

MyFirstProjekt

- **Projekt anlegen,**
- **versionieren**

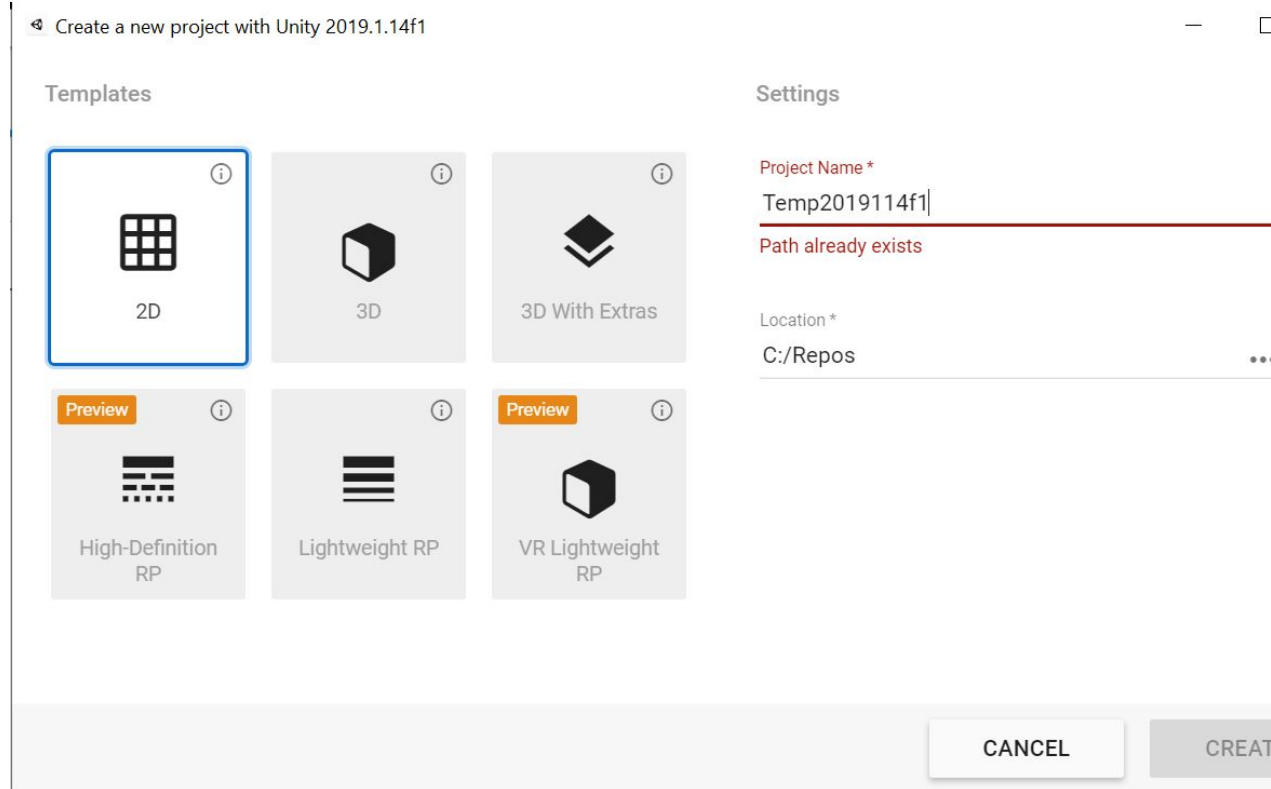
Unity 2019.1.14f1 Projekt anlegen

UnityHub öffnen

Unter Projects → New

- Project Name:
Temp2019114f1
 - Location:
 - C:/Repos (Win)
- bzw.
- /Repos (Mac)

CREATE



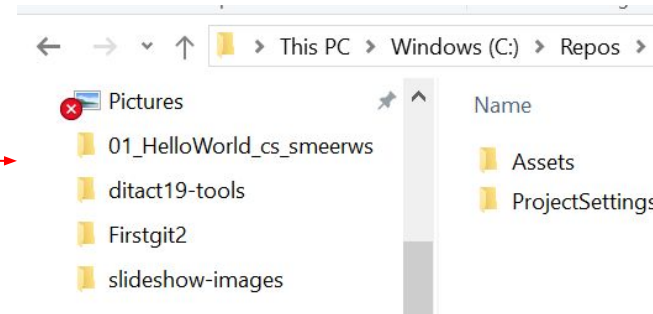
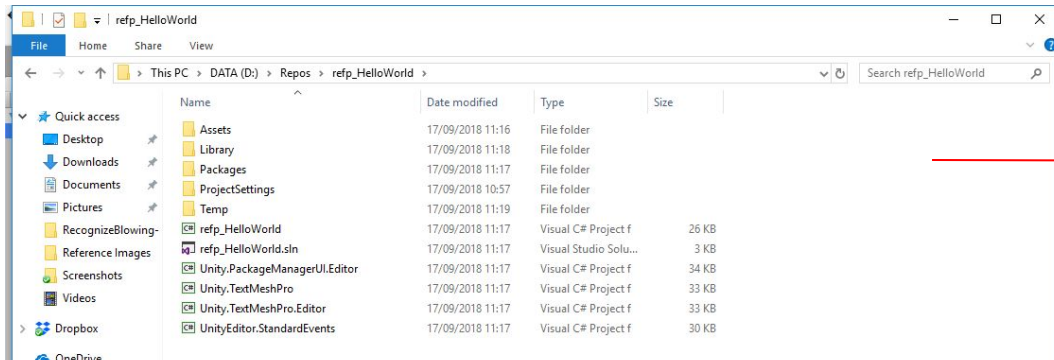
Unity 2019.1.14f1 Projekt anlegen cont

Unityprojekt schliessen!!

(Unity schließen damit keine temporären Dateien mehr vorhanden sind.)

Im Unity-Projektordner Hidden Files anzeigen (Terminal oder rechtsklick).

In Ornder C:/Repos/Temp2019114f1 wechseln und alles außer Assets und Projectsettings löschen



MyFirstProject-cs-yourKürzel auf GitHub anlegen

Auf GitHub neues Repository anlegen unter Organisation 3ahmmn-htlsbg



3ahmmn-htlsbg

 Repositories 30

 Packages

 People 33

 Teams

 Projects

 Settings

Type: All ▾

Customize pins

 New

Get unlimited private repos

Dismiss

Bolster your team with the ability to create unlimited private repos, along with advanced access controls and user management.

[Upgrade to Team](#)

People

33 >



MyFirstProject-cs-yourKürzel auf GitHub anlegen

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Owner



3ahmm-hitsbg

Repository name *

MyFirstProject-cs-smeerws



Great repository names are short and memorable. Need inspiration? How about **redesigned-couscous**?

Description (optional)



Public

Anyone can see this repository. You choose who can commit.



Private

Your current plan does not support private repositories. [Upgrade to Team](#)

Skip this step if you're importing an existing repository.



Initialize this repository with a README

This will let you immediately clone the repository to your computer.

Add .gitignore: Unity

Add a license: None



Create repository

MyFirstProject-cs-yourKürzel auf GitHub angelegt

The screenshot shows a GitHub repository page. At the top, the repository name is '3ahnmn-htlsbg / MyFirstProject-cs-smeerws'. Below this is a navigation bar with links to 'Code', 'Issues', 'Pull requests', 'Projects', 'Wiki', 'Security', 'Insights', and 'Settings'. The 'Code' link is highlighted. Below the navigation bar, there is a section for repository statistics: '1 commit', '1 branch', '0 releases', and '1 contributor'. Below this is a section for file management with buttons for 'Branch: master', 'New pull request', 'Create new file', 'Upload files', 'Find file', and 'Clone or download'. Below the file management section is a list of files: '.gitignore' and 'README.md'. Both files are marked as 'Initial commit' and 'now'. Below the file list is a section for the 'README.md' file, which contains the text 'MyFirstProject-cs-smeerws'.

3ahnmn-htlsbg / MyFirstProject-cs-smeerws

Watch 0 Star 0 Fork 0

<> Code Issues 0 Pull requests 0 Projects 0 Wiki Security Insights Settings

No description, website, or topics provided. Edit

Manage topics

1 commit 1 branch 0 releases 1 contributor

Branch: master New pull request Create new file Upload files Find file Clone or download

smeerws Initial commit Latest commit fcad5c3 now

.gitignore Initial commit now

README.md Initial commit now

README.md

MyFirstProject-cs-smeerws

MyFirstProject-cs-yourKürzel auf GitHub clonen zur lokalen Verwendung

Edit

1 branch

0 releases

1 contributor

Create new file

Upload files

Find file

Clone or download

Clone with SSH

Use HTTPS

Use a password protected SSH key.

git@github.com:3ahnm-htlsbg/MyFirstProj



Open in Desktop

Download ZIP

Initial commit

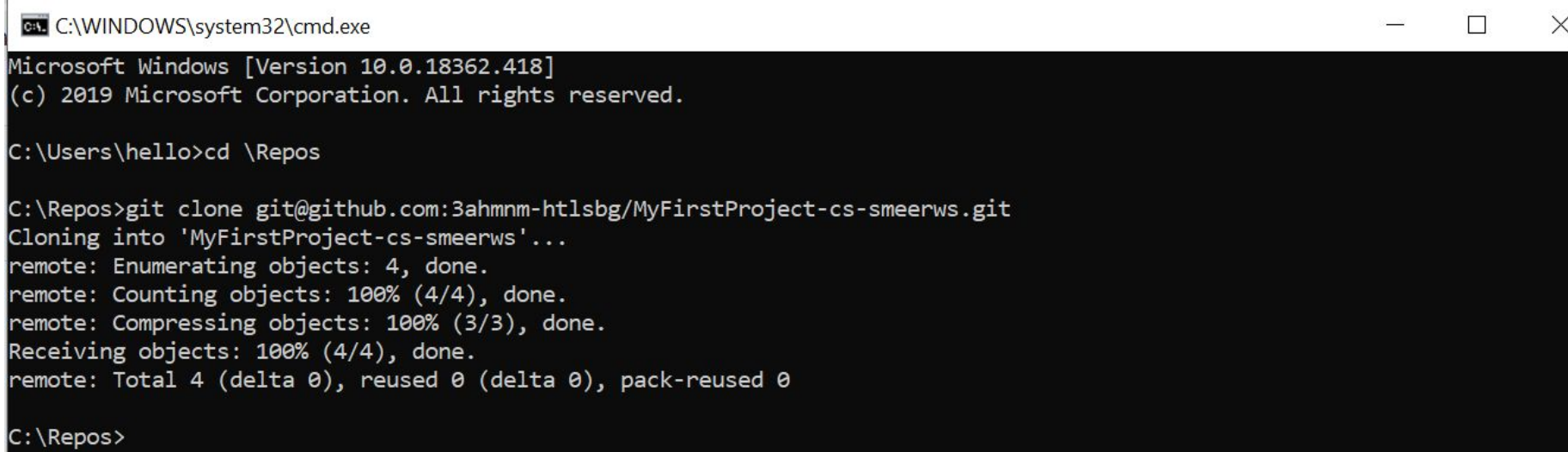
Initial commit

kopieren

meerws

MyFirstProject-cs-yourKürzel auf GitHub clonen zur lokalen Verwendung cont

Wechseln in Repos Ordner mit `cd \Repos` auf Win und `cd /Repos` auf Mac
`git clone linkvonGitHubProject`
Siehe unten wenn es funktioniert hat dann sollte unter Repos der Ornder
MyFirstProject-cs-yourKürzel zu finden sein



```
C:\WINDOWS\system32\cmd.exe
Microsoft Windows [Version 10.0.18362.418]
(c) 2019 Microsoft Corporation. All rights reserved.

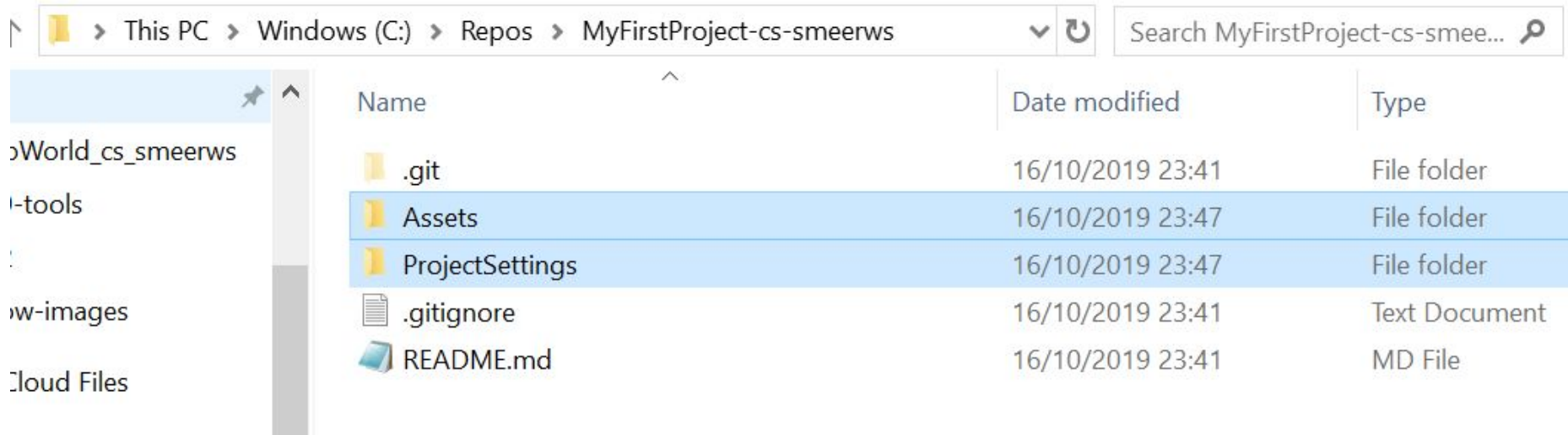
C:\Users\hello>cd \Repos

C:\Repos>git clone git@github.com:3ahnmn-htlsbg/MyFirstProject-cs-smeerws.git
Cloning into 'MyFirstProject-cs-smeerws'...
remote: Enumerating objects: 4, done.
remote: Counting objects: 100% (4/4), done.
remote: Compressing objects: 100% (3/3), done.
Receiving objects: 100% (4/4), done.
remote: Total 4 (delta 0), reused 0 (delta 0), pack-reused 0

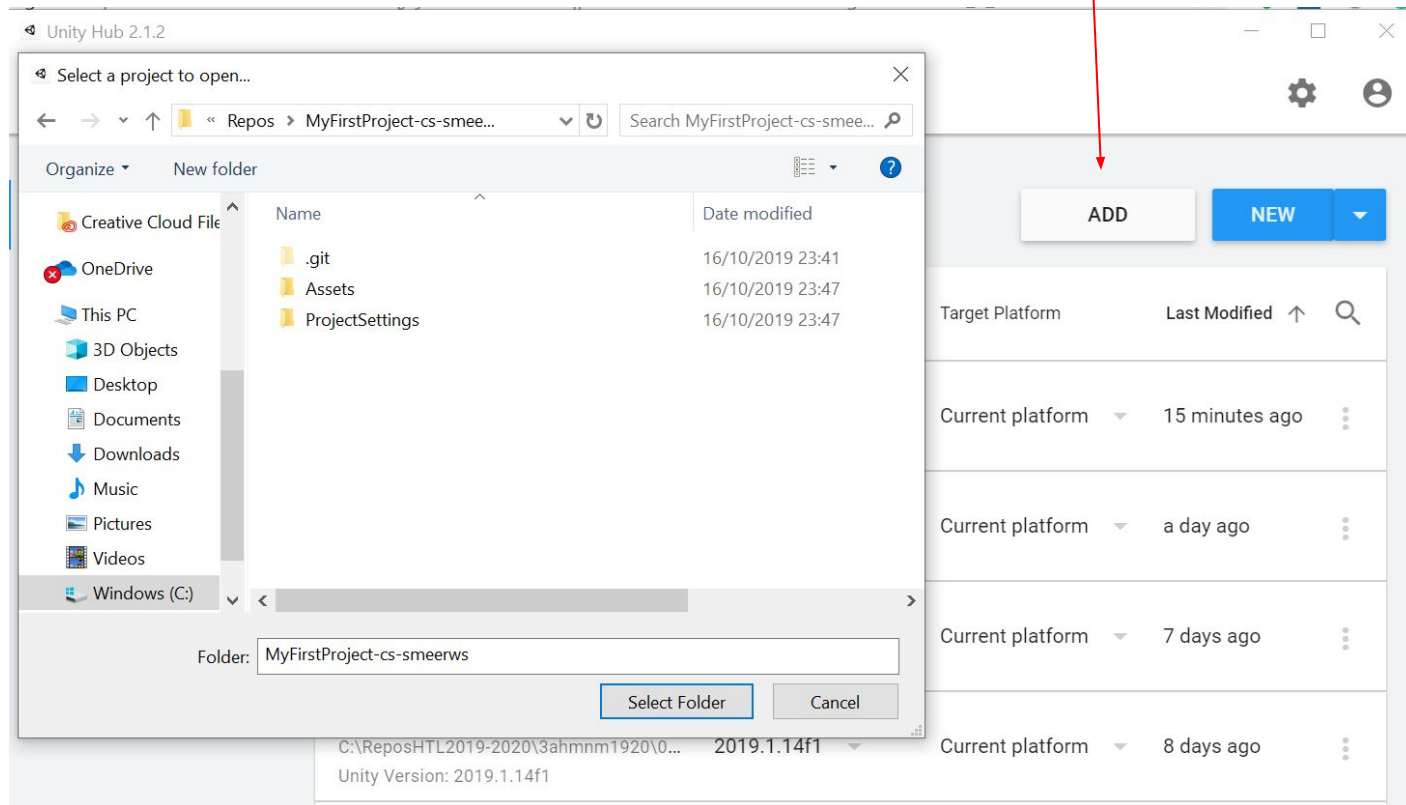
C:\Repos>
```


MyFirstProject-cs-yourKürzel mit Unity Assets und Projectsettings befüllen

Aus Temp2019114f1 Ordner Assets und Projectsettings Folder in MyFirstProject-cs-yourKürzel kopieren

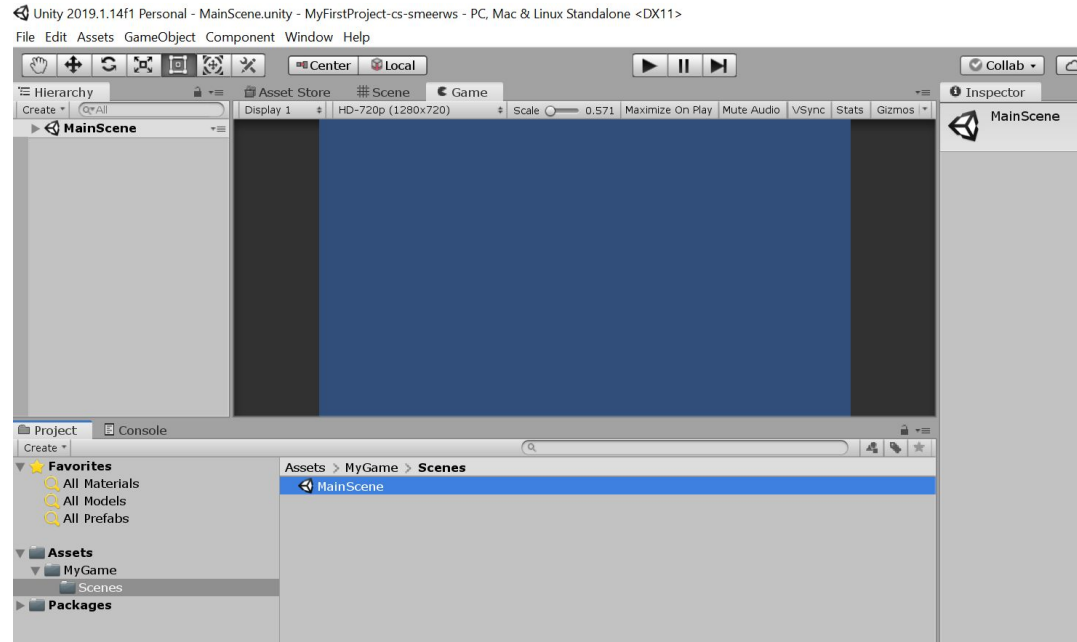


MyFirstProject-cs-yourKürzel mit UnityHub öffnen



MyFirstProject-cs-yourKürzel in Unity anpassen

- In Project-Reiter neuen Ordner anlegen MyGame
- Scenes Ordner in MyGame verschieben
- SampleScene in MainScene umbenennen



MyFirstProject-cs-yourKürzel lokal versionieren

```
C:\Repos>cd MyFirstProject-cs-smeerws

C:\Repos\MyFirstProject-cs-smeerws>git status
On branch master
Your branch is up to date with 'origin/master'.

Untracked files:
  (use "git add <file>..." to include in what will be committed)

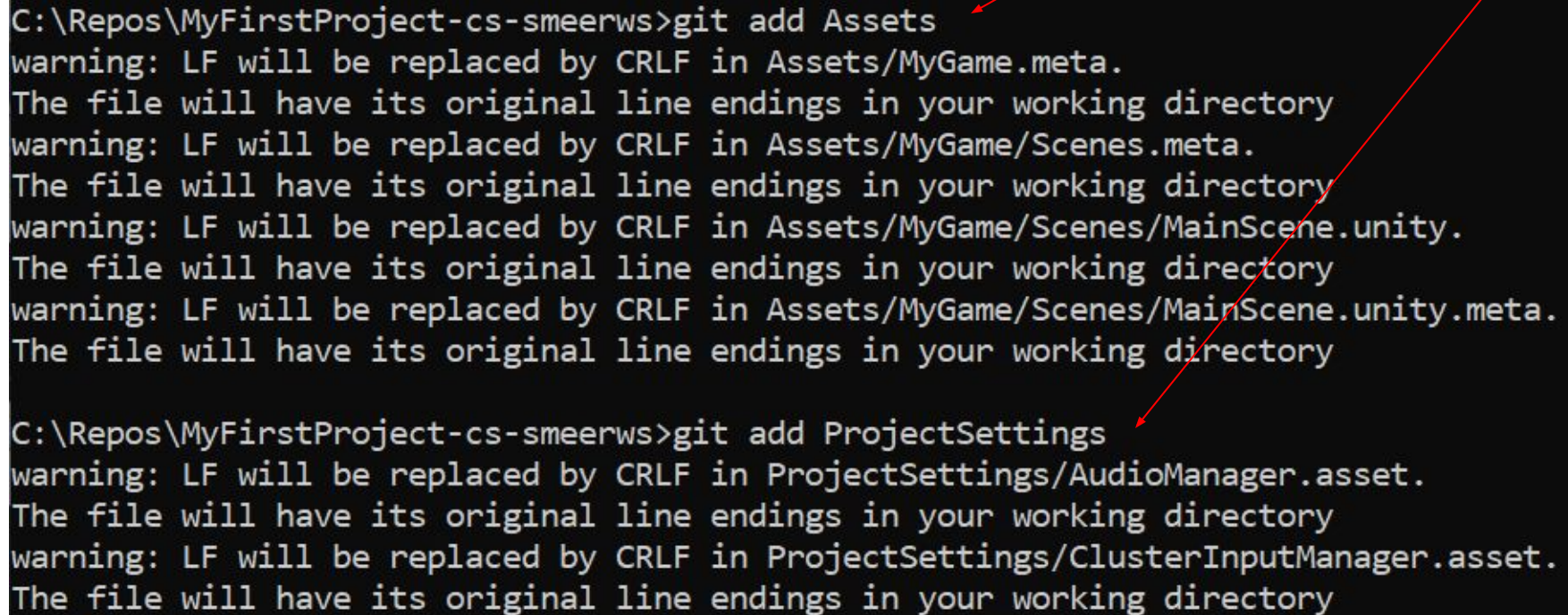
    Assets/
    Logs/
    Packages/
    ProjectSettings/

nothing added to commit but untracked files present (use "git add" to track)

C:\Repos\MyFirstProject-cs-smeerws>
```

MyFirstProject-cs-yourKürzel lokal versionieren

git add Assets
git add Projectsettings



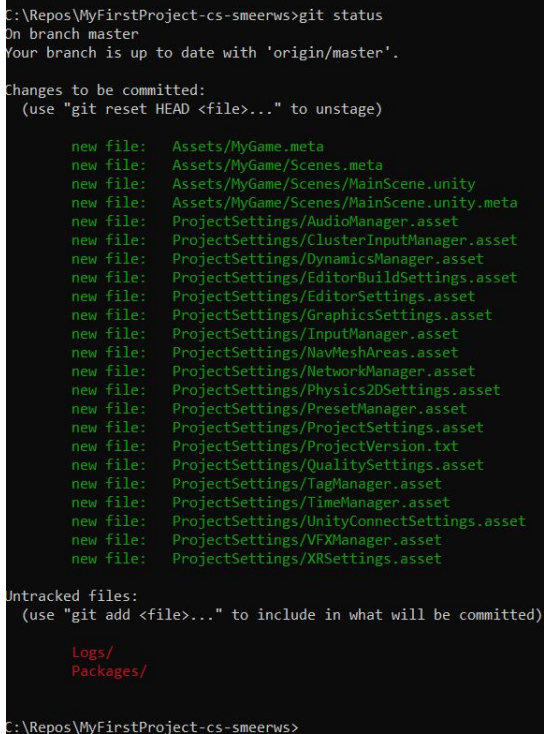
```
C:\Repos\MyFirstProject-cs-smeerws>git add Assets
warning: LF will be replaced by CRLF in Assets/MyGame.meta.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in Assets/MyGame/Scenes.meta.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in Assets/MyGame/Scenes/MainScene.unity.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in Assets/MyGame/Scenes/MainScene.unity.meta.
The file will have its original line endings in your working directory

C:\Repos\MyFirstProject-cs-smeerws>git add ProjectSettings
warning: LF will be replaced by CRLF in ProjectSettings/AudioManager.asset.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in ProjectSettings/ClusterInputManager.asset.
The file will have its original line endings in your working directory
```

MyFirstProject-cs-yourKürzel lokal versionieren

git status

Logs und Packages darf
nicht versioniert werden
Für den Moment ignorieren



```
C:\Repos\MyFirstProject-cs-smeerws>git status
On branch master
Your branch is up to date with 'origin/master'.

Changes to be committed:
  (use "git reset HEAD <file>..." to unstage)

    new file:   Assets/MyGame.meta
    new file:   Assets/MyGame/Scenes.meta
    new file:   Assets/MyGame/Scenes/MainScene.unity
    new file:   Assets/MyGame/Scenes/MainScene.unity.meta
    new file:   ProjectSettings/AudioManager.asset
    new file:   ProjectSettings/ClusterInputManager.asset
    new file:   ProjectSettings/DynamicsManager.asset
    new file:   ProjectSettings/EditorBuildSettings.asset
    new file:   ProjectSettings/EditorSettings.asset
    new file:   ProjectSettings/GraphicsSettings.asset
    new file:   ProjectSettings/InputManager.asset
    new file:   ProjectSettings/NavMeshAreas.asset
    new file:   ProjectSettings/NetworkManager.asset
    new file:   ProjectSettings/Physics2DSettings.asset
    new file:   ProjectSettings/PresetManager.asset
    new file:   ProjectSettings/ProjectSettings.asset
    new file:   ProjectSettings/ProjectVersion.txt
    new file:   ProjectSettings/QualitySettings.asset
    new file:   ProjectSettings/TagManager.asset
    new file:   ProjectSettings/TimeManager.asset
    new file:   ProjectSettings/UnityConnectSettings.asset
    new file:   ProjectSettings/VFXManager.asset
    new file:   ProjectSettings/XRSettings.asset

Untracked files:
  (use "git add <file>..." to include in what will be committed)

    Logs/
    Packages/

C:\Repos\MyFirstProject-cs-smeerws>
```


MyFirstProject-cs-yourKürzel lokal versionieren

git commit -m "init Project"

Erst mit diesem Kommando
ist diese Version lokal
versioniert!

```
C:\Repos\MyFirstProject-cs-smeerws>git commit -m "init Project"
[master 422b84c] init Project
23 files changed, 1721 insertions(+)
create mode 100644 Assets/MyGame.meta
create mode 100644 Assets/MyGame/Scenes.meta
create mode 100644 Assets/MyGame/Scenes/MainScene.unity
create mode 100644 Assets/MyGame/Scenes/MainScene.unity.meta
create mode 100644 ProjectSettings/AudioManager.asset
create mode 100644 ProjectSettings/ClusterInputManager.asset
create mode 100644 ProjectSettings/DynamicsManager.asset
create mode 100644 ProjectSettings/EditorBuildSettings.asset
create mode 100644 ProjectSettings/EditorSettings.asset
create mode 100644 ProjectSettings/GraphicsSettings.asset
create mode 100644 ProjectSettings/InputManager.asset
create mode 100644 ProjectSettings/NavMeshAreas.asset
create mode 100644 ProjectSettings/NetworkManager.asset
create mode 100644 ProjectSettings/Physics2DSettings.asset
create mode 100644 ProjectSettings/PresetManager.asset
create mode 100644 ProjectSettings/ProjectSettings.asset
create mode 100644 ProjectSettings/ProjectVersion.txt
create mode 100644 ProjectSettings/QualitySettings.asset
create mode 100644 ProjectSettings/TagManager.asset
create mode 100644 ProjectSettings/TimeManager.asset
create mode 100644 ProjectSettings/UnityConnectSettings.asset
create mode 100644 ProjectSettings/VFXManager.asset
create mode 100644 ProjectSettings/XRSettings.asset
```

```
C:\Repos\MyFirstProject-cs-smeerws>
```

git status

```
C:\Repos\MyFirstProject-cs-smeerws>git status
On branch master
Your branch is ahead of 'origin/master' by 1 commit
(use "git push" to publish your local commits)

Untracked files:
  (use "git add <file>..." to include in what will be committed)

    Logs/
    Packages/

nothing added to commit but untracked files present (use "git add" to track)
C:\Repos\MyFirstProject-cs-smeerws>
```

MyFirstProject-cs-yourKürzel lokal versionieren

```
C:\Repos\MyFirstProject-cs-smeerws>git push
Enumerating objects: 30, done.
Counting objects: 100% (30/30), done.
Delta compression using up to 8 threads
Compressing objects: 100% (29/29), done.
Writing objects: 100% (29/29) | 12.00 KiB | 1.07 MiB/s
Total 29 (delta 1), reused 0
remote: Resolving deltas: 100% (1/1), done.
To github.com:3ahmm-htlsbg:MyFirstProject-cs-smeerws
   fcad5c3..422b84c master -> master
```

git push

Damit wird die lokale Version auf GitHub synchronisiert

No description, website, or topics provided.

[Manage topics](#)

2 commits

1 branch

0 releases

Branch: master ▾

[New pull request](#)

[Create new file](#)

[Upload files](#)

[Find file](#)

 smeerws init Project

Latest commit

 Assets

init Project

 ProjectSettings

init Project

 .gitignore

Initial commit

 README.md

Initial commit