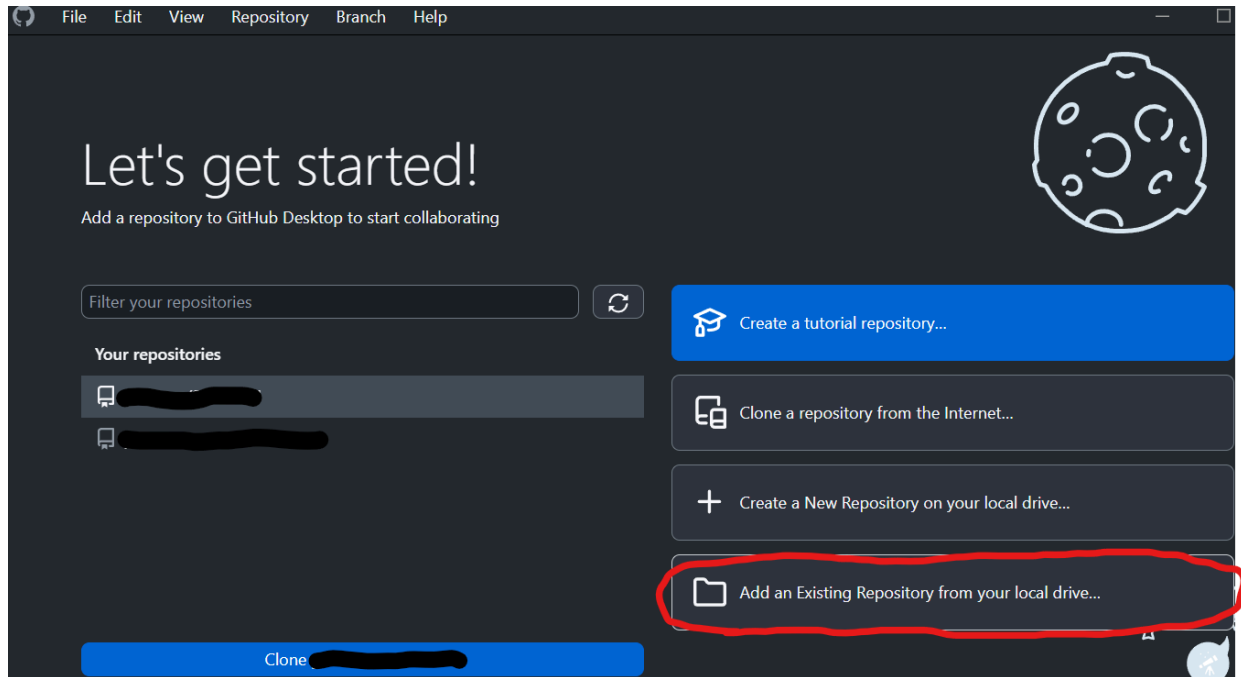


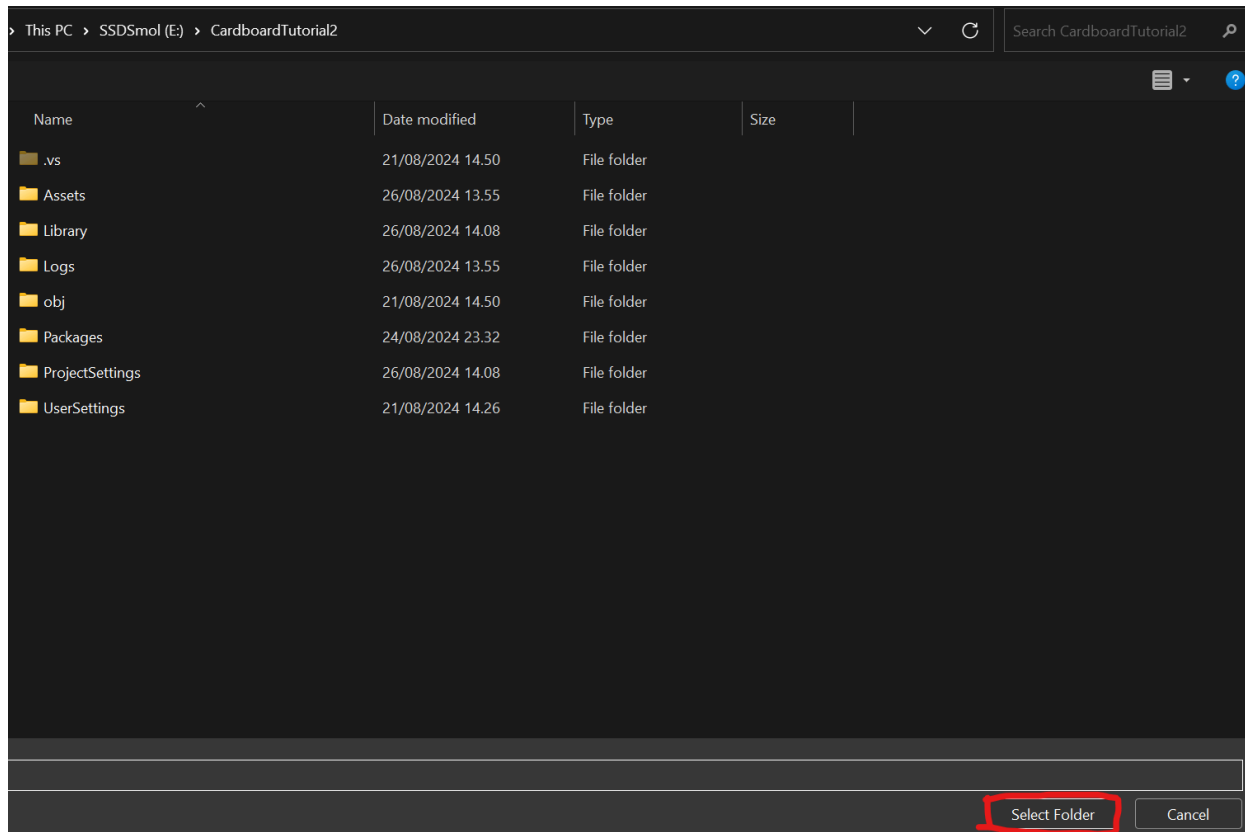
Git for Unity

With Git, you will be able to quickly and easily save and backup your progress such that you can revert changes to any point you've saved previously. You can also save your project on GitHub and access it from anywhere. The easiest way to do this is with GitHub Desktop.

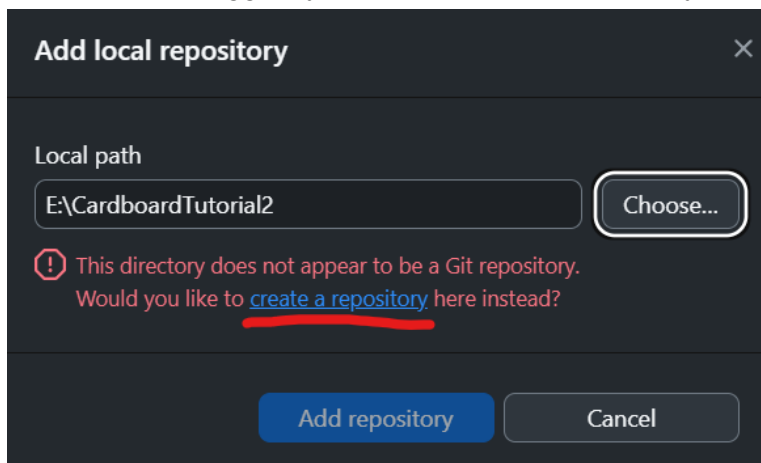
1. Download and install GitHub Desktop from here <https://desktop.github.com/download/>
2. Follow the installation steps
3. Choose the option to add an existing repository



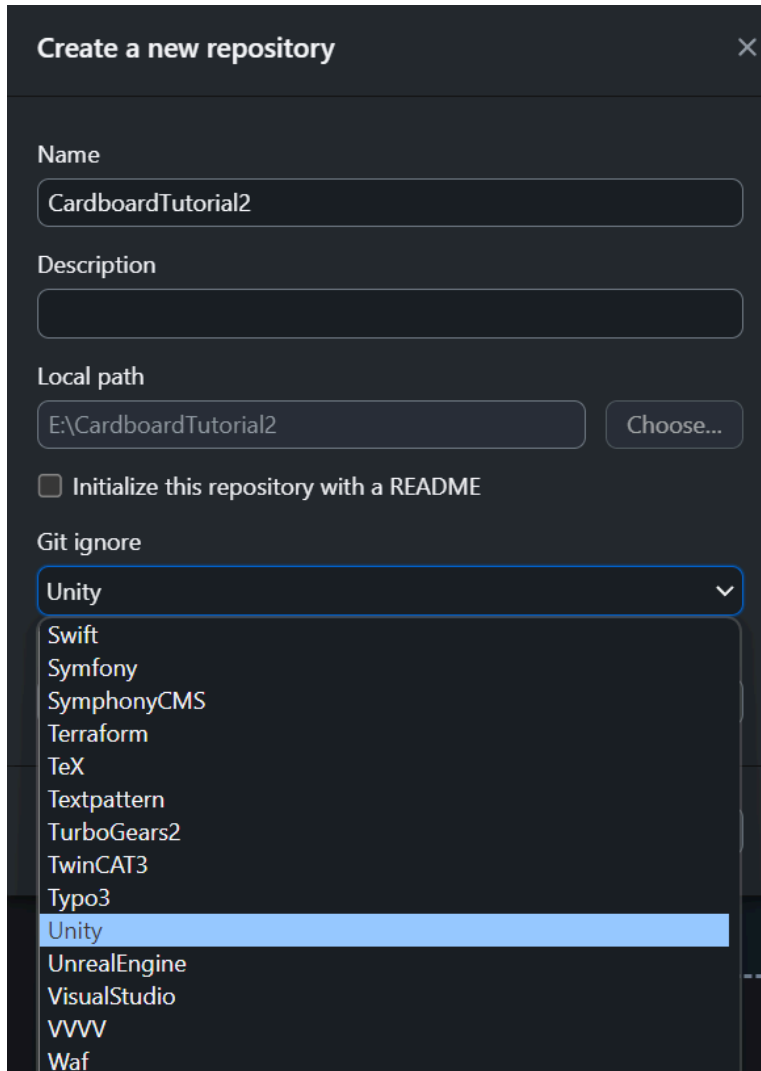
4. Navigate to your project folder and choose "Select Folder"



- Then it should suggest you to create a new repository at this location

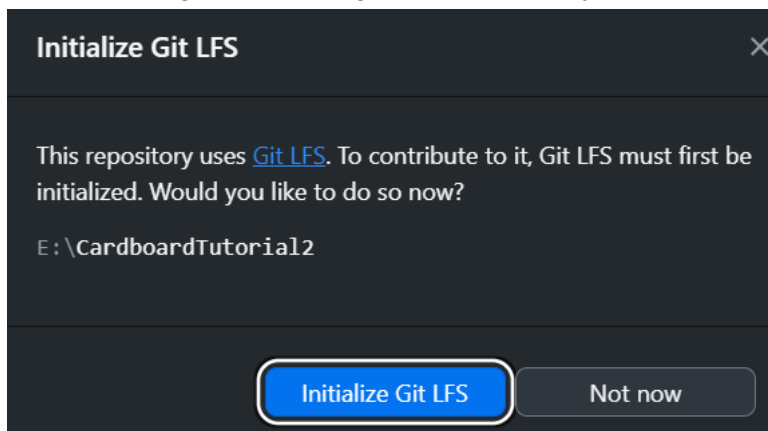


- Make sure to select "Unity" from the Git ignore dropdown then choose to create the repository. The Git ignore option prevents unnecessary files from being added to the repository, such as binary files that can be generated at any point and temporary files.



The screenshot shows a dark-themed dialog box titled "Create a new repository" with a close button (X) in the top right corner. The dialog contains several input fields and a checkbox. The "Name" field is filled with "CardboardTutorial2". The "Description" field is empty. The "Local path" field is filled with "E:\CardboardTutorial2", and there is a "Choose..." button to its right. Below these fields is a checkbox labeled "Initialize this repository with a README", which is currently unchecked. At the bottom, there is a "Git ignore" dropdown menu. The dropdown is open, showing a list of options: "Unity" (which is highlighted in blue), "Swift", "Symfony", "SymfonyCMS", "Terraform", "TeX", "Textpattern", "TurboGears2", "TwinCAT3", "Typo3", "UnrealEngine", "VisualStudio", "WWW", and "Waf".

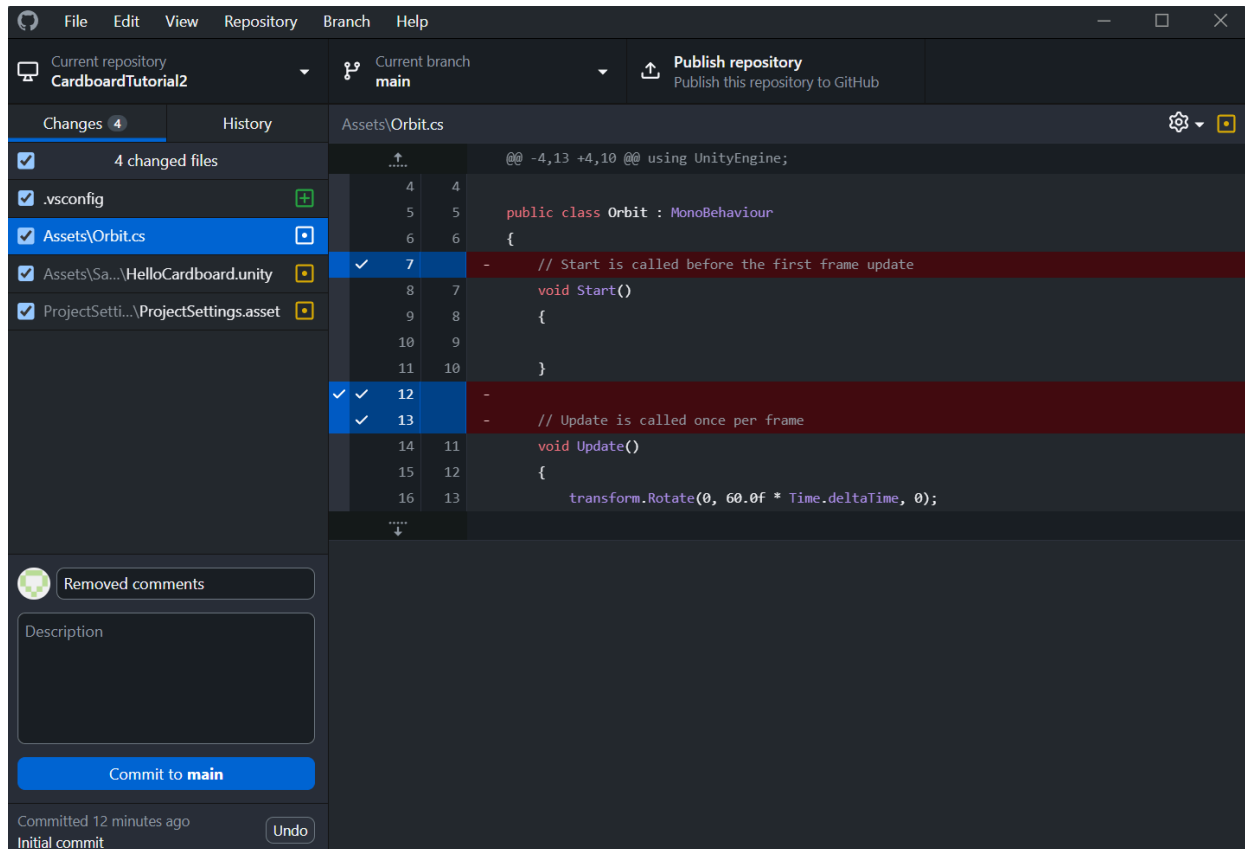
7. This prompt should appear, choose "Initialize Git LFS". If there are errors such as "Too many files", make sure you chose the correct folder and Unity Git ignore. If you did, just these steps again for setting up the repository.



The screenshot shows a dark-themed dialog box titled "Initialize Git LFS" with a close button (X) in the top right corner. The dialog contains a message: "This repository uses [Git LFS](#). To contribute to it, Git LFS must first be initialized. Would you like to do so now?". Below the message, the local path "E:\CardboardTutorial2" is displayed. At the bottom, there are two buttons: "Initialize Git LFS" (which is highlighted in blue) and "Not now".

8. Now, your view should look something like this. When you make changes, the changed files should show up on the left side. If files show up that you don't recognize, you can

ignore them. Mostly pay attention to the scripts (.cs), scenes (.unity), settings files (.asset) and generally all files within the Assets folder. When you select the file, you can see what changes have been made. For scripts, it's easy to see, but for some files it may not be easily readable. You can “save” your changes by giving it a title and pressing “Commit to main”. If you wish to revert changes, right click on a file in GitHub Desktop and choose “Discard changes”, or from the History tab you can revert to any prior commit.



9. If you want to store your project on GitHub, choose “Publish repository”, set up your GitHub account and follow instructions. Then, after you commit, you will have the option to “push” changes to GitHub to update it.