

Simple but powerful Git Integration



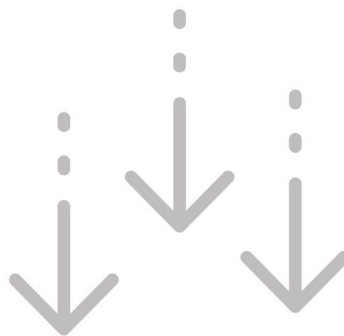
Simple but powerful git integration for Unity 3D utilizing [TortoiseGit](#) (for Windows), [SnailGit](#) (for MacOS) or [RabbitVCS](#) (for Linux) user interface. A must have plugin if you use git as your version control system in your project.

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](#)

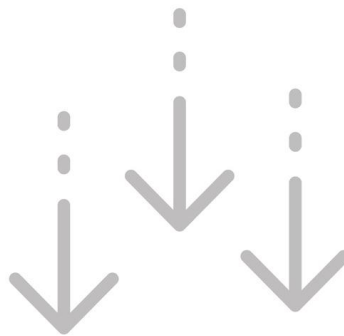
Prerequisites

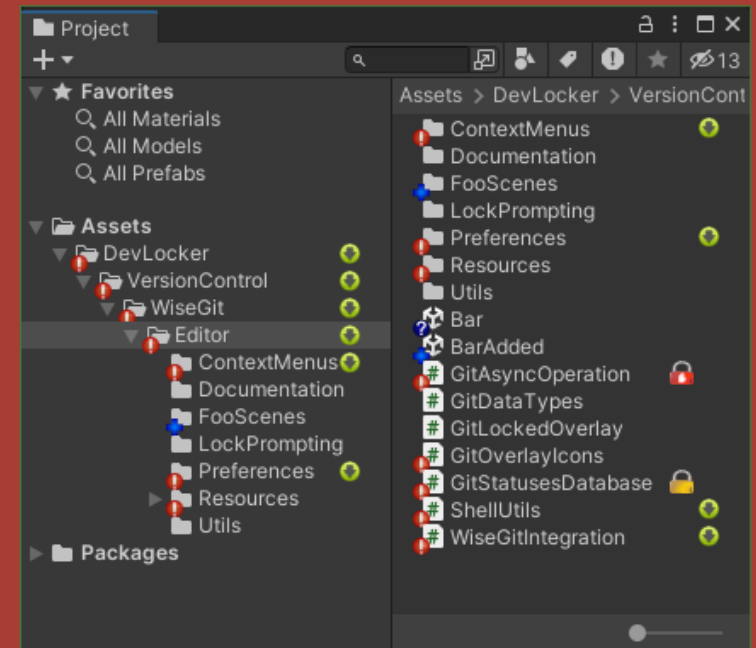
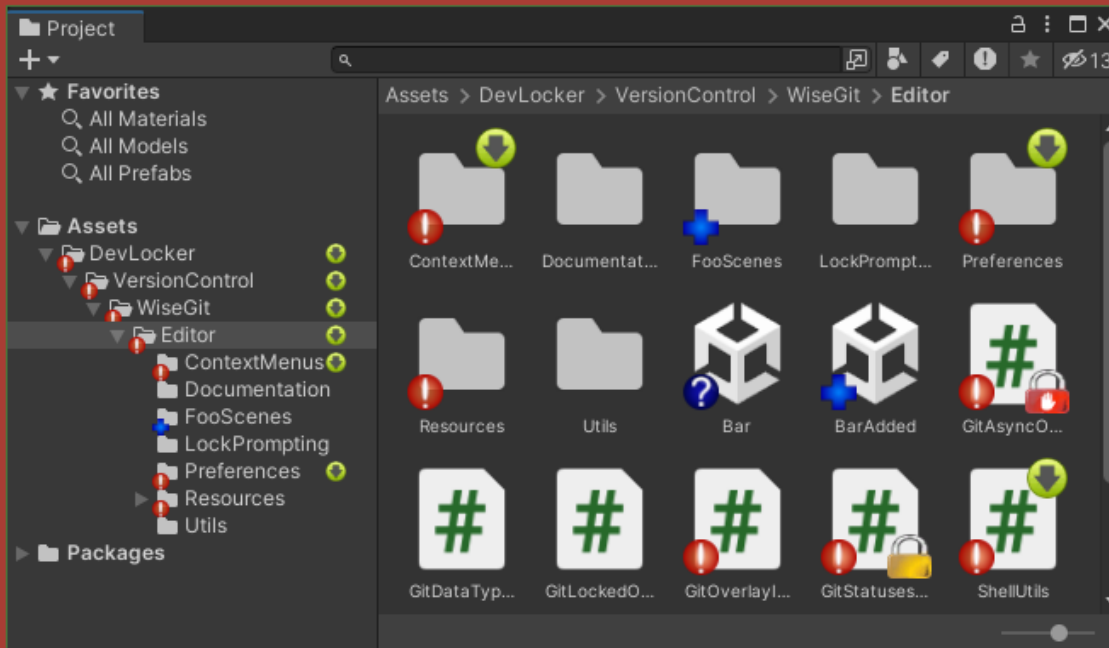
- Have git command line interface (CLI) installed – [install guide](#).
- Have git [Large File Support \(LFS\)](#) installed (needed for the locking features).
- Have [TortoiseGit](#) (for Windows), [SnailGit](#) (for MacOS) or [RabbitVCS](#) (for Linux) installed.
- Test if git CLI is accessible from 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- Displays warning in the SceneView when the current scene or edited prefab is out of date or locked.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.

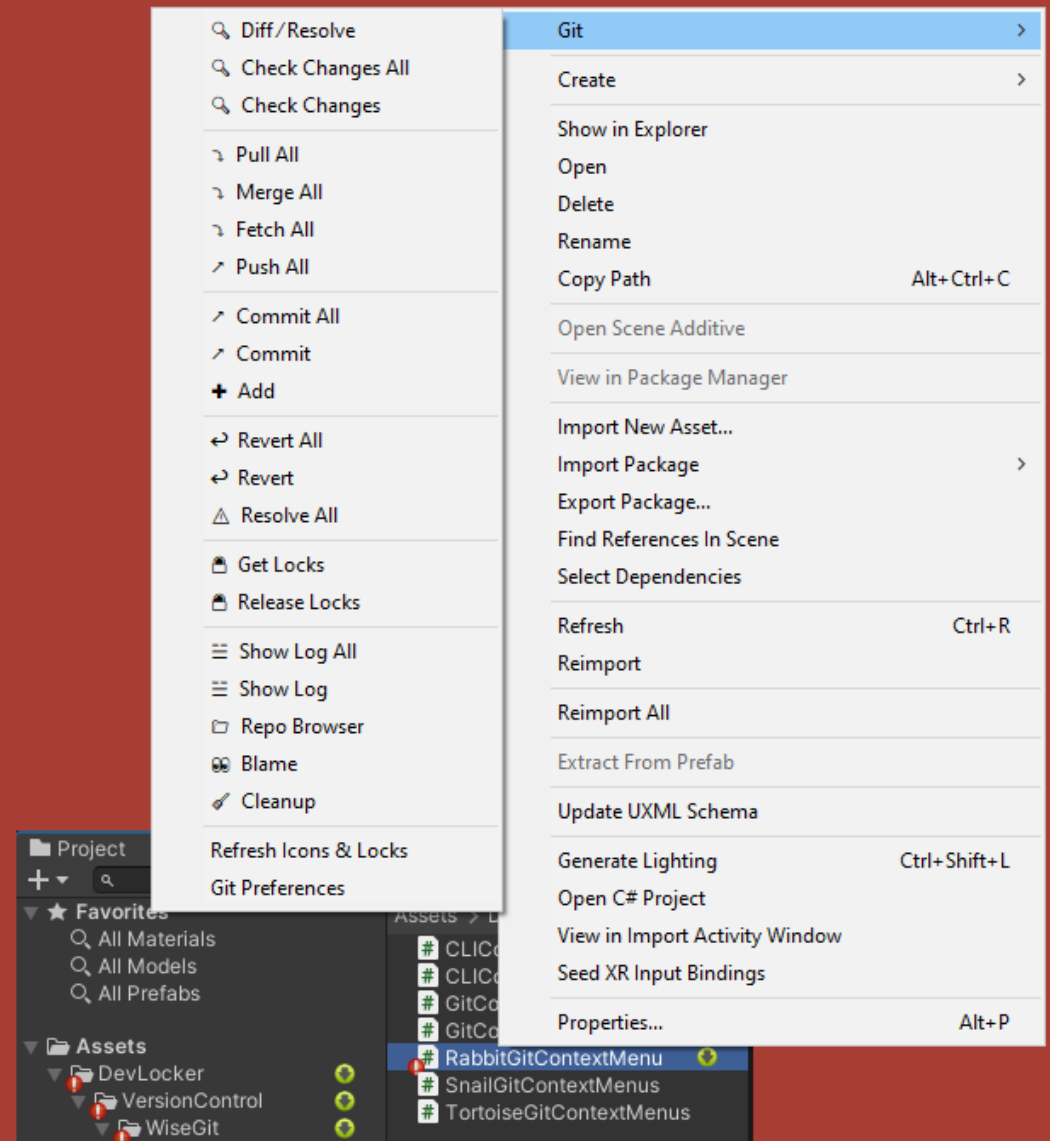
WiseGit

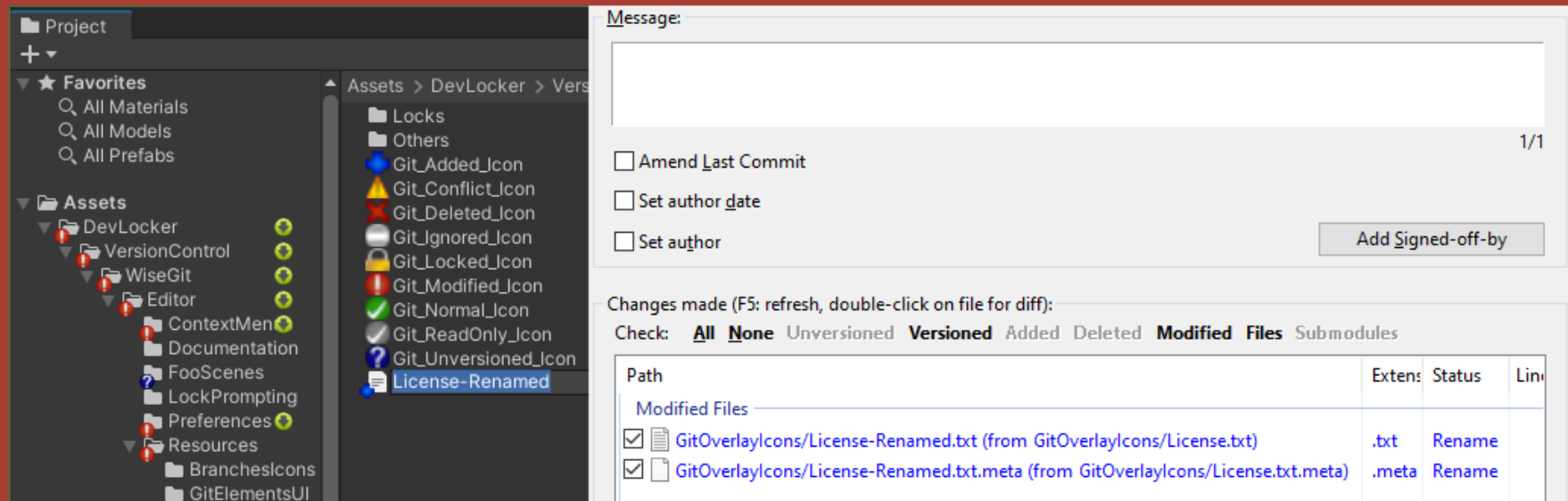


Provides assets context menu
for manual git operations like
commit, pull, push, revert, etc.

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

WiseGit





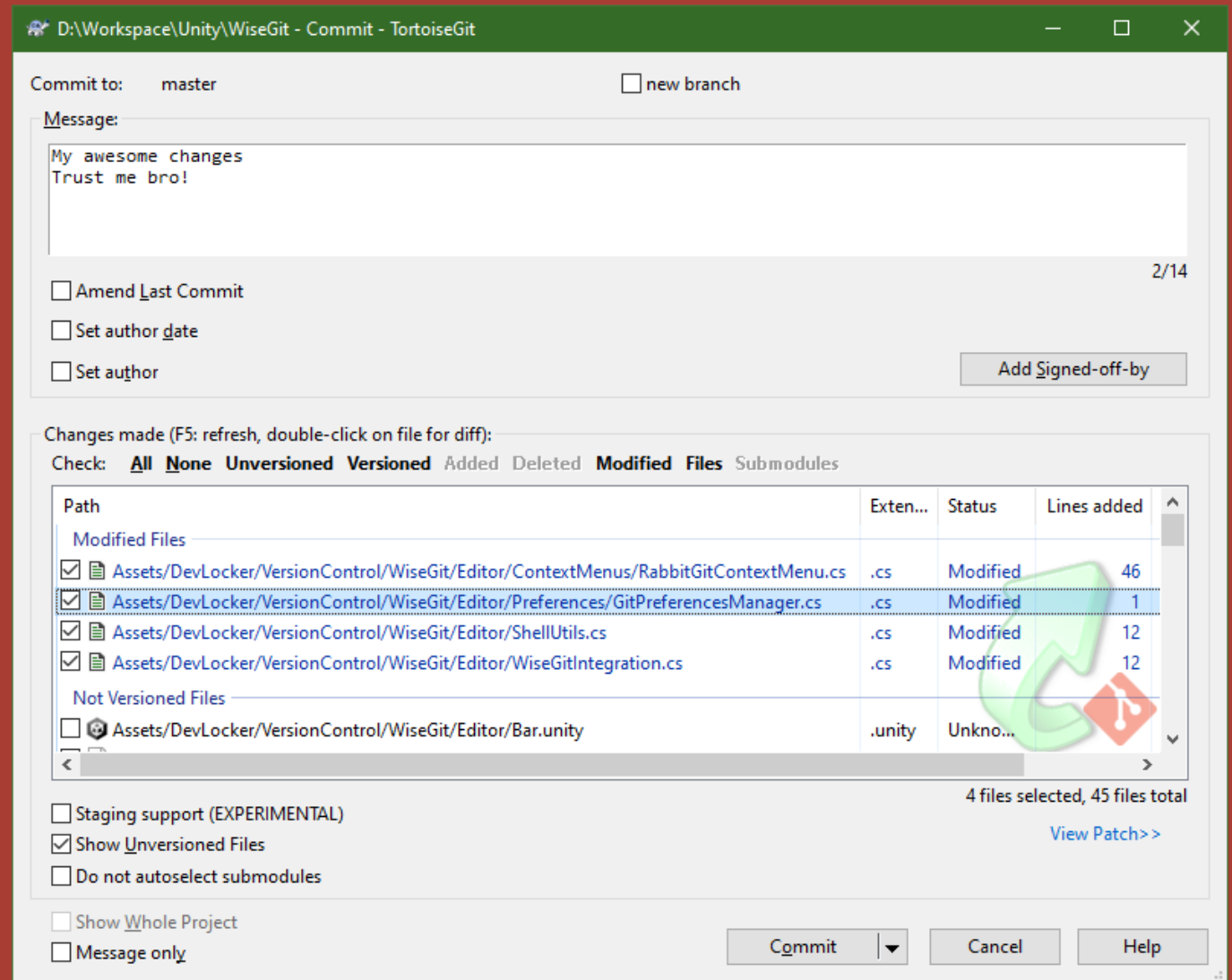
- Hooks up to Unity move and delete file operations and executes respective git commands to stay in sync.
 - Handles meta files as well.
 - Handles moving files to unversioned folder.
 - Moving conflicted files / folders will be rejected.
 - Will work with other custom Unity tools.

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

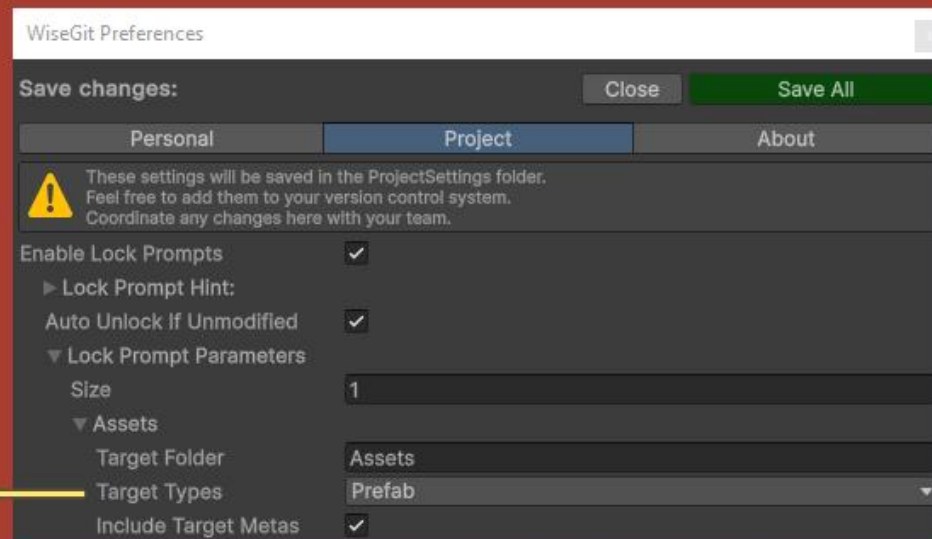
Git CLI Path MacOS

Enable Lock Prompts ☐

► Exclude Paths

Lock Prompt

Configure what assets should be monitored



Assets out of date or locked by others

Prompt user to lock assets



WiseGit



Locked & Out of Date Warnings



WiseGit

