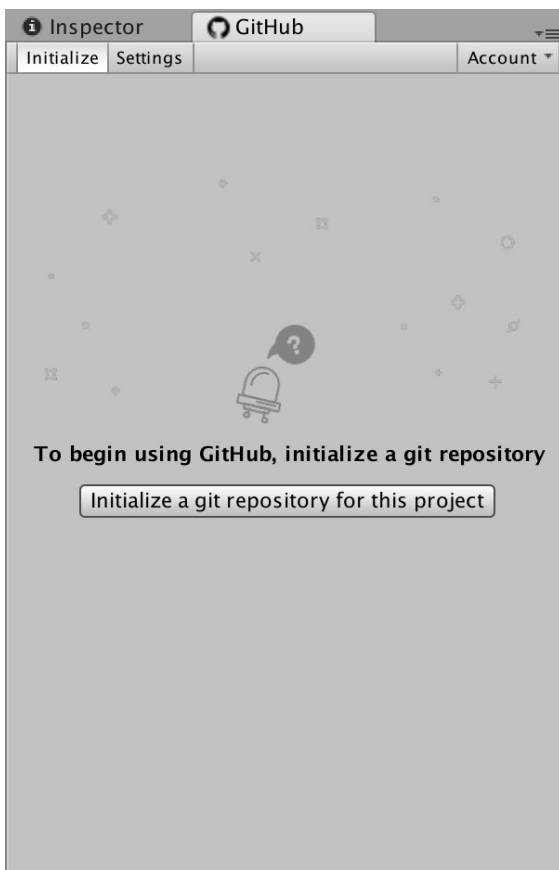# GitHub for Unity

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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-lfs 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
- 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.
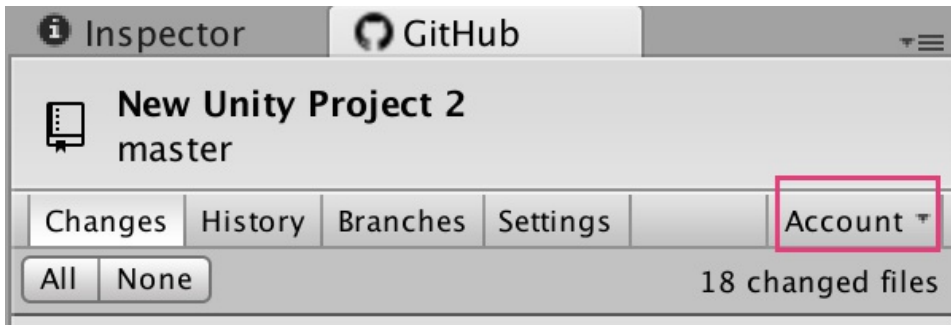

Publish a new repository

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 **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`
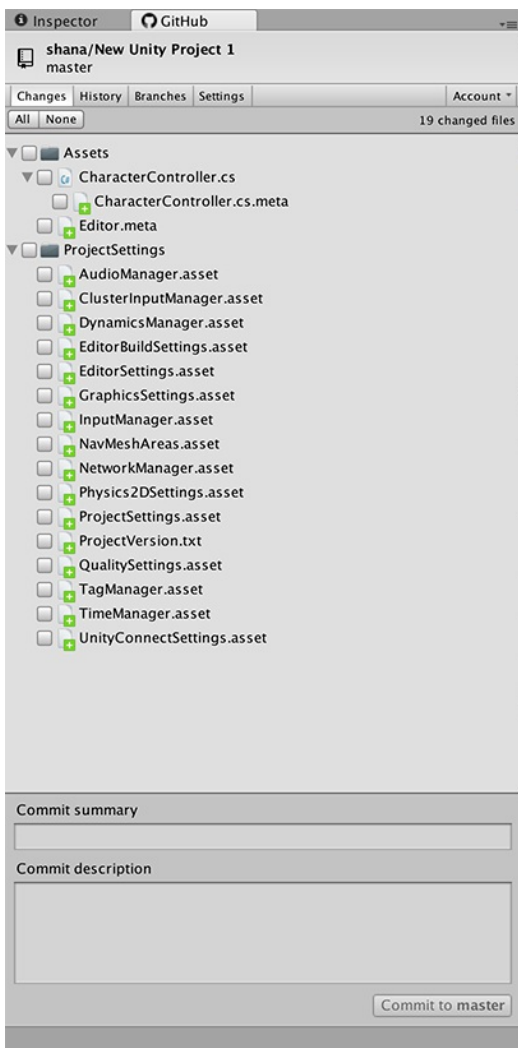
Pushing/pulling your work - History tab

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.
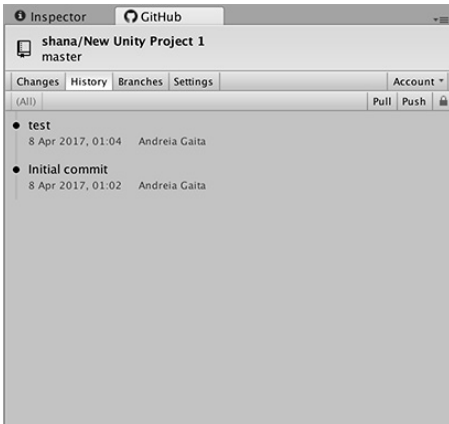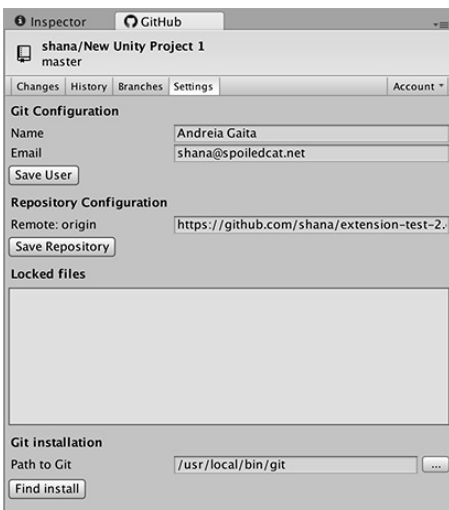

Branches tab

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.

More Resources

See [unity.github.com (https://unity.github.com)](https://unity.github.com) for more product-oriented information about GitHub for Unity.

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