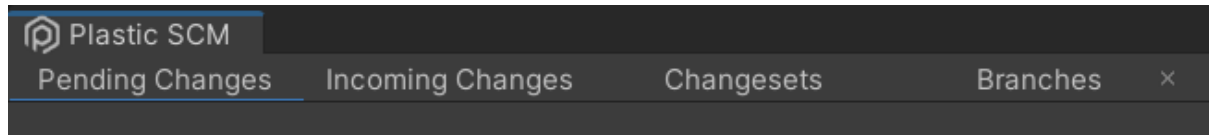


There are a lot of features in Plastic.

The authors of this instruction are not expert in this Source Control Management solution.

However, I will show you the basics of Plastic in Unity.

## Main tabs



Pending Changes - A small center where you can see and send your changes to the server.

Incoming Changes - Space dedicated to fetching new changes from the server, and handle merge conflicts.

| What is a merge? And what the heck is a merge conflict?

| It's not a part of this tutorial. But you can search for that.

Changeset - Contains history of all changes.

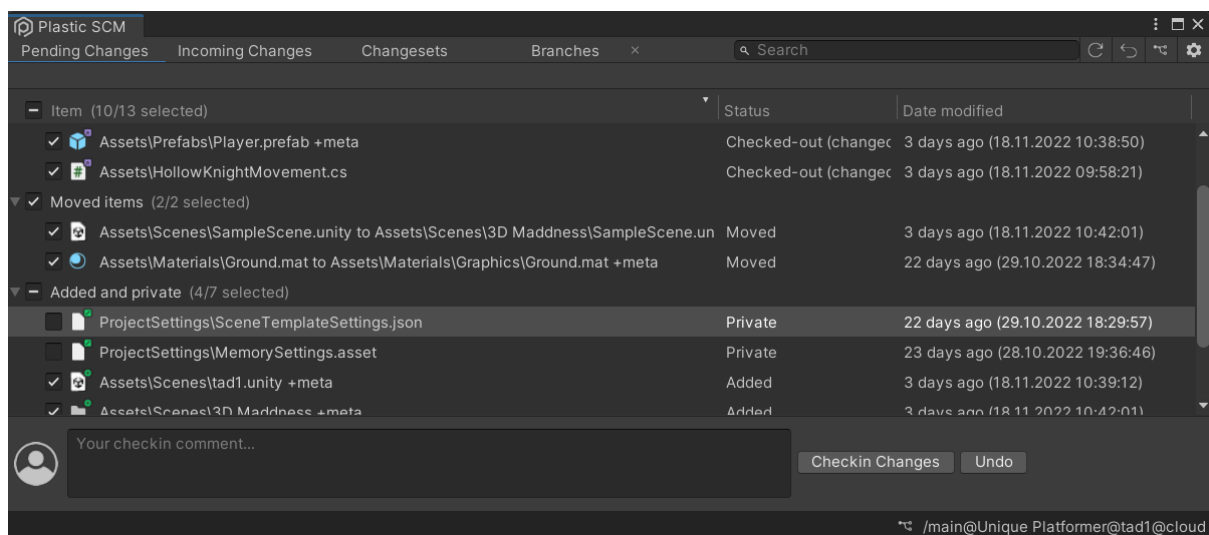
Branches - That's an advanced one. As the name suggests it shows you all branches.

*What are branches?*

| I won't explain it in this tutorial. If you are curious just google that up.

The most important panels for daily jobs are **Pending Changes** and **Incoming Changes**

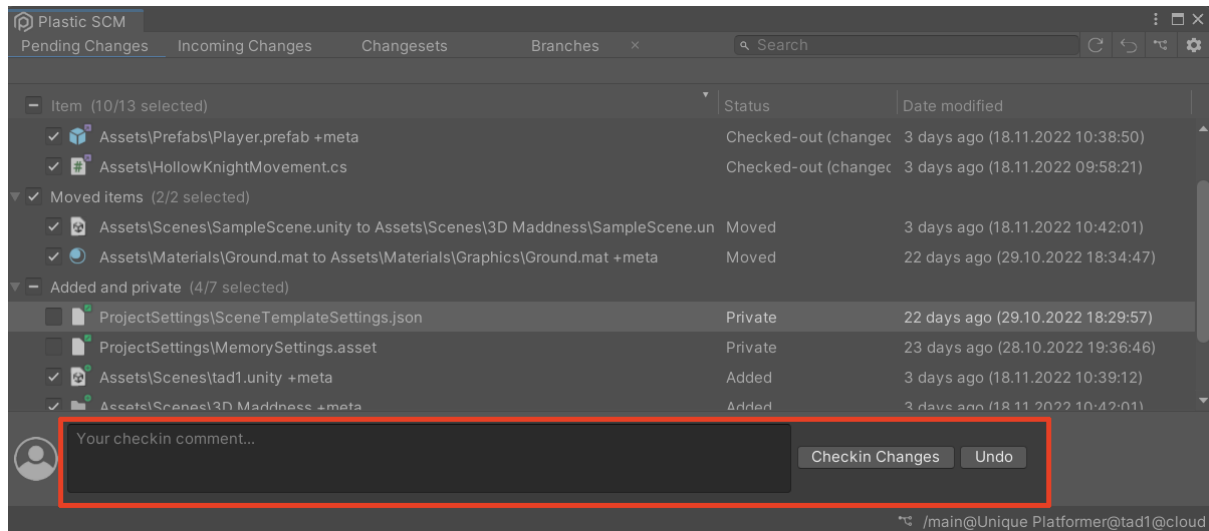
## Pending Changes



How to use that stuff?

It's simple, you select the files you want to send.

Next, you would like to add some comments describing what is this change about.



And with that, you simply click **Checkin Changes**. And it should automatically publish changes to the server.

What is a good comment?

I can give you some examples for good enough comments:

- "Added Character Animations"
- "Fixed Movement Bug"
- "Renamed Space.scene to FunkySpace.scene"
- "Made Apple sprite juicier"

As you can see, comments more refer to one topic, instead of miscellaneous changes. I personally recommend you divide changes into subsets. It's good practice.

## What does mean that file is private?

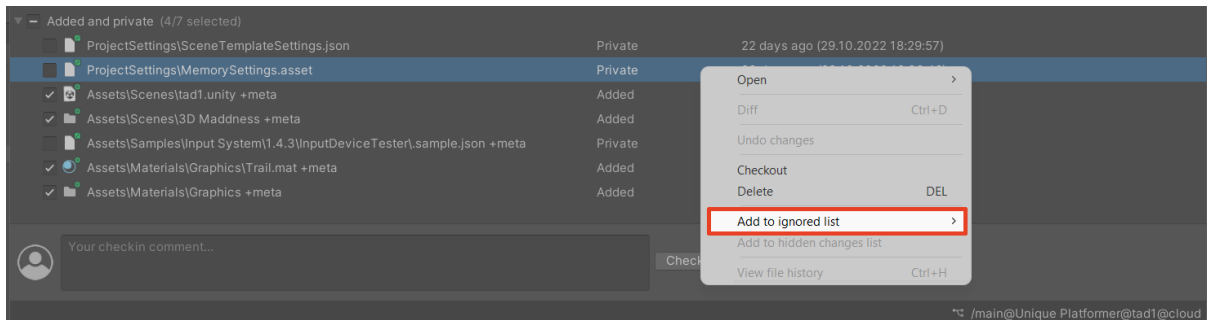
Firstly, let me explain the ignore list.

Instead of sharing all of the possible files in a project. Plastic will share only the essential files.

For example, it will completely skip plugins and editor settings. All unnecessary files are added to ignore list.

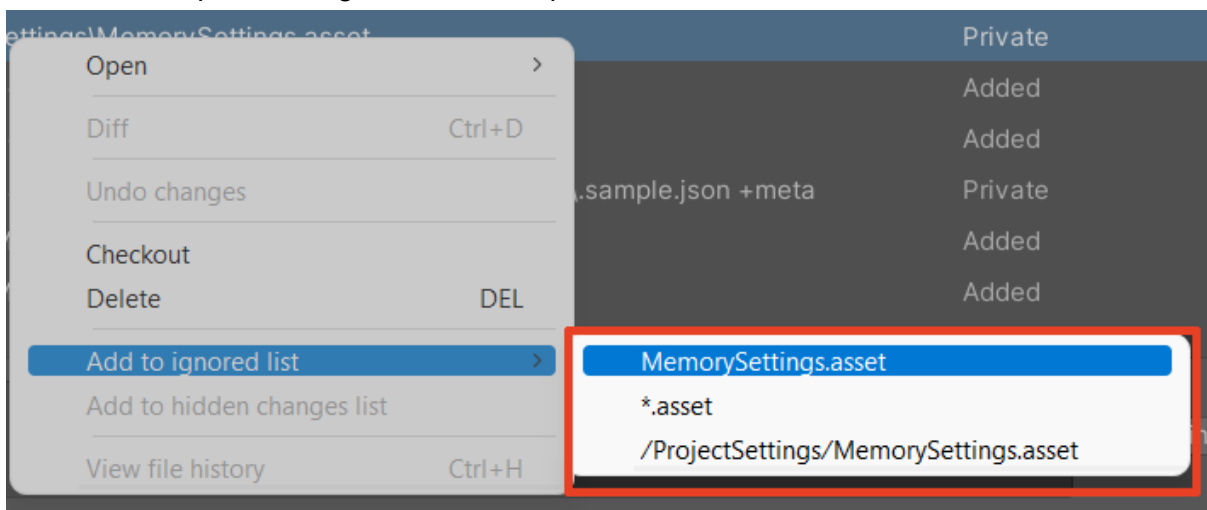
You might find that there are some unchecked files, which are 'private'. 'Private' files are the potential files that you don't want to share (but they are not on the ignore list).

You can always right-click on a file, and add it to ignore list.

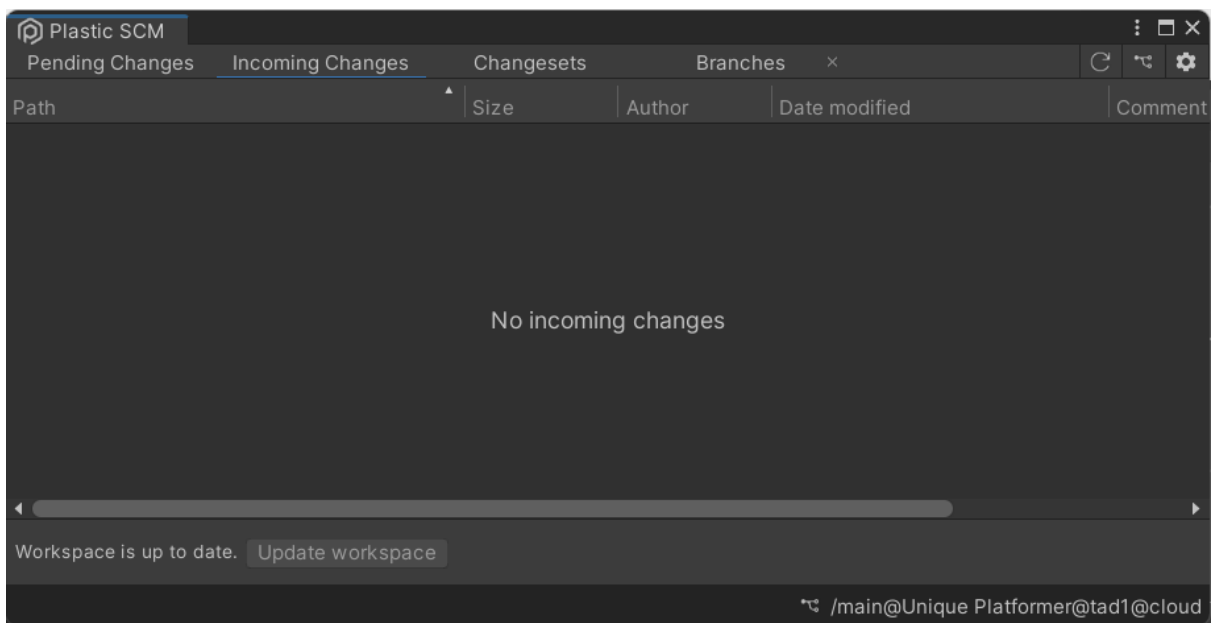


Next, you can select.

- If you want to ignore all files with the same name.
- Or if you want to ignore all files with the same extension (\*.asset in the example)
- The third option is to ignore that one specific file

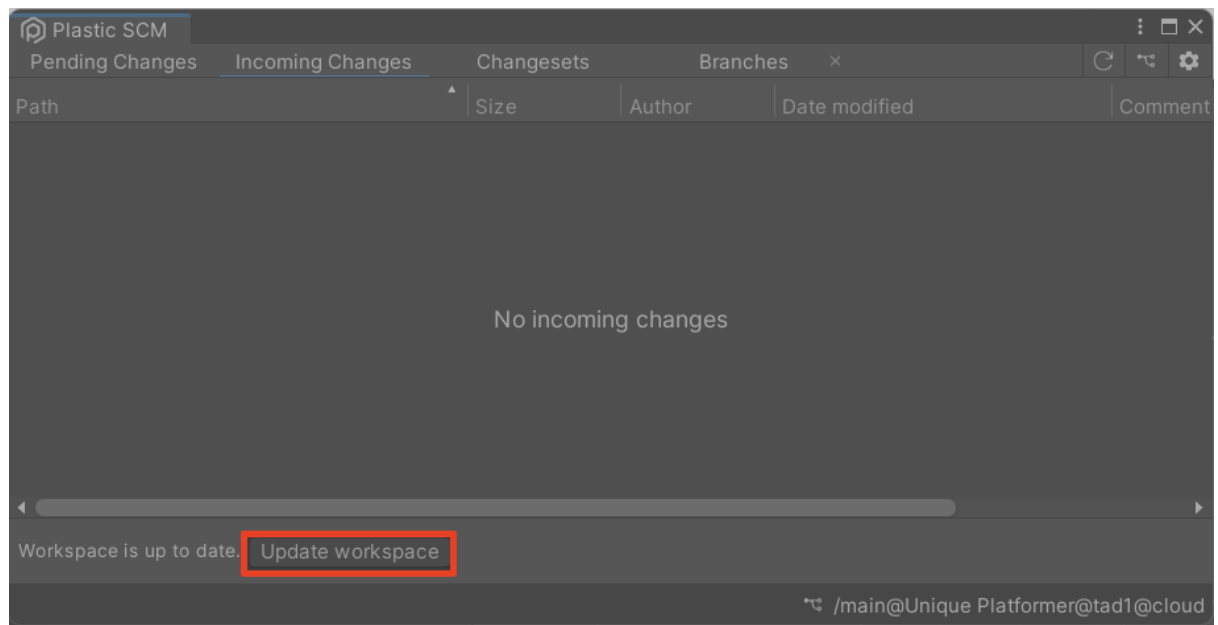


## Incoming Changes



As I mentioned won't cover all stuff about merging.

The most important thing in this tab is the Update workspace button.



It will allow you to keep in sync with all published changes from others.