Let's Learn Perforce!

A "gentle" Introduction

First Edition

Dedicated to irreplaceable friends.
For the ones we lost along the way.

# Table of Contents

Getting Started

To get started, you'll need:
- **P4V:** P4V is the program we will use to manage our Perforce repository. Please download it below. Skip the process of creating an account, Drexel has already created one for you.
  - Download
- **Cisco AnyConnect:** You need to be connected to Dragonfly3 to access the Perforce server. *If you live off campus*, you'll need to connect to the university's Virtual Private Network (VPN) first. The university provides tutorials on how to do so below.
  - Windows
  - [Mac](Mac)

Connecting to the Server

(If you don't have access to Dragonfly3, make sure you are connected to the VPN before you start this step.)

Launch P4V. You should see a window that looks like this:
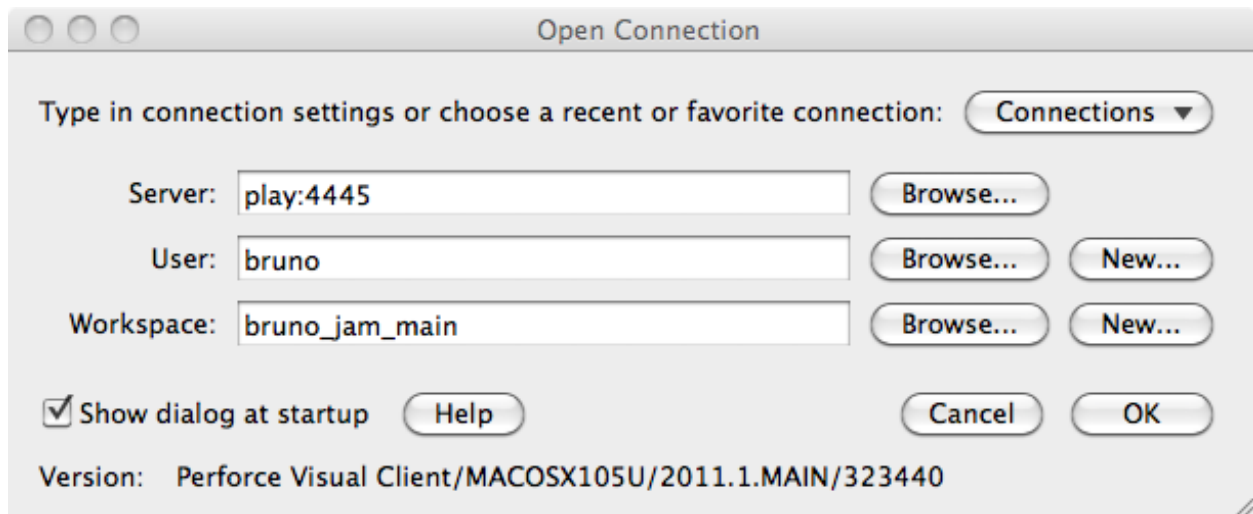
Use these credentials to log in:
Server: digmapp.westphal.drexel.edu:1666
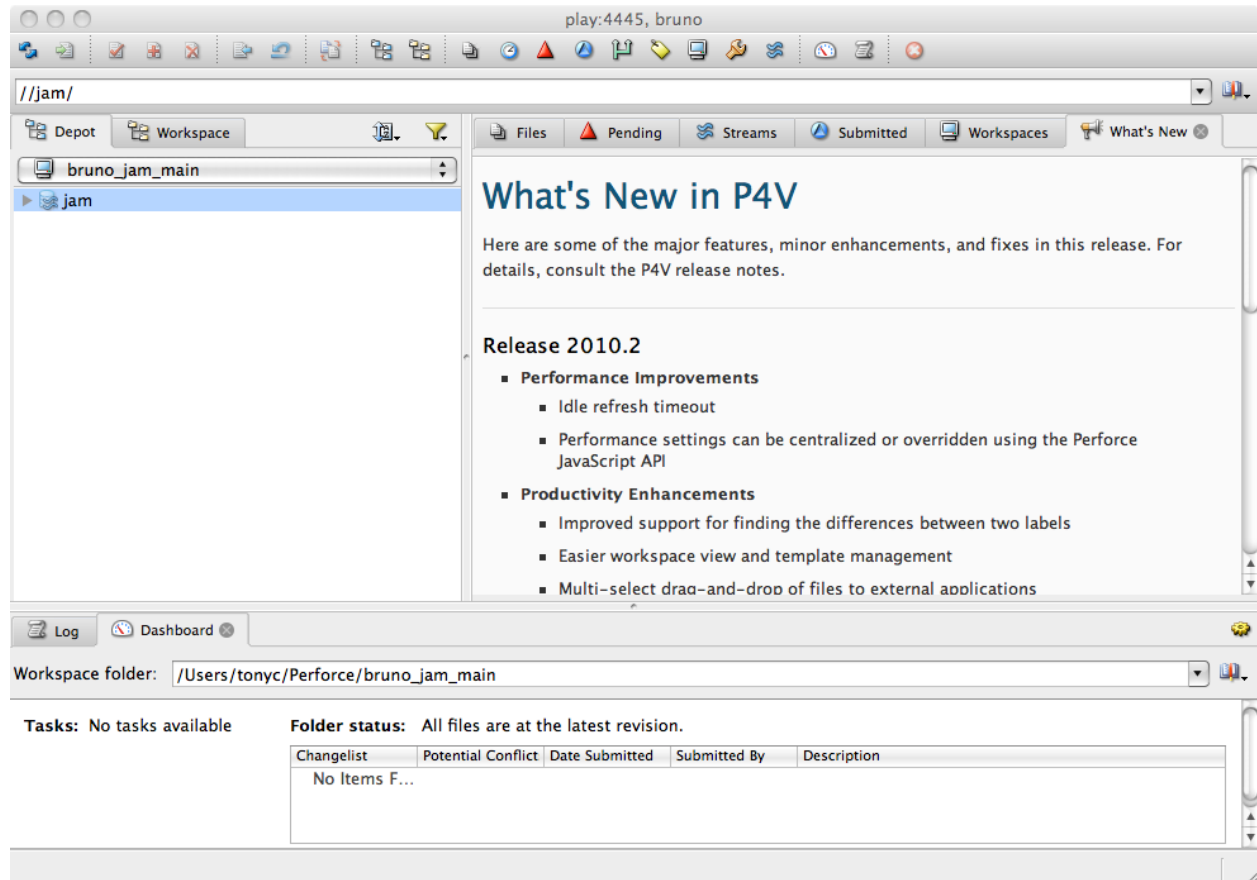**User:** *your abc123 Drexel account name* (nkn28)
Workspace: *blank*

Click "OK".

For now, your password is the same as your abc123 name.

Changing your Password

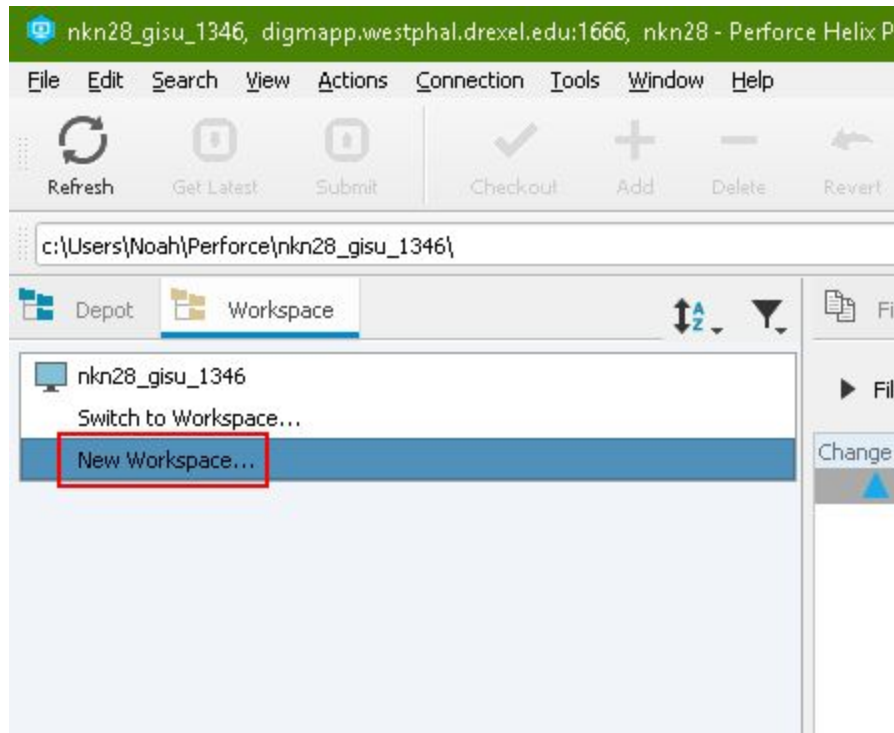Once you are logged in, you will see a window that looks like this:

First, we need to change our password.

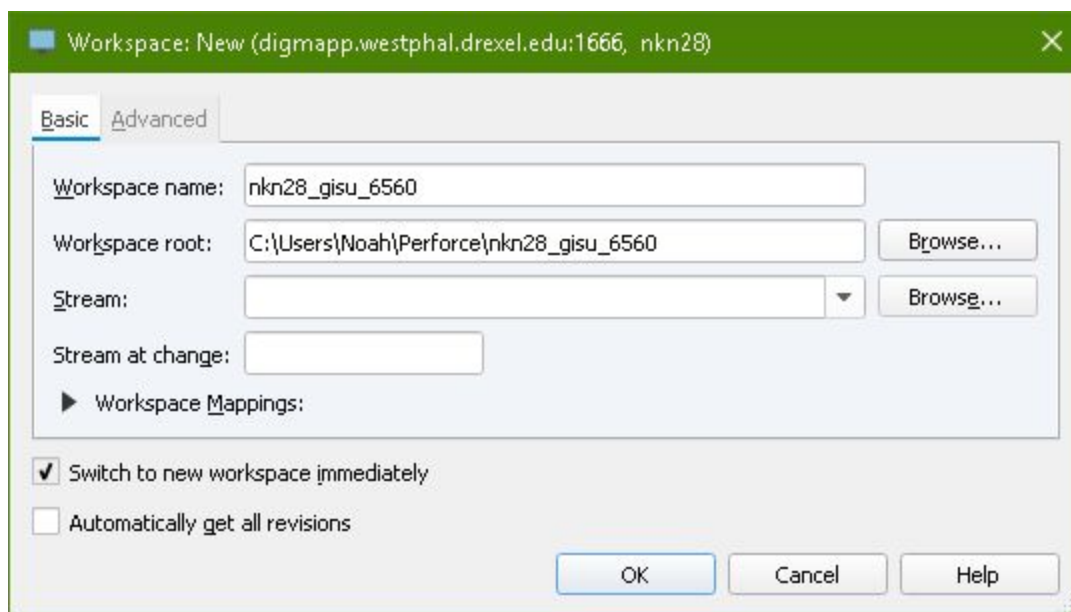Go to the *Connection* dropdown menu and select *Change Password.*

Change your password.

Creating a Workspace

In Perforce, the **depot** is the online copy of the repository. You will create a **workspace**, which is your local copy of the repository.

In the Workspace tab, select *New Workspace.*

Type in what works for you. You only need the workspace name and workspace root filled out.

The workspace root is where on your computer your local copy of the project will be stored.
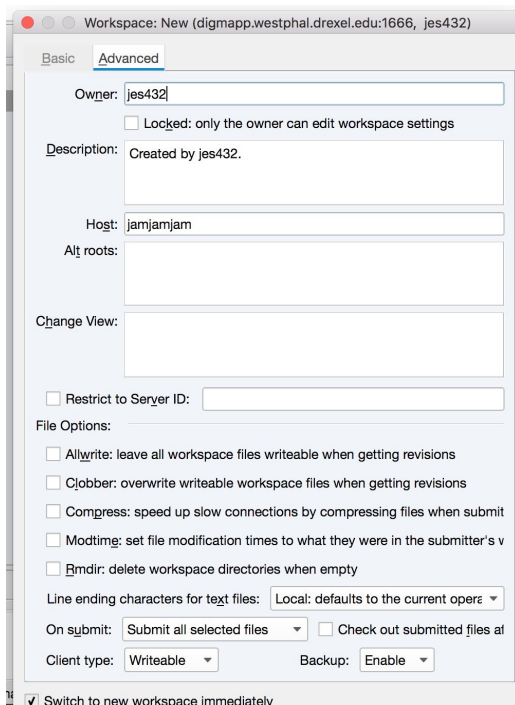
Extra Step for Mac:

If you're using Perforce on a Macbook, Pforce will think you're a different person each time you reconnect to the internet. Here's how to stop it from caring.

1. Make a new workspace.
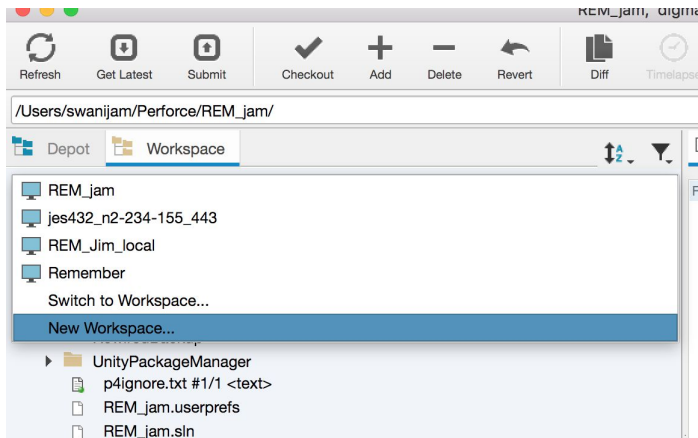
2. In the window that opens up, go to the 'Advanced' tab
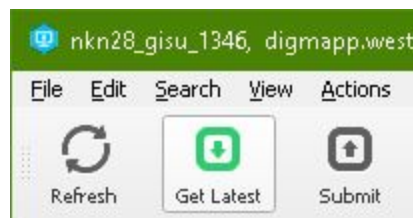
3. Remove the text in the Host Section.

4. Perforce will now let you use this workspace no matter who you are. It still thinks you're a different person every time it sees you, it just doesn't care, now.

Pulling the Latest Revision

Once you have created your workspace, you want to get the most recent revision of the project from the **depot.**

Select *Get Latest* with your workspace highlighted, and it should download the latest revision.

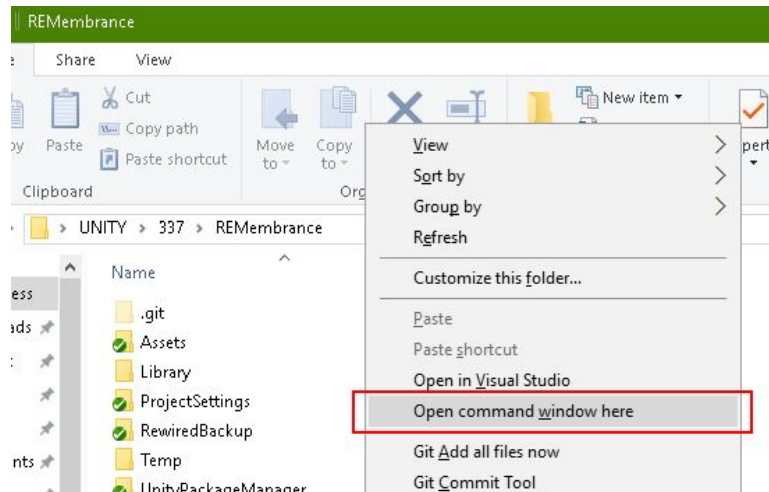You should now have your own local copy of the project.

P4IGNORE

Unlike git, Perforce will not use ignore files unless you specifically tell it to.

If you do not follow this step, you will add trash files to the repository that will make it very messy to push and pull changes.

Windows

Open your workspace folder in the File Explorer.

While holding **Shift**, right click and select *Open Command Window Here*.

This will open a command prompt. Type:

`p4 set P4IGNORE=p4ignore.txt`
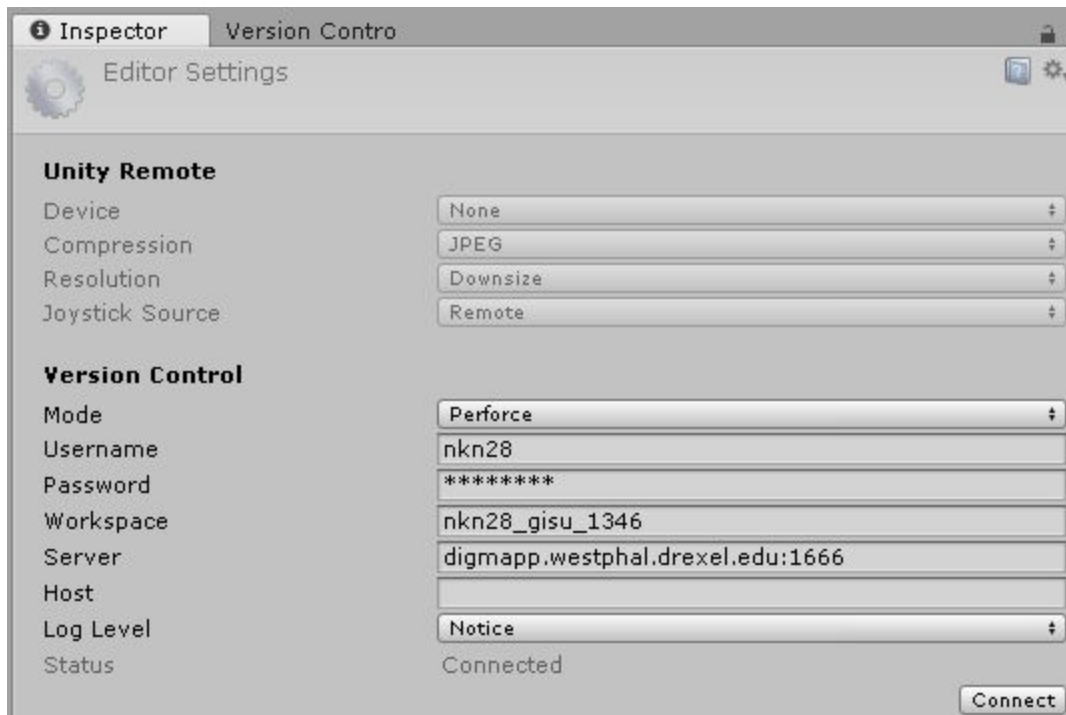
and then press **Enter**.

You should be good to go.

Unity Integration

Next, we have to integrate Unity with Perforce.

In Unity, navigate to *Edit > Project Settings > Editor*.

An options window will appear in your Inspector.

Under **Version Control**, use these settings:
Mode: Perforce
Username: abc123
Password: your Perforce password
Workspace: the name of your workspace.
Server: digmapp.westphal.drexel.edu:1666
Host: *blank*

Click *Connect*, and Unity will now be connected to Perforce.

Checklist

Make sure everything here is checked off before you do anything else with the repository.
- ❏ Connected to the repository via P4V (Using the VPN if needed)
- ❏ Changed your password
- ❏ Created a workspace
- ❏ Pulled the latest depot revision
- ❏ Activated the Ignore file
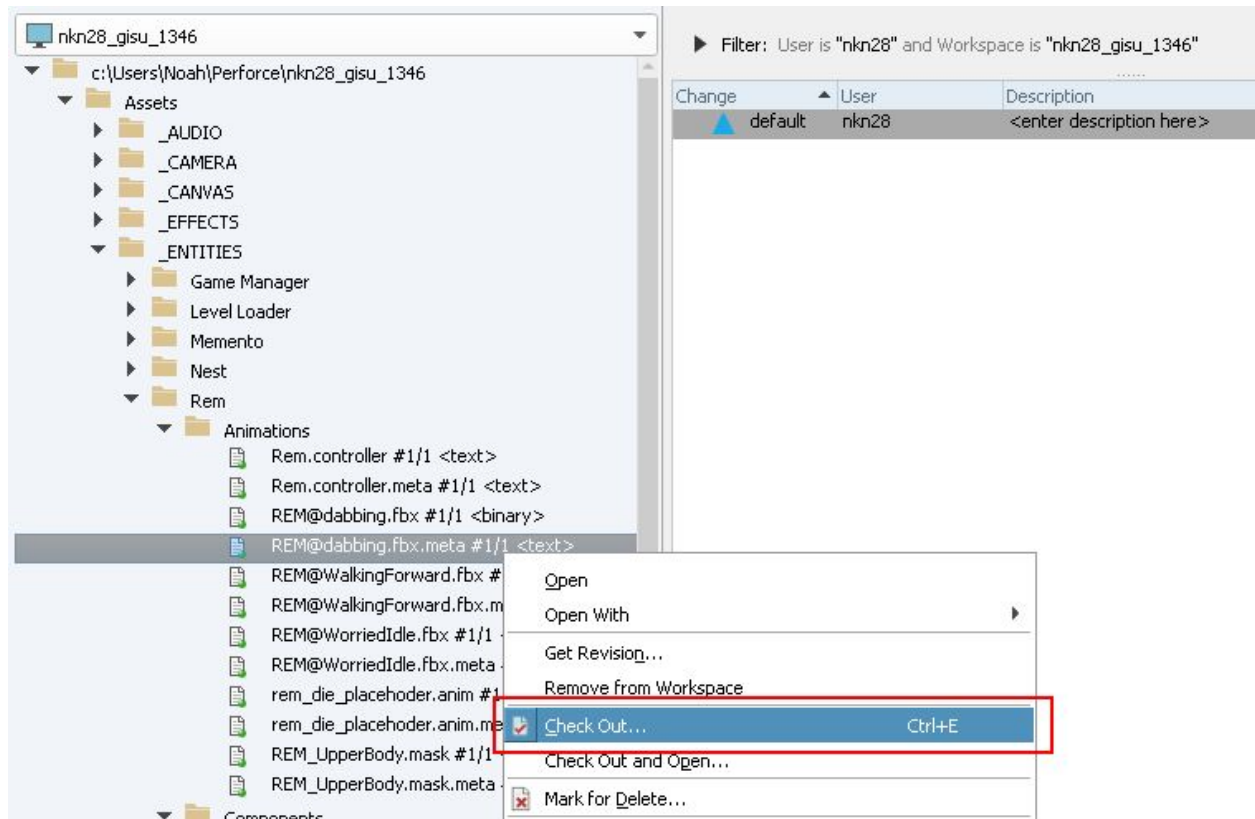- ❏ Integrated Unity with Perforce

Congratulations, that should be everything you need to get started with Perforce!

Checking Out Files

Perforce is different from git in that only one user can edit a file at a time. **This means that when you have a checked out file, no one else can work on it until you check it back in.**

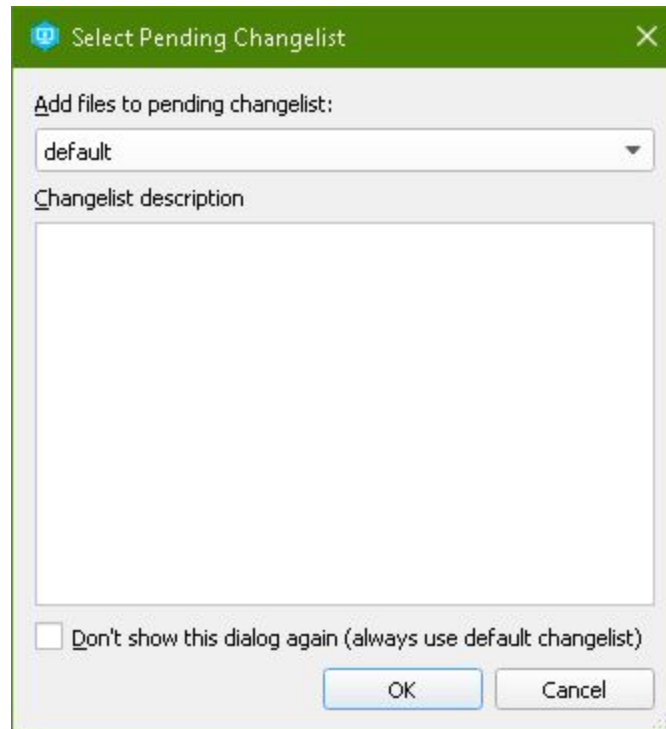Files can be checked from two places, P4V or Unity.
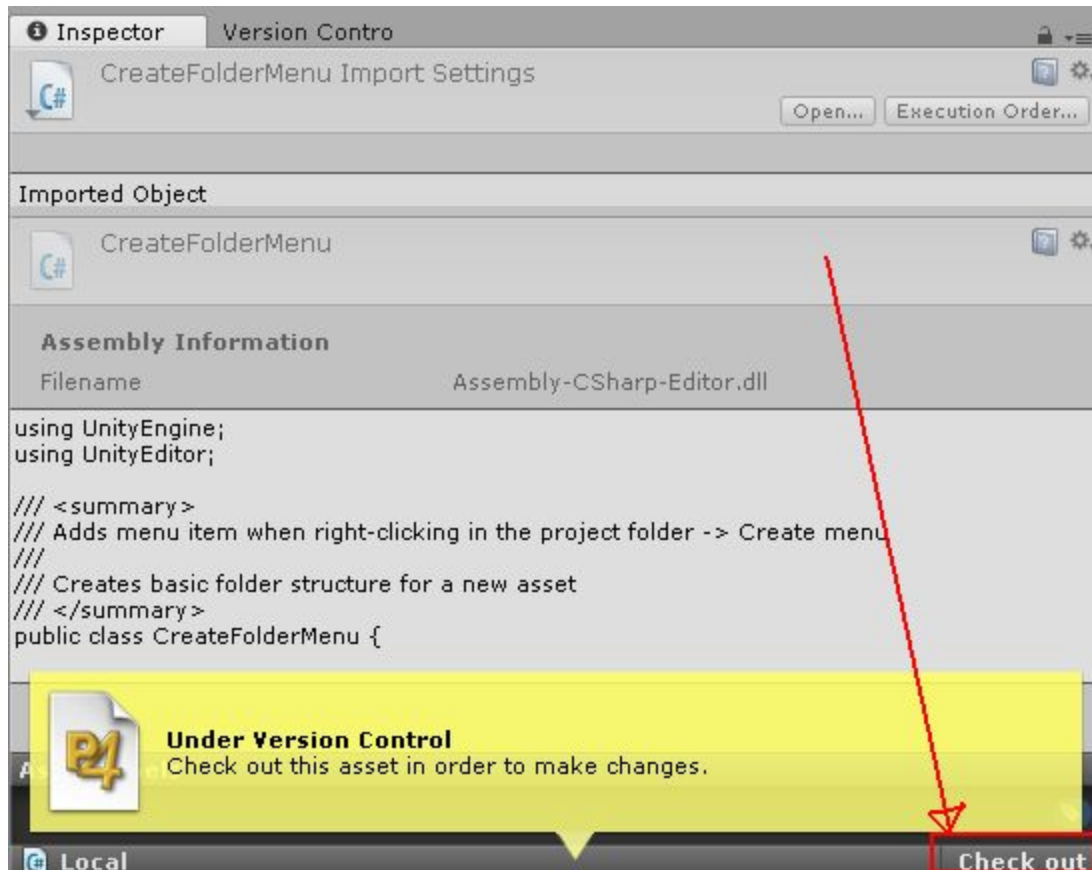
Creating a Revision

Once you've finished your work, you'll need to add your changes to a revision, which you will then upload to the depot.

Adding Files

Similar to checking out in P4V, right click the file and click *Mark for Add*. You will then see this window:
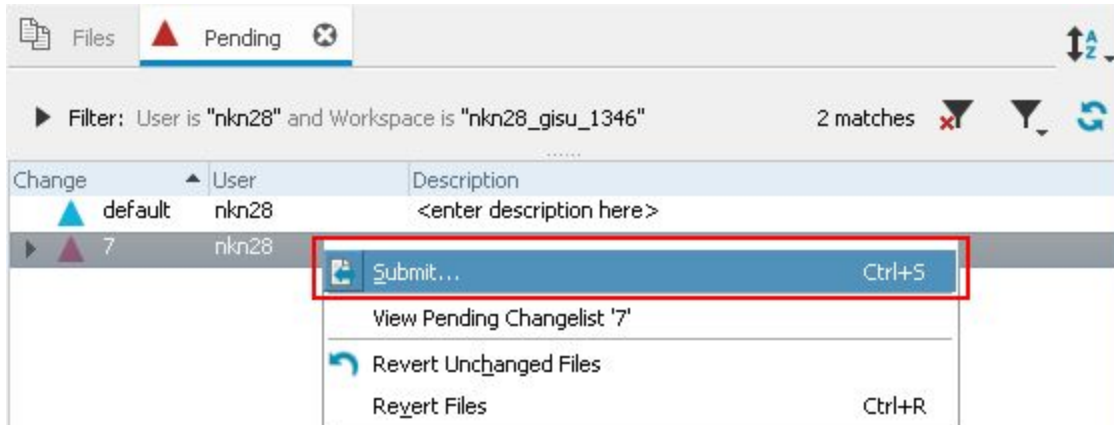
Click the dropdown that says *default* and select *New*.

Write an appropriate description about the changes you've made about the project. This is like writing a commit log in git.

When you are finished, click *OK*.

Submitting Revisions

When you've finished adding files, and your description is adequate, right click the revision you want to submit and click *Submit*.

Your changes will then be pushed to the online depot for others to download.

Note

Perforce doesn't branch like Git does. When you branch, you are branching individual files, not the entire state of the repository.

Supposedly Perforce culture doesn't use branching much.

Perforce focuses on the history of individual files over that of the repository state.