

UniGit

UniGit is an open source Git plugin for Unity3D

Features:

- Pull, Push, Merge, Fetch changes
- Remote Management
- Secure Credentials Manager
- Project View status icons
- Open Source
- Conflict resolution
- Support for External programs like Tortoise Git
- Support for Credential Managers like Windows Credentials Manager
- (Beta) Support for Git LFS
- Multi-Threaded support

Limitations:

- Inbuilt Credentials Manager works on Windows only, for now.
- Pushing only works with HTTP (libgit2sharp limitation)

For more information on the plugin or to see the source code visit [Github](#)

For a full features list and guide info visit the [Wiki](#)

Libraries included:

- [Libgit2sharp](#) + Moq
- Windows Credential Management API wrapper

For any issues or requests visit the [Issues page](#)