

PRÁCTICA 3 MAP

```
C:\Windows\System32\cmd.exe
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\ImportInicla>svn checkout https://versiones.fdi.ucm.es/svn/MAP/Grupo17/ C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\NavMeshAreas.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\GraphicsSettings.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\EditorBuildSettings.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\ProjectSettings.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\Physics2DSettings.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\TimeManager.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\InputManager.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\AudioManager.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\ClusterInputManager.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\TagManager.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\VFXManager.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\DynamicManager.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\UnityConnectSettings.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\IapManager.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\EditorSettings.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\QualitySettings.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\XRSettings.asset
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\ProjectSettings\ProjectVersion.txt
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\Packages
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\Packages\manifest.json
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\Packages\packages-lock.json
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\Assets
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\Assets\Scenes
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\Assets\Scenes\escena1.unity
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj1\Assets\Scenes\escena1.unity.meta
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\branches
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\tags
Checked out revision 1320.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\ImportInicla>cd C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>cd C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk>cd C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn status
M trunk\UnityProj1\Assets\Scenes\escena1.unity
? trunk\UnityProj1\Library
? trunk\UnityProj1\Temp

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn commit -m "creado un cubito"
Sending trunk\UnityProj1\Assets\Scenes\escena1.unity
Transmitting file data .done
Committing transaction...
Committed revision 1321.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn update
Updating '.':
At revision 1321.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>
```

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 (NuevoImport) para que no hubiera fallos.

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

```
C:\Windows\System32\cmd.exe
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\Physics2DSettings.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\TimeManager.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\InputManager.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\AudioManager.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\ClusterInputManager.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\PresetManager.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\VRManager.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\DynamicManager.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\UnityConnectSettings.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\TagManager.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\EditorSettings.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\QualitySettings.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\XRSettings.asset
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\ProjectSettings\ProjectVersion.txt
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\Packages
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\Packages\manifest.json
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\Packages\packages-lock.json
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\Assets
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\Assets\Scenes
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\Assets\Scenes\escena1.unity
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\Assets\Scenes\escena1.unity.meta
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk\UnityProj1\Assets\Scenes.meta
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\branches
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\tags
Checked out revision 1320.

C:\Users\lenrig\Documents\0uni\WAP\Practica3\ImportInitial\SWL_Console>cd C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport>cd C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk>cd C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk>svn status
      trunk\UnityProj1\Assets\Scenes\escena1.unity
      trunk\UnityProj1\Library
      trunk\UnityProj1\Temp
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport\trunk>svn commit -m "creado un cubito"
Sending      trunk\UnityProj1\Assets\Scenes\escena1.unity
Transmitting file data .done
Committing transaction...
Committed revision 1321.

C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport>svn update
Updating .
At revision 1321.

C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport>svn update
Updating .
At revision 1321.

C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport>svn status
      trunk\UnityProj1\vs
      trunk\UnityProj1\vsconfig
      trunk\UnityProj1\vswebview\csharp.csproj
      trunk\UnityProj1\Assets\Scenes\escena1.unity
      trunk\UnityProj1\Assets\Scripts
      trunk\UnityProj1\Assets\Scripts.meta
      trunk\UnityProj1\Library
      trunk\UnityProj1\Temp
      trunk\UnityProj1\UnityProj1.sln
      trunk\UnityProj1\obj
C:\Users\lenrig\Documents\0uni\WAP\Practica3\NuevoImport>
```

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

```

C:\Windows\System32\cmd.exe
usage: add PATH...

Schedule unversioned PATHs for addition, so they will become versioned and
be added to the repository in the next commit. Recurse into directories by
default (see the --depth option).

The 'svn add' command is only necessary for files and directories that are
not yet under version control. Unversioned files and directories can be
identified with 'svn status' (see 'svn help status').

The effects of 'svn add' can be undone with 'svn revert' before the addition
has been committed. Once committed, a path can be removed from version
control with 'svn delete', and in some circumstances by running a reverse-
merge (see 'svn help merge' for details).

With --force, add all the unversioned paths found in PATHs and ignore the
rest; otherwise, error out if any specified paths are already versioned.

The selection of items to add may be influenced by the 'ignores' feature.
Properties may be attached to the items as configured by the 'auto-props'
feature.

Valid options:
--targets ARG           : pass contents of file ARG as additional args
-N [--non-recursive]    : obsolete; same as --depth=empty
--depth ARG             : list operation by depth ARG ('empty', 'files',
                        'immediates', or 'infinity')
-q [--quiet]            : print nothing, or only summary information
--force                 : ignore already versioned paths
--no-ignore             : disregard defaults and svn:ignore and
                        svn:global-ignores property ignores
--auto-props            : enable automatic properties
--no-auto-props         : disable automatic properties
--parents              : add intermediate parents

(Use '-v' to show global and experimental options.)

C:\Users\enriq\Documents\0Uni\WAP\Práctica3\NuevoImport\trunk\UnityProj>svn add Assets/NewScenes
A
   Assets/NewScenes

C:\Users\enriq\Documents\0Uni\WAP\Práctica3\NuevoImport\trunk\UnityProj>svn move Assets/Scenes/escena1.unity Assets/NewScenes
A
   Assets/NewScenes/escena1.unity
D
   Assets/Scenes/escena1.unity

C:\Users\enriq\Documents\0Uni\WAP\Práctica3\NuevoImport\trunk\UnityProj>svn move Assets/Scenes/escena1.unity.meta Assets/NewScenes
A
   Assets/NewScenes/escena1.unity.meta
D
   Assets/Scenes/escena1.unity.meta

C:\Users\enriq\Documents\0Uni\WAP\Práctica3\NuevoImport\trunk\UnityProj>svn add Assets/NewScenes.meta
A
   Assets/NewScenes.meta

C:\Users\enriq\Documents\0Uni\WAP\Práctica3\NuevoImport\trunk\UnityProj>svn commit -m "cambiado las escenas de sitio"
Adding      Assets/NewScenes
Adding      Assets/NewScenes/escena1.unity
Adding      Assets/NewScenes/escena1.unity.meta
Adding      Assets/NewScenes.meta
Deleting    Assets/Scenes/escena1.unity
Deleting    Assets/Scenes/escena1.unity.meta
Transmitting file data ..done
Committing transaction..
Committed revision 1323.

C:\Users\enriq\Documents\0Uni\WAP\Práctica3\NuevoImport\trunk\UnityProj>

```

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

```
C:\Windows\System32\cmd.exe
Transmitting file data .done
Committing transaction...
Committed revision 1323.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn log
-----
r1322 | enrijuan | 2021-03-29 18:54:40 +0200 (Mon, 29 Mar 2021) | 1 line
ahora el cubito da vueltas
-----
r1321 | enrijuan | 2021-03-29 18:50:34 +0200 (Mon, 29 Mar 2021) | 1 line
creado un cubito
-----
r1319 | enrijuan | 2021-03-29 18:43:44 +0200 (Mon, 29 Mar 2021) | 1 line
inicio
-----

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn status
?      .vs
?      .vsconfig
?      Assembly-CSharp.csproj
?      Library
?      Temp
?      UnityProj1.sln
?      obj

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn propset svn:ignore -F unity-svn-ignore.txt .
svn: E720002: Can't open file 'unity-svn-ignore.txt': The system cannot find the file specified.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn propset svn:ignore -F unity-svn-ignore.txt .
property 'svn:ignore' set on '.'

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn status
M      .
?      .vs
?      .vsconfig
?      obj

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn commit -m "testando"
Sending      .
svn: E155011: Commit failed (details follow):
svn: E155011: Directory 'C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj' is out of date
svn: E160024: resource out of date; try updating

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn update
Updating      .:
At revision 1323.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn commit -m "testando"
Sending      .
Committing transaction...
Committed revision 1324.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn status
?      .vs
?      .vsconfig
?      Assets\Materials
?      Assets\Materials.meta
M      Assets\NewScenes\escena1.unity
?      obj

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>
```

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.

```
C:\Windows\System32\cmd.exe
A C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\tags
Checked out revision 1320.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>cd C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>cd C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk>cd C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn status
M trunk\UnityProj1\Assets\Scenes\escena1.unity
? trunk\UnityProj1\Library
? trunk\UnityProj1\Temp

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn commit -m "creado un cubito"
Sending trunk\UnityProj1\Assets\Scenes\escena1.unity
Transmitting file data .done
Committing transaction...
Committed revision 1321.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn update
Updating '.':
At revision 1321.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn update
Updating '.':
At revision 1321.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn status
? trunk\UnityProj1\*.vs
? trunk\UnityProj1\*.vsconfig
? trunk\UnityProj1\Assembly-CSharp.csproj
M trunk\UnityProj1\Assets\Scenes\escena1.unity
? trunk\UnityProj1\Assets\Scripts
? trunk\UnityProj1\Assets\Scripts.meta
? trunk\UnityProj1\Library
? trunk\UnityProj1\Temp
? trunk\UnityProj1\UnityProj1.sln
? trunk\UnityProj1\obj

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn add Assets/Scripts
svn: warning: W155010: 'C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\Assets\Scripts' not found
svn: E200009: Could not add all targets because some targets don't exist
svn: E200009: Illegal target for the requested operation

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn add trunk/UnityProj1/Assets/Scripts
A trunk\UnityProj1\Assets\Scripts
A trunk\UnityProj1\Assets\Scripts\Girar.cs
A trunk\UnityProj1\Assets\Scripts\Girar.cs.meta

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn add trunk/UnityProj1/Assets/Scripts.meta
A trunk\UnityProj1\Assets\Scripts.meta

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn commit -m "ahora el cubito da vueltas"
Sending trunk\UnityProj1\Assets\Scenes\escena1.unity
Adding trunk\UnityProj1\Assets\Scripts
Adding trunk\UnityProj1\Assets\Scripts\Girar.cs
Adding trunk\UnityProj1\Assets\Scripts\Girar.cs.meta
Adding trunk\UnityProj1\Assets\Scripts.meta
Transmitting file data ...done
Committing transaction...
Committed revision 1322.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>
```

```
C:\Windows\System32\cmd.exe

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>cd C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk>cd C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport
C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn status
M trunk\UnityProj1\Assets\Scenes\escena1.unity
? trunk\UnityProj1\Library
? trunk\UnityProj1\Temp

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn commit -m "creado un cubito"
Sending trunk\UnityProj1\Assets\Scenes\escena1.unity
Transmitting file data .done
Committing transaction...
Committed revision 1321.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn update
Updating '.':
At revision 1321.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn update
Updating '.':
At revision 1321.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn status
? trunk\UnityProj1\*.vs
? trunk\UnityProj1\*.vsconfig
? trunk\UnityProj1\Assembly-CSharp.csproj
M trunk\UnityProj1\Assets\Scenes\escena1.unity
? trunk\UnityProj1\Assets\Scripts
? trunk\UnityProj1\Assets\Scripts.meta
? trunk\UnityProj1\Library
? trunk\UnityProj1\Temp
? trunk\UnityProj1\UnityProj1.sln
? trunk\UnityProj1\obj

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn add Assets/Scripts
svn: warning: W155010: 'C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\Assets\Scripts' not found
svn: E200009: Could not add all targets because some targets don't exist
svn: E200009: Illegal target for the requested operation

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn add trunk/UnityProj1/Assets/Scripts
A trunk\UnityProj1\Assets\Scripts
A trunk\UnityProj1\Assets\Scripts\Girar.cs
A trunk\UnityProj1\Assets\Scripts\Girar.cs.meta

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn add trunk/UnityProj1/Assets/Scripts.meta
A trunk\UnityProj1\Assets\Scripts.meta

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn commit -m "ahora el cubito da vueltas"
Sending trunk\UnityProj1\Assets\Scenes\escena1.unity
Adding trunk\UnityProj1\Assets\Scripts
Adding trunk\UnityProj1\Assets\Scripts\Girar.cs
Adding trunk\UnityProj1\Assets\Scripts\Girar.cs.meta
Adding trunk\UnityProj1\Assets\Scripts.meta
Transmitting file data ...done
Committing transaction...
Committed revision 1322.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>svn update
Updating '.':
At revision 1322.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport>
```

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.

```
C:\Windows\System32\cmd.exe
usage: add PATH...

Schedule unversioned PATHs for addition, so they will become versioned and
be added to the repository in the next commit. Recurse into directories by
default (see the --depth option).

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identified with 'svn status' (see 'svn help status').

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has been committed. Once committed, a path can be removed from version
control with 'svn delete', and in some circumstances by running a reverse-
merge (see 'svn help merge' for details).

With --force, add all the unversioned paths found in PATHs and ignore the
rest; otherwise, error out if any specified paths are already versioned.

The selection of items to add may be influenced by the 'ignores' feature.
Properties may be attached to the items as configured by the 'auto-props'
feature.

Valid options:
  --targets ARG           : pass contents of file ARG as additional args
  -N [-non-recursive]    : obsolete; same as --depth=empty
  --depth ARG             : limit operation by depth ARG ('empty', 'files',
                           'immediates', or 'infinity')
  -q [--quiet]            : print nothing, or only summary information
  --force                 : ignore already versioned paths
  --no-ignore             : disregard default and svn:ignore and
                           svn:global-ignores property ignores
  --auto-props            : enable automatic properties
  --no-auto-props         : disable automatic properties
  --parents               : add intermediate parents

(Use '-v' to show global and experimental options.)

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn add Assets/NewScenes
A
   Assets/NewScenes

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn move Assets/Scenes/escena1.unity Assets/NewScenes
A
   Assets/NewScenes/escena1.unity
D
   Assets/Scenes/escena1.unity

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn move Assets/Scenes/escena1.unity.meta Assets/NewScenes
A
   Assets/NewScenes/escena1.unity.meta
D
   Assets/Scenes/escena1.unity.meta

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn add Assets/NewScenes.meta
A
   Assets/NewScenes.meta

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn commit -m "cambiado las escenas de sitio"
Adding
   Assets/NewScenes
Adding
   Assets/NewScenes/escena1.unity
Adding
   Assets/NewScenes/escena1.unity.meta
Adding
   Assets/NewScenes.meta
Deleting
   Assets/Scenes/escena1.unity
Deleting
   Assets/Scenes/escena1.unity.meta
Transmitting file data .done
Committing transaction...
Committed revision 1323.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>
```

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

```
C:\Windows\System32\cmd.exe
usage: add PATH...

Schedule unversioned PATHS for addition, so they will become versioned and
be added to the repository in the next commit. Recurse into directories by
default (see the --depth option).

The 'svn add' command is only necessary for files and directories that are
not yet under version control. Unversioned files and directories can be
identified with 'svn status' (see 'svn help status').

The effects of 'svn add' can be undone with 'svn revert' before the addition
has been committed. Once committed, a path can be removed from version
control with 'svn delete', and in some circumstances by running a reverse-
merge (see 'svn help merge' for details).

With --force, add all the unversioned paths found in PATHS and ignore the
rest; otherwise, error out if any specified paths are already versioned.

The selection of items to add may be influenced by the 'ignores' feature.
Properties may be attached to the items as configured by the 'auto-props'
feature.

Valid options:
--targets ARG          : pass contents of file ARG as additional args
-N [-non-recursive]   : obsolete; same as --depth-empty
--depth ARG           : limit operation by depth ARG ('empty', 'files',
                        'immediates', or 'infinity')
-q [--quiet]          : print nothing, or only summary information
--force              : ignore already versioned paths
--no-ignore           : disregard default and svn:ignore and
                        svn:global-ignores property ignores
--auto-props          : enable automatic properties
--no-auto-props       : disable automatic properties
--parents            : add intermediate parents

(Use '-v' to show global and experimental options.)

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn add Assets/NewScenes
A      Assets/NewScenes

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn move Assets/Scenes/escena1.unity Assets/NewScenes
A      Assets/NewScenes/escena1.unity
D      Assets/Scenes/escena1.unity

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn move Assets/Scenes/escena1.unity.meta Assets/NewScenes
A      Assets/NewScenes/escena1.unity.meta
D      Assets/Scenes/escena1.unity.meta

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn add Assets/NewScenes.meta
A      Assets/NewScenes.meta

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn commit -m "cambiado las escenas de sitio"
Adding      Assets/NewScenes
Adding      Assets/NewScenes/escena1.unity
Adding      Assets/NewScenes/escena1.unity.meta
Adding      Assets/NewScenes.meta
Deleting    Assets/Scenes/escena1.unity
Deleting    Assets/Scenes/escena1.unity.meta
Transmitting file data .done
Committing transaction...
Committed revision 1323.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>
```

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

```
C:\Windows\System32\cmd.exe

- Merging from foreign repositories -

Subversion does support merging from foreign repositories.
While all merge source URLs must point to the same repository, the merge
target working copy may come from a different repository than the source.
However, there are some caveats. Most notably, copies made in the
merge source will be transformed into plain additions in the merge
target. Also, merge-tracking is not supported for merges from foreign
repositories.

Valid options:
-r [--revision] ARG    : ARG (some commands also take ARG1:ARG2 range)
                        A revision argument can be one of:
                        NUMBER      revision number
                        '{ DATE }'  revision at start of the date
                        'HEAD'     latest in repository
                        'BASE'     base rev of item's working copy
                        'COMMITTED' last commit at or before BASE
                        'PREV'     revision just before COMMITTED
-c [--change] ARG      : the change made by revision ARG (like -r ARG:1:ARG)
                        If ARG is negative this is like -r ARG:ARG-1
                        If ARG is of the form ARG1-ARG2 then this is like
                        ARG1:ARG2, where ARG1 is inclusive
-N [-non-recursive]   : obsolete; same as --depth-files
--depth ARG           : limit operation by depth ARG ('empty', 'files',
                        'immediates', or 'infinity')
-q [--quiet]          : print nothing, or only summary information
--force              : force deletions even if deleted contents don't match
--dry-run            : try operation but make no changes
--diff3-cmd ARG       : use ARG as merge command
--record-only         : merge only mergeinfo differences
--x [--extensions] ARG : Specify differencing options for external diff or
                        internal diff or blame. Default: '-u'. Options are
                        separated by spaces. Internal diff and blame take:
                        -u, --unified: Show 3 lines of unified context
                        -b, --ignore-space-change: Ignore changes in
                        amount of white space
                        -w, --ignore-all-space: Ignore all white space
                        --ignore-eol-style: Ignore changes in EOL style
                        -U ARG, --context ARG: Show ARG lines of context
                        -p, --show-c-function: Show C function name
--ignore-ancestry     : disable merge tracking; diff nodes as if related
--accept ARG          : specify automatic conflict resolution action
                        ('postpone', 'working', 'base', 'mine-conflict',
                        'theirs-conflict', 'mine-full', 'theirs-full',
                        'edit', 'launch', 'recommended') (shorthand:
                        'p', 'mc', 'tc', 'mf', 'tf', 'e', 'l', 'r')
--reintegrate         : deprecated
--allow-mixed-revisions : Allow operation on mixed-revision working copy.
                        Use of this option is not recommended!
                        Please run 'svn update' instead.
-v [--verbose]        : print extra information

(Use '-v' to show global and experimental options.)

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn commit -m "ale apalao"

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>svn update
Updating '.':
At revision 1353.

C:\Users\enriq\Documents\0Uni\MAP\Práctica3\NuevoImport\trunk\UnityProj>
```

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.