

Simple but powerful SVN Integration



Simple but powerful SVN Integration for Unity 3D utilizing [TortoiseSVN](#) (for Windows) or [SnailSVN](#) (for MacOS) user interface. A must have plugin if you use SVN as your version control system in your project.

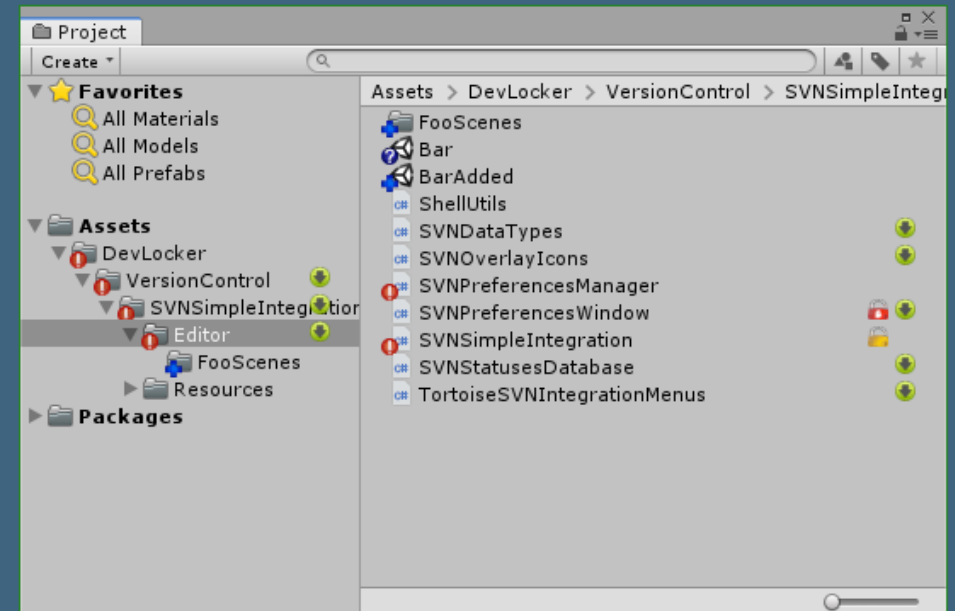
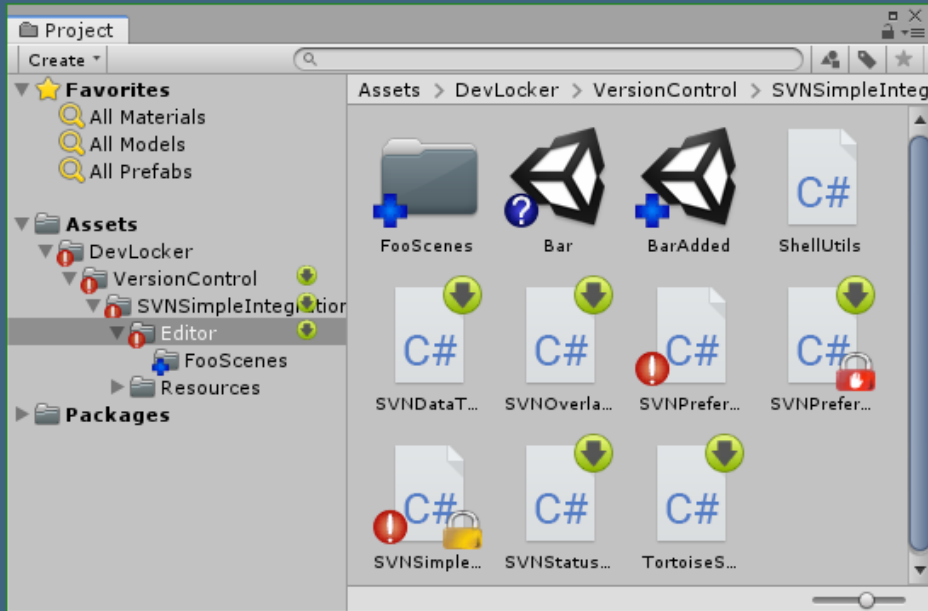
Start by right-clicking on any asset in the Project view and select entry from the “SVN” context menu.

Features

- **Hooks up to Unity move and delete file operations and executes respective svn commands to stay in sync.**
 - **Handles meta files as well.**
 - Moving assets to unversioned folder will ask the user to add that folder to SVN 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 SVN operations like commit, update, revert etc.
- **Show overlay svn status icons**
 - Show server changes that you need to update.
 - Show locked files by you and your colleges.
- Auto-Lock assets by path and type.
 - Modified files (asset or meta) that match specified path and type will be automatically locked.
 - When files are locked by someone else a prompt will be shown allowing users to steal the lock by force.
 - When file changes are cleared, they will be unlocked automatically.
- Branch Selector
 - Scans for Unity projects in your SVN repository's branches.
 - Lists all available branches.
 - Opens Repo-Browser showing target asset in selected branch.
 - Opens "Show Log" on target asset in selected branch.
 - Switches to selected branch.
 - Scans for conflicts (shows which branches have changes to the target asset).
- Minimal performance impact
- Survives assembly reloads
- You don't have to leave Unity to do SVN chores.
- Works on Windows and MacOS (maybe Linux?).
- Simple API to integrate with your tools.
 - Use *WiseSVNIntegration.RequestSilence()* and *WiseSVNIntegration.ClearSilence()* to temporarily suppress any WiseSVN pop-ups.
 - Use *WiseSVNIntegration.RequestTemporaryDisable()* and *WiseSVNIntegration.ClearTemporaryDisable()* to temporarily disable any WiseSVN handling of file operations and updates.
 - Use *SVNContextMenusManager* methods to invoke TortoiseSVN / SnailSVN commands.
 - Use *WiseSVNIntegration.*Async()* methods to run direct SVN commands without any GUI (check *ExampleStatusWindow*).

Links

[GitHub](#) | [Assets Store](#) | [Unity Forum](#) | [Reddit](#)



- Show overlay svn status icons
 - Show server changes that you need to update.
 - Show locked files by you and your colleges.

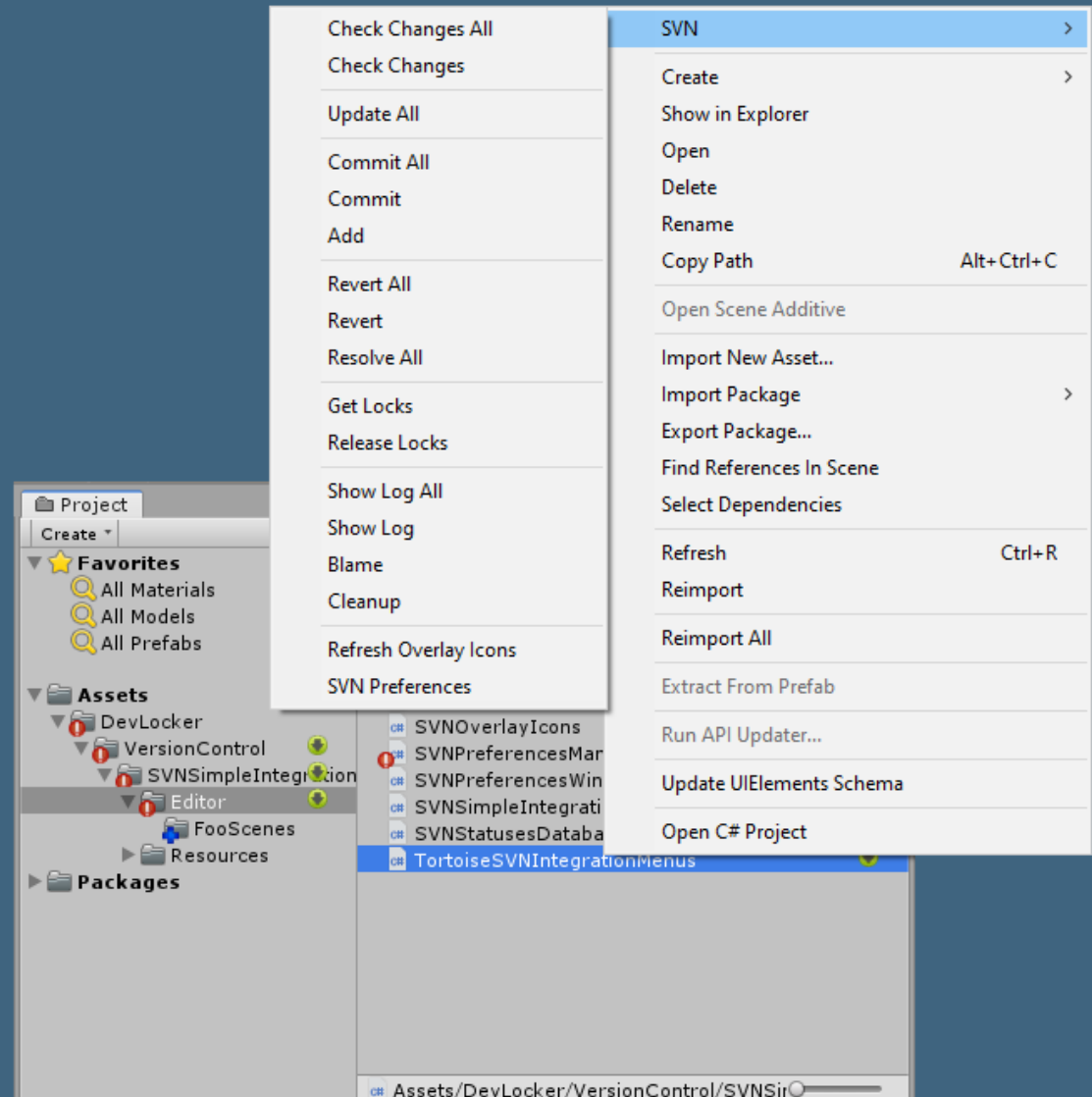
WiseSVN

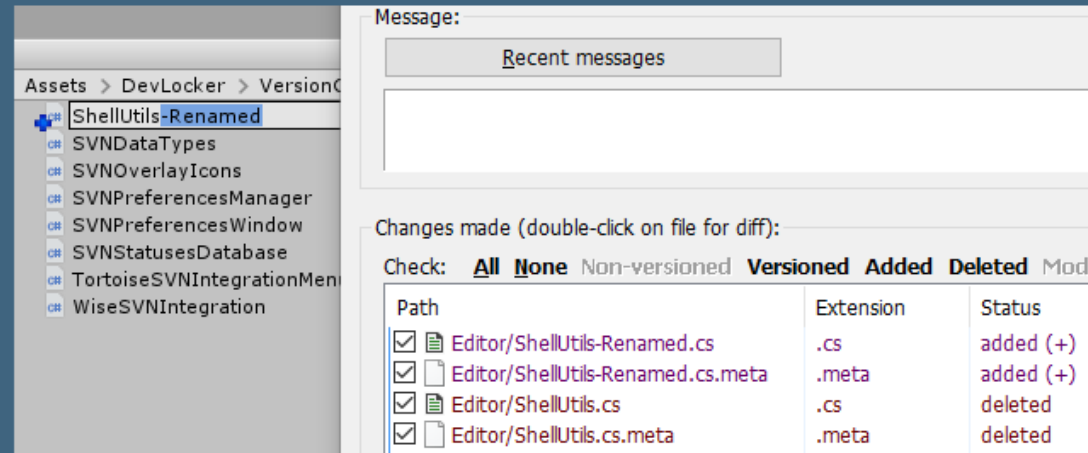


Provides assets context menu
for manual SVN operations like
commit, update, revert etc.

"Commit / update / etc. all"
means do it from the root folder.

WiseSVN





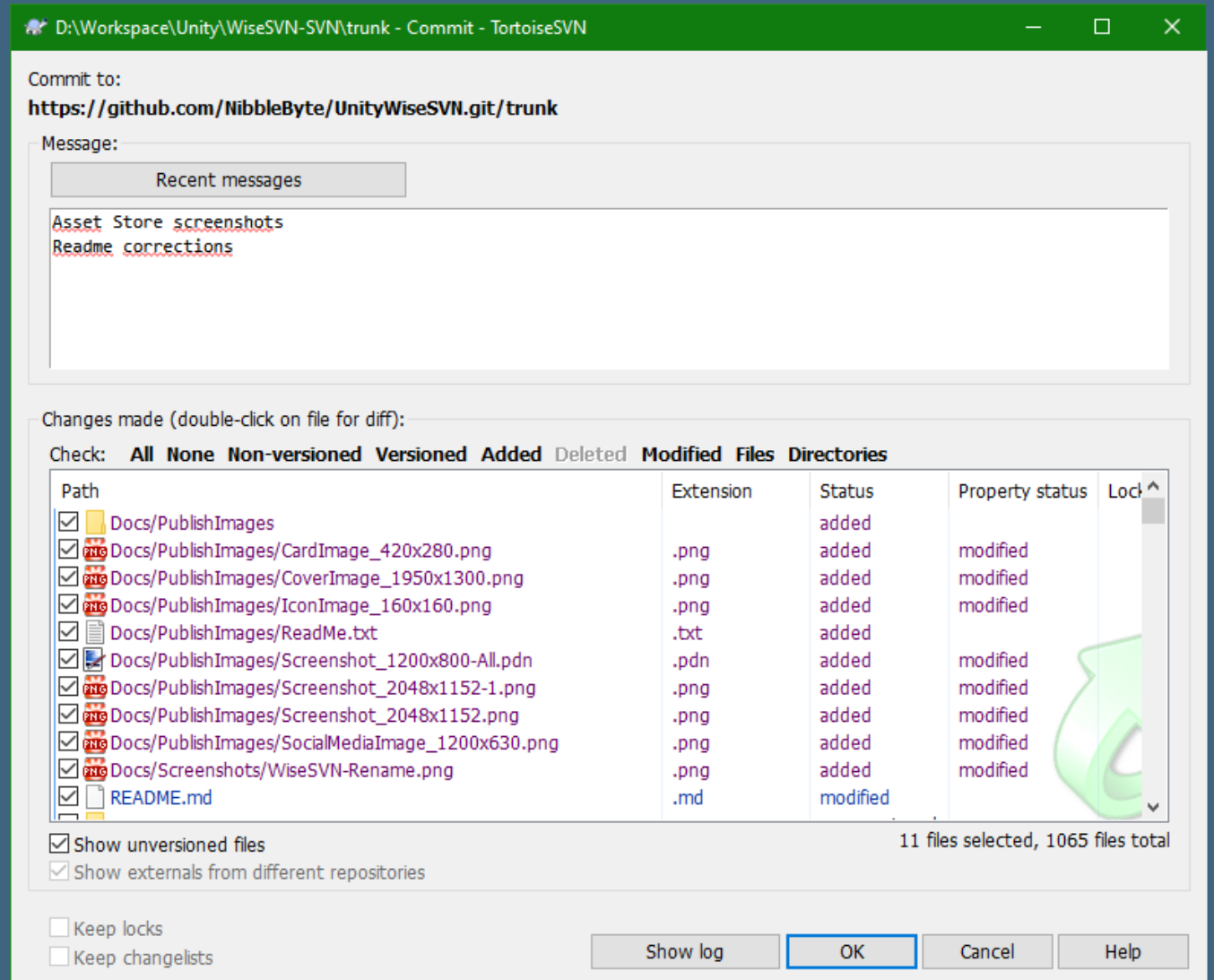
WiseSVN



- Hooks up to Unity move and delete file operations and executes respective svn 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.

Easy to use UI via TortoiseSVN (Windows) SnailSVN (MacOS)

WiseSVN



Fully configurable!

WiseSVN



Wise SVN Preferences

Save changes: Close Save All

Personal Project About

! These are personal preferences stored in the registry.
Hint: check the the tooltips.

Enable SVN integration ☒

Enable overlay icons ☒

Overlay icons refresh interval 60

Check for repository changes Enabled

Context menus client Tortoise SVN

Trace logs SVN Operations

Wise SVN 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.

Check for repository changes ☐

SVN CLI Path

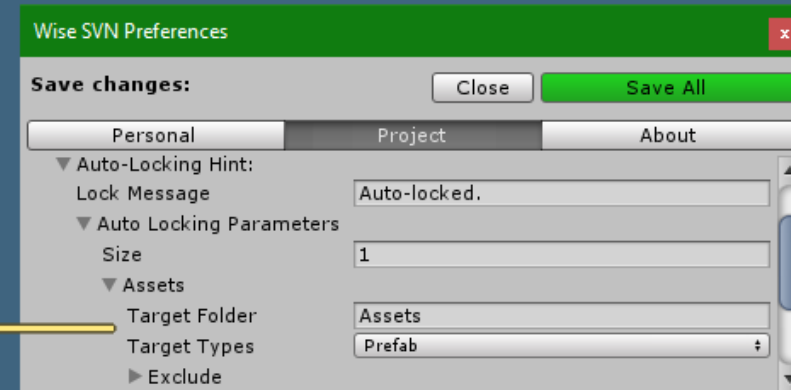
SVN CLI Path MacOS

▼ Exclude Paths

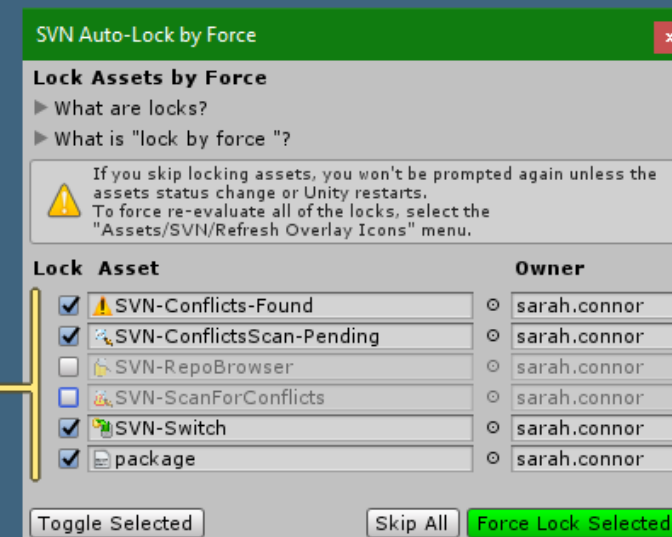
Size 0

Auto-Locking

Configure what assets should be auto locked



Prompt user for already locked assets



WiseSVN



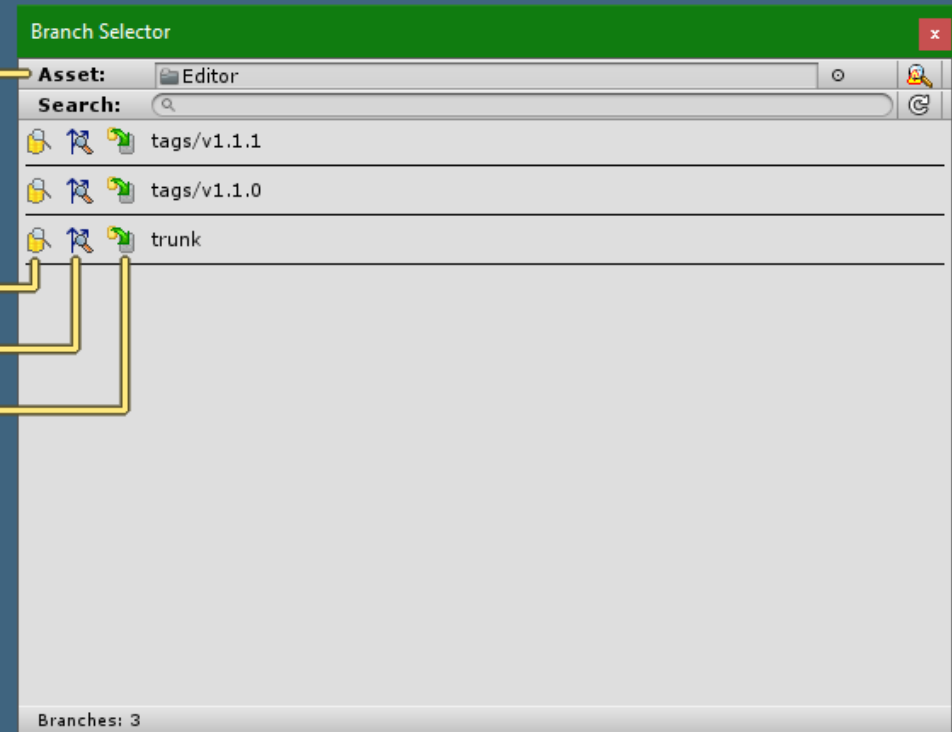
Branch Selector

Target asset

Repo-Browser at target asset

Show log at target asset

Switch to branch



WiseSVN



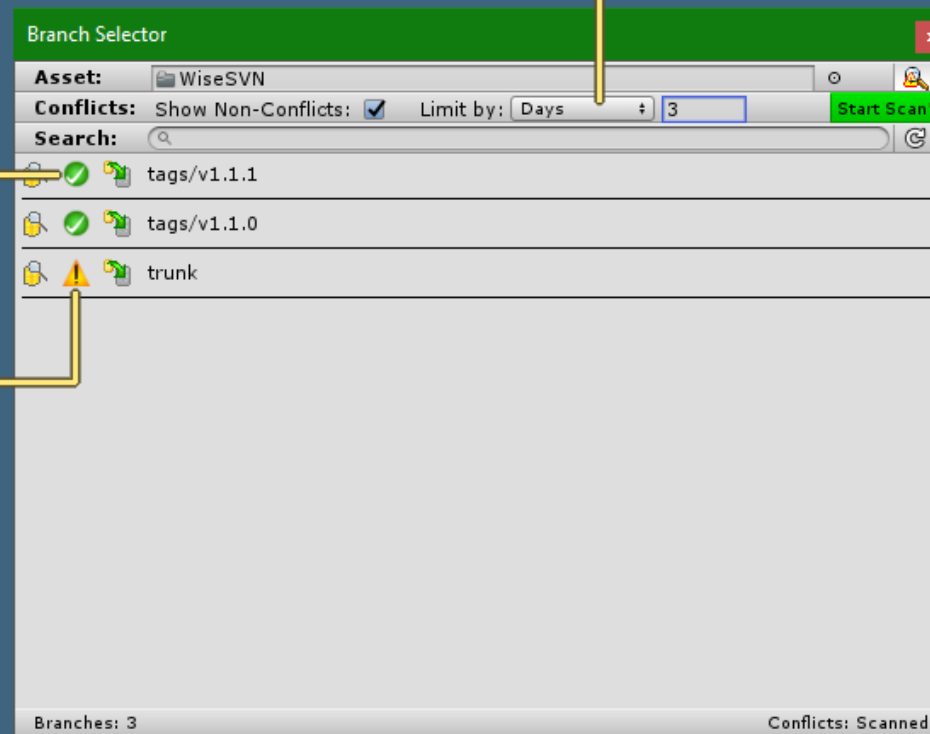
Branch Selector

No conflicts found

Changes to target asset
were made in this branch
(potential conflicts)

Limit scan

Scan for conflicts



WiseSVN

