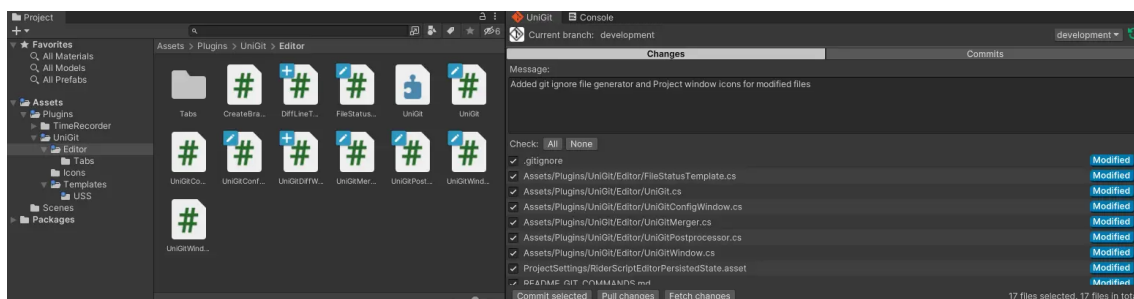
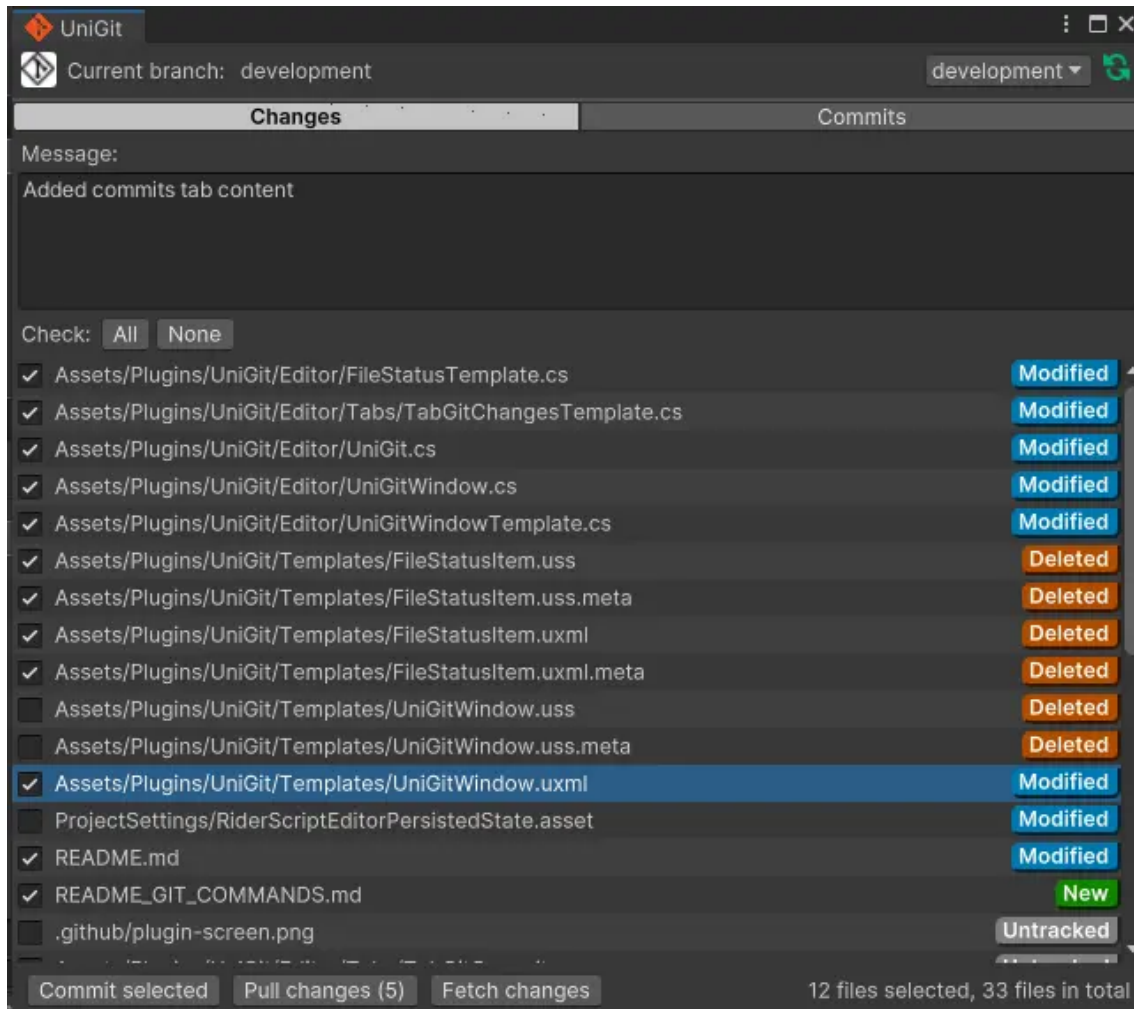


GitNity

Git integration for Unity projects, all basic tools inside the editor

⚠ **Plugin under development:** I'm still working on this project 🙏 so be careful using it on large projects 🚧🚧



Features

- ☒ List changes (Modified, untracked, new, merge error)
- ☒ Commit files by selecting them
- ☒ Push pending commits
- ☒ Fetch changes
- ☒ Pull changes
- ☒ Create & switch branch
- ☒ Display git commits, filter by branch
- ☒ Context Menu on right click on an asset
- ☒ Generate .gitignore
- ☒ Draw status icon on files with modifications or tracked by git
- ☒ Private ssh key support
- ☐ Merge tool or open X file with the script editor assigned in preferences
- ☐ LSF support
- ☐ Draw icon for ignored files/folders

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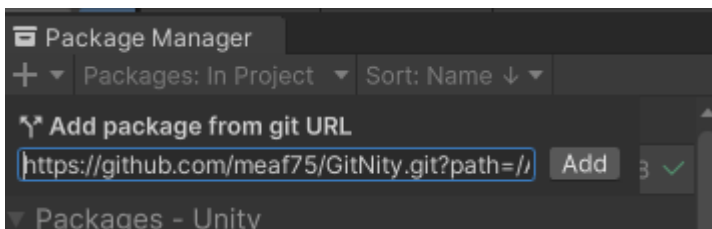
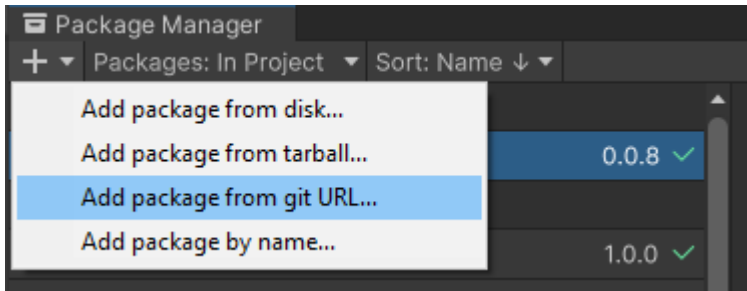
Requirements

- You must have the git command line tools registered in your system path, you can install it at <https://git-scm.com/download>.
- Unity 2021.3.x

Installation

From a git url

You can install this plugin via assets manager from a git url



More information at: <https://docs.unity3d.com/Manual/upm-ui-giturl.html>

```
https://github.com/meaf75/GitNity.git?path=/Assets/Plugins/GitNity
```

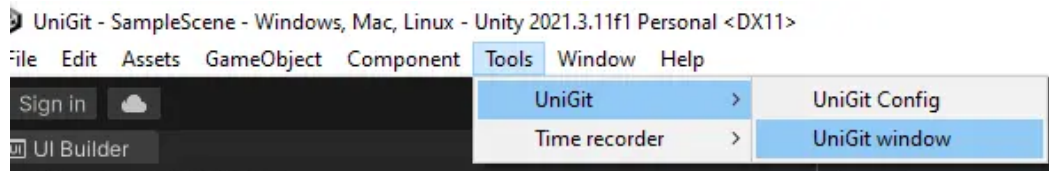
From this repo

Copy the content of this repository located at [Assets/Plugins](#) inside a folder in your unity project located at the same route

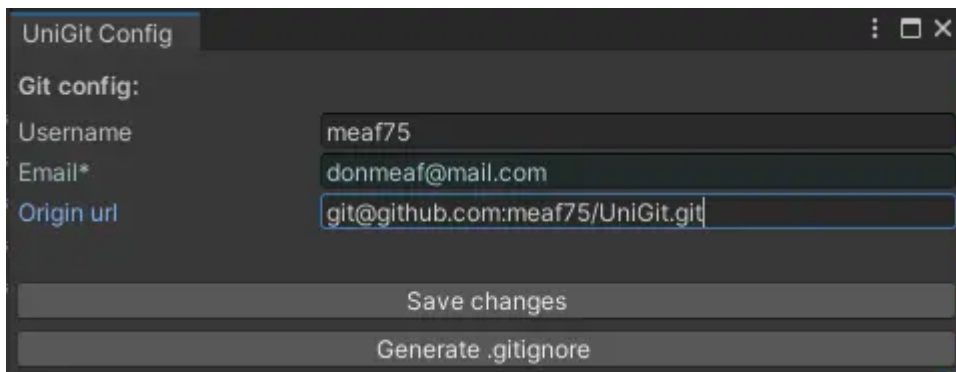
Instructions

Configuration

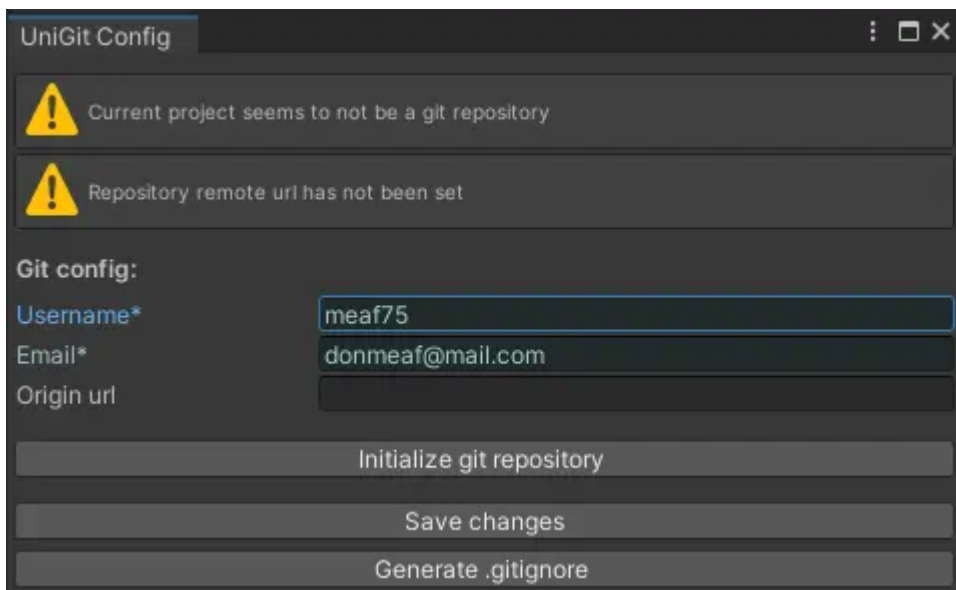
- All windows are located under Tools/GitNity.



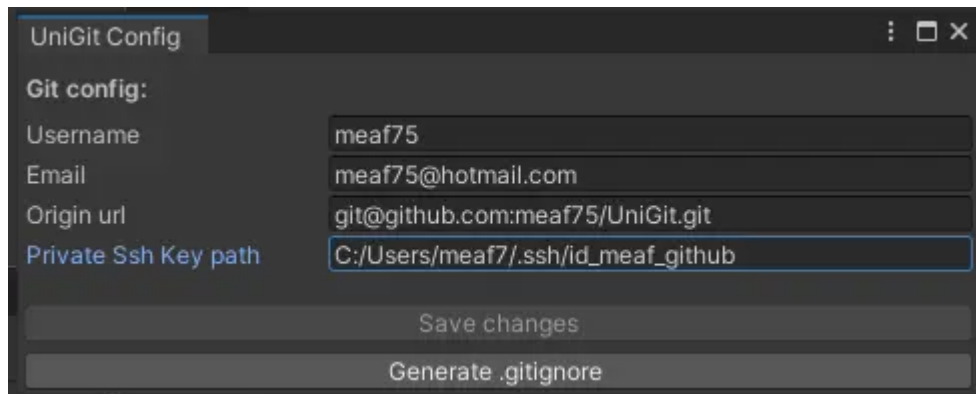
- Configuration window allows you setup repository information (Tools/GitNity/GitNity Config).



- Make sure your project is a git repository if not then you can initialize your project from the config window (Tools/GitNity/GitNity Config).

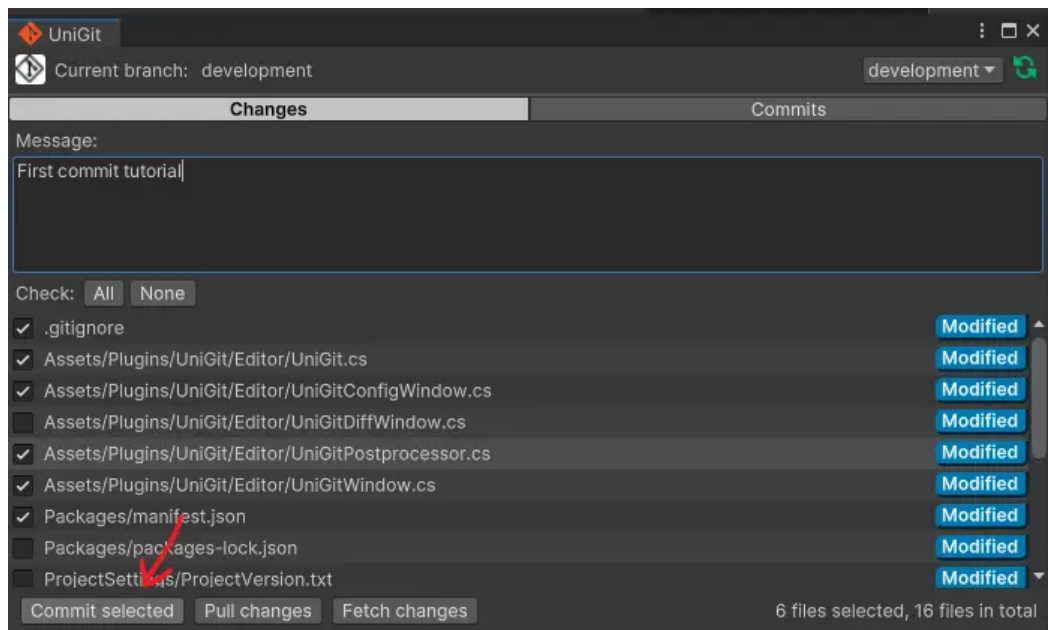


- You can also set a ssh key path to authenticate with your private repository by setting the private ssh key path.

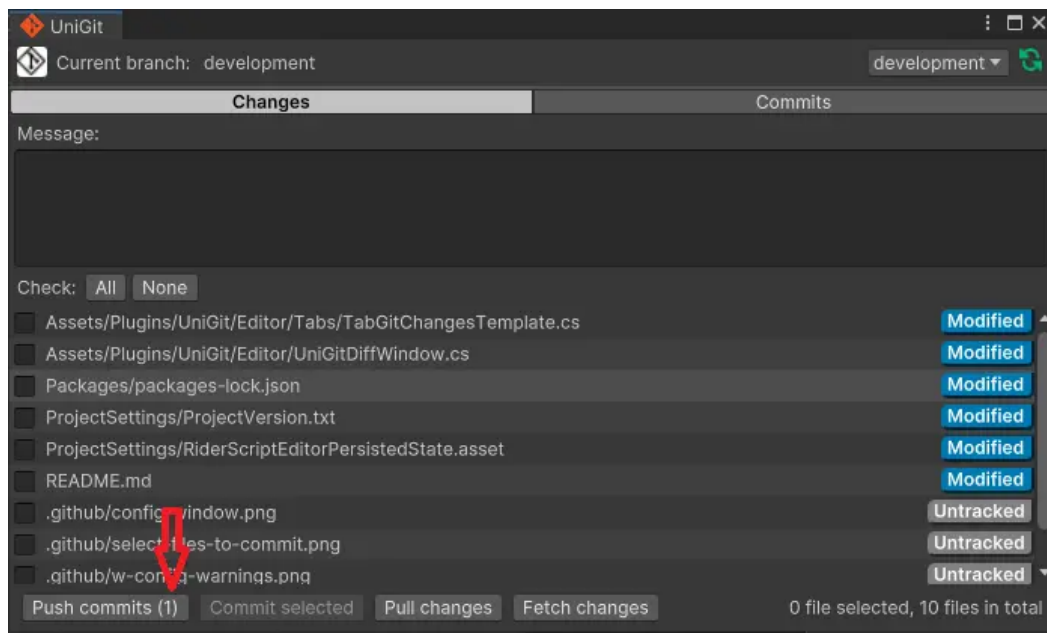


GitNity window

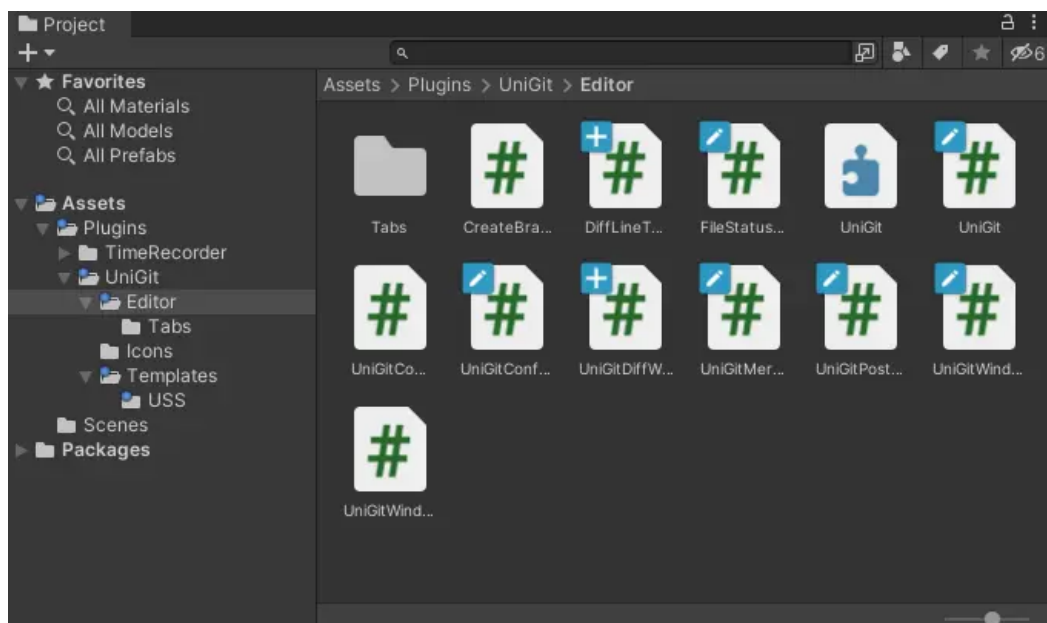
- First you will need to select the files you want to commit, you can do it by selecting the files in the GitNity window (Tools/GitNity/GitNity Window), add a commit message and add a commit message, finally you have to click the "Commit selected" button, this action will add selected items and commit them.








- After commit your files the final step is push your commit, when you have commits without push a "push" button will appear next to the "Commit selected" button, click it to push your pending commits, this action will make the selected files to disappear from the list don't worry they are staged with the new commit.



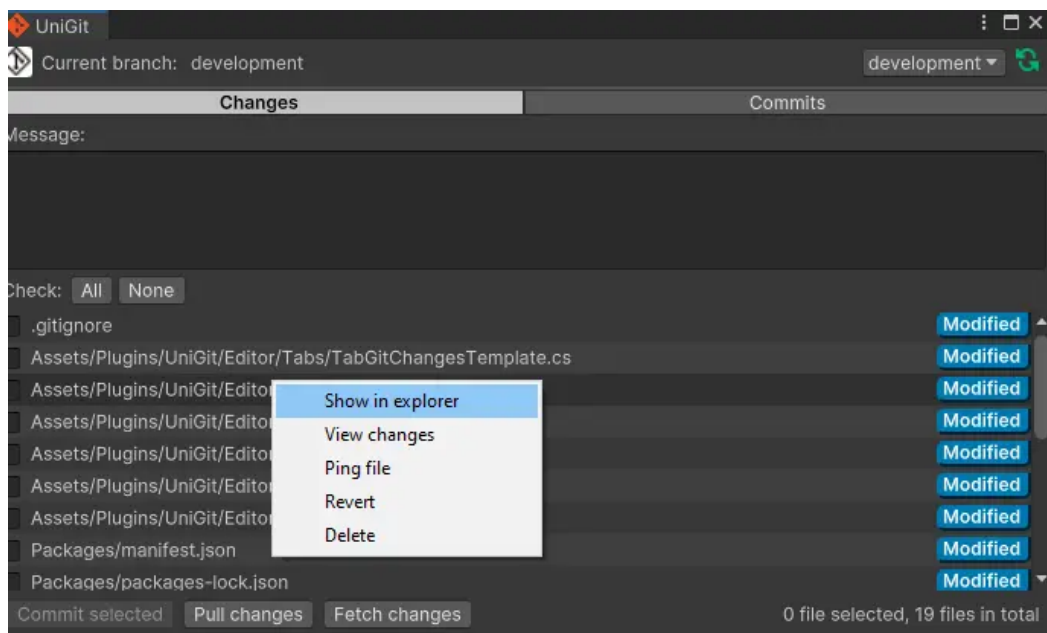
- Icons will be drawn over the project assets to represent their git status inside unity



Status	Icon
Deleted	
Modified	

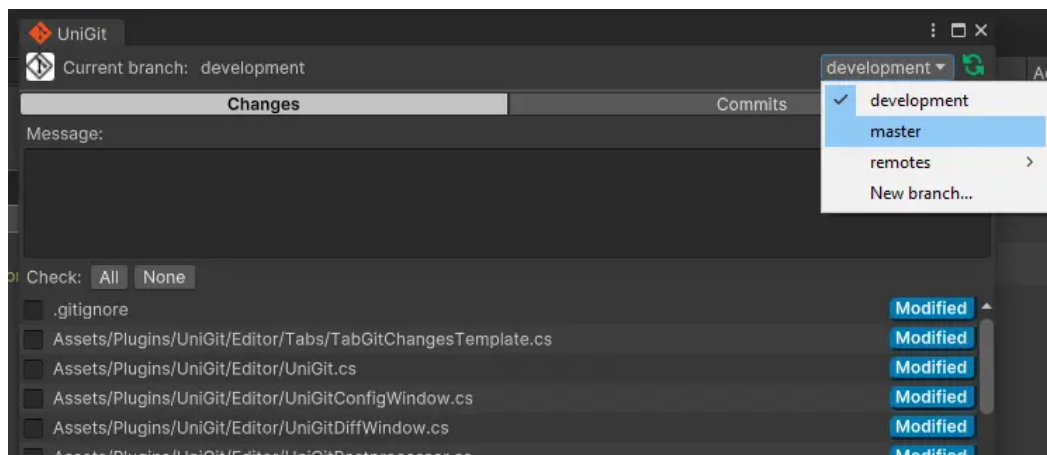
Type changed	
Renamed	
Copied	
New	
Unknown	

- Context menu, if you right click over a element in the list of tracked files a pop up will appear with some useful actions

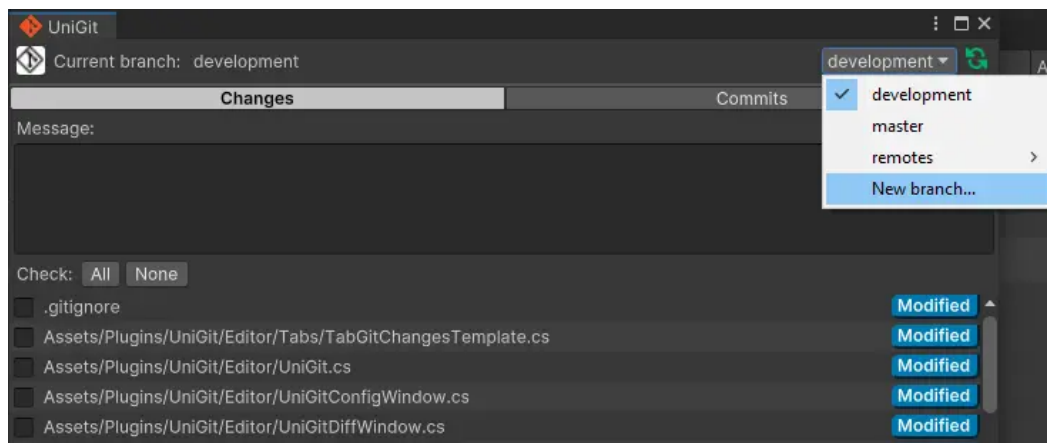


Branching

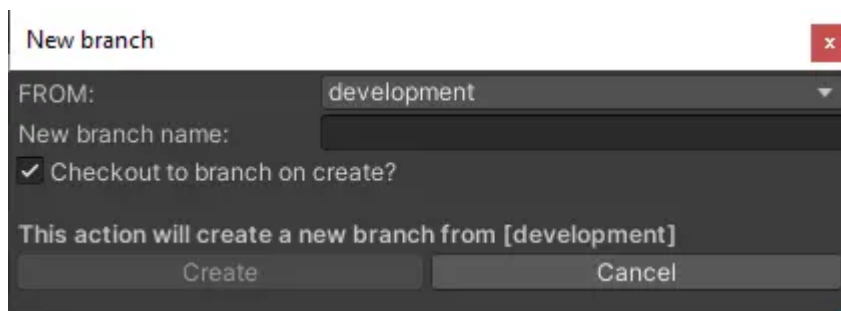
- branching, you can switch between git branches by clicking over the drop down at the top right corner of the GitNity window, all tracked branches will be displayed as value in the dropdown menu



- you can also create a new branch by selecting "New branch..." option in the branch dropdown.

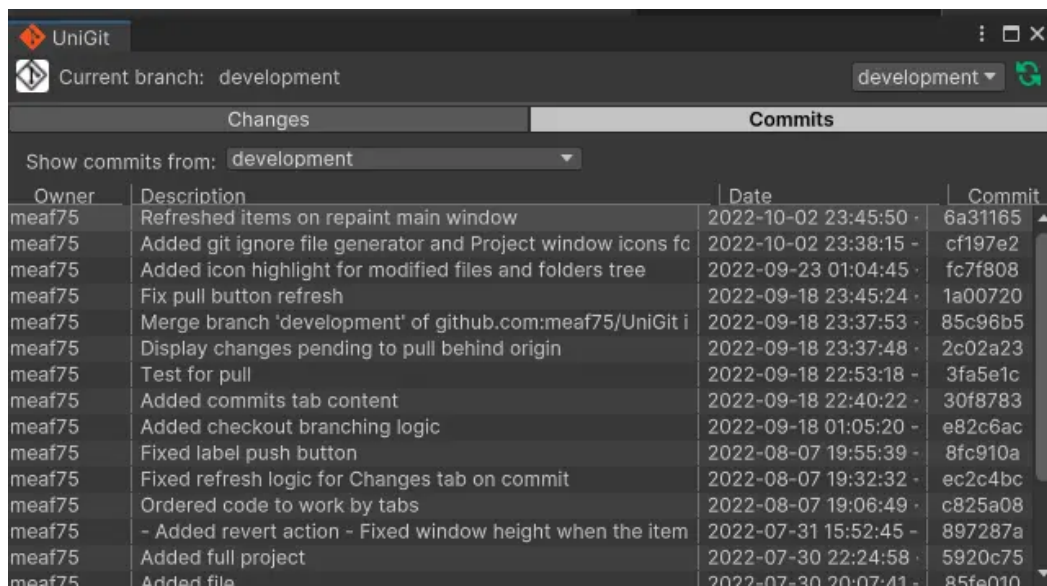


this action will make appear a window where you can set the information for the new branch



Commits tab

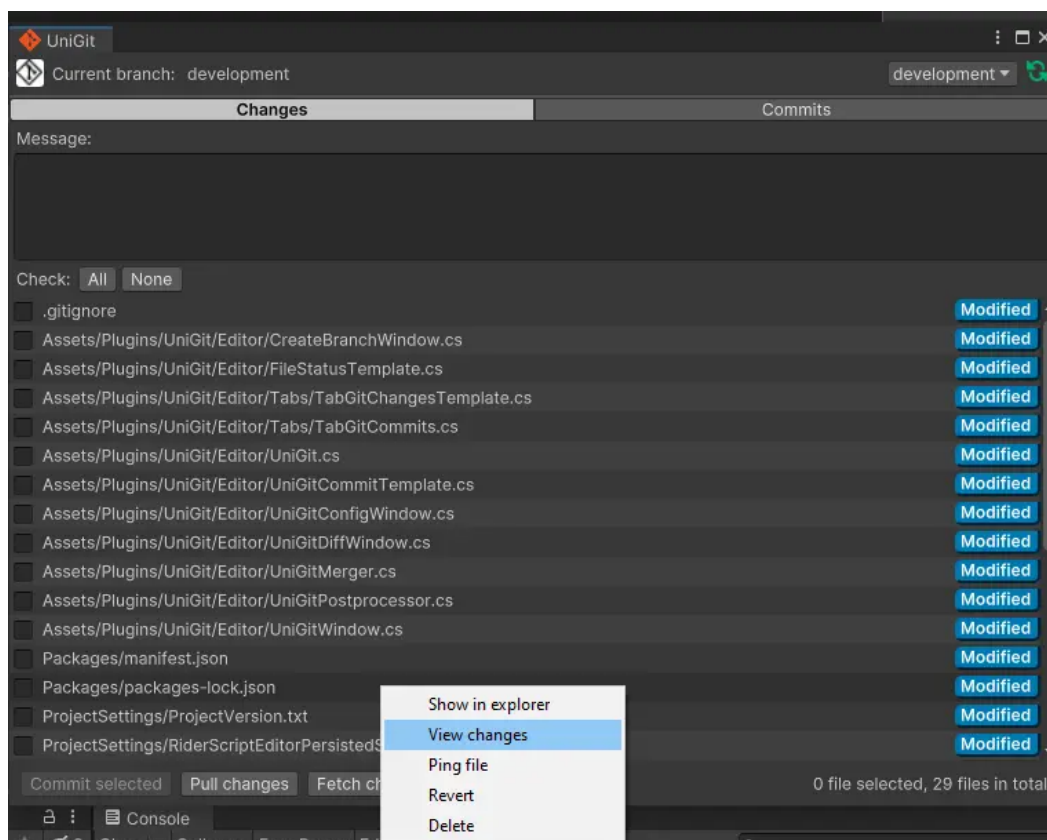
- You can list the commits made in a specific branch by selecting the "Commits" tab in the GitNity window



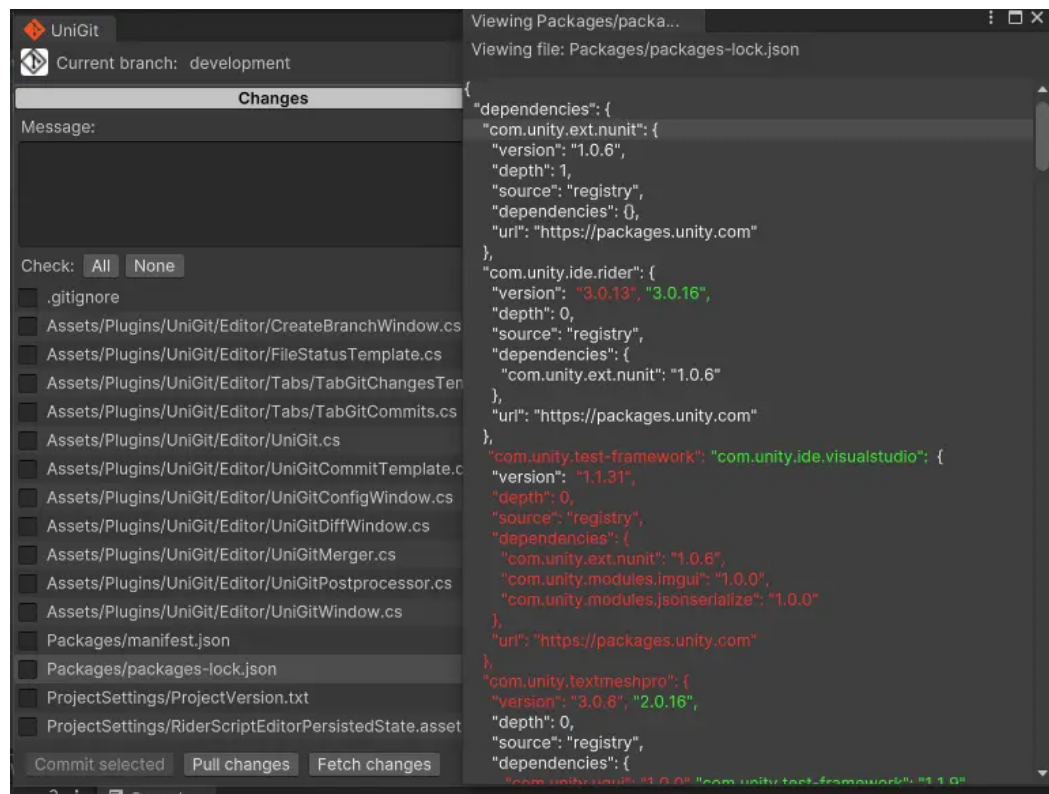
Owner	Description	Date	Commit
meaf75	Refreshed items on repaint main window	2022-10-02 23:45:50	6a31165
meaf75	Added git ignore file generator and Project window icons for	2022-10-02 23:38:15	cf197e2
meaf75	Added icon highlight for modified files and folders tree	2022-09-23 01:04:45	fc7f808
meaf75	Fix pull button refresh	2022-09-18 23:45:24	1a00720
meaf75	Merge branch 'development' of github.com:meaf75/UniGit into	2022-09-18 23:37:53	85c96b5
meaf75	Display changes pending to pull behind origin	2022-09-18 23:37:48	2c02a23
meaf75	Test for pull	2022-09-18 22:53:18	3fa5e1c
meaf75	Added commits tab content	2022-09-18 22:40:22	30f8783
meaf75	Added checkout branching logic	2022-09-18 01:05:20	e82c6ac
meaf75	Fixed label push button	2022-08-07 19:55:39	8fc910a
meaf75	Fixed refresh logic for Changes tab on commit	2022-08-07 19:32:32	ec2c4bc
meaf75	Ordered code to work by tabs	2022-08-07 19:06:49	c825a08
meaf75	- Added revert action - Fixed window height when the item	2022-07-31 15:52:45	897287a
meaf75	Added full project	2022-07-30 22:24:58	5920c75
meaf75	Added file	2022-07-30 20:07:41	85fe010

Diff window

- You can see the changes that you made from a specific file by right clicking over a file in the ListView and selecting "View changes"



This action will open a window to display all the changes for the selected file



Git commands used

You can find a full list of all the git commands used on this project at [README GIT COMMANDS.md](#)