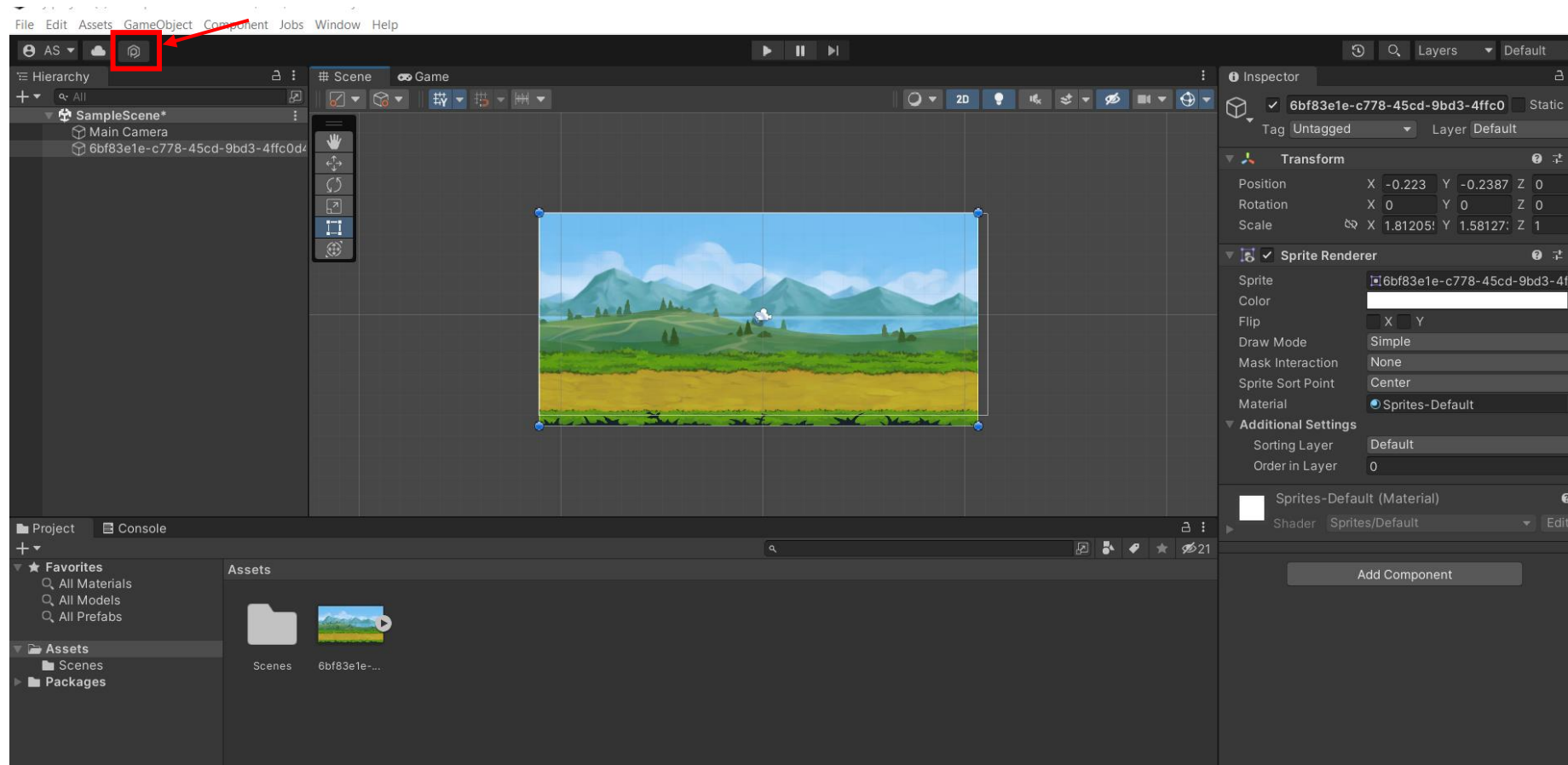# Unity Plastic SCM

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Unity Plastic SCM

- Unity Plastic SCM is a **version control** and **source code management** tool built to improve team collaboration and scalability with any engine.

- It offers optimized workflows for artists and programmers, as well as superior speed working with large files and binaries.

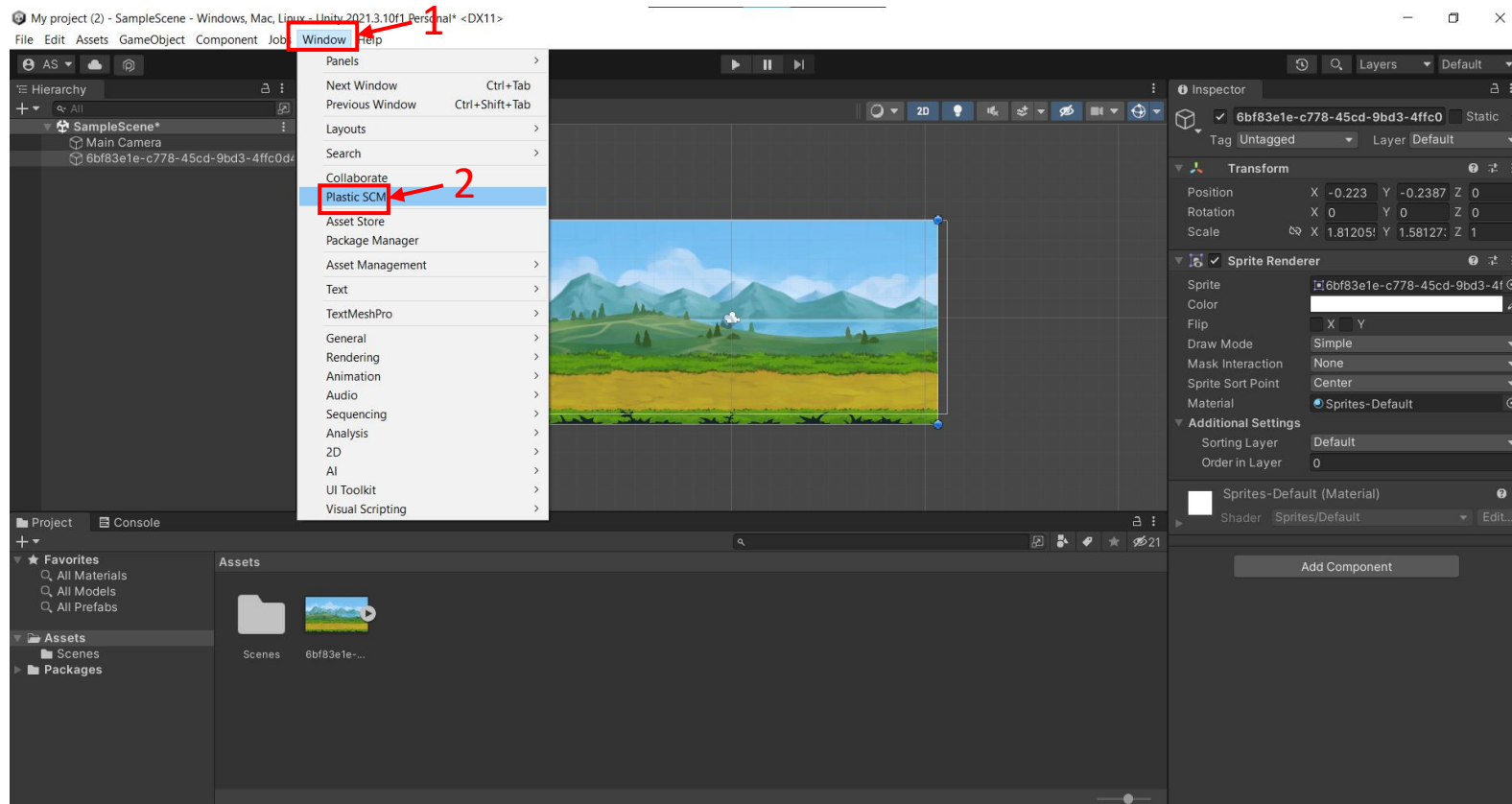- It works on the **new versions** of Unity.

1) Open Unity project

- First of all, after opening the project click on **this icon (Plastic SCM)**.
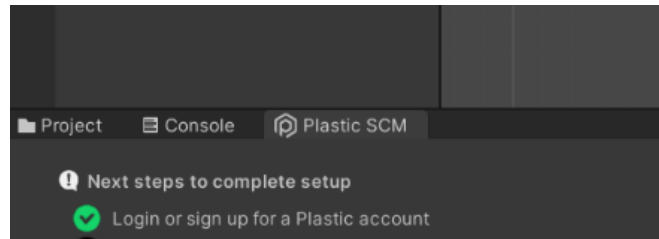
1) Open Unity project

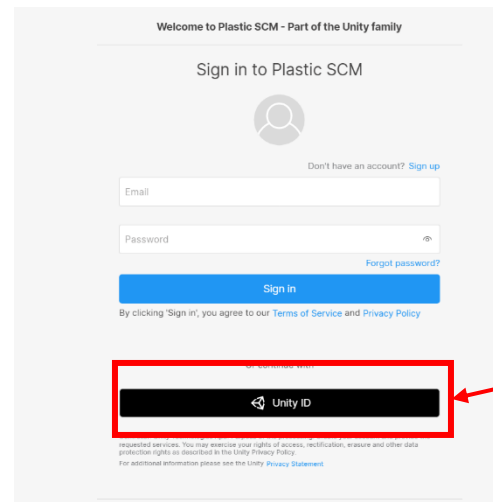- If you couldn't find the icon, choose from the window **Plastic SCM**

2) Login to Plastic SCM

- When you press on the Icon, this window will be opened. You will need first to **login**. Press on **Login button**.
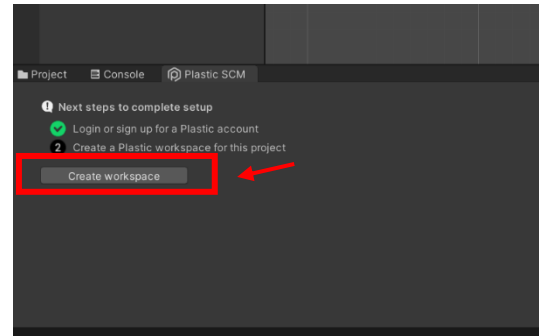

- After that, a webpage will be opened to login to plastic SCM. **Login by unity ID**.
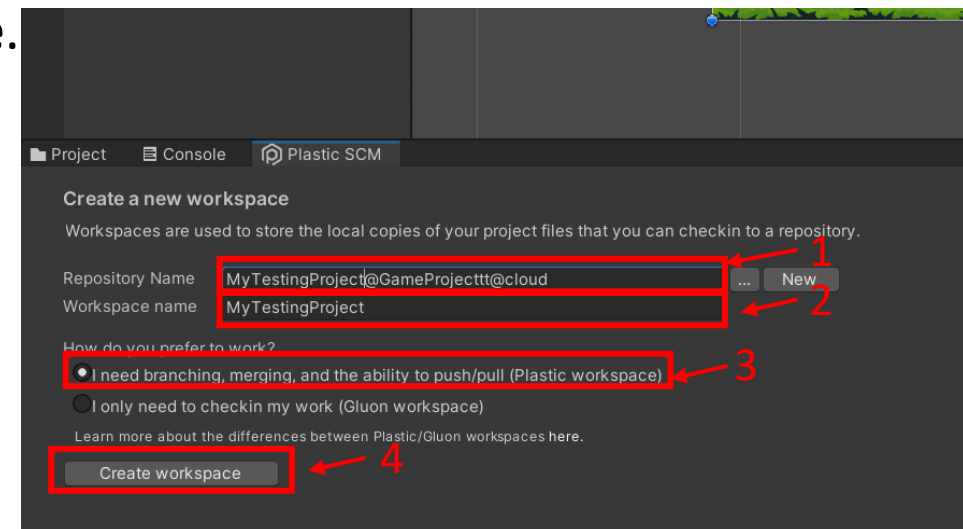
3) Create workspace

- After login, you will return to unity project and create workspace by clicking on **create workspace**.


- **Create the repository name** and **the workspace name** that you want. Then choose the **first choice**. Finally press on **create workspace**.

4) Add Asset files associated with your project

- Plastic SCM will display the project files from the asset folder in the pending changes tab. You can show which files to push on cloud. For the first time we will choose all files. After that will click on **checkin change** to push the changes on cloud.

- You can name the change. For example, like
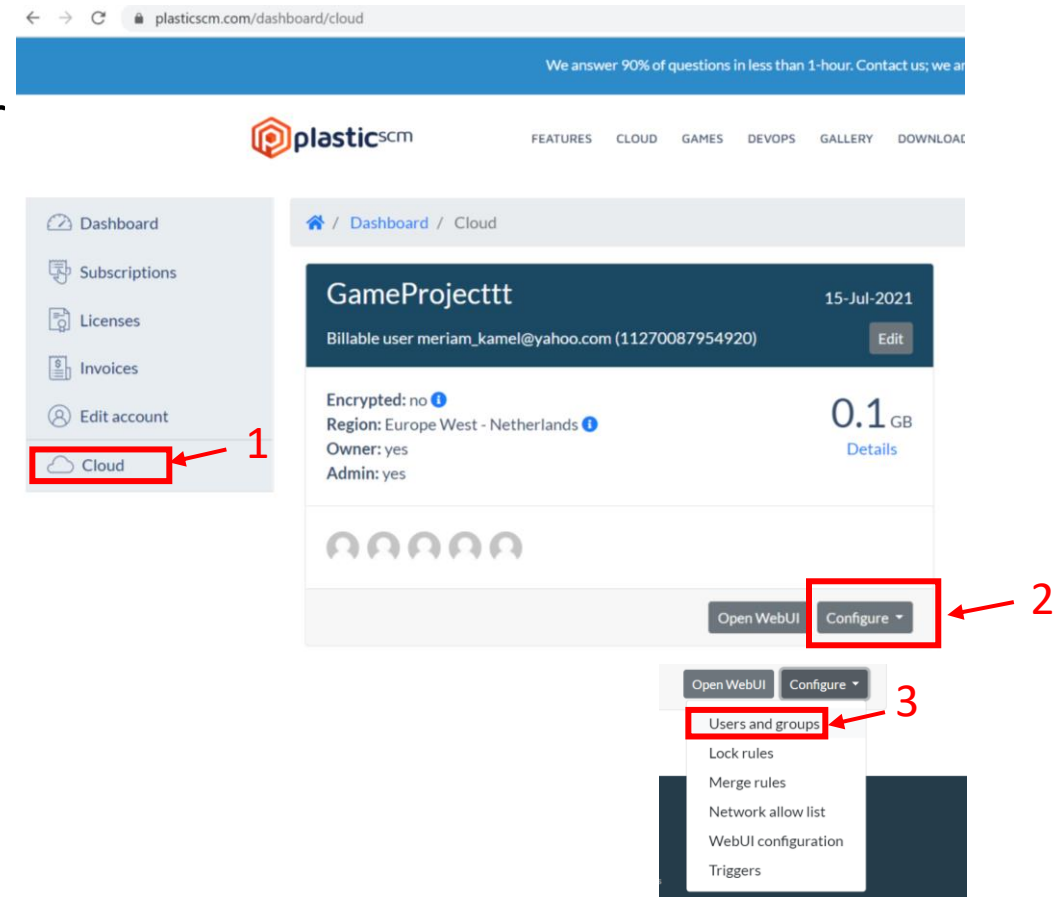
here **"my first commit"**.
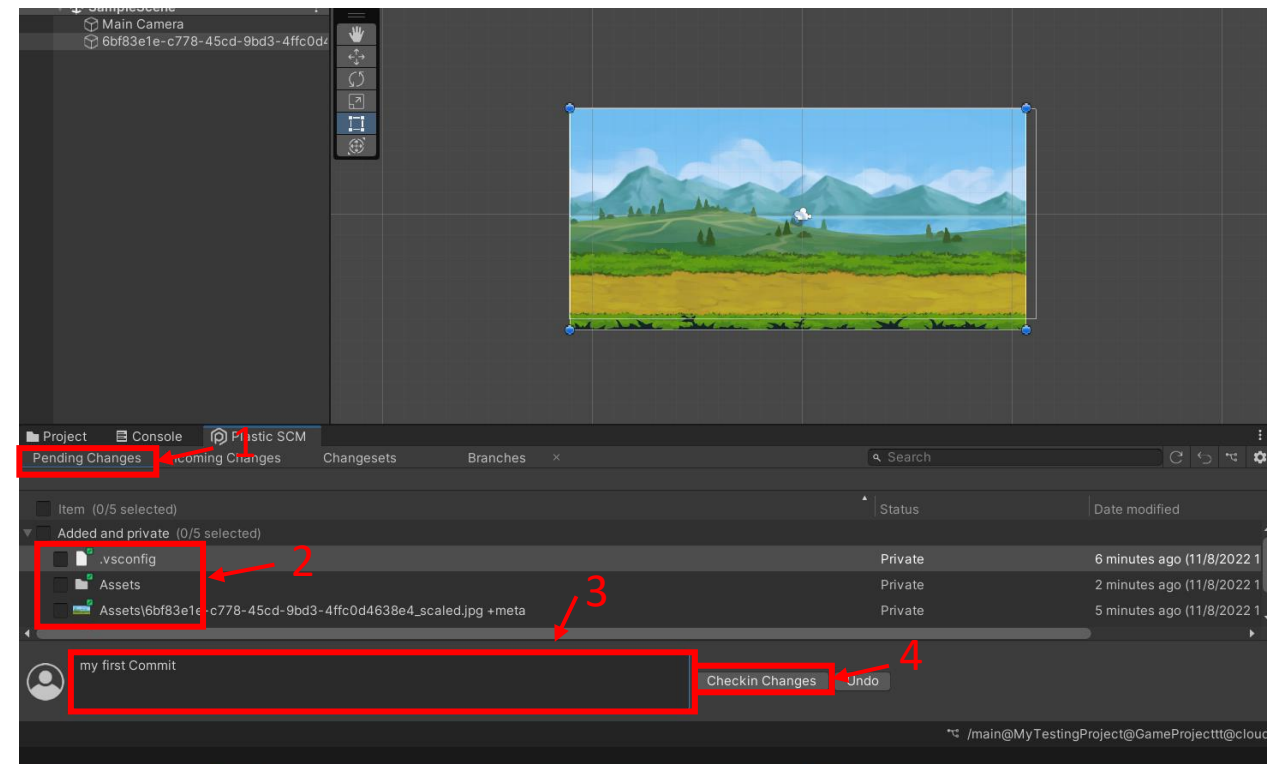
4) Adding members to have the project

- You will open the **plastic SCM website** and will press on **cloud**.

- You will find your cloud which inside it is your saved project.

- You will press on **Configure** which is in your Cloud.

- You will press on **User and groups**.

4) Adding members to have the project

- After pressing on **Users and groups**, this page will be opened.

- You will press on **Add new user**.

- Enter the email of your friend and
then press on **save**.

- Then you will find it in the list of Users
and an invitation will be sent to him/her.

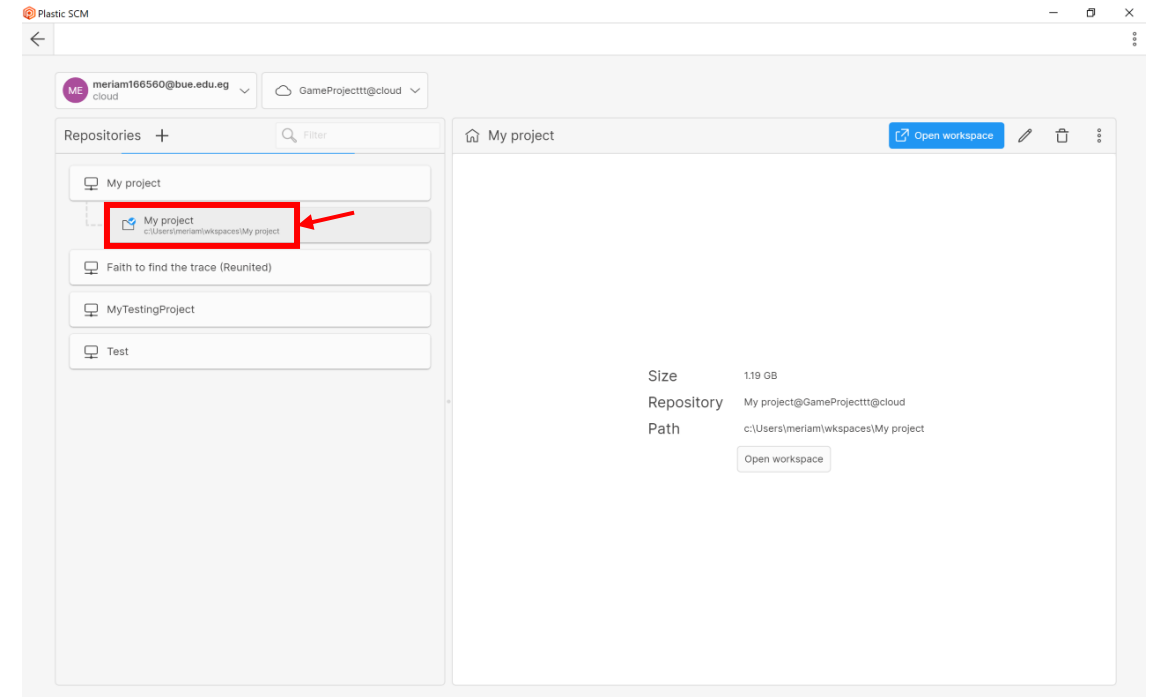# 5) From the perspective of another team member

- Now, the leader has made the project and make it on cloud. The other members want to have the same project and edit in it.

- First, he/she must **install Plastic SCM cloud app**.

- Download it from this link https://www.plasticscm.com/download
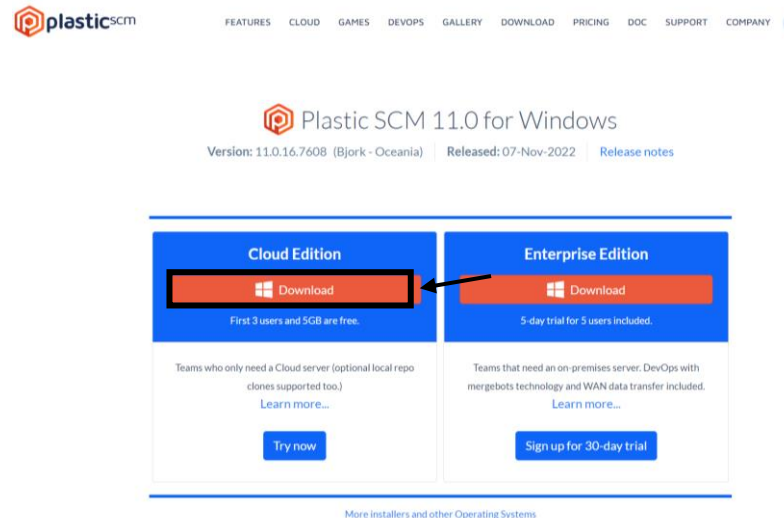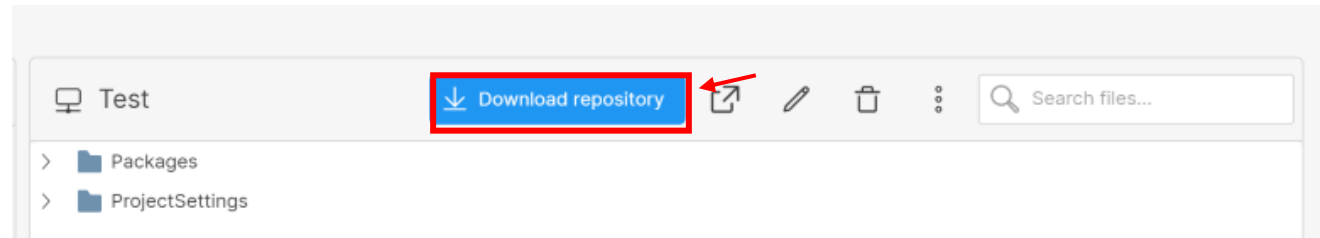
5) From the perspective of another team member

- After downloading and installing, **open the application and sign in**.

- It will open a list of all the projects that are on the cloud. **Choose the right on**.
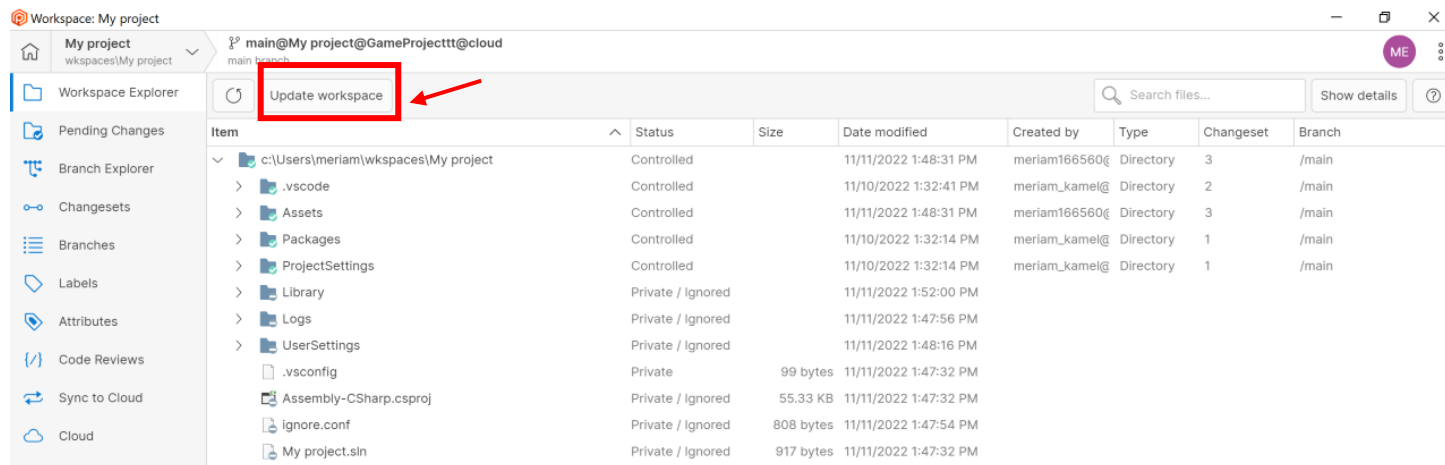
5) From the perspective of another team member

- Click on download repository and choose the place where you want to save the project in.


- It will open the workspace, you will click on update workspace

5) From the perspective of another team member

- Now the project is on your laptop. You will go to the place where you saved it and open the scene.

- You will find all the things which the leader put in the project. Try to add something new and when you finish click on **checkin changes** and it will be sent to all the other members which have this project.

- To pull the change you will find a notification like this,

 press on **view**.
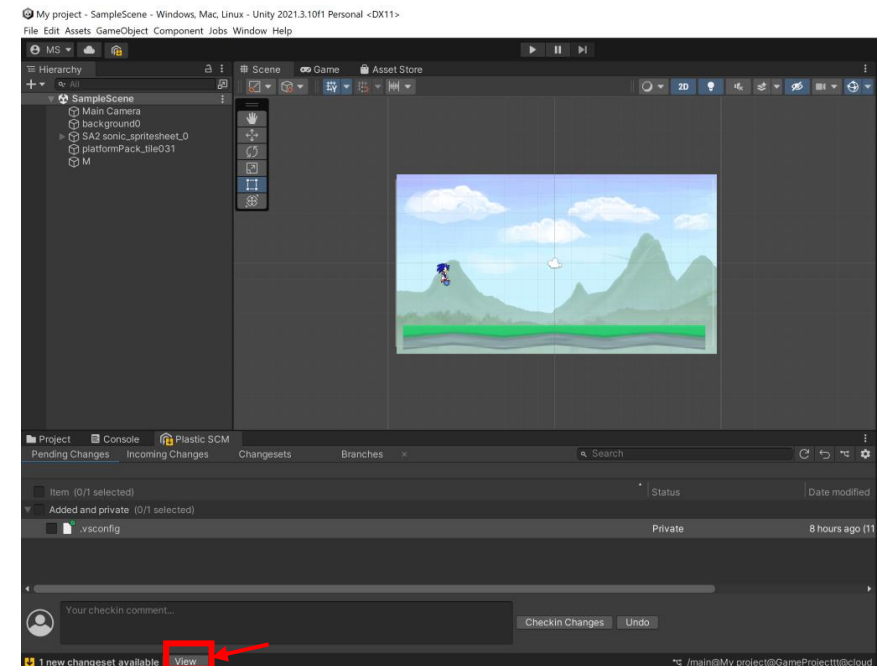
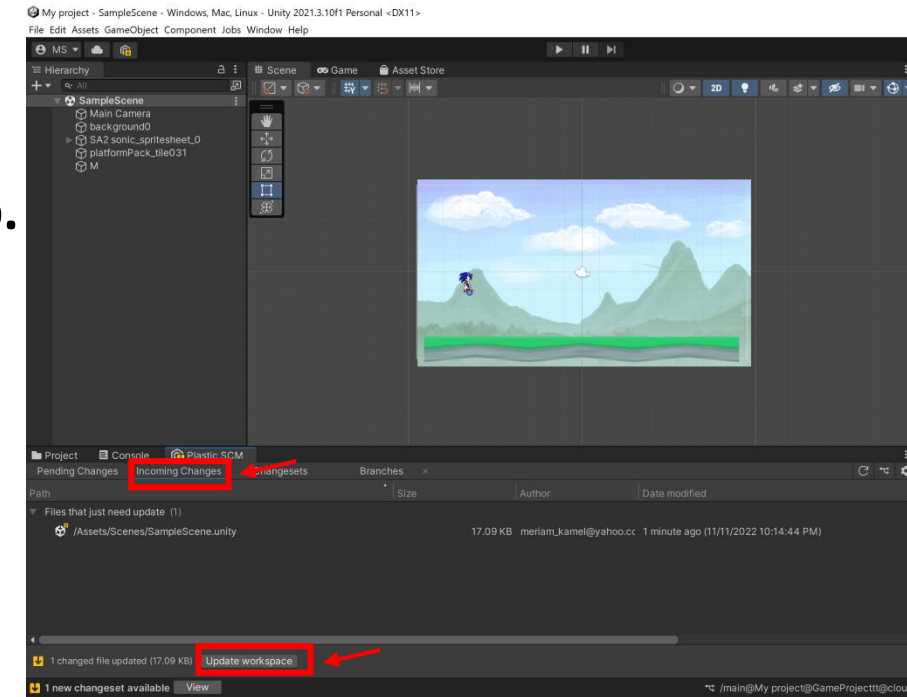# 5) From the perspective of another team member

- When you click on view, it will open **incoming changes tab.**

- Press on **Update workspace.** It will be loaded and then

a message will be pop up telling you to reload the scene.

So, press on **reload** and now finally the updates are in your

project.
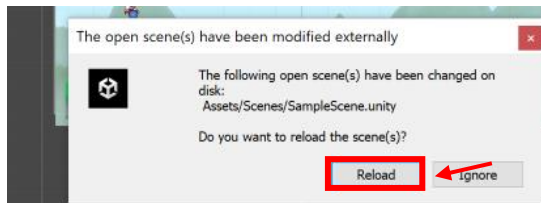
- If you opened the **changeseats tab**, you find all the changes

that done through the project.
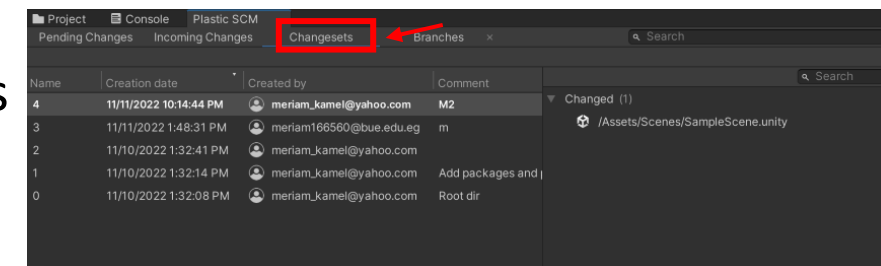
Important Notes

1) All the group members must have the same Unity version.

2) When more than one in the team wants to change in the same file, don't do it together. Someone must edit then the other can edit after you pushed the data. As when two change in the same file, it overrides the other and can cause a crash and the changes for the someone which didn't push.

3) Don't change the project name which you are downloading the repository.

4) After any change anyone of the team members made, you must check that you have pushed these data and the others update the workspace to get it and continue working on it.

Useful References

- **How to use the Plastic SCM (step by step). URL retrieved from:** https://unity.com/support-services/redeem/plastic-scm#2-create-workspace-and-repo

- **How to: Group Projects with Unity Plastic SCM . URL retrieved from:**

https://www.youtube.com/watch?v=AKU7Y-xkmTw