

Simple but powerful Git Integration



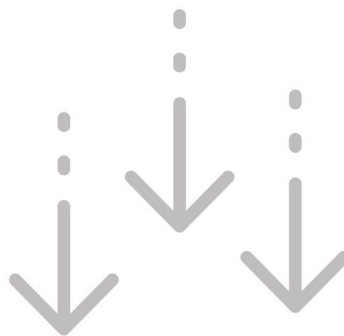
Simple but powerful git integration for Unity 3D utilizing [TortoiseGit](#) (for Windows), [SnailGit](#) (for MacOS) or [RabbitVCS](#) (for Linux) user interface. A must have plugin if you use git as your version control system in your project.

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](#)

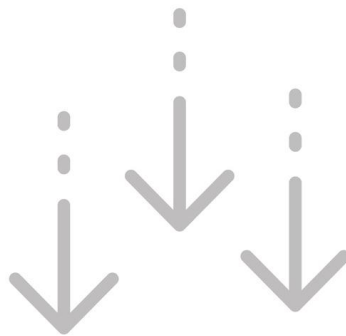
Prerequisites

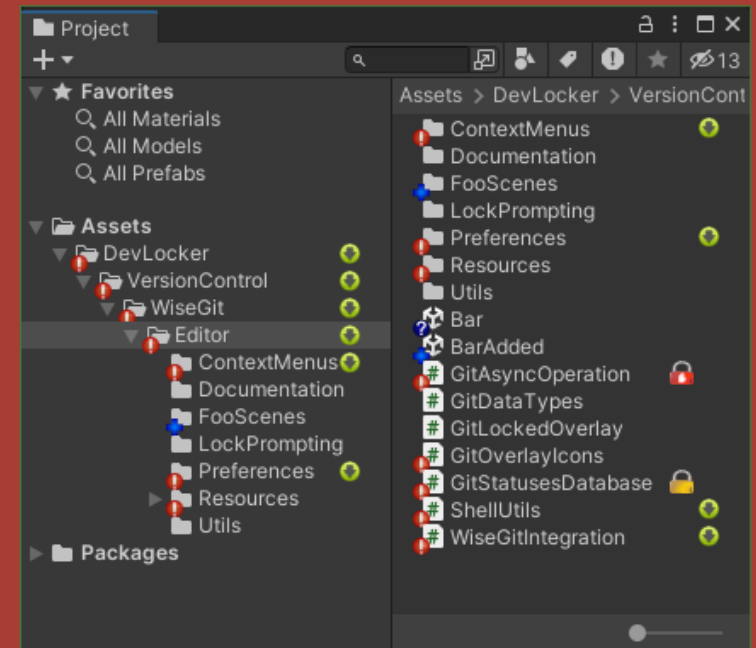
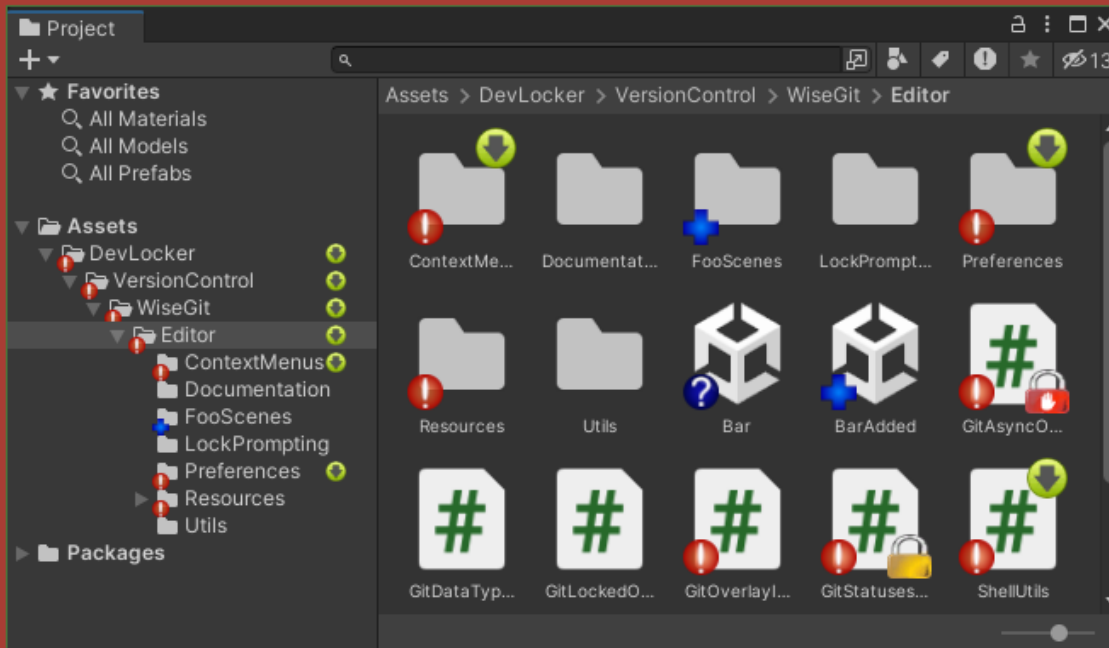
- Have git command line interface (CLI) installed – [install guide](#).
- Have git [Large File Support \(LFS\)](#) installed (needed for the locking features).
- Have [TortoiseGit](#) (for Windows), [SnailGit](#) (for MacOS) or [RabbitVCS](#) (for Linux) installed.
- Test if git CLI is accessible from 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- Displays warning in the SceneView when the current scene or edited prefab is out of date or locked.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 WiseGit handling of file operations and updates.
 - Use *GitContextMenusManager* methods to invoke TortoiseGit / SnailGit / RabbitVCS commands.
 - Use *WiseGitIntegration.*Async()* methods to run direct git commands without any GUI (check *ExampleStatusWindow*).





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

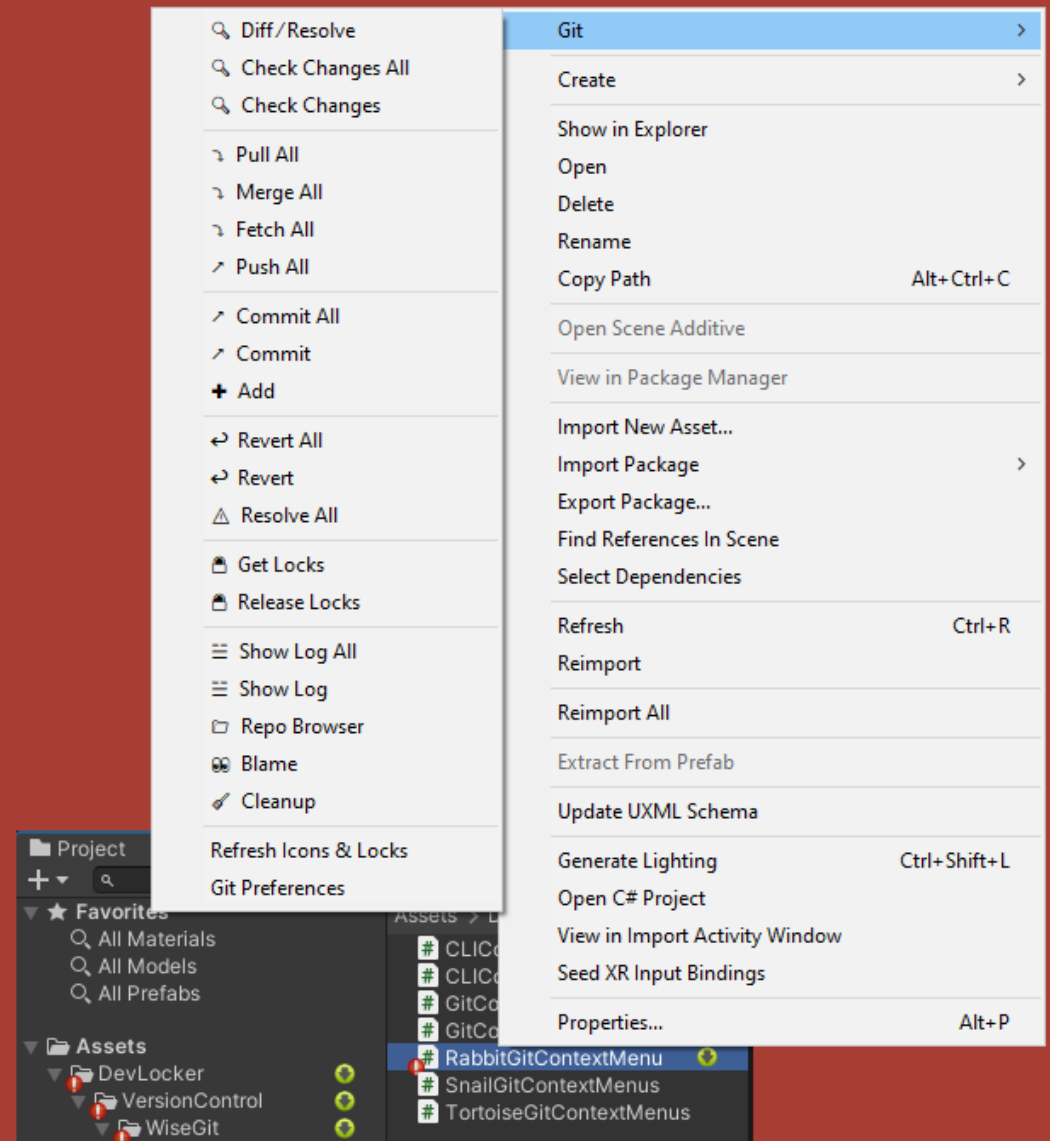
WiseGit

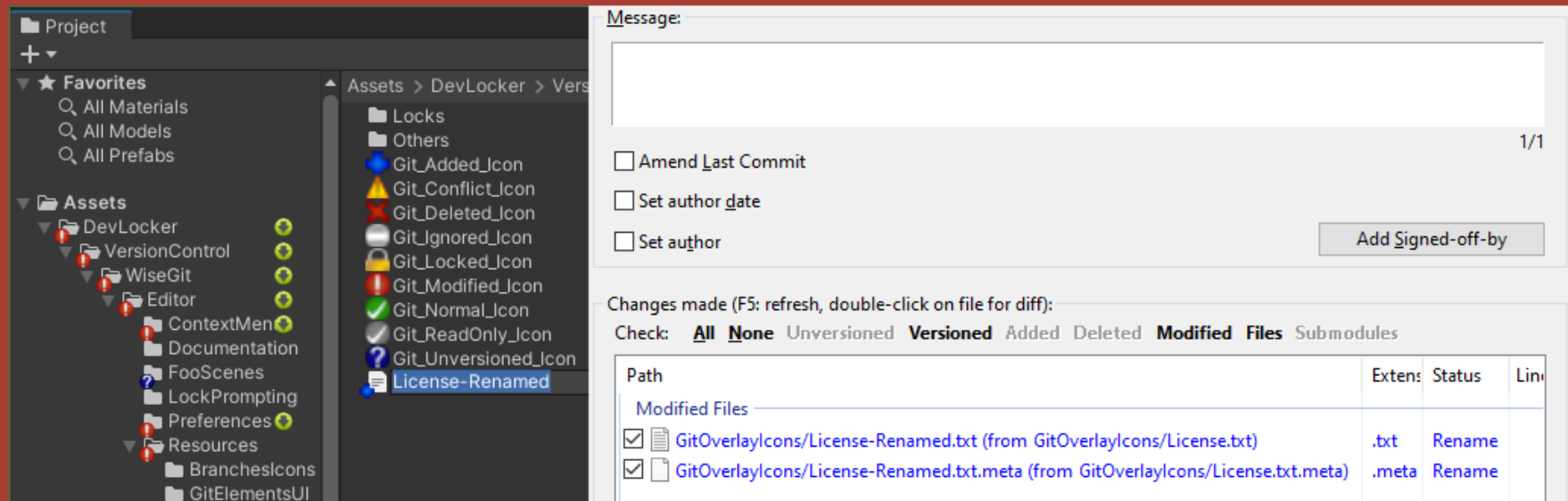


Provides assets context menu
for manual git operations like
commit, pull, push, revert, etc.

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

WiseGit





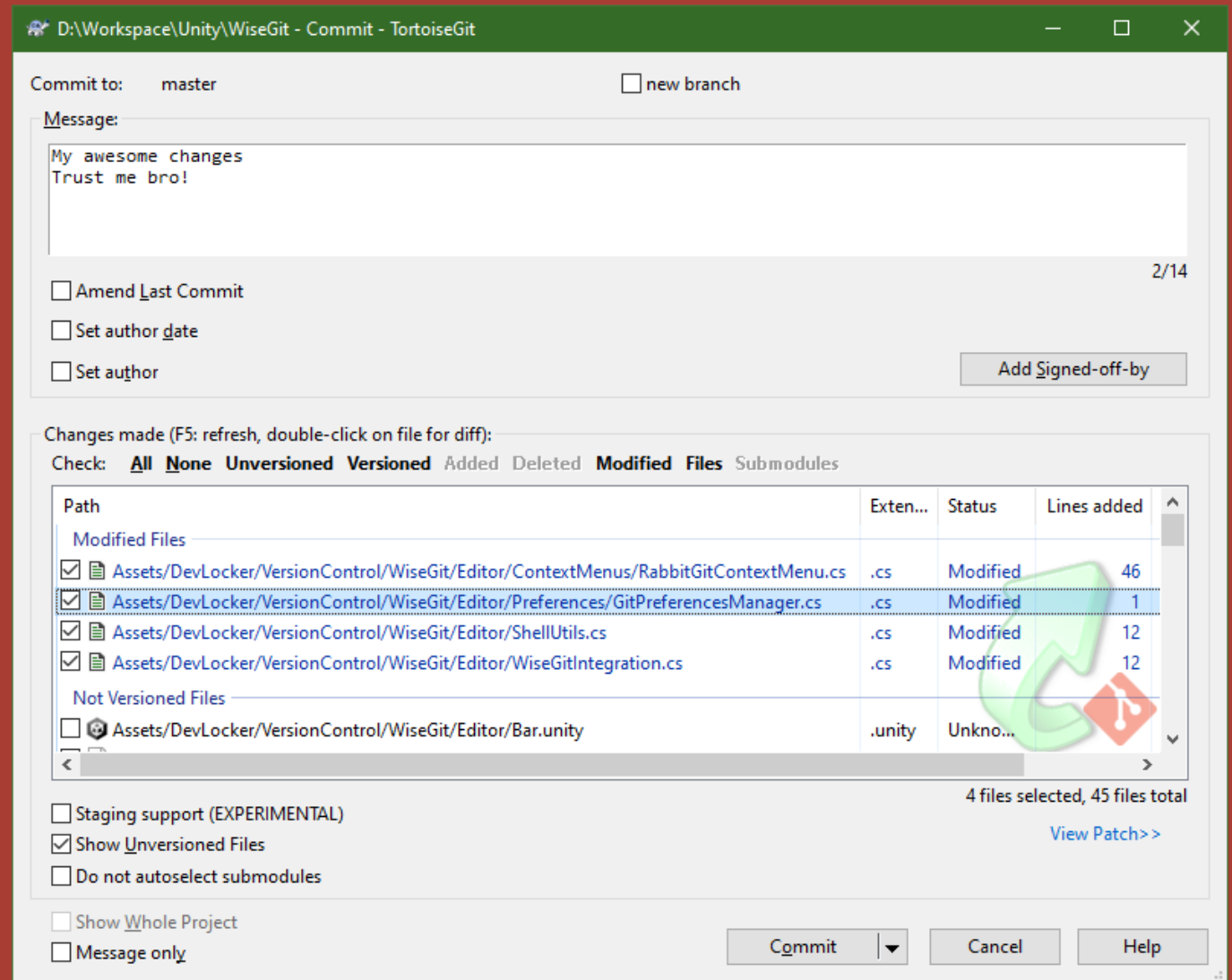
- Hooks up to Unity move and delete file operations and executes respective git commands to stay in sync.
 - Handles meta files as well.
 - Handles moving files to unversioned folder.
 - Moving conflicted files / folders will be rejected.
 - Will work with other custom Unity tools.

WiseGit



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

WiseGit



Fully configurable!



WiseGit Preferences

Save changes: Close Save All

Personal Project About

! These are personal preferences stored in the registry.
Hint: check the the tooltips.

Enable Git integration ☒

Enable overlay icons ☒

Scan for git-ignores ☒

Show Normal status green icon ☐

Show Ignore & Excluded gray icon ☒

Overlay icons refresh interval 120

Fetch remote changes Same As Project Preference

Auto lock when modified ☐

SceneView overlay for conflicts ☒

Ask On Moving Folders ☒

Git CLI Path

Context menus client Tortoise Git

Trace logs Git Operations

► Exclude Paths

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.

Fetch remote changes ☒

Git CLI Path

Git CLI Path MacOS

Enable Lock Prompts ☐

► Exclude Paths

Lock Prompt

Configure what assets should be monitored

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 ☒

Mute for this session

Git Lock Modified Assets

Lock Modified Assets Silence!

▶ What are locks?

Steal locks by force ☐

Auto lock when possible ☐

⚠ 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
<input type="checkbox"/>	W_Atlantis		sarah.connor
<input type="checkbox"/>	W_Egypt		sarah.connor
<input type="checkbox"/>	DockModule		Out of date!
<input type="checkbox"/>	GreekWall		Out of date!
<input checked="" type="checkbox"/>	Magma		
<input checked="" type="checkbox"/>	VikingShip-Floating		
<input checked="" type="checkbox"/>	AssetsRepository (Assets Repository)		

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

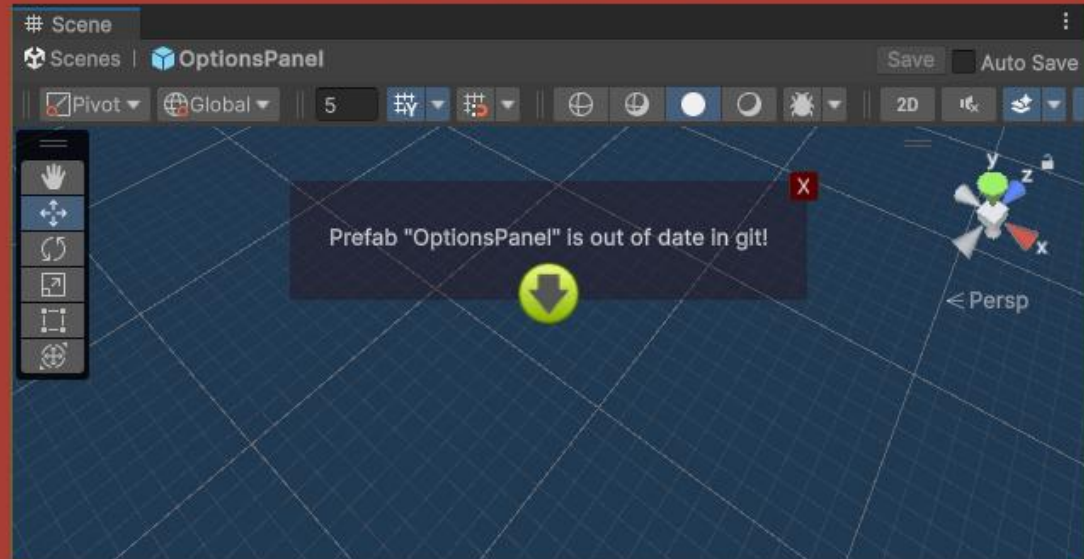
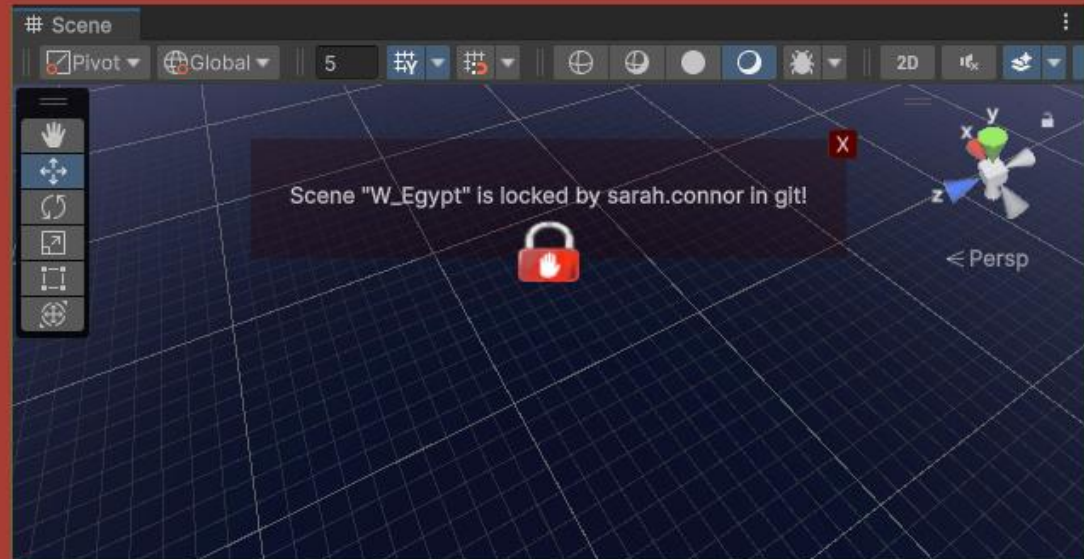
Assets out of date or locked by others

Prompt user to lock assets

WiseGit



Locked & Out of Date Warnings



WiseGit

