# How to verify your Perforce files are checked in correctly

Follow this process,

**Preconditioning**

* Build and run everything on your local machine.
* Check in everything into perforce
  + (except for generated files)

**Verification**

* In your local directory rename your directory
  + For example /PA1 → /PA1\_Safety
* Force a get
  + Next go to perforce Depot tab
  + **Get Revision** on the directory
  + Click **Force Operation.**
* The code comes down again in a new /PA1 directory
* Build that directory without any modifications
  + No check outs
  + No deletions
  + No changes to any files
  + Leave everything as is.
* Build and Run the project if **Successful**
  + All done
  + Go to Cleanup
* Build and Run the project if **Not Successful**
  + Look at your safety copy and fix
  + May require adding or deleting files to perforce
  + Repeat the whole process again

**Clean up**

* Once everything is done and working
  + Delete /PA1\_safety
    - do not check that into perforce