# This .gitignore file should be placed at the root of your Unity project directory

#

# Get latest from https://github.com/github/gitignore/blob/master/Unity.gitignore

#

/[Ll]ibrary/

/[Tt]emp/

/[Oo]bj/

/[Bb]uild/

/[Bb]uilds/

/[Ll]ogs/

/[Mm]emoryCaptures/

# Never ignore Asset meta data

!/[Aa]ssets/\*\*/\*.meta

# 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

\*.unitypackage

# Crashlytics generated file

crashlytics-build.properties