Simple but powerful SVN Integration

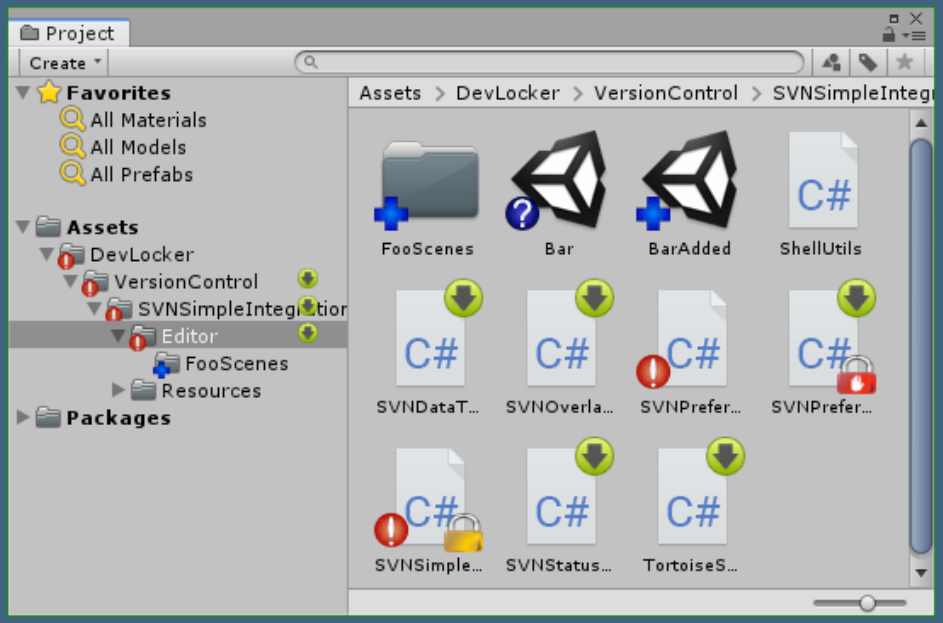
Simple but powerful SVN Integration for Unity 3D utilizing TortoiseSVN (for Windows) or SnailSVN (for MacOS) user interface. A must have plugin if you use SVN as your version control system in your project.

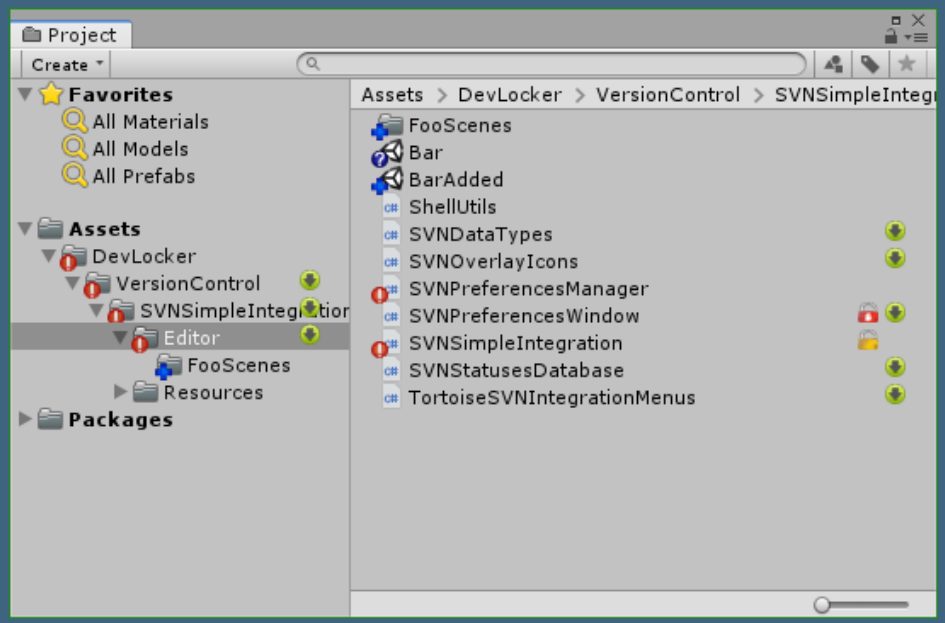
Start by right-clicking on any asset in the Project view and select entry from the “SVN” context menu.

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- Displays warning in the SceneView when the current scene or edited prefab is out of date or locked.
- Auto-Lock assets by path and type.
  - Modified files (asset or meta) that match specified path and type will be automatically locked.
  - When files are locked by someone else a prompt will be shown allowing users to steal the lock by force.
  - When file changes are cleared, they will be unlocked automatically.
- 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*).





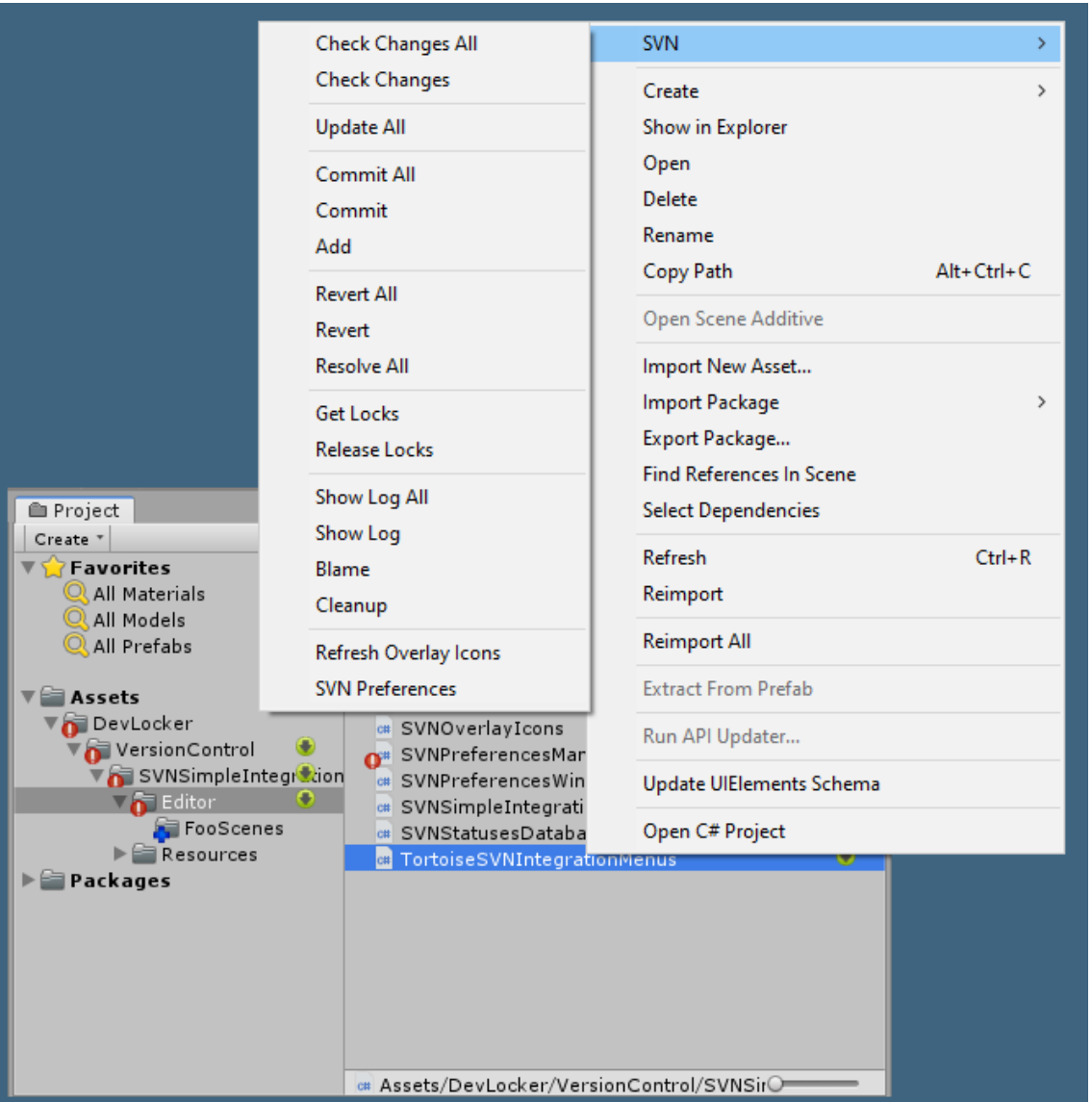
WiseSVN

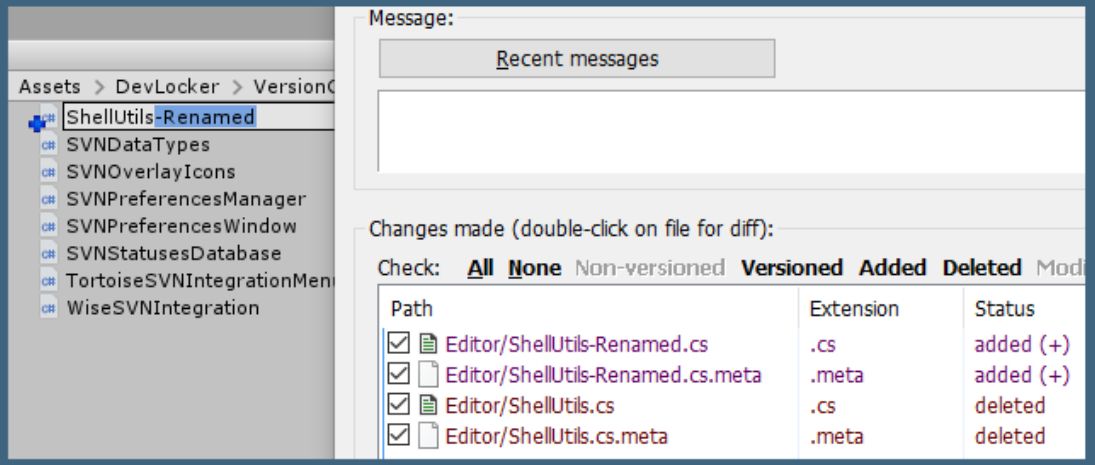
- **Show overlay svn status icons**
  - → **Show server changes that you need to update.**
  - → **Show locked files by you and your colleges.**

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



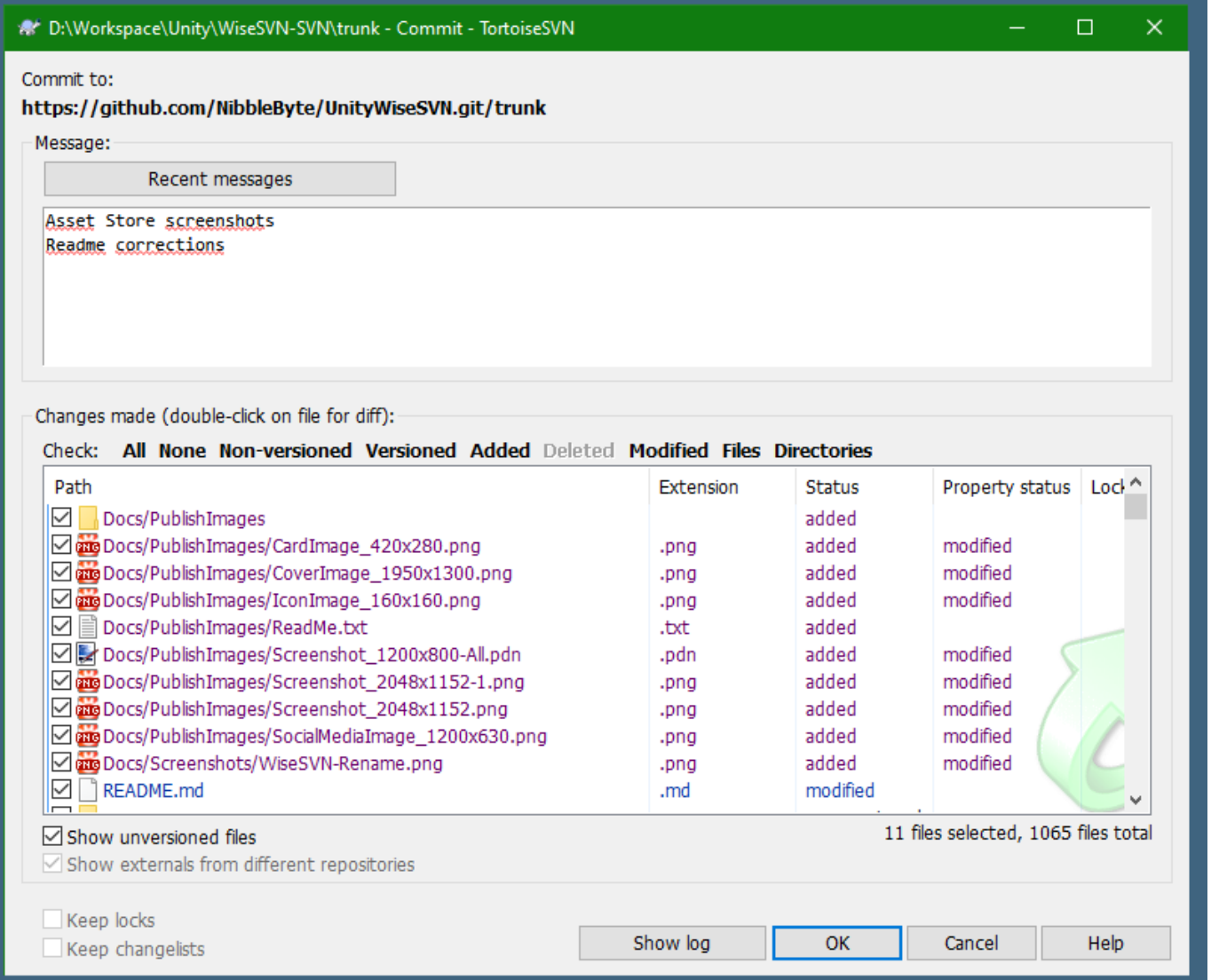


WiseSVN

- **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.**

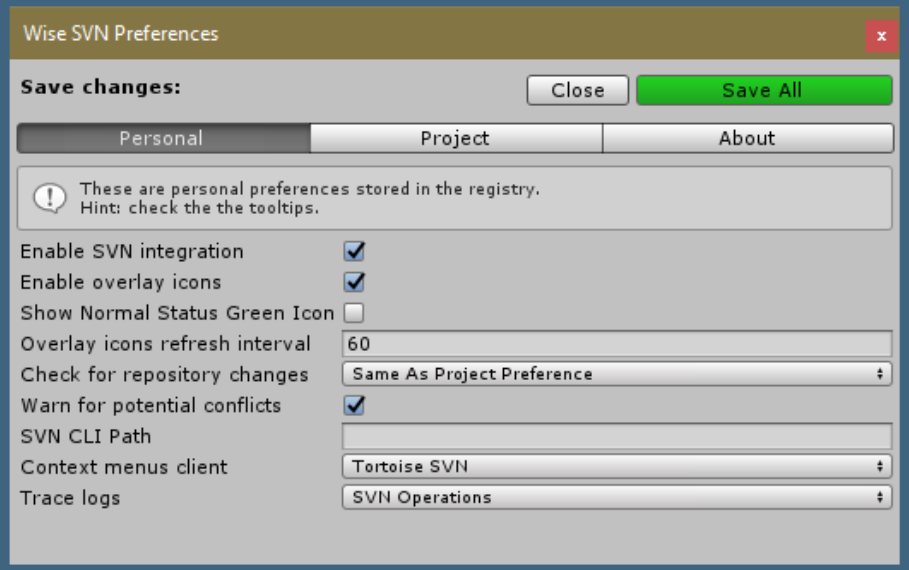
Easy to use UI via TortoiseSVN (Windows) SnailSVN (MacOS)

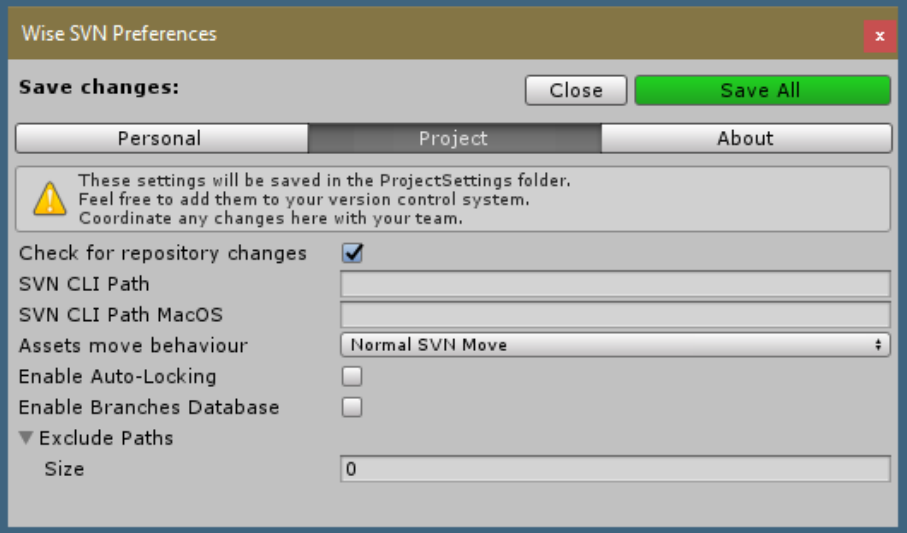
WiseSVN



Fully configurable!

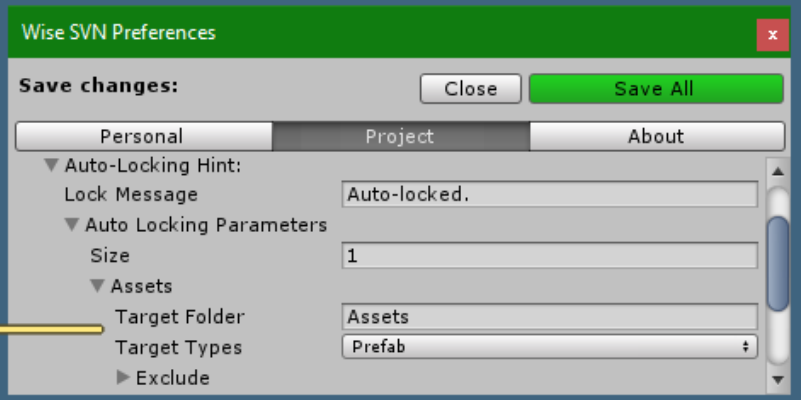
WiseSVN



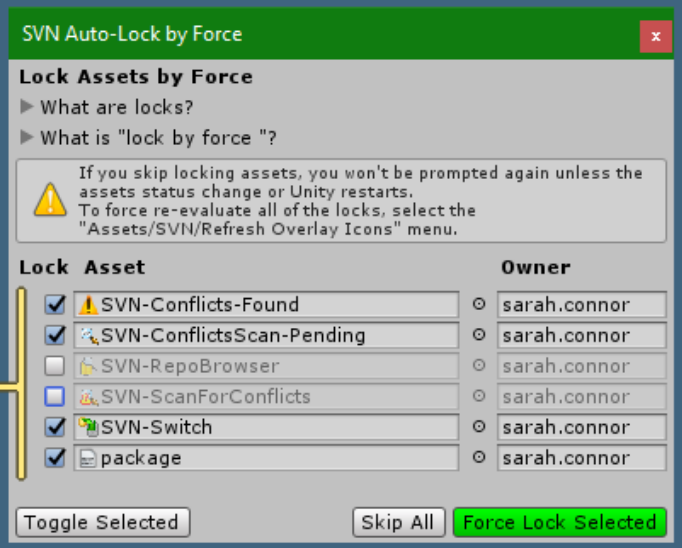


Auto-Locking

Configure what assets should be auto locked



Prompt user for already locked assets



WiseSVN

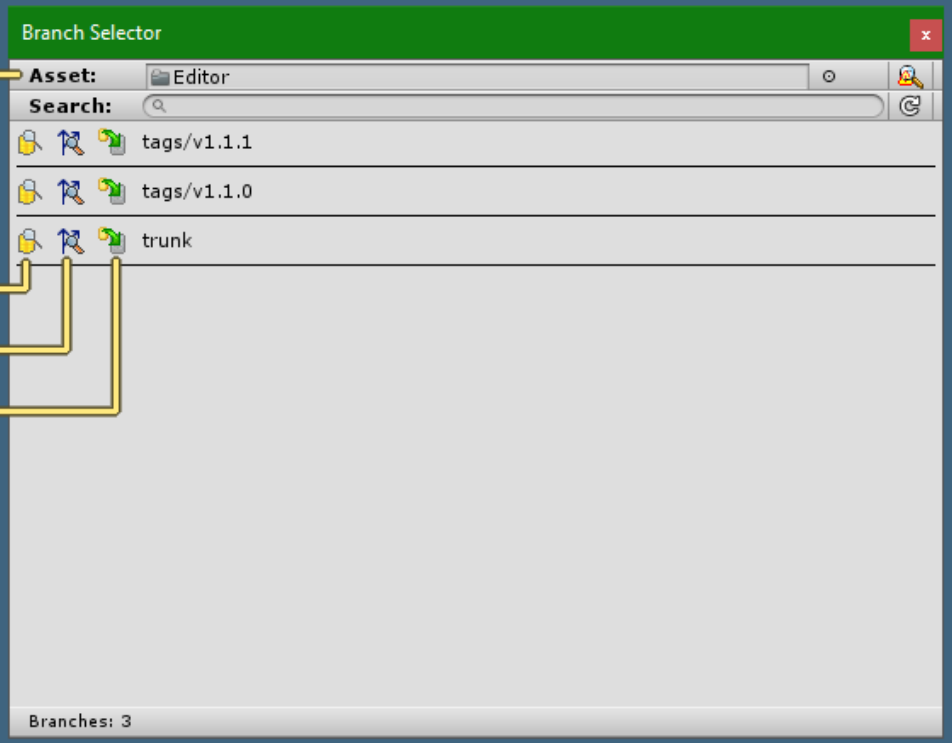
Branch Selector

Target asset

Repo-Browser at target asset

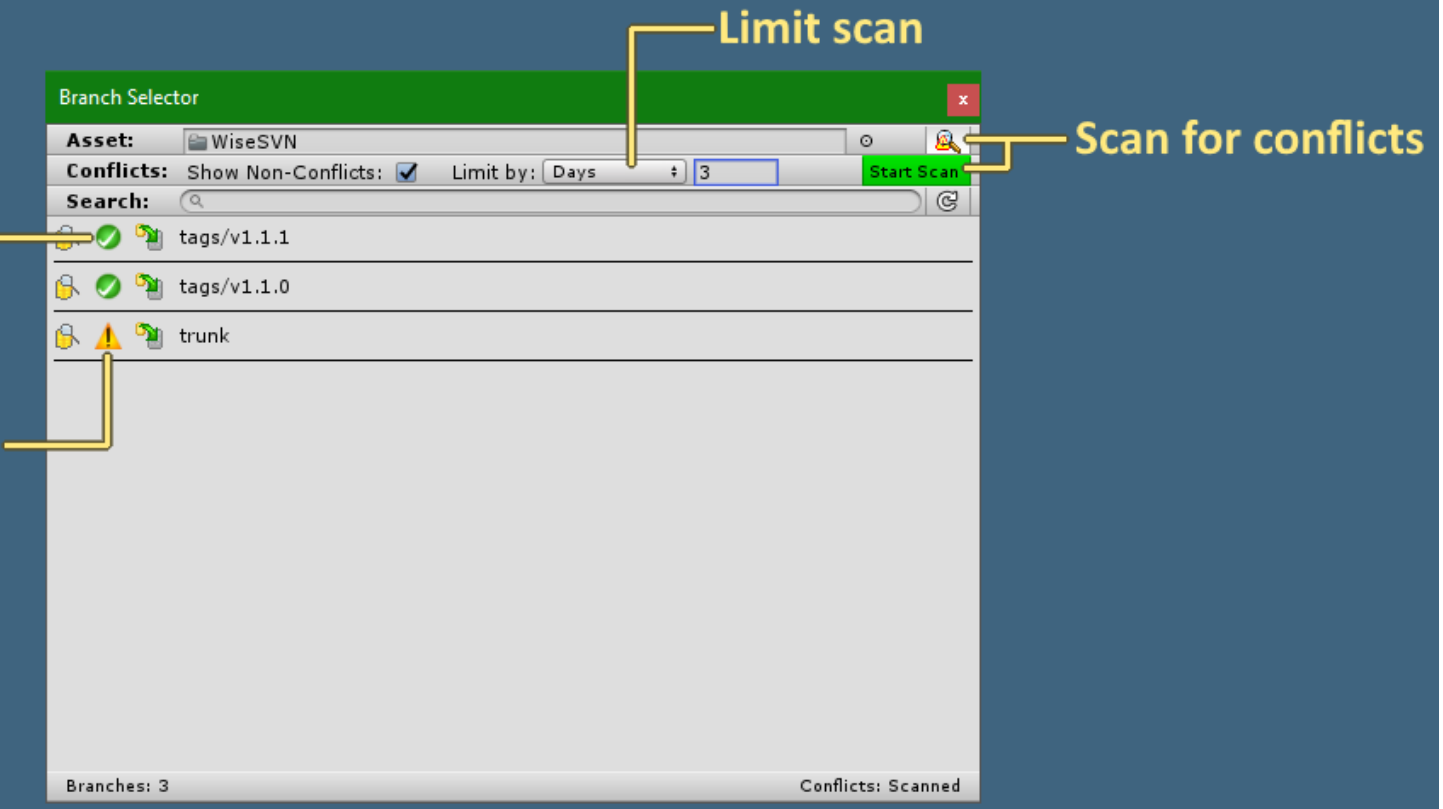
Show log at target asset

Switch to branch



WiseSVN

Branch Selector



WiseSVN