

Topic/Title:



SourceTree

Keywords/Questions:

Notes:

When you open a branch in soucetree by double clicking it goes into git and replaces the files underneath the git. All the asset and project saves.

Inside the game -
you can load a scene into the current scene by dragging the scene into the hierarchy.

If you want to add a seen and not activate it you can press alt and drag the see into your hierarchy.

Make sure when you open a branch your scene is loaded right.

NuGet

C#

Summary:

