PRÁCTICA 3 MAP

```
C Users verification of the control of the control
```

E.: Aquí volvimos a empezar, conque no tuve que meter las credenciales para entrar en la página.

Todo se subió y descargó perfectamente, pero guardé la importación en otro sitio (Nuevolmport) para que no hubiera fallos.

El cubo se subió muy bien, Alejandro lo pudo sincronizar sin problemas

```
College-Number (aphocaments) with UMPAPrice Loss Numerosport transhintly projective tings, assert

College-Number (abocaments) with UMPAPrice Loss Numerosport transhintly projective tings, assert

College-Number (abocaments) with UMPAPrice Loss Number (abocaments) with UMPAPrice Loss N
```

A.: Creé el código sobre lo que me pasó Enrique con todos los directorios nuevos y eso, y comprobé que mi versión difería con la que estaba en la página web

```
### Comparison of Parts for addition, as they will become versioned and be added to the repository in the next counts, Secures into directories that are not yet under version control. Unwestland from directories that are not yet under version control. Unwestland files and directories that are not yet under version control. Unwestland files and directories that are not yet under version control. Unwestland files and directories that are not yet under version control. Unwestland files and directories that are not yet under version control. Unwestland files and directories that are not yet under version control. Unwestland files and directories that are not yet under version control. Unwestland files and directories can be removed from the addition has been countred. Once countrol, a part can be removed from eversion-evers (see "som bela) arrange for details).

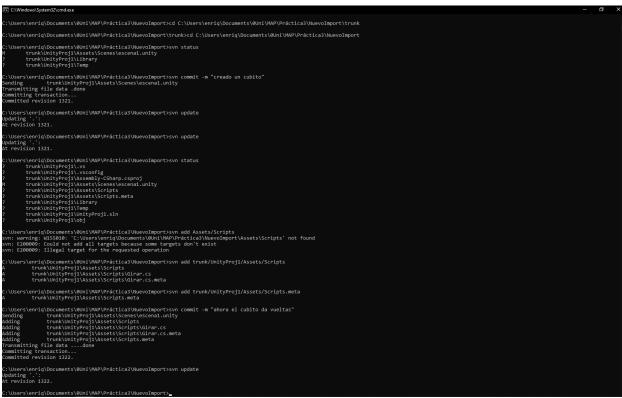
**Publication of Items to add say be influenced by the "ignores feature, Properties may be attached to the Items as configured by the "accompany" feature, Properties may be attached to the Items as configured by the "accompany" feature, Properties may be attached to the Items as configured by the "accompany" feature, Properties may be attached to the Items as configured by the "accompany" feature, Properties may be attached to the Items as configured by the "accompany" feature, Properties may be attached to the Items as configured by the "accompany" feature, Properties may be attached to the Items as configured by the "accompany" feature, Properties may be actually accompany for may be accompany for the accompany fo
```

E: Para poder cambiar la escena, creamos un nuevo directorio llamado NewScenes ya que Unity creó automáticamente el directorio Scenes y se sincronizó.

```
TO COMBANCE AGENT TO AGE AGENT AGENT
```

E + A: Ejecutamos svn log para ver todos los cambios de los archivos y creamos el archivo Unity-svn-ignore.txt para que el svn ignore en determinados archivos.

```
Second Content (No. 1997) | Co
```



E.: Alejandro hizo todo lo de crear las carpetas que faltaban en la página para sincronizar los scripts, y ya cuando lo actualizó lo pude descargar y abrirlo desde mi portátil.

```
Science and parties.

Science and parties.
```

E+A.: Aquí se nos complicó un poco la vida con lo de las rutas y directorios, pero al final lo conseguimos y vimos todo el proceso de borrar y crear que hacía el SVN

```
### According for addition, so they will become versioned and segregated APM1.

Schedule numerationed APM1 for addition, so they will become versioned and be added to the repository in the necessary for files and directories by default (see the --depth option).

### To 'ann add come version control, several modes and directories that are not give under version control, several modes and directories that are not give under version control, several modes and directories that are not give under version control, several modes and se
```

E: Para poder cambiar la escena, creamos un nuevo directorio llamado NewScenes ya que Unity creó automáticamente el directorio Scenes y se sincronizó.

```
**Notice in the content of the conte
```

A: En cuanto al error, al principio no tuvimos error debido a que el SVN nos corrigió de forma automática los errores, así que tuvimos que emplear caracteres extraños para poder inducir ese error.