# **GitHub for Unity**

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## Quick Guide to GitHub for Unity

#### Opening the GitHub window

You can access the GitHub window by going to Windows -> GitHub. The window opens by default next to the Inspector window.

#### Initialize Repository



If the current Unity project is not in a Git repository, the GitHub for Unity extension will offer to initialize the repository for you. This will:

- Initialize a git repository at the Unity project root via git init
- Initialize git-Ifs via git lfs install
- Set up a .gitignore file at the Unity project root.
- Set up a .gitattributes file at the Unity project root with a large list of known binary filetypes (images, audio, etc) that should be tracked by LFS
- Configure the project to serialize meta files as text
- $\bullet~$  Create an initial commit with the .gitignore and .gitattributes file.

## Authentication

To set up credentials in Git so you can push and pull, you can sign in to GitHub by going to Window -> GitHub -> Account -> Sign in. You only have to sign in successfully once, your credentials will remain on the system for all Git operations in Unity and outside of it. If you've already signed in once but the Account dropdown still says Sign in, ignore it, it's a bug.

🖸 Inspec	🖸 Inspector 🛛 🕥 GitHub 🛶						
New Unity Project 2 master							
Changes	History	Branches	Settings		Account *		
All None	2			18 ch	nanged files		

#### Publish a new repository

- 1. Go to github.com (https://github.com) and create a new empty repository do not add a license, readme or other files during the creation process.
- 2. Copy the  $\ensuremath{\text{https}}$  URL shown in the creation page
- 3. In Unity, go to Windows -> GitHub -> Settings and paste the url into the Remote textbox.
- 4. Click Save repository.
- 5. Go to the History tab and click Push.

## Commiting your work - Changes tab

You can see which files have been changed and commit them through the Changes tab. .meta files will show up in relation to their files on the tree, so you can select a file for comitting and automatically have their .meta

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shana/New master	Unity Project 1	
Changes History	Branches Settings	Account *
All None		19 changed files
Assets Charac	ttings lanager.asset InputManager.asset ccsManager.asset ettings.asset ettings.asset csSettings.asset shAreas.asset shAreas.asset 2DSettings.asset Settings.asset version.txt Settings.asset hager.asset	umeta et
Commit summar Commit descript		Commit to master

## Pushing/pulling your work - History tab

The history tab includes a Push button to push your work to the server. Make sure you have a remote url configured in the Settings tab so that you can push and pull your work.

To receive updates from the server by clicking on the Pull button. You cannot pull if you have local changes, so commit your changes before pulling.



#### **Branches tab**



### Settings tab

You can configure your user data in the Settings tab, along with the path to the Git installation.

Locked files will appear in a list in the Settings tab. You can see who has locked a file and release file locks after you've pushed your work.

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D sha mas		Unity Pro	oject 1				
Changes	History	Branches	Settings				Account
Git Conf	iguratio	n					
Name			Andreia Gaita				
Email		shana@spoiledcat.net					
Save Use	er						
Reposito	ory Conf	iguration					
Remote:		5	1.	/aithub.	com/sha	ana/extens	ion-test-2
Save Rep		1					
Locked f		,					
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Path to G	it		/usr/lo	cal/bin/	ait		(
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# **More Resources**

See <u>unity.github.com (https://unity.github.com)</u> for more product-oriented information about GitHub for Unity.

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