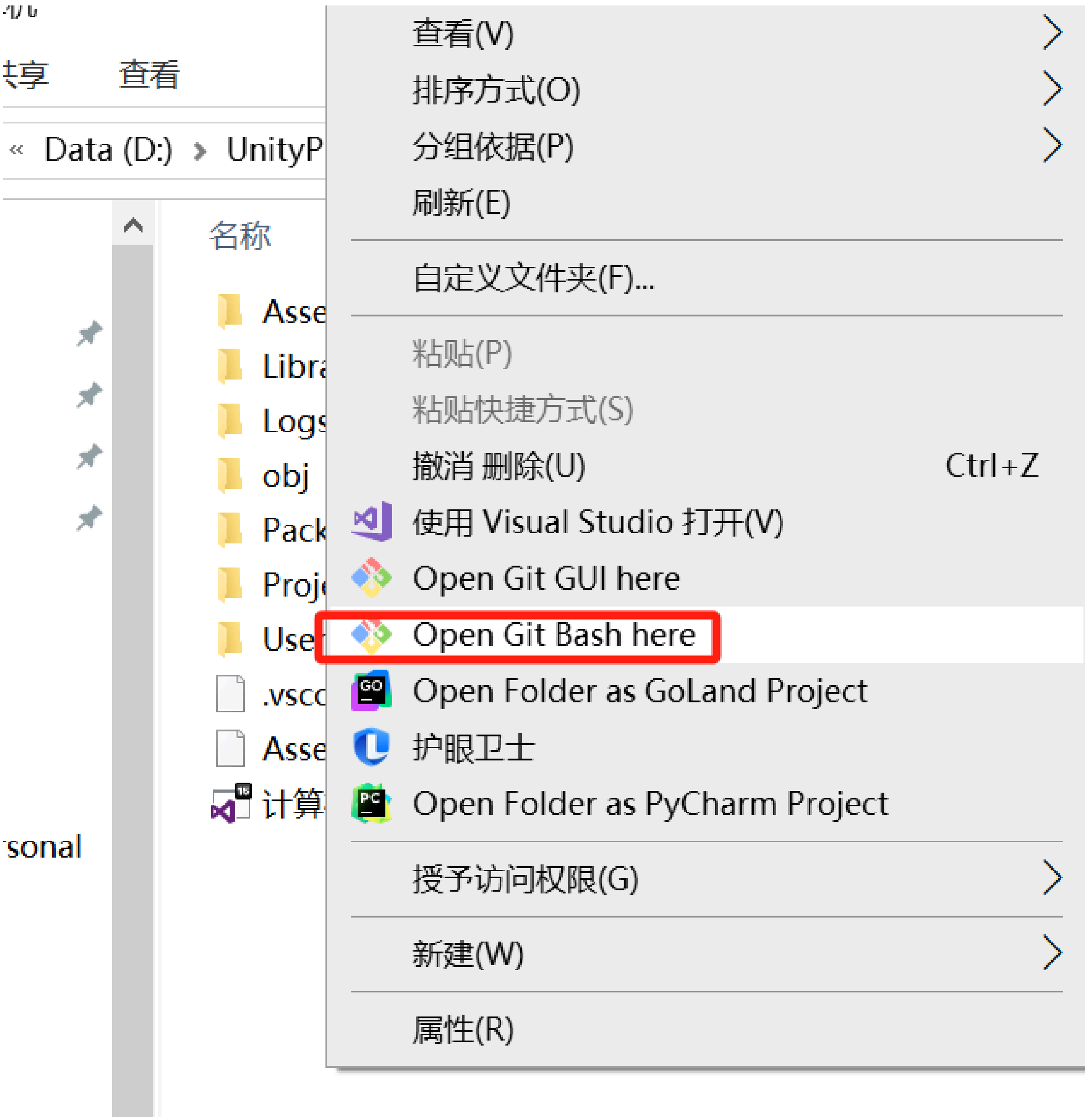
Unity使用Git及GitHub进行项目管理

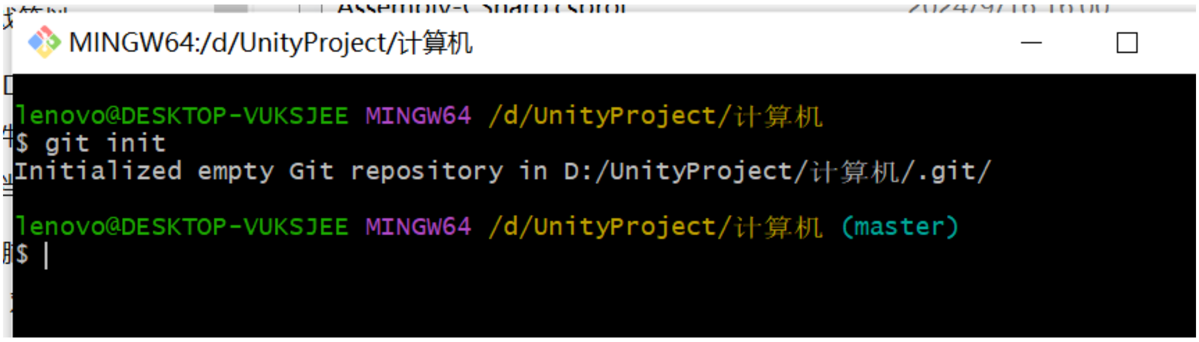
git：

- 工作区，
- 暂存区（存放临时要存放的内容），
- 代码仓库区



1.初始化

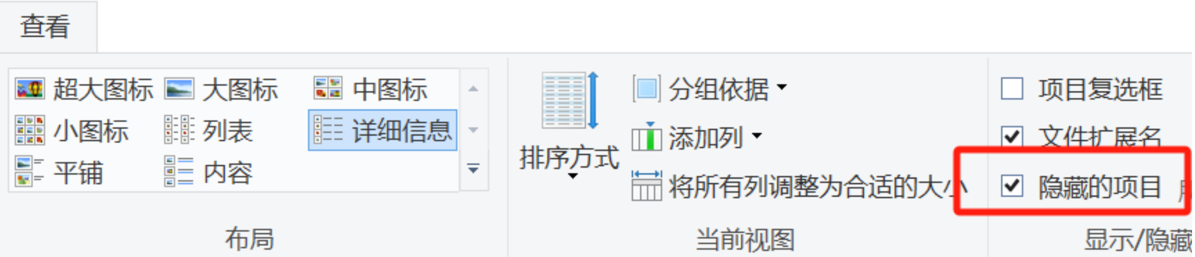
git init



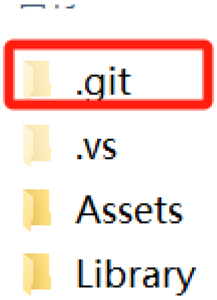
MINGW64:/d/UnityProject/计算机

```
lenovo@DESKTOP-VUKSJEE MINGW64 /d/UnityProject/计算机
$ git init
Initialized empty Git repository in D:/UnityProject/计算机/.git/

lenovo@DESKTOP-VUKSJEE MINGW64 /d/UnityProject/计算机 (master)
$ |
```

此时展开隐藏项目，会出现.git文件夹



☐ 项目复选框
☑ 文件扩展名
☑ 隐藏的项目



.git
.vs
Assets
Library

2.减小项目体积

touch .gitignore命令

创建.gitignore文件夹

gitignore文件夹的内容

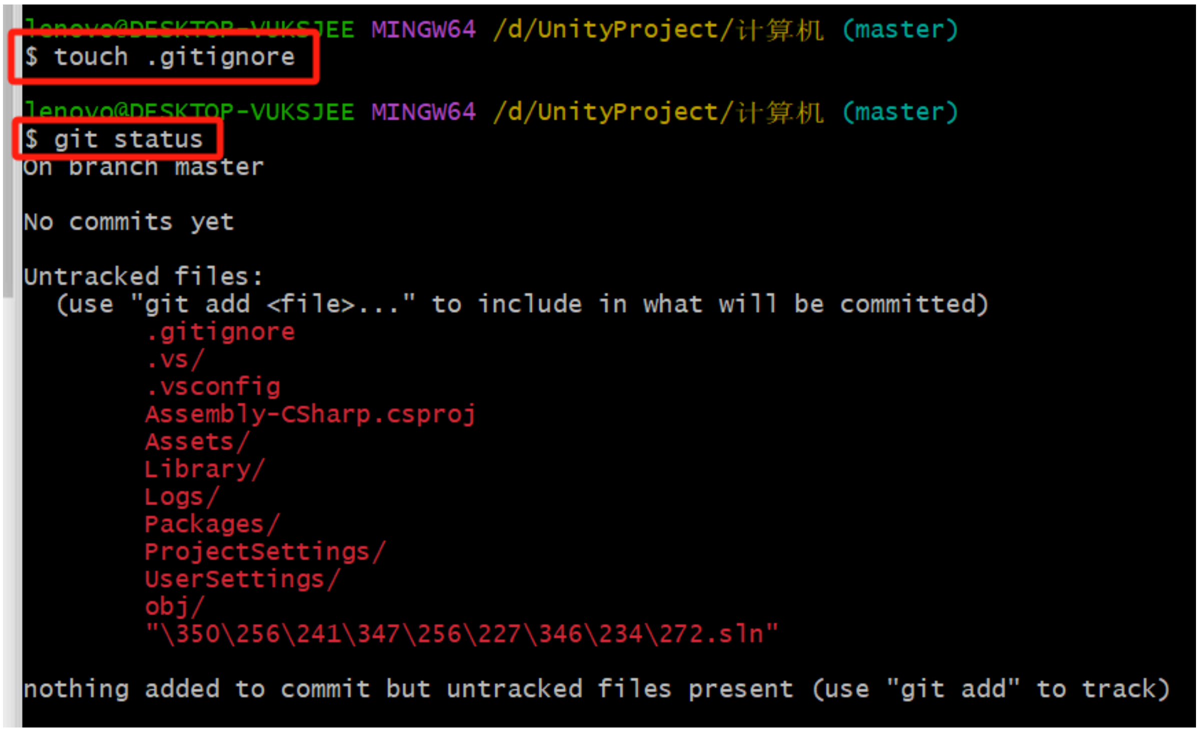
gitignore中添加一下内容

```
# This .gitignore file should be placed at the root of your Unity project
directory
#
# Get latest from https://github.com/github/gitignore/blob/main/Unity.gitignore
#
/[Ll]ibrary/
/[Tt]emp/
/[Oo]bj/
```

```
/[Bb]uild/
/[Bb]uilds/
/[Ll]ogs/
/[Uu]ser[Ss]ettings/

# MemoryCaptures can get excessive in size.
# They also could contain extremely sensitive data
/[Mm]emoryCaptures/

# Recordings can get excessive in size
/[Rr]ecordings/

# Uncomment this line if you wish to ignore the asset store tools plugin
# /[Aa]ssets/AssetStoreTools*

# Autogenerated Jetbrains Rider plugin
/[Aa]ssets/Plugins/Editor/JetBrains*

# Visual Studio cache directory
.vs/

# Gradle cache directory
.gradle/

# Autogenerated VS/MD/Consulo solution and project files
ExportedObj/
.consulo/
*.csproj
*.unityproj
*.sln
*.suo
*.tmp
*.user
*.userprefs
*.pidb
*.booproj
*.svd
*.pdb
*.mdb
*.opendb
*.VC.db

# Unity3D generated meta files
*.pidb.meta
*.pdb.meta
*.mdb.meta

# Unity3D generated file on crash reports
sysinfo.txt

# Builds
*.apk
*.aab
*.unitypackage
*.app
```

```
# Crashlytics generated file
crashlytics-build.properties

# Packed Addressables
/[Aa]ssets/[Aa]ddressable[Aa]ssets[Dd]ata/*/*.bin*

# Temporary auto-generated Android Assets
/[Aa]ssets/[Ss]treamingAssets/aa.meta
/[Aa]ssets/[Ss]treamingAssets/aa/*
```

git status命令查看状态



```
lenovo@DESKTOP-VUKSJEE MINGW64 /d/UnityProject/计算机 (master)
$ touch .gitignore

lenovo@DESKTOP-VUKSJEE MINGW64 /d/UnityProject/计算机 (master)
$ git status
On branch master

No commits yet

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore
        .vs/
        .vsconfig
        Assembly-CSharp.csproj
        Assets/
        Library/
        Logs/
        Packages/
        ProjectSettings/
        UserSettings/
        obj/
        "\350\256\241\347\256\227\346\234\272.sln"

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

3.把工作区的文件添加到暂存区

git add .命令

4.把暂存区的内容提交到仓库中

4.1 git checkout -b <分支名>

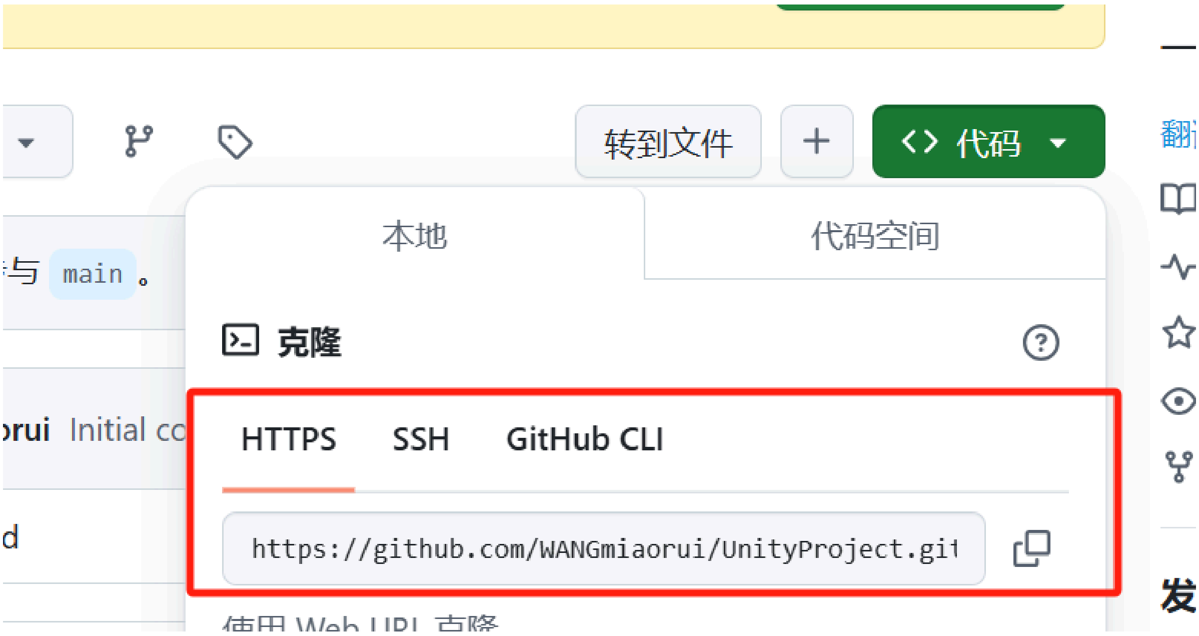
git checkout -b UnityCalculator

创建新的分支

4.2 git commit -m"   "命令

git commit -m"计算器第一次提交"

打开github仓库

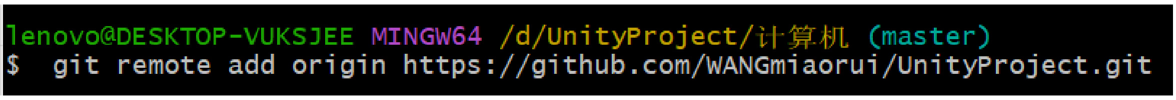


https://github.com/WANGmiaorui/UnityProject.gi1

4.3 建立连接（二选一）

添加一个叫origin的远程连接

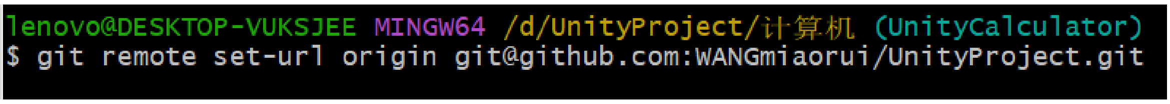
git remote add origin <HTTPS地址>



```
lenovo@DESKTOP-VUKSJEE MINGW64 /d/UnityProject/计算机 (master)
$  git remote add origin https://github.com/WANGmiaorui/UnityProject.git
```

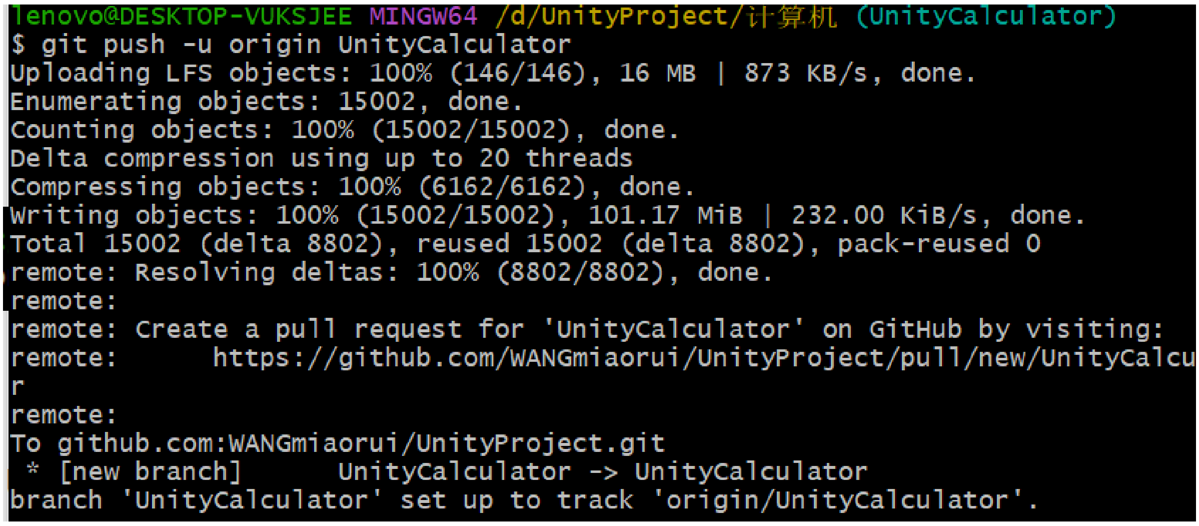
git remote set-url origin <SSH地址>

git remote set-url origin git@github.com:WANGmiaorui/UnityProject.git



```
lenovo@DESKTOP-VUKSJEE MINGW64 /d/UnityProject/计算机 (UnityCalculator)
$ git remote set-url origin git@github.com:WANGmiaorui/UnityProject.git
```

4.4 git push -u origin <分支名>



```
lenovo@DESKTOP-VUKSJEE MINGW64 /d/UnityProject/计算机 (UnityCalculator)
$ git push -u origin UnityCalculator
Uploading LFS objects: 100% (146/146), 16 MB | 873 KB/s, done.
Enumerating objects: 15002, done.
Counting objects: 100% (15002/15002), done.
Delta compression using up to 20 threads
Compressing objects: 100% (6162/6162), done.
Writing objects: 100% (15002/15002), 101.17 MiB | 232.00 KiB/s, done.
Total 15002 (delta 8802), reused 15002 (delta 8802), pack-reused 0
remote: Resolving deltas: 100% (8802/8802), done.
remote:
remote: Create a pull request for 'UnityCalculator' on GitHub by visiting:
remote:      https://github.com/WANGmiaorui/UnityProject/pull/new/UnityCalcu
r
remote:
To github.com:WANGmiaorui/UnityProject.git
 * [new branch]      UnityCalculator -> UnityCalculator
branch 'UnityCalculator' set up to track 'origin/UnityCalculator'.
```

5. 第二次提交

git add .

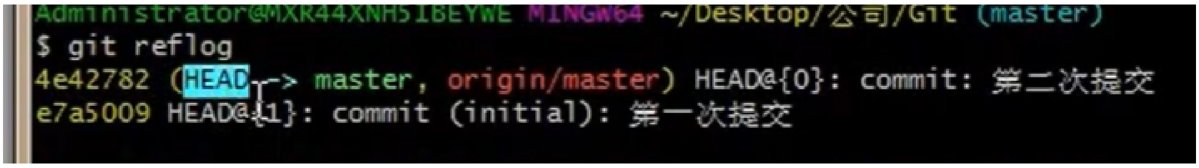
git commit -m"说明信息"

git log查看日志信息

git push -u origin<分支名>

6.项目的回滚

git reflog查看简要日志



```
Administrator@MXR44XNH51BEYWE MINGW64 ~/Desktop/公司/Git (master)
$ git reflog
4e42782 (HEAD -> master, origin/master) HEAD@{0}: commit: 第二次提交
e7a5009 HEAD@{1}: commit (initial): 第一次提交
```

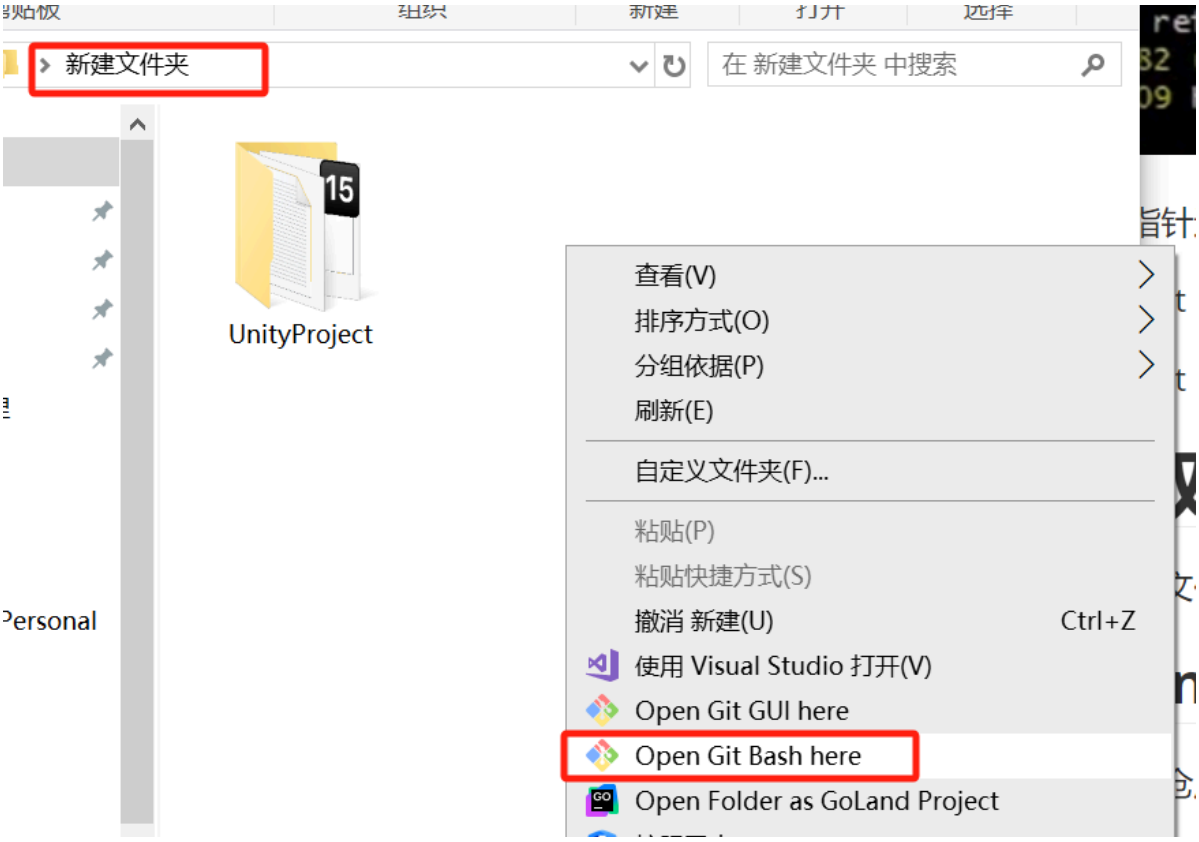
移动指针进行回滚

git reset --hard <放入查看到的指针>

git reset --hard e7a500回滚到第一次提交

7.拉取新建项目

建一个文件夹



git clone

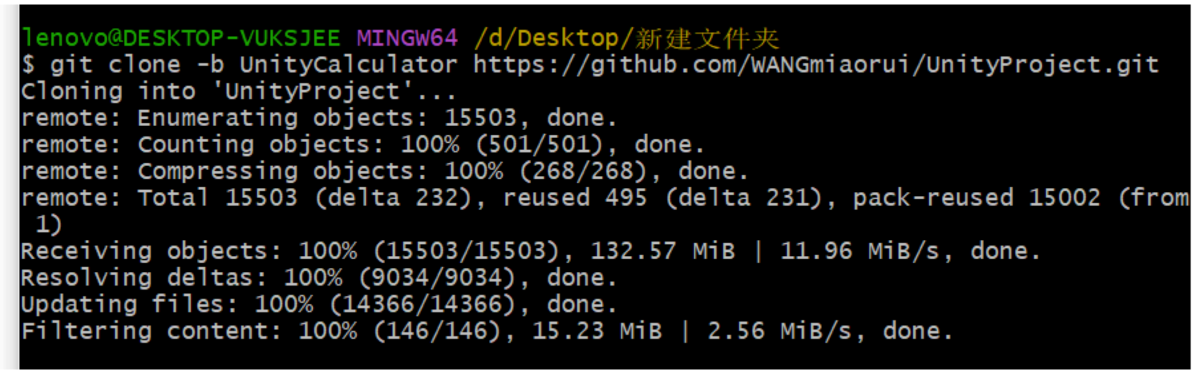
克隆整个仓库

git clone -b

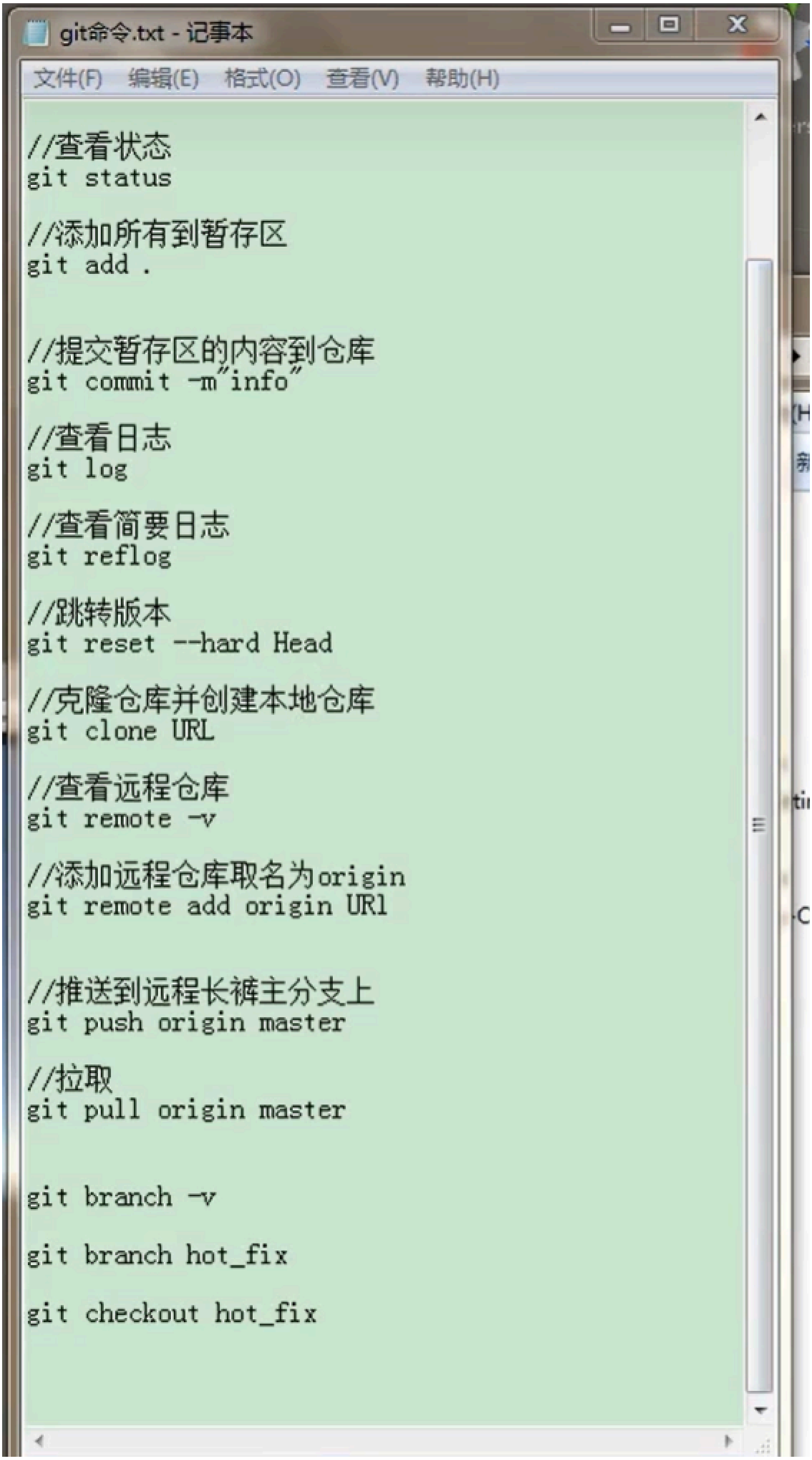
克隆某仓库的特定分支

克隆UnityProject仓库的UnityCalculator分支

git clone -b UnityCalculator https://github.com/WANGmiaorui/UnityProject.git



```
lenovo@DESKTOP-VUKSJEE MINGW64 /d/Desktop/新建文件夹
$ git clone -b UnityCalculator https://github.com/WANGmiaorui/UnityProject.git
Cloning into 'UnityProject'...
remote: Enumerating objects: 15503, done.
remote: Counting objects: 100% (501/501), done.
remote: Compressing objects: 100% (268/268), done.
remote: Total 15503 (delta 232), reused 495 (delta 231), pack-reused 15002 (from
 1)
Receiving objects: 100% (15503/15503), 132.57 MiB | 11.96 MiB/s, done.
Resolving deltas: 100% (9034/9034), done.
Updating files: 100% (14366/14366), done.
Filtering content: 100% (146/146), 15.23 MiB | 2.56 MiB/s, done.
```



```
//查看状态
git status

//添加所有到暂存区
git add .


//提交暂存区的内容到仓库
git commit -m"info"

//查看日志
git log

//查看简要日志
git reflog

//跳转版本
git reset --hard Head

//克隆仓库并创建本地仓库
git clone URL

//查看远程仓库
git remote -v

//添加远程仓库取名为origin
git remote add origin URl


//推送到远程长裤主分支上
git push origin master

//拉取
git pull origin master


git branch -v

git branch hot_fix

git checkout hot_fix
```

Unity使用Git及GitHub .gitignore: https://github.com/github/gitignore/blob/master/Unity.gitignore