



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.

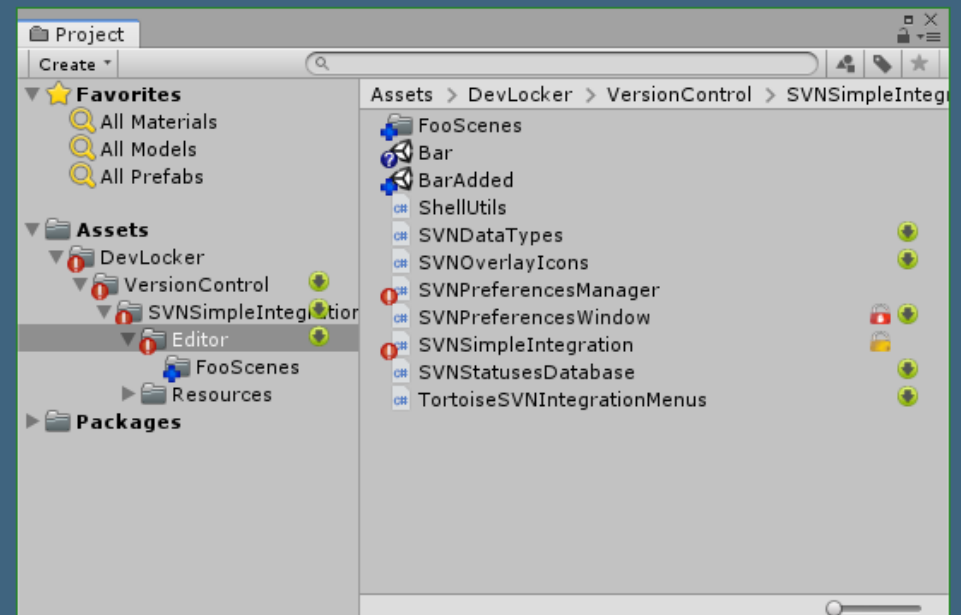
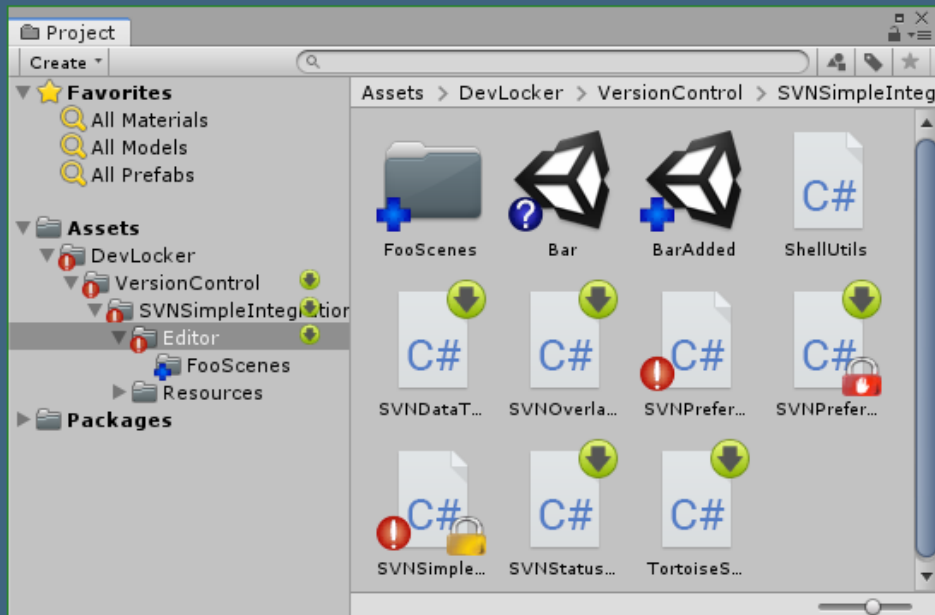
Features

- **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.
- **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.

Links

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

↓↓↓ Help Below ↓↓↓



- Show overlay svn status icons
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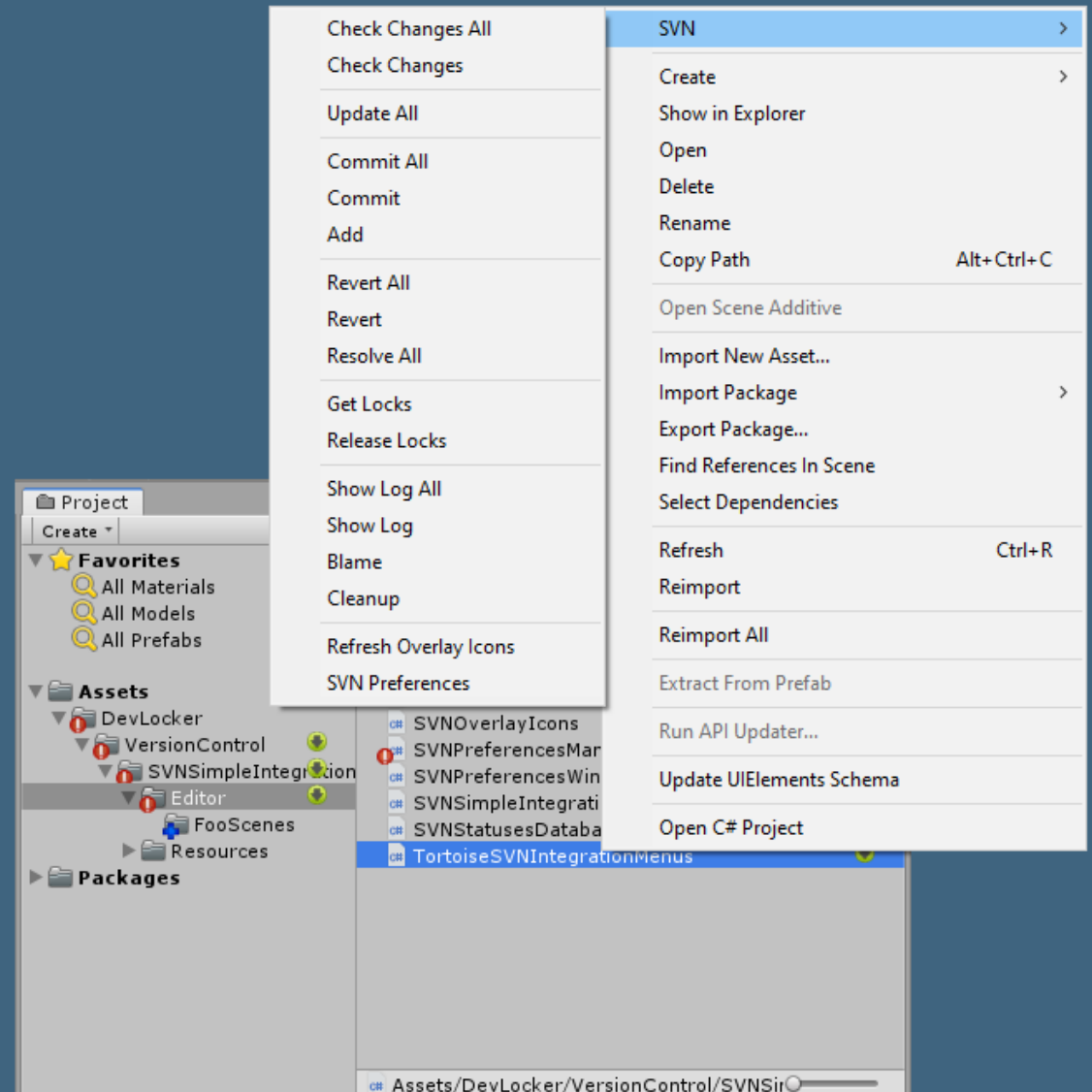
WiseSVN

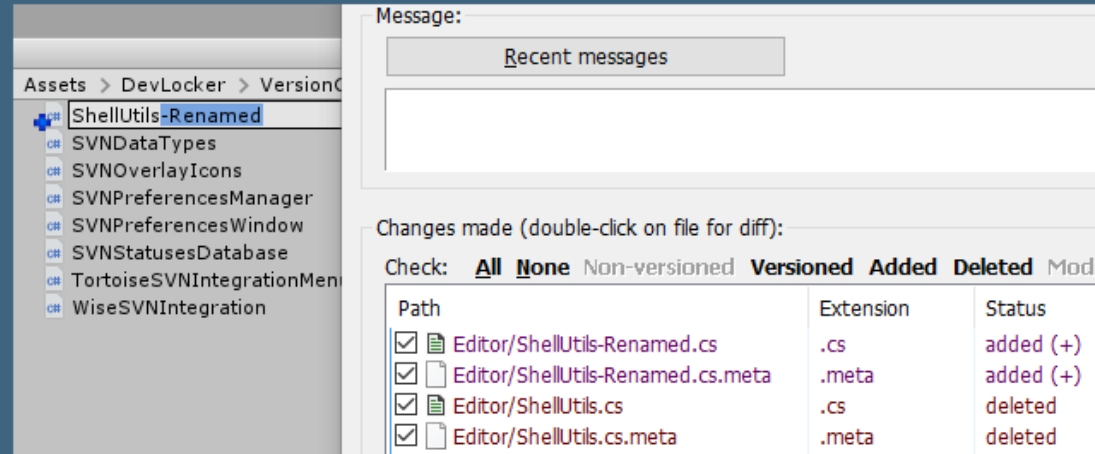


Provides assets context menu
for manual SVN operations like
commit, update, revert etc.

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

WiseSVN





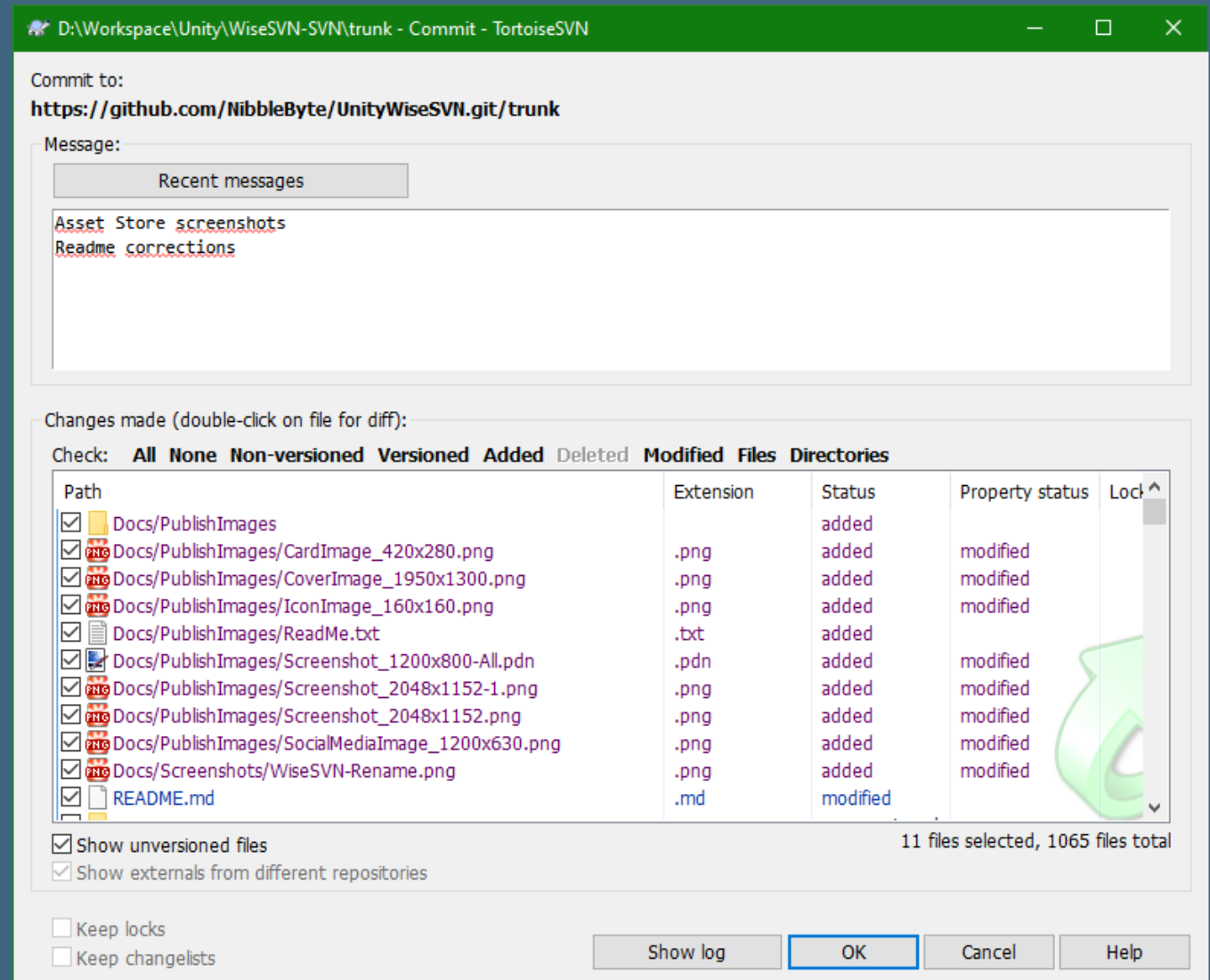
- Hooks up to Unity move and delete file operations and executes respective svn commands to stay in sync.
 - Handles meta files as well.
 - Handles moving files to unversioned folder.
 - Moving conflicted files / folders will be rejected.
 - Will work with other custom Unity tools.

WiseSVN



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

WiseSVN



Fully configurable!



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 ☒

Overlay icons refresh interval 60

Check for repository changes Enabled

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

▼ Exclude Paths

Size 0

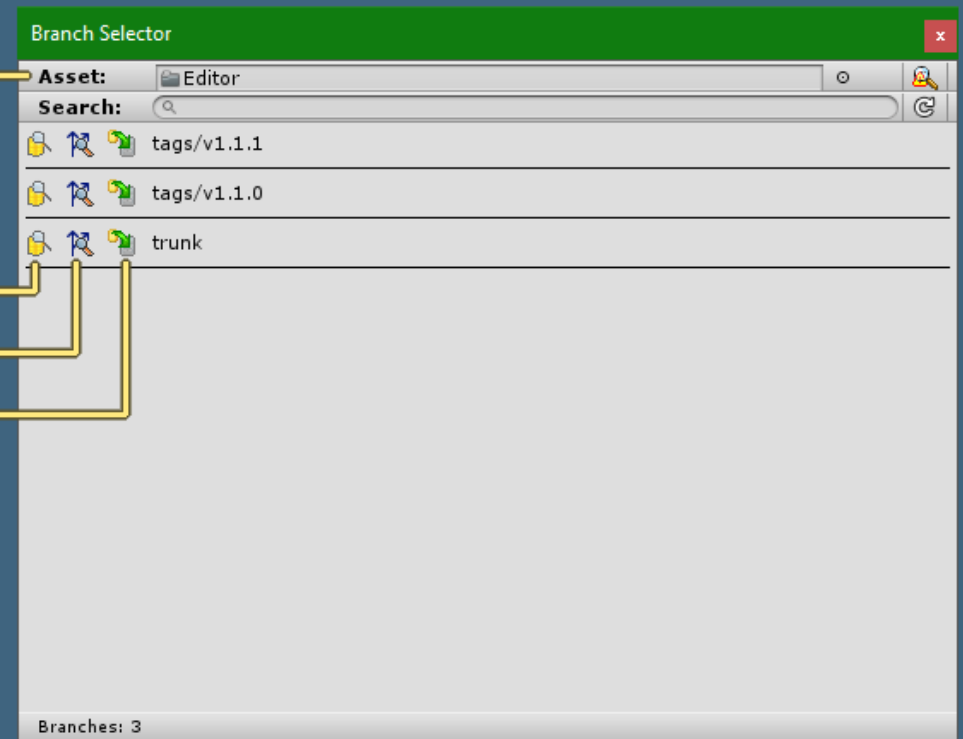
Branch Selector

Target asset

Repo-Browser at target asset

Show log at target asset

Switch to branch



WiseSVN



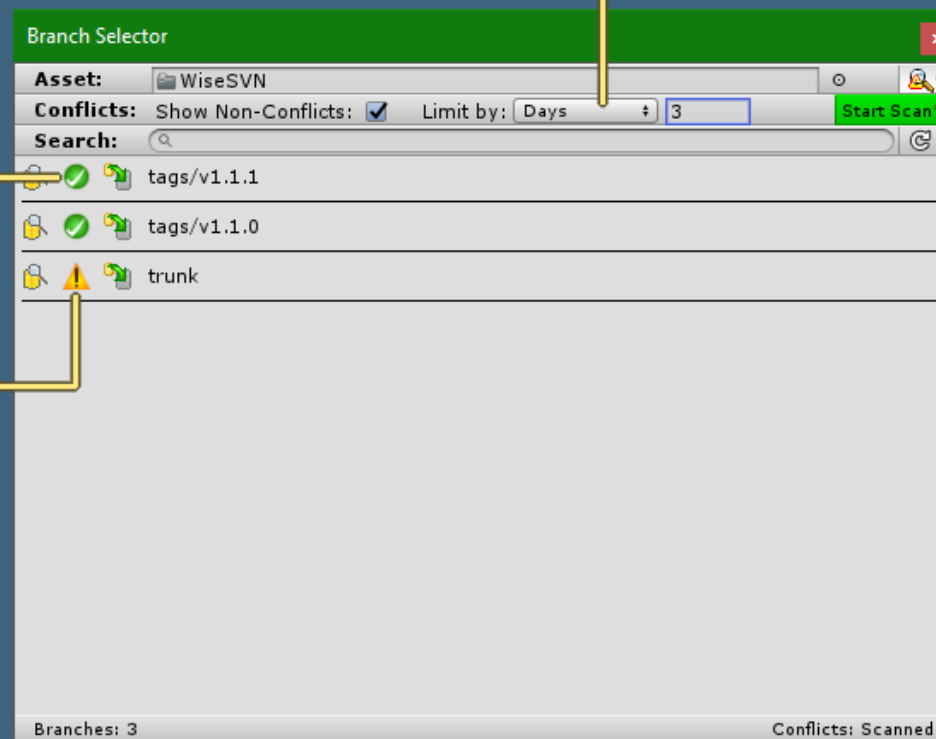
Branch Selector

No conflicts found

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

Limit scan

Scan for conflicts



WiseSVN

