# Simple but powerful Git Integration

Simple but powerful git integration for Unity 3D utilizing [TortoiseGit](#) (for Windows), [SnailGit](#) (for MacOS) or [RabbitVCS](#) (for Linux) user interface. A must have plugin if you use git as your version control system in your project.

Start by right-clicking on any asset in the Project view and select entry from the "Git" context menu.

[GitHub](#) | Assets Store | Unity Forum | [OpenUPM](#)

Prerequisites

- Have git command line interface (CLI) installed – [install guide](#).
- Have git [Large File Support (LFS)](#) installed (needed for the locking features).
- Have [TortoiseGit](#) (for Windows), [SnailGit](#) (for MacOS) or [RabbitVCS](#) (for Linux) installed.
- Test if git CLI is accessible from the command line / terminal by typing "git version"
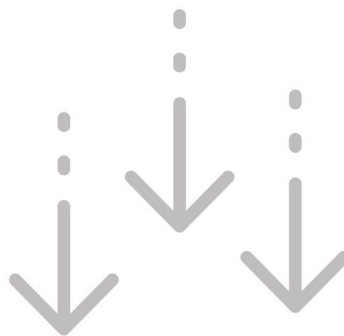
Features

- **Hooks up to Unity move and delete file operations and executes respective git commands to stay in sync.**
  - **Handles meta files as well.**
  - Moving assets to unversioned folder will ask the user to add that folder meta to git 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 git operations like commit, push, pull, revert etc.
- **Show overlay git status icons**
  - Show server changes that you need to merge (works by regularly fetching remote changes).
  - Show locked files by you and your colleges (works via LFS locks).
  - Show ignored icons (by ".gitignore").
- Displays warning in the SceneView when the current scene or edited prefab is out of date or locked.
- Lock prompt on modifying assets by path and type (perforce checkout like)
  - If asset or its meta becomes modified a pop-up window will prompt the user to lock or ignore it.
  - The window shows if modified assets are locked by others or out of date, which prevents locking them.
  - If left unlocked, the window won't prompt again for those assets. Will prompt on editor restart.
- Minimal performance impact
- Survives assembly reloads
- You don't have to leave Unity to do git chores.
- Works on Windows, MacOS and Linux.
- Simple API to integrate with your tools.
  - Use *WiseGitIntegration.RequestSilence()* and *WiseGitIntegration.ClearSilence()* to temporarily suppress any WiseGit pop-ups.
  - Use *WiseGitIntegration.RequestTemporaryDisable()* and *WiseGitIntegration.ClearTemporaryDisable()* to temporarily disable any Wise*Git* handling of file operations and updates.
  - Use *GitContextMenusManager* methods to invoke Tortoise*Git* / Snail*Git* / RabbitVCS commands.
  - Use *WiseGitIntegration.*Async()* methods to run direct git commands without any GUI (check *ExampleStatusWindow*).
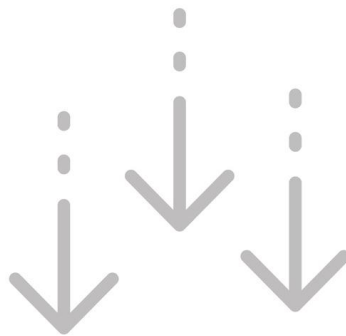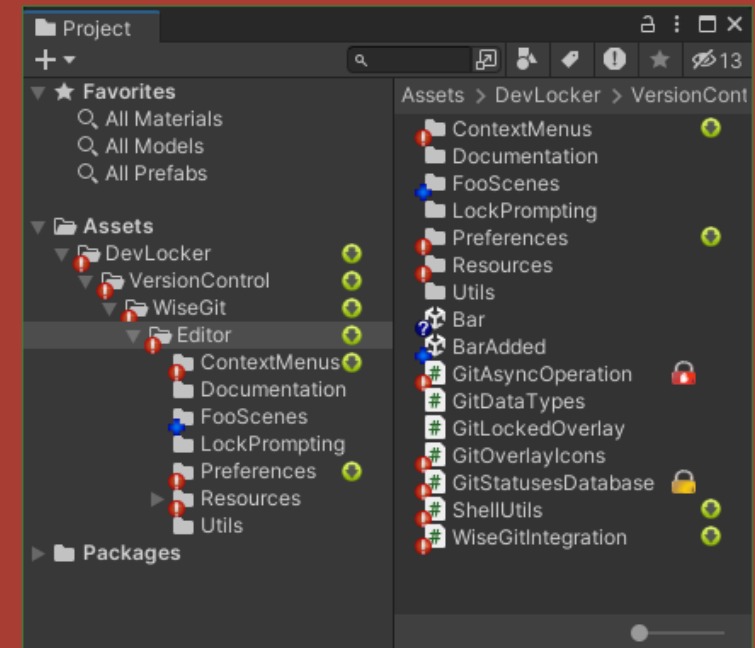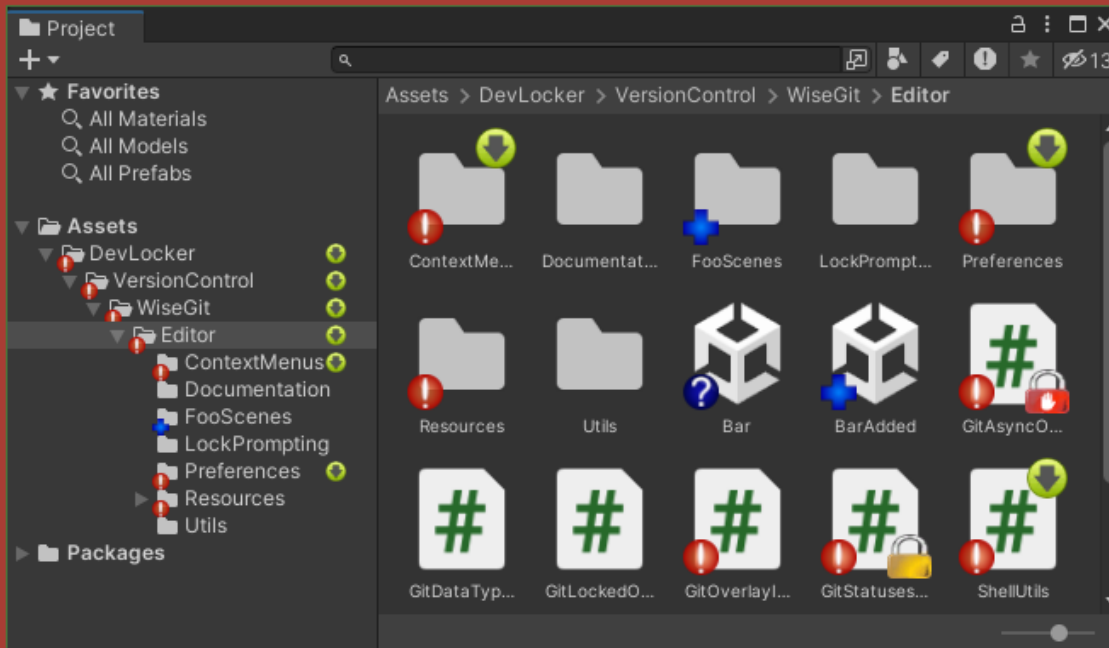
WiseGit

- **Show overlay git status icons**
  → **Show server changes that you need to update.**
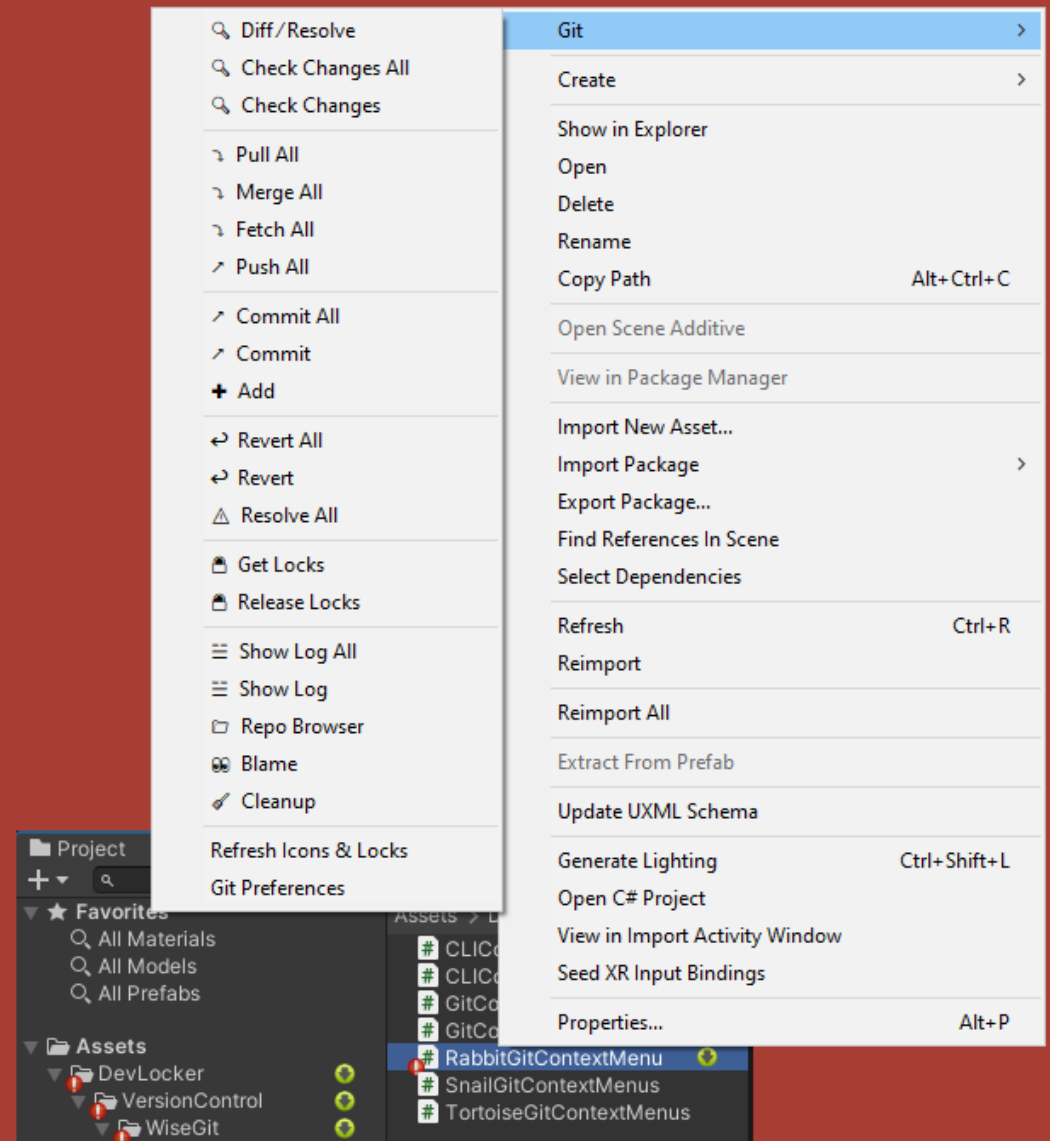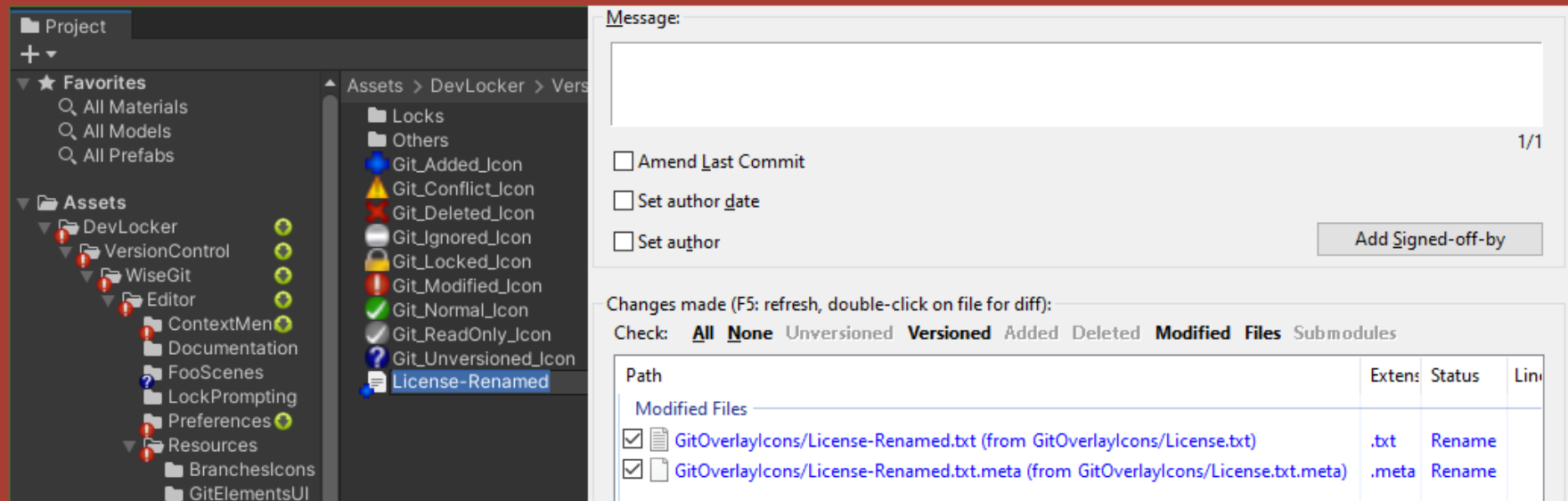 → **Show locked files by you and your colleges.**

Provides assets context menu for manual git operations like commit, pull, push, revert, etc.

"Commit / Pull / Revert / ... all" means do it from the root folder.

WiseGit

Diff / Resolve
Check Changes All
Check Changes

Pull All
Merge All
Fetch All
Push All

Commit All
Commit
Add

Revert All
Revert
Resolve All

Get Locks
Release Locks

Show Log All
Show Log
Repo Browser
Blame
Cleanup

Refresh Icons & Locks
Git Preferences

Git
Create

Show in Explorer
Open
Delete
Rename
Copy Path   Alt+Ctrl+C

Open Scene Additive

View in Package Manager

Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies

Refresh   Ctrl+R
Reimport

Reimport All

Extract From Prefab

Update UXML Schema

Generate Lighting   Ctrl+Shift+L
Open C# Project
View in Import Activity Window
Seed XR Input Bindings

Properties...   Alt+P

Project
Favorites
All Materials
All Models
All Prefabs
Assets
DevLocker
VersionControl
WiseGit

CLICo
CLICo
GitCo
GitCo
RabbitGitContextMenu
SnailGitContextMenus
TortoiseGitContextMenus

WiseGit

- **Hooks up to Unity move and delete file operations and executes respective git 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.**

Easy to use UI via
TortoiseGit (Windows)
SnailGit (MacOS)
RabbitVCS (Linux)

WiseGit
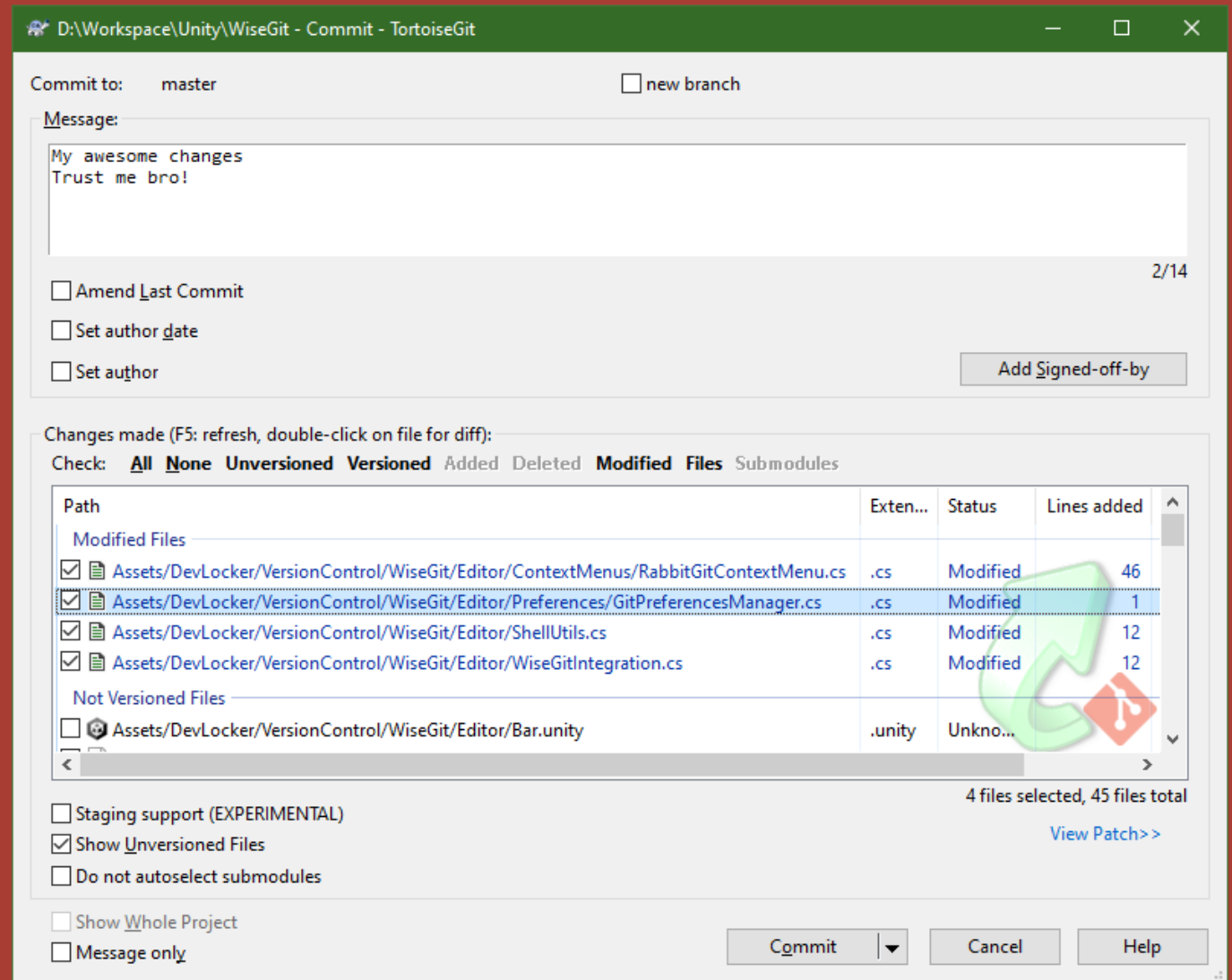
Fully configurable!

WiseGit

Lock Prompt

WiseGit 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.
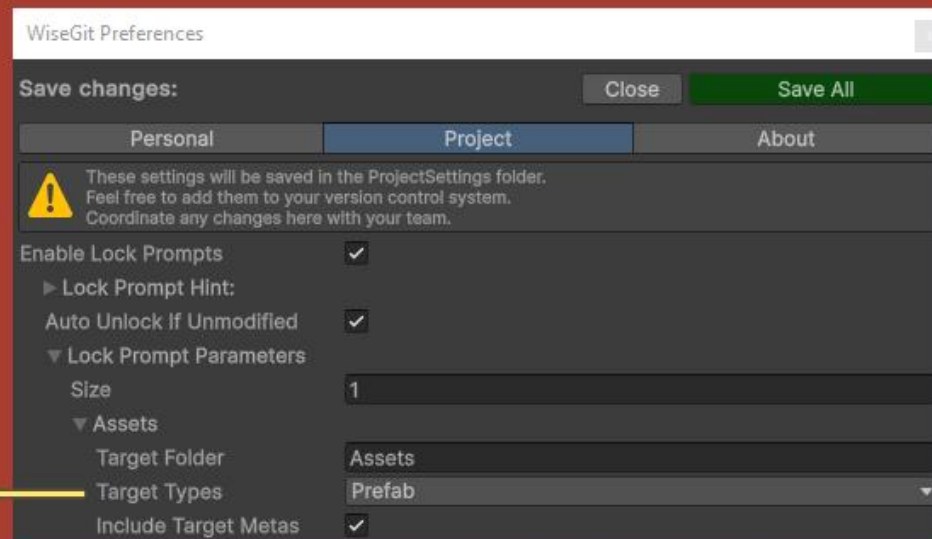Coordinate any changes here with your team.

Enable Lock Prompts ✔
  ▶ Lock Prompt Hint:
Auto Unlock If Unmodified ✔
  ▼ Lock Prompt Parameters
    Size   1
    ▼ Assets
      Target Folder   Assets
      Target Types   Prefab ▾
      Include Target Metas ✔

Configure what assets should be monitored

Git Lock Modified Assets ✕

Lock Modified Assets   Silence!
▶ What are locks?
Steal locks by force ☐
Auto lock when possible ☐

Mute for this session

⚠️ If you skip locking assets, you won't be prompted again unless the assets status change or Unity restarts.
To force re-evaluate all of the locks, select the "Assets/Git/Refresh Icons & Locks" menu.

Lock	Asset		Revert	Owner
☐	☼ W_Atlantis	⊙ ↺ ✎		sarah.connor
☐	☼ W_Egypt	⊙ ↺ ✎		sarah.connor
☐	⬡ DockModule	⊙ ↺ ✎		Out of date!
☐	⬤ GreekWall	⊙ ↺ ✎		Out of date!
✔	⬤ Magma	⊙ ✎		
✔	⬡ VikingShip-Floating	⊙ ↺ ✎		
✔	⬠ AssetsRepository (Assets Repository)	⊙ ↺ ✎		

Assets out of date or locked by others

Prompt user to lock assets

Toggle Selected   Refresh All   Pull All   Revert All Window   Skip All   Lock Selected

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Locked & Out of Date Warnings

WiseGit