

Branch master was renamed to main.



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[gitignore](#) / [Unity.gitignore](#) 



bdougie Merge branch 'main' into patch-1

2 years ago



72 lines (59 loc) · 1.25 KB

Code

Blame

Raw



```
1 # This .gitignore file should be placed at the root of your Unity project directory
2 #
3 # Get latest from https://github.com/github/gitignore/blob/main/Unity.gitignore
4 #
5 /[Ll]ibrary/
6 /[Tt]emp/
7 /[Oo]bj/
8 /[Bb]uild/
9 /[Bb]uilds/
10 /[Ll]ogs/
11 /[Uu]ser[Ss]ettings/
12
13 # MemoryCaptures can get excessive in size.
14 # They also could contain extremely sensitive data
15 /[Mm]emoryCaptures/
16
17 # Recordings can get excessive in size
18 /[Rr]ecordings/
19
20 # Uncomment this line if you wish to ignore the asset store tools plugin
21 # /[Aa]ssets/AssetStoreTools*
22
23 # Autogenerated JetBrains Rider plugin
24 /[Aa]ssets/Plugins/Editor/JetBrains*
25
26 # Visual Studio cache directory
27 .vs/
28
29 # Gradle cache directory
30 .gradle/
```

```
--
31
32 # Autogenerated VS/MD/Consulo solution and project files
33 ExportedObj/
34 .consulo/
35 *.csproj
36 *.unityproj
37 *.sln
38 *.suo
39 *.tmp
40 *.user
41 *.userprefs
42 *.pidb
43 *.booproj
44 *.svd
45 *.pdb
46 *.mdb
47 *.opendb
48 *.VC.db
49
50 # Unity3D generated meta files
51 *.pidb.meta
52 *.pdb.meta
53 *.mdb.meta
54
55 # Unity3D generated file on crash reports
56 sysinfo.txt
57
58 # Builds
59 *.apk
60 *.aab
61 *.unitypackage
62 *.app
63
64 # Crashlytics generated file
65 crashlytics-build.properties
66
67 # Packed Addressables
68 /[Aa]ssets/[Aa]ddressable[Aa]ssets[Dd]ata/*/*.bin*
69
70 # Temporary auto-generated Android Assets
71 /[Aa]ssets/[Ss]treamingAssets/aa.meta
72 /[Aa]ssets/[Ss]treamingAssets/aa/*
```