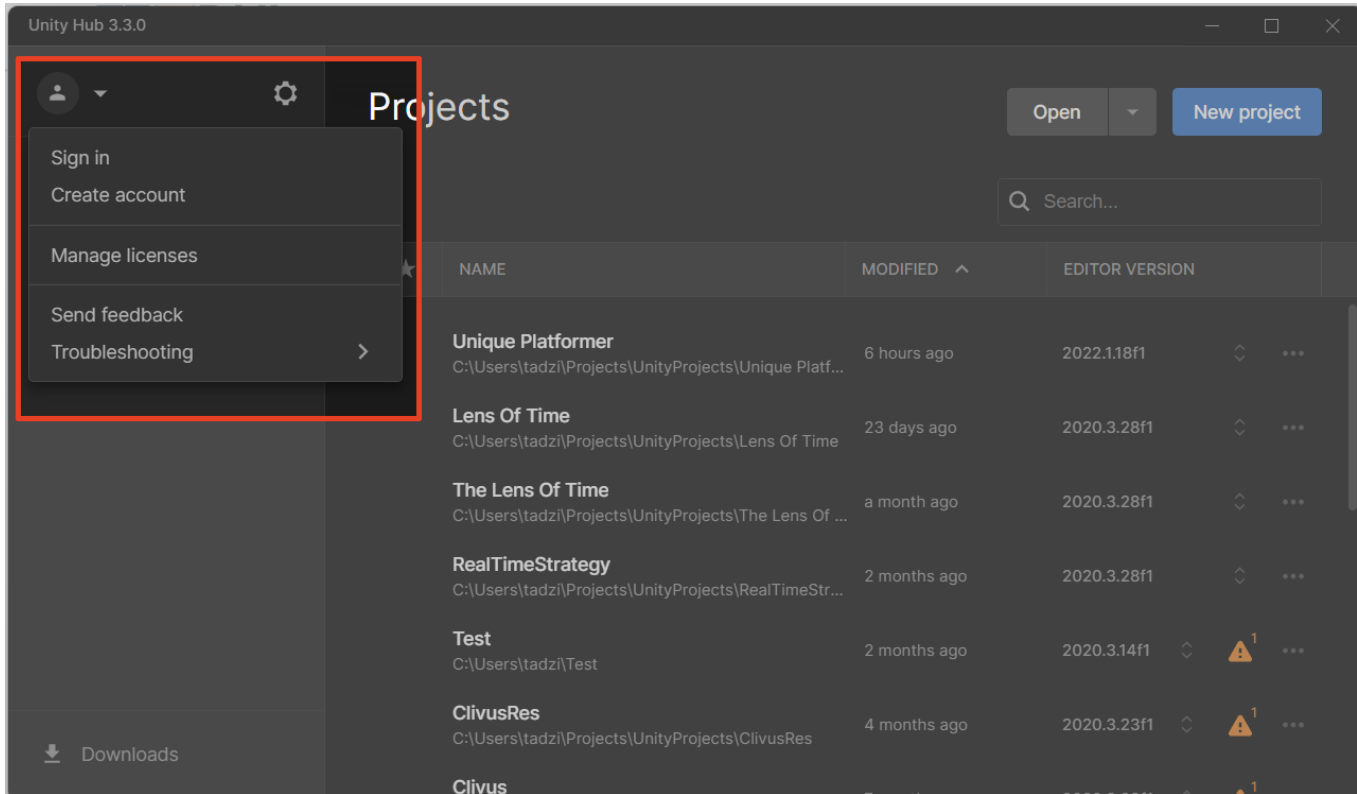


Requirements:

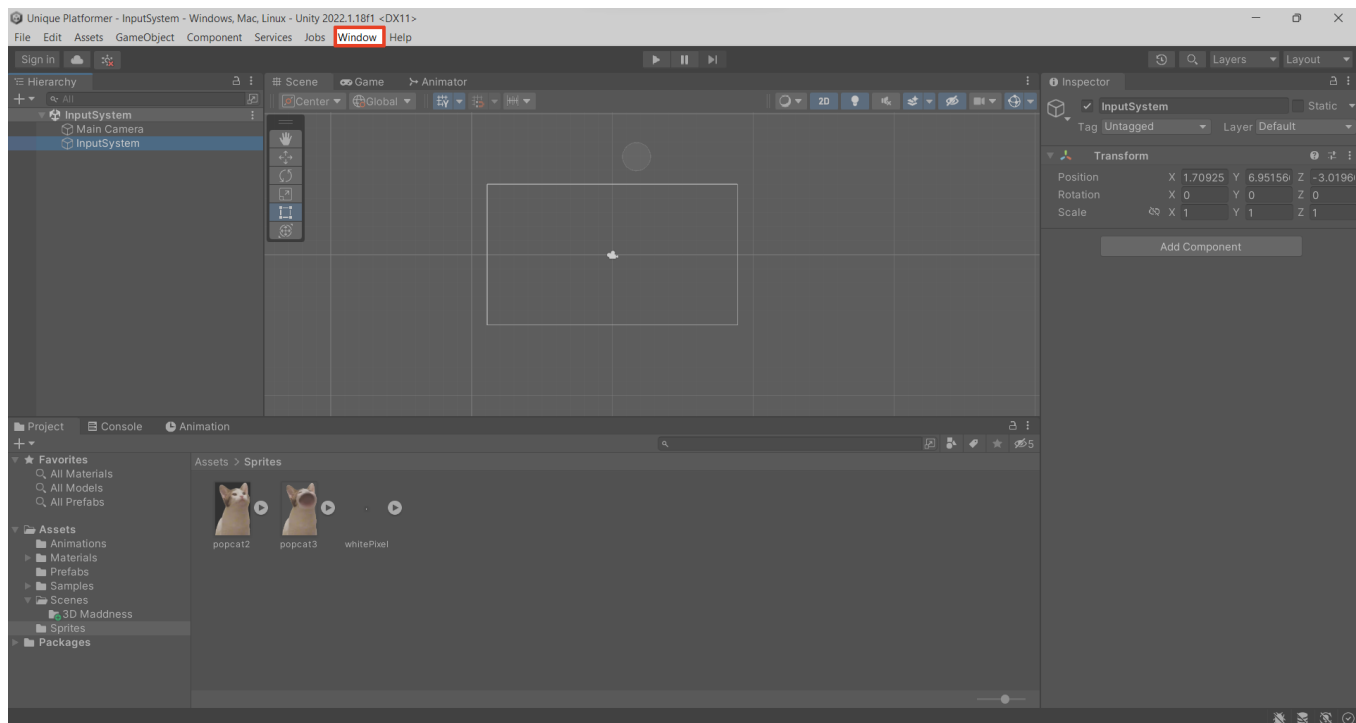
- Created Plastic SCM repo

Firstly, open **Unity Hub**, and make sure that you are logged in.

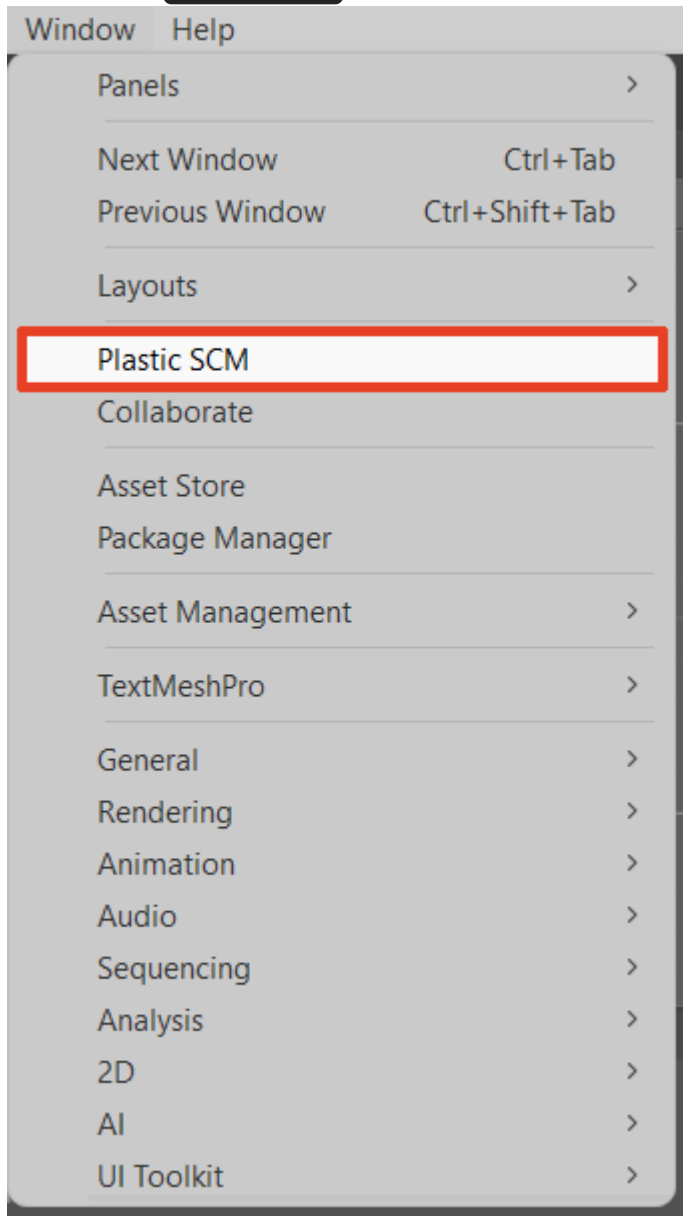


Next, open new or existing Unity project.

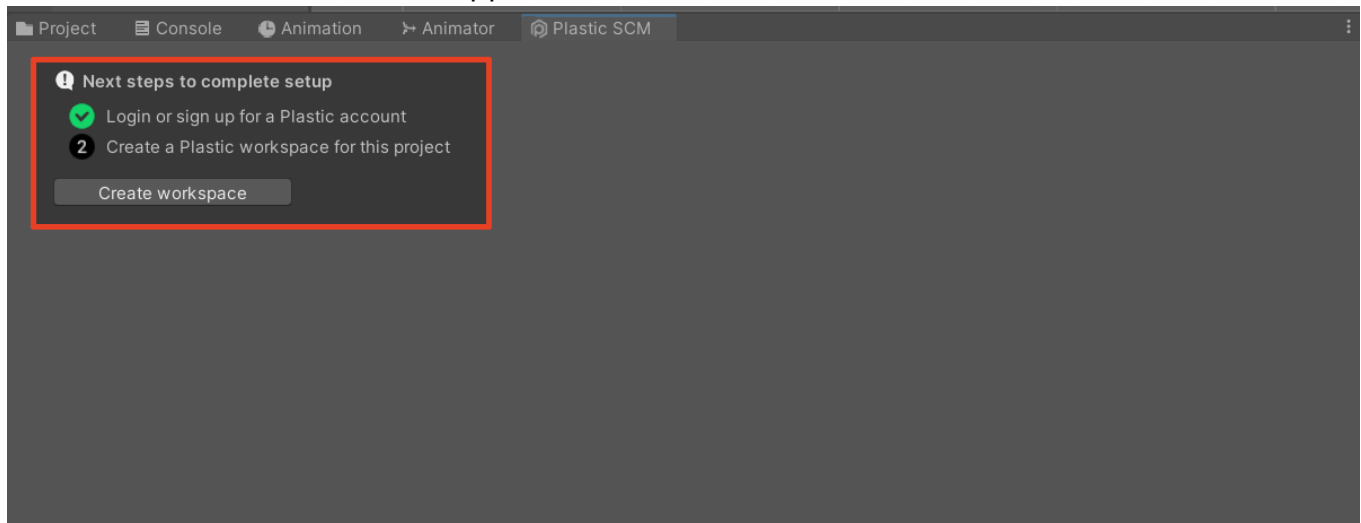
Select **Window** in Unity Editor.



And select **Plastic SCM**.




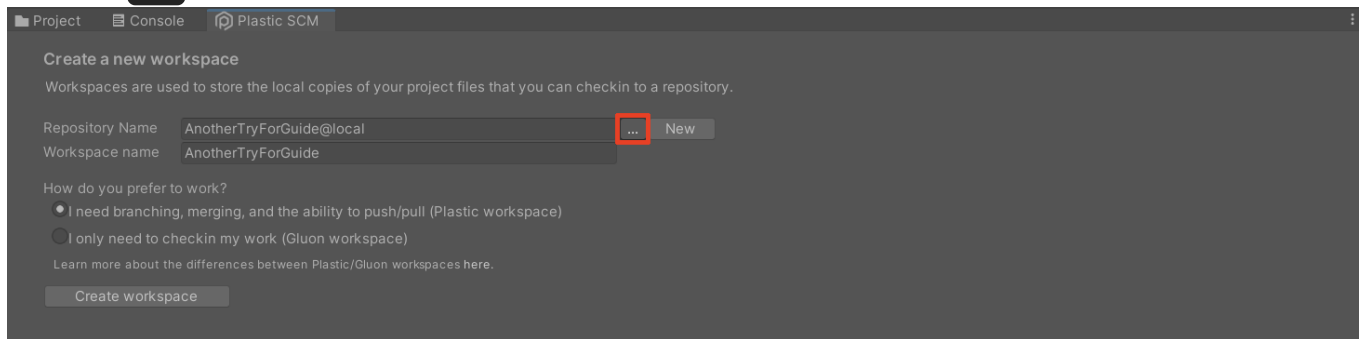
You will see a that new window appeared.



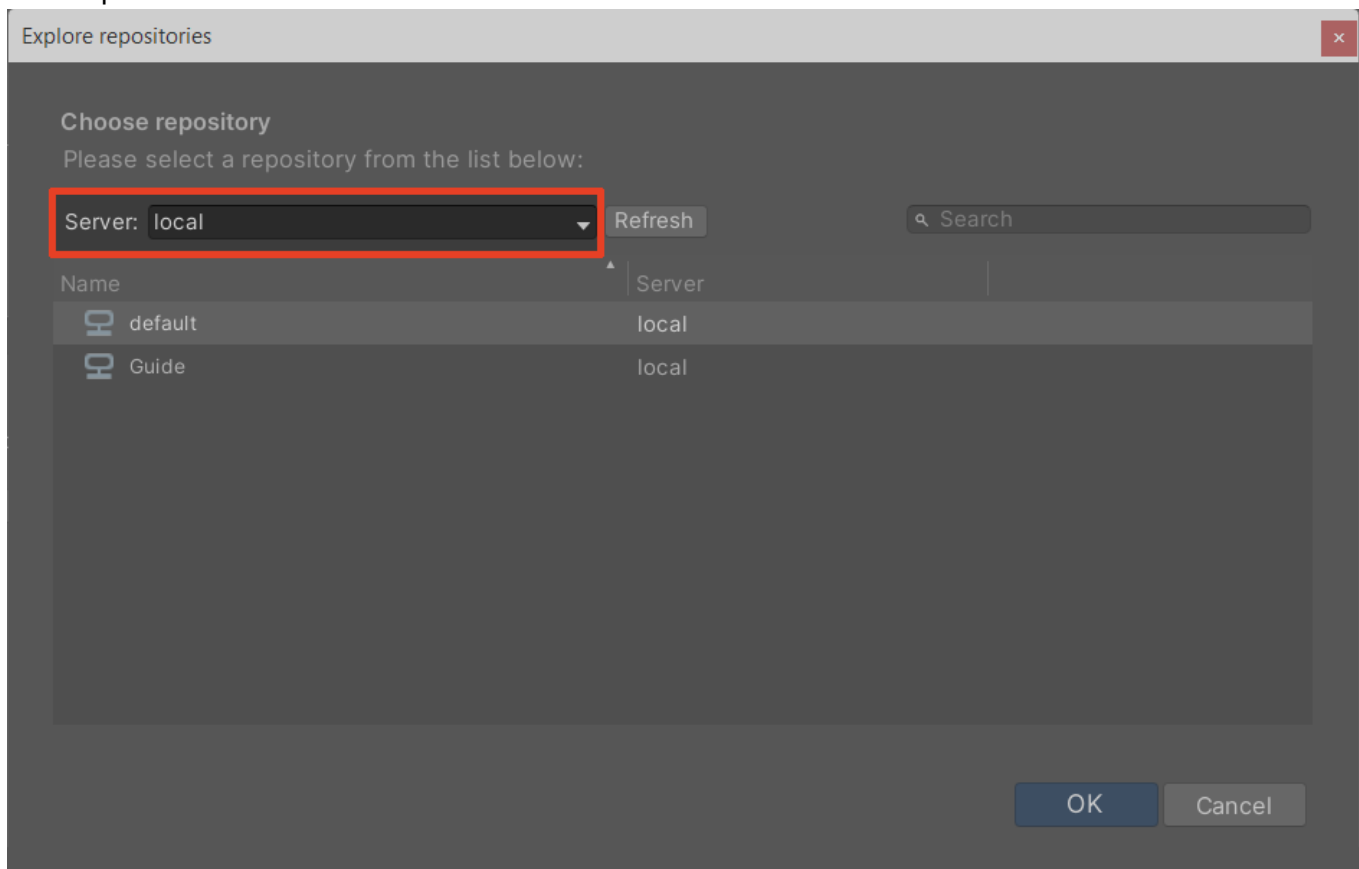
Now, **don't** create repo yet.

In this case you would connect to **local** repository.

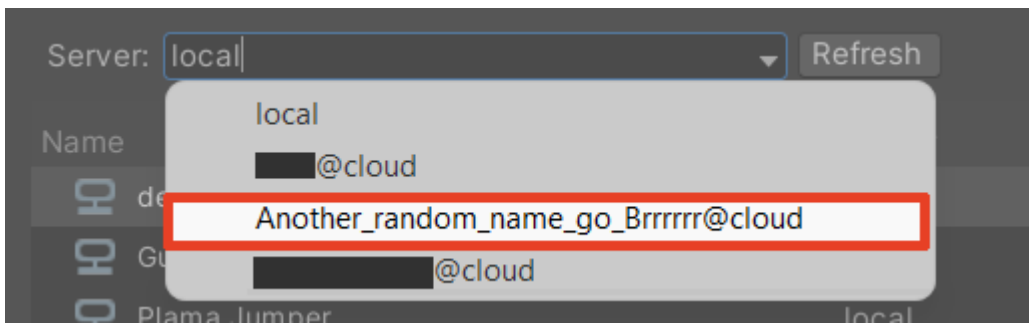
Click on 



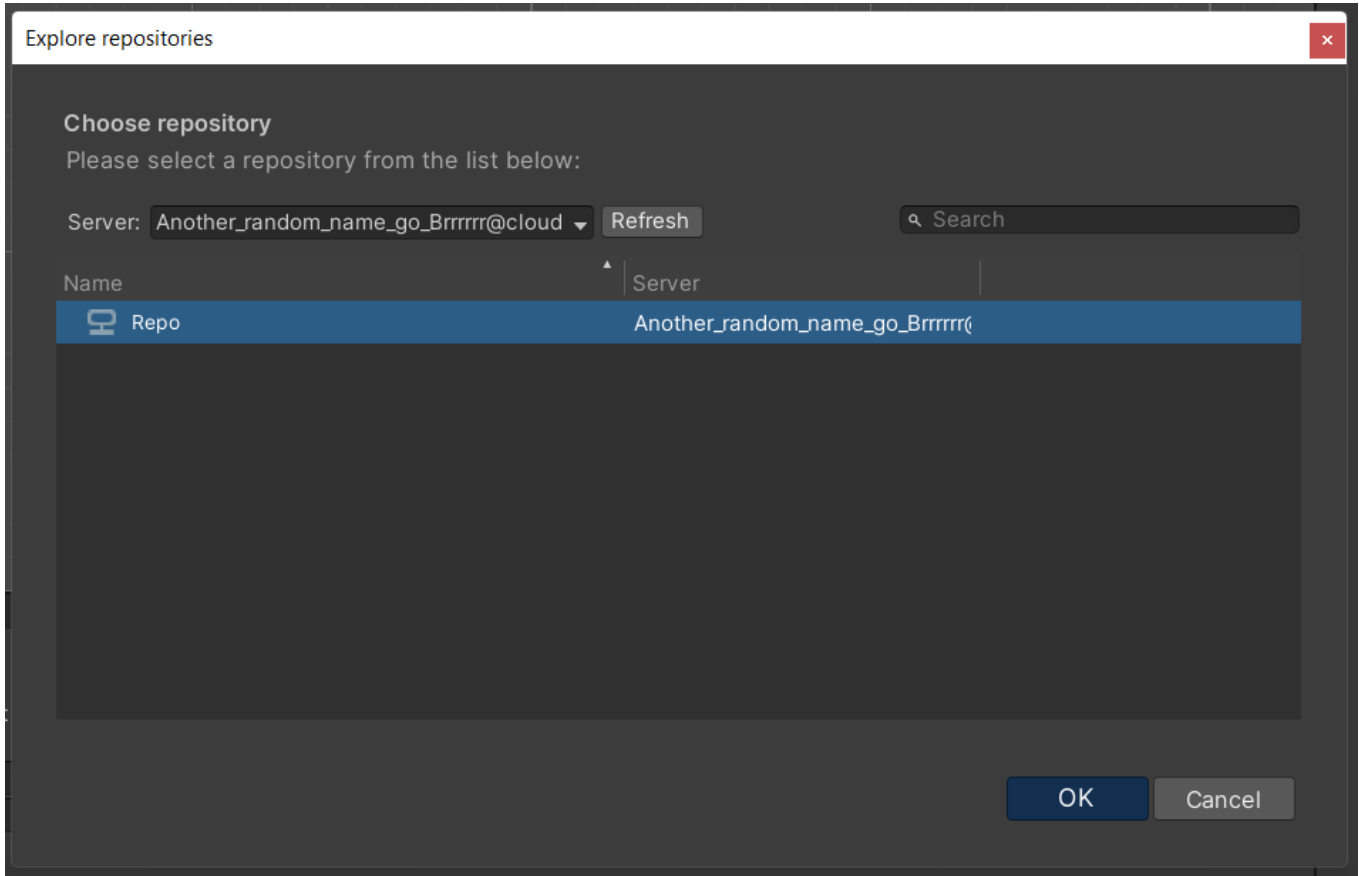
Now open server list.



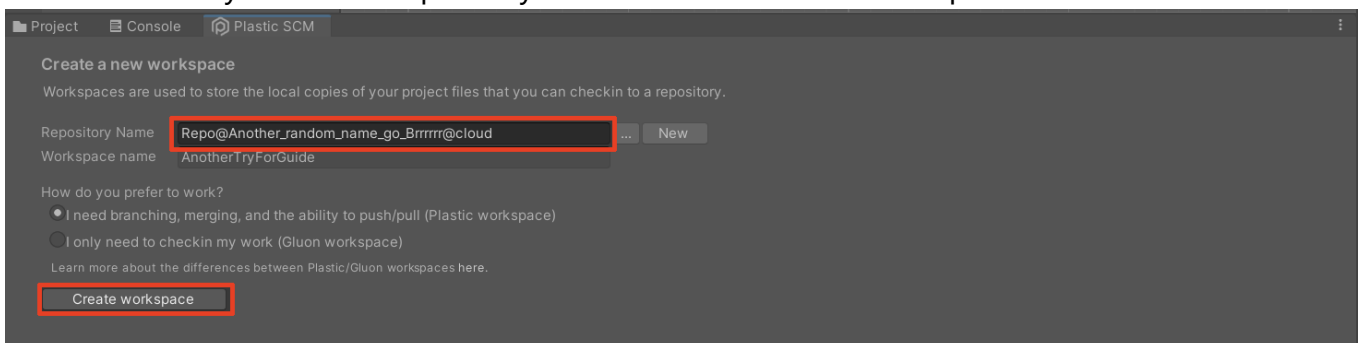
You should see an server with corresponding format `NameOfYourPlasticOrganization@cloud`.
Select it.



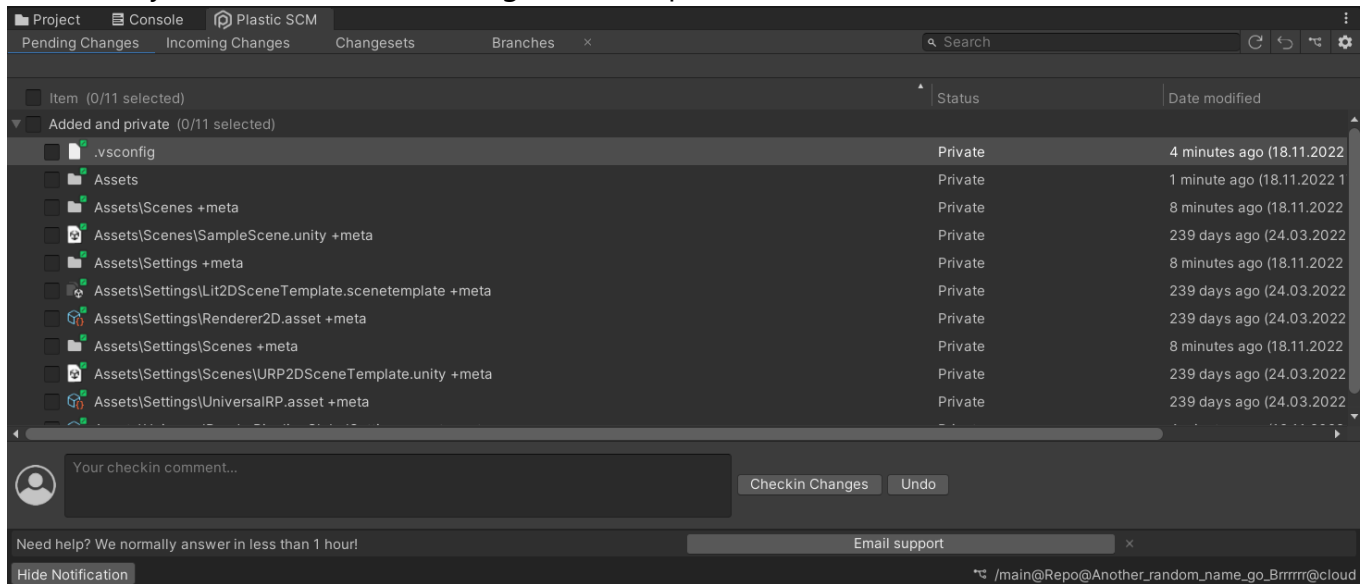
If you created repository in **Plastic SCM**, you should see it on a list.
Select your repository, and go to the next step.



Make sure that you correct repository is selected. And create workspace.



After that you should see something similar to picture below.



To learn how to use Plastic SCM go to [Using Plastic SCM In Unity](#) instruction.
Or find resources online.