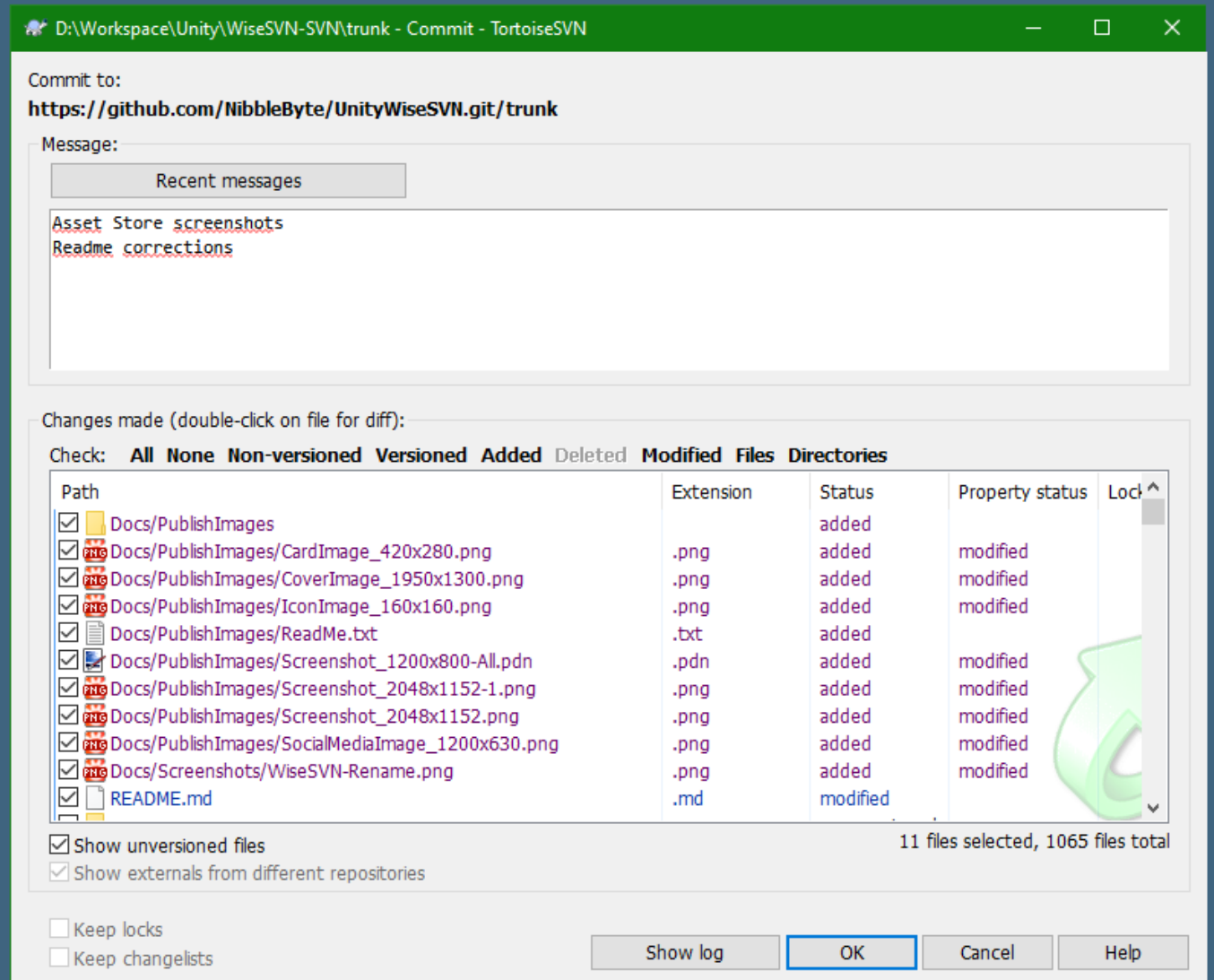
- Hooks up to Unity move and delete file operations and executes respective svn commands to stay in sync.
  - Handles meta files as well.
  - Handles moving files to unversioned folder.
  - Moving conflicted files / folders will be rejected.
  - Will work with other custom Unity tools.

**WiseSVN**



# Easy to use UI via TortoiseSVN (Windows) SnailSVN (MacOS)

## WiseSVN



Fully configurable!

WiseSVN



Wise SVN Preferences

Save changes: Close Save All

Personal Project About

! These are personal preferences stored in the registry.  
Hint: check the the tooltips.

Enable SVN integration ☒

Enable overlay icons ☒

Show Normal Status Green Icon ☐

Overlay icons refresh interval 60

Check for repository changes Same As Project Preference

Warn for potential conflicts ☒

SVN CLI Path

Context menus client Tortoise SVN

Trace logs SVN Operations

Wise SVN Preferences

Save changes: Close Save All

Personal Project About

! These settings will be saved in the ProjectSettings folder.  
Feel free to add them to your version control system.  
Coordinate any changes here with your team.

Check for repository changes ☒

SVN CLI Path

SVN CLI Path MacOS

Assets move behaviour Normal SVN Move

Enable Auto-Locking ☐

Enable Branches Database ☐

▼ Exclude Paths

Size 0

# Lock Prompt

Configure what assets should be monitored

Wise SVN Preferences

Save changes: Close Save All

Personal Project About

Enable Lock Prompts ☒

▶ Lock Prompt Hint:

Lock Message

Auto Unlock If Unmodified ☐

▼ Lock Prompt Parameters

Size

▼ Assets

Target Folder

Target Types

Include Target Metas ☒

▶ Exclude

Assets out of date or locked by others

Prompt user to lock assets

SVN Lock Modified Assets

Lock Modified Assets

▶ What are locks?

Steal locks by force ☐

⚠ If you skip locking assets, you won't be prompted again unless the assets status change or Unity restarts. To force re-evaluate all of the locks, select the "Assets/SVN/Refresh Overlay Icons" menu.

Lock	Asset	Owner
<input type="checkbox"/>	SVN-Conflicts-Found	○ sarah.connor
<input type="checkbox"/>	SVN-ConflictsScan-Added	○ sarah.connor
<input type="checkbox"/>	SVN-ConflictsScan-Missing	○ sarah.connor
<input type="checkbox"/>	SVN-ShowLog-WorkingCopy	○ Out of date!
<input type="checkbox"/>	SVN-ShowLog	○ Out of date!
<input checked="" type="checkbox"/>	WiseSVNIntegration	○
<input checked="" type="checkbox"/>	TortoiseSVN License	○
<input checked="" type="checkbox"/>	SVNLockPromptWindow	○

Toggle Selected Update All Skip All Lock Selected

WiseSVN



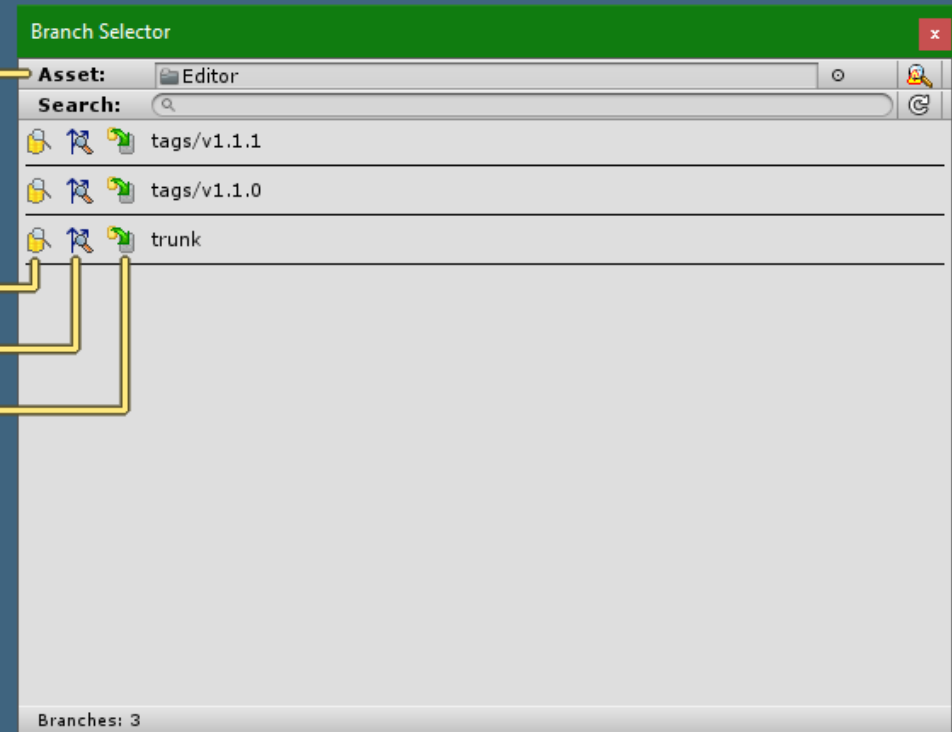
# Branch Selector

Target asset

Repo-Browser at target asset

Show log at target asset

Switch to branch



WiseSVN





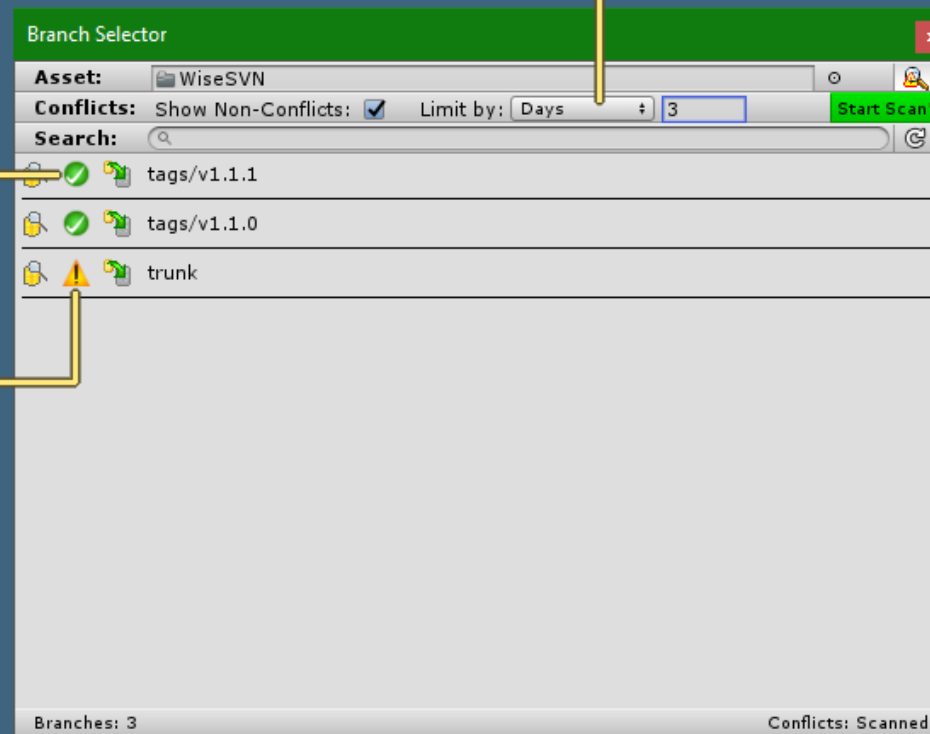
# Branch Selector

No conflicts found

Changes to target asset  
were made in this branch  
(potential conflicts)

Limit scan

Scan for conflicts



WiseSVN

