

# Simple but powerful Git Integration

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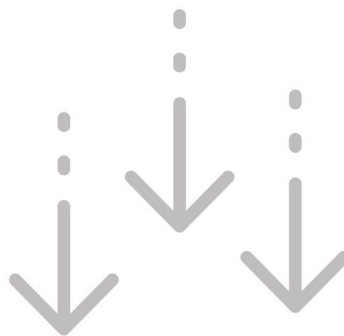
Simple but powerful git integration for Unity 3D utilizing [TortoiseGit](#) (for Windows), [SnailGit](#) (for MacOS) or [RabbitVCS](#) (for Linux) user interface. A must have plugin if you use git as your version control system in your project.

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](#)

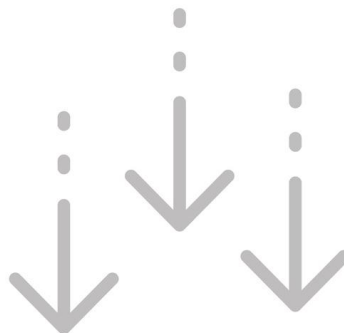
## Prerequisites

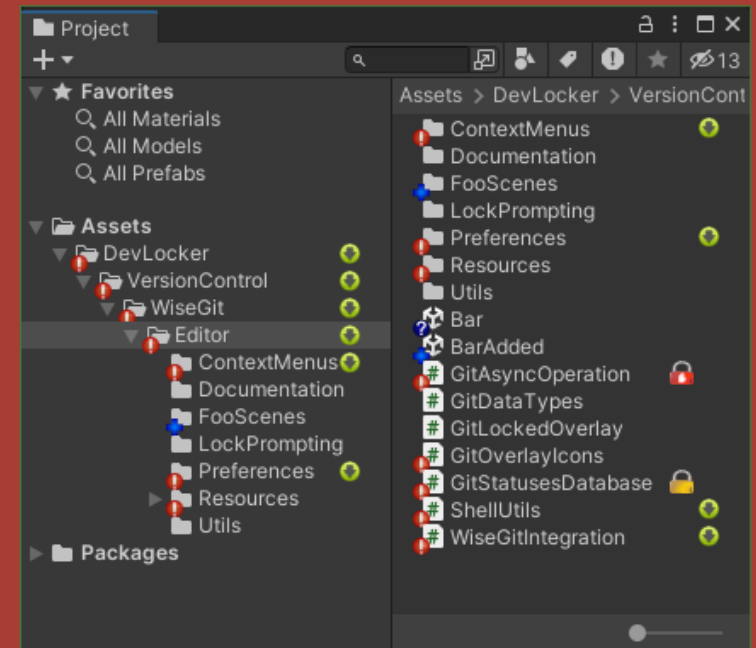
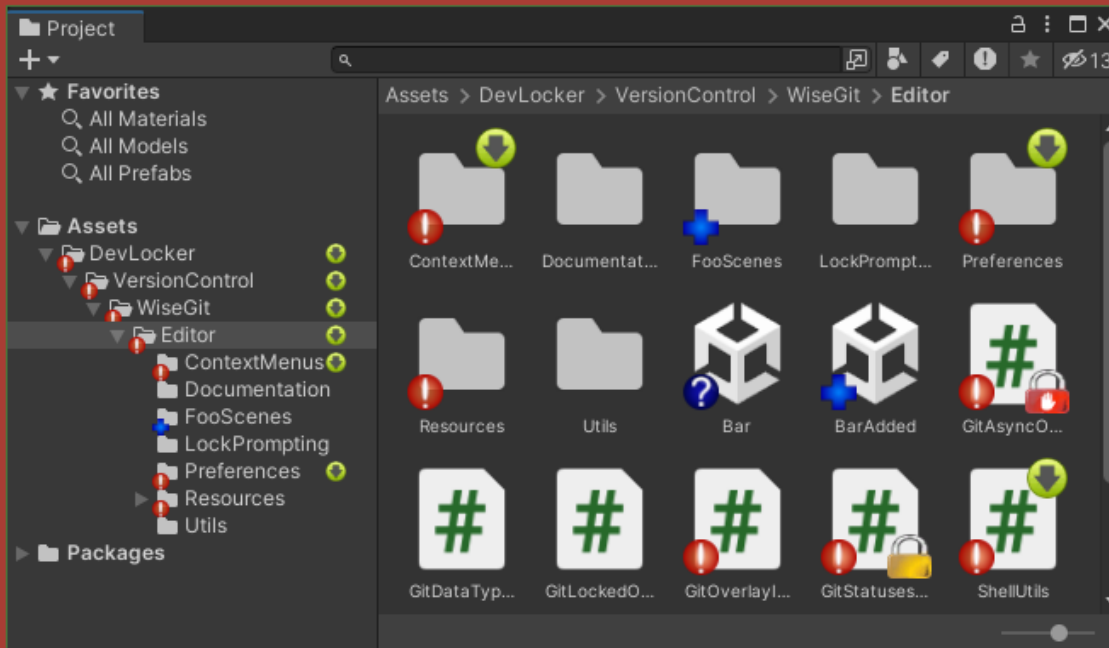
- Have git command line interface (CLI) installed – [install guide](#).
- Have git [Large File Support \(LFS\)](#) installed (needed for the locking features).
- Have [TortoiseGit](#) (for Windows), [SnailGit](#) (for MacOS) or [RabbitVCS](#) (for Linux) installed.
- Test if git CLI is accessible from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- Displays warning in the SceneView when the current scene or edited prefab is out of date or locked.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

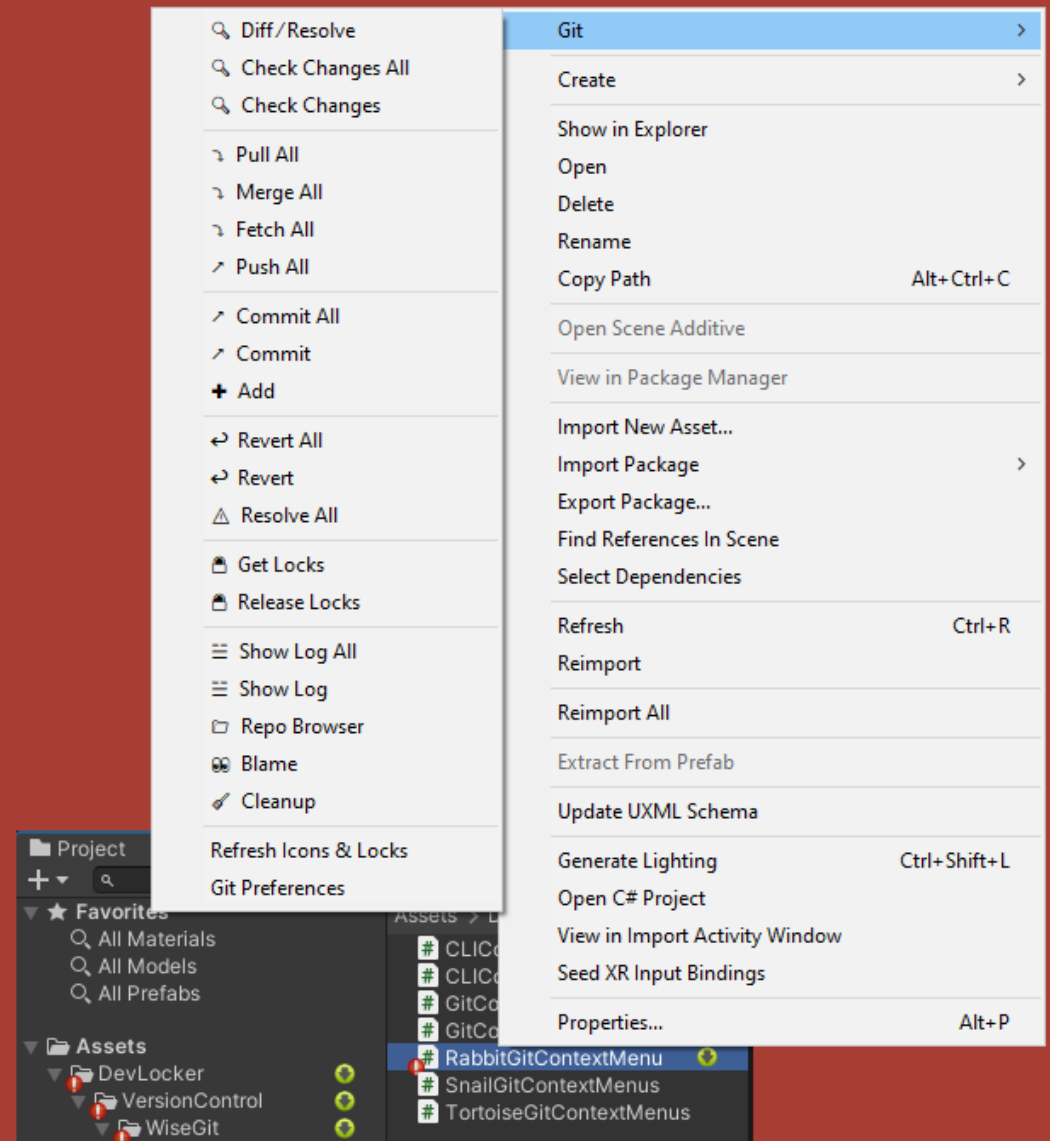
**WiseGit**

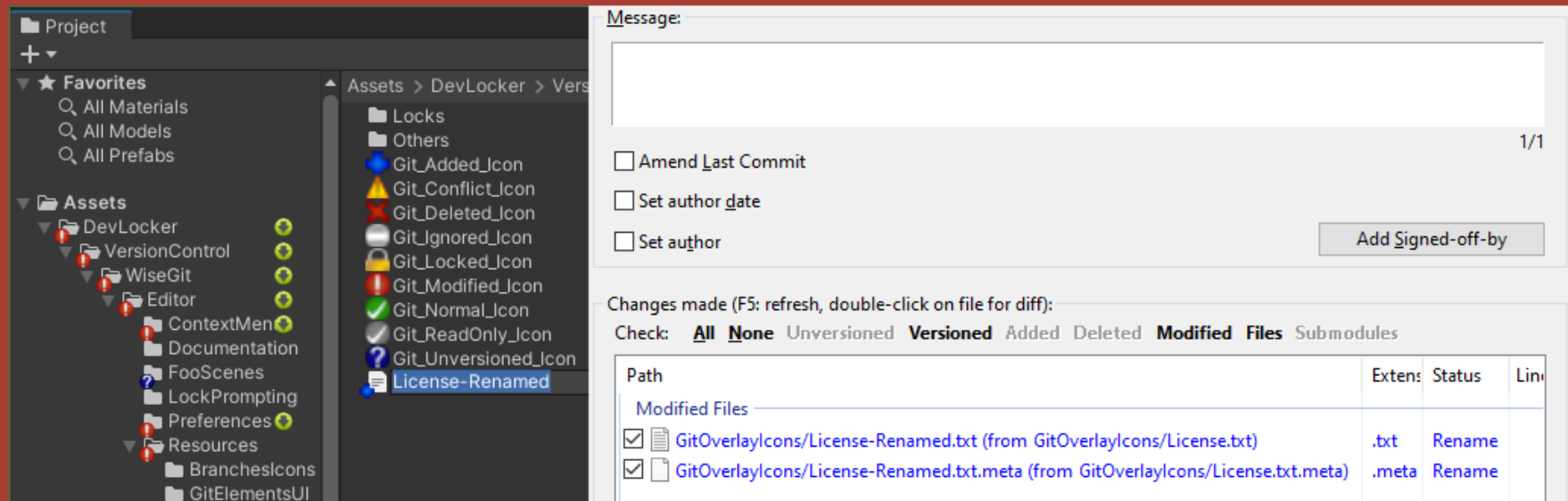


Provides assets context menu  
for manual git operations like  
commit, pull, push, revert, etc.

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

WiseGit





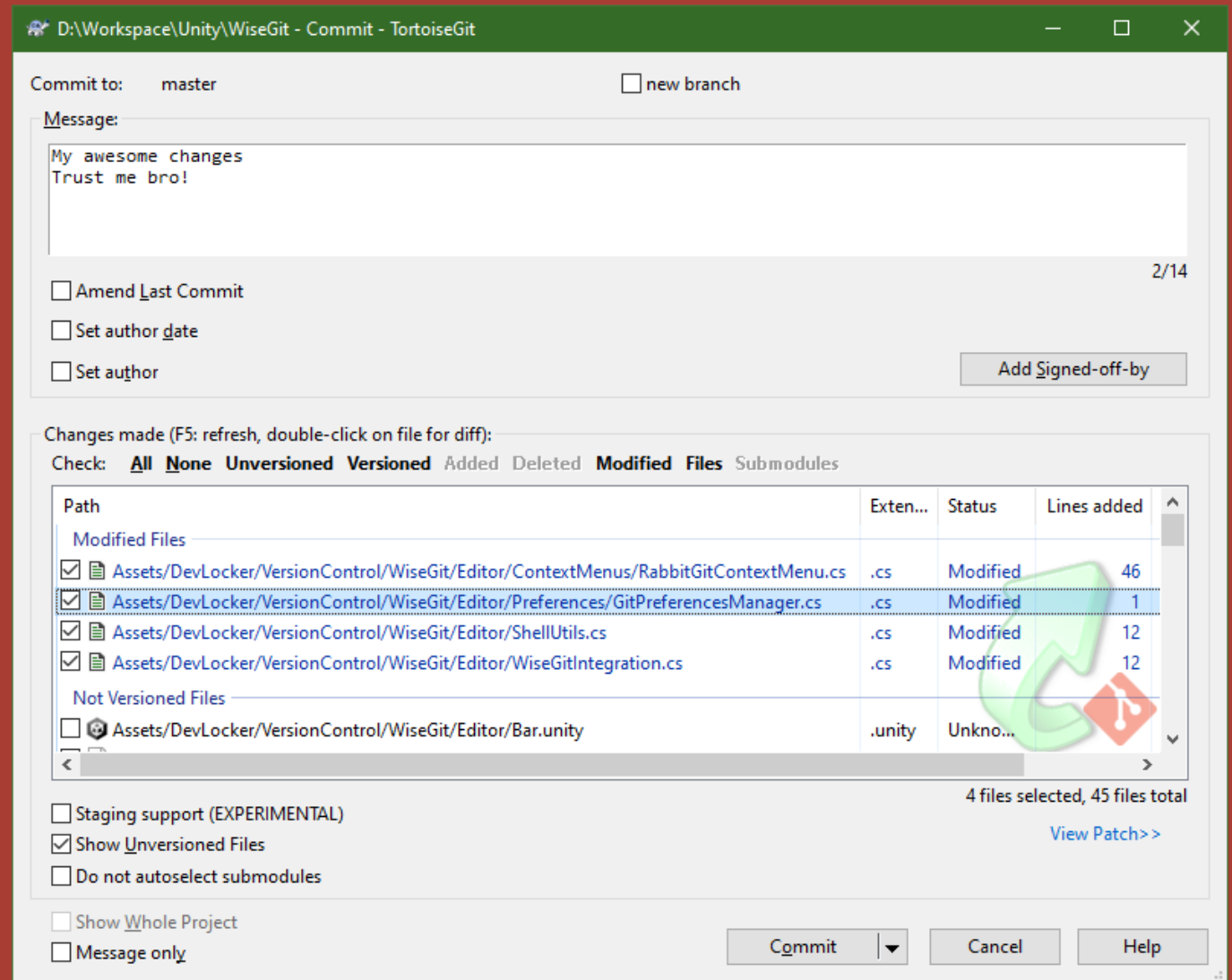
- Hooks up to Unity move and delete file operations and executes respective git commands to stay in sync.
  - Handles meta files as well.
  - Handles moving files to unversioned folder.
  - Moving conflicted files / folders will be rejected.
  - Will work with other custom Unity tools.

**WiseGit**



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

WiseGit



Fully configurable!

WiseGit



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

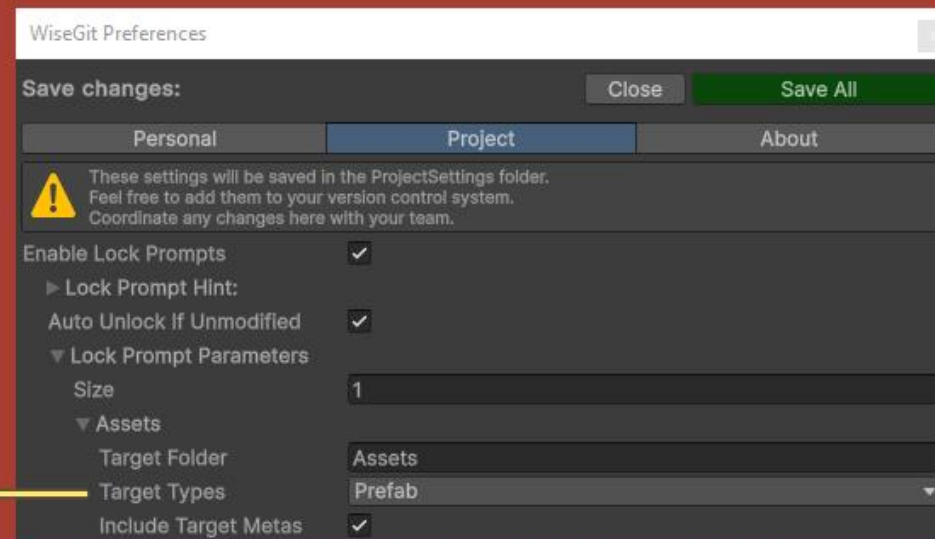
Git CLI Path MacOS

Enable Lock Prompts ☐

► Exclude Paths

# Lock Prompt

Configure what assets should be monitored



Mute for this session



Assets out of date or locked by others

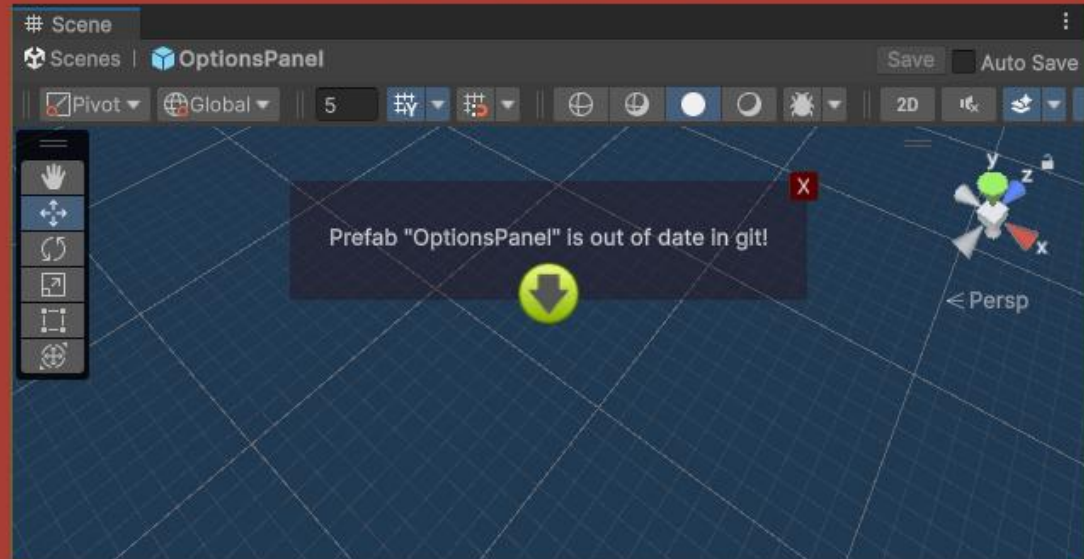
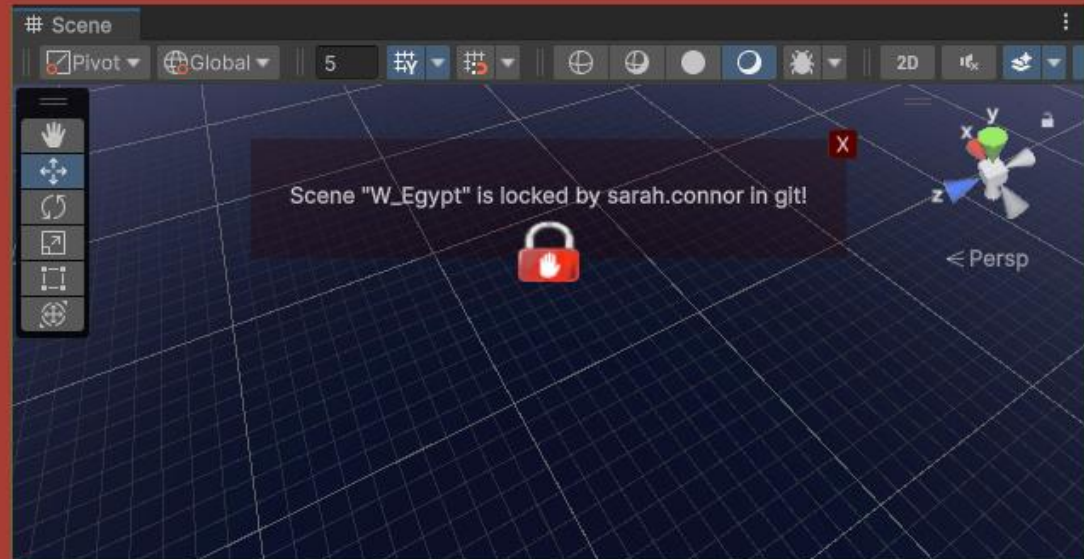
Prompt user to lock assets

WiseGit





# Locked & Out of Date Warnings



WiseGit

