\* text=auto

# Unity files

\*.meta -text merge=unityyamlmerge diff

\*.unity -text merge=unityyamlmerge diff

\*.asset -text merge=unityyamlmerge diff

\*.prefab -text merge=unityyamlmerge diff

\*.mat -text merge=unityyamlmerge diff

\*.anim -text merge=unityyamlmerge diff

\*.controller -text merge=unityyamlmerge diff

\*.overrideController -text merge=unityyamlmerge diff

\*.physicMaterial -text merge=unityyamlmerge diff

\*.physicsMaterial2D -text merge=unityyamlmerge diff

\*.playable -text merge=unityyamlmerge diff

\*.mask -text merge=unityyamlmerge diff

\*.brush -text merge=unityyamlmerge diff

\*.flare -text merge=unityyamlmerge diff

\*.fontsettings -text merge=unityyamlmerge diff

\*.guiskin -text merge=unityyamlmerge diff

\*.giparams -text merge=unityyamlmerge diff

\*.renderTexture -text merge=unityyamlmerge diff

\*.spriteatlas -text merge=unityyamlmerge diff

\*.terrainlayer -text merge=unityyamlmerge diff

\*.mixer -text merge=unityyamlmerge diff

\*.shadervariants -text merge=unityyamlmerge diff

# Image formats

\*.psd filter=lfs diff=lfs merge=lfs -text

\*.jpg filter=lfs diff=lfs merge=lfs -text

\*.png filter=lfs diff=lfs merge=lfs -text

\*.gif filter=lfs diff=lfs merge=lfs -text

\*.bmp filter=lfs diff=lfs merge=lfs -text

\*.tga filter=lfs diff=lfs merge=lfs -text

\*.tiff filter=lfs diff=lfs merge=lfs -text

\*.tif filter=lfs diff=lfs merge=lfs -text

\*.iff filter=lfs diff=lfs merge=lfs -text

\*.pict filter=lfs diff=lfs merge=lfs -text

\*.dds filter=lfs diff=lfs merge=lfs -text

\*.xcf filter=lfs diff=lfs merge=lfs -text

# Audio formats

\*.mp3 filter=lfs diff=lfs merge=lfs -text

\*.ogg filter=lfs diff=lfs merge=lfs -text

\*.wav filter=lfs diff=lfs merge=lfs -text

\*.aiff filter=lfs diff=lfs merge=lfs -text

\*.aif filter=lfs diff=lfs merge=lfs -text

\*.mod filter=lfs diff=lfs merge=lfs -text

\*.it filter=lfs diff=lfs merge=lfs -text

\*.s3m filter=lfs diff=lfs merge=lfs -text

\*.xm filter=lfs diff=lfs merge=lfs -text

# Video formats

\*.mov filter=lfs diff=lfs merge=lfs -text

\*.avi filter=lfs diff=lfs merge=lfs -text

\*.asf filter=lfs diff=lfs merge=lfs -text

\*.mpg filter=lfs diff=lfs merge=lfs -text

\*.mpeg filter=lfs diff=lfs merge=lfs -text

\*.mp4 filter=lfs diff=lfs merge=lfs -text

# 3D formats

\*.fbx filter=lfs diff=lfs merge=lfs -text

\*.obj filter=lfs diff=lfs merge=lfs -text

\*.max filter=lfs diff=lfs merge=lfs -text

\*.blend filter=lfs diff=lfs merge=lfs -text

\*.dae filter=lfs diff=lfs merge=lfs -text

\*.mb filter=lfs diff=lfs merge=lfs -text

\*.ma filter=lfs diff=lfs merge=lfs -text

\*.3ds filter=lfs diff=lfs merge=lfs -text

\*.dfx filter=lfs diff=lfs merge=lfs -text

\*.c4d filter=lfs diff=lfs merge=lfs -text

\*.lwo filter=lfs diff=lfs merge=lfs -text

\*.lwo2 filter=lfs diff=lfs merge=lfs -text

\*.abc filter=lfs diff=lfs merge=lfs -text

\*.3dm filter=lfs diff=lfs merge=lfs -text

# Build

\*.dll filter=lfs diff=lfs merge=lfs -text

\*.pdb filter=lfs diff=lfs merge=lfs -text

\*.mdb filter=lfs diff=lfs merge=lfs -text

# Packaging

\*.zip filter=lfs diff=lfs merge=lfs -text

\*.7z filter=lfs diff=lfs merge=lfs -text

\*.gz filter=lfs diff=lfs merge=lfs -text

\*.rar filter=lfs diff=lfs merge=lfs -text

\*.tar filter=lfs diff=lfs merge=lfs -text

# Collapse Unity-generated files on GitHub

\*.asset linguist-generated

\*.mat linguist-generated

\*.meta linguist-generated

\*.prefab linguist-generated

\*.unity linguist-generated