

Plastic User Guide

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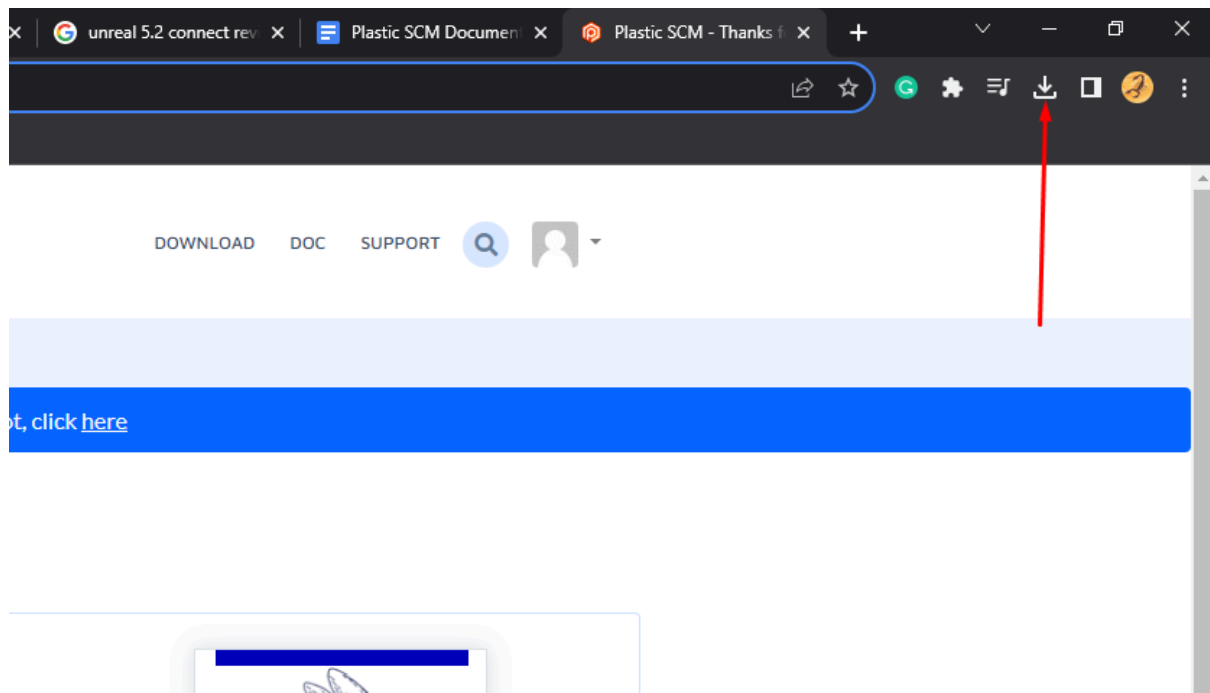
Installing Plastic and Setup

Create Account

You have a Unity account and a Plastic account. I believe you will need a Plastic account to join a project. You can make a Plastic account [here](#) by clicking “Start for free”. You have to add a payment method but it won't charge you if you do not use more than the free users and data.

Download Plastic

[Download here](#). it is automatic.



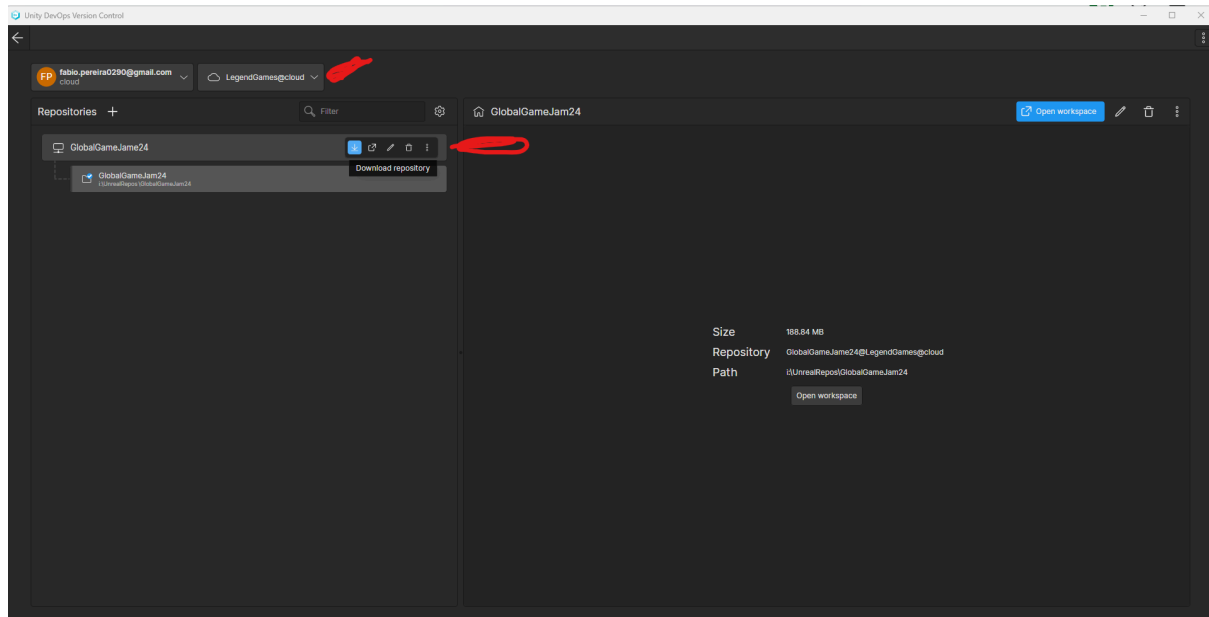
Official User Guides

[Plastic SCM User Guide](#)

[Unity Version Control \(formerly Plastic SCM\) plugin for Unreal Engine](#)

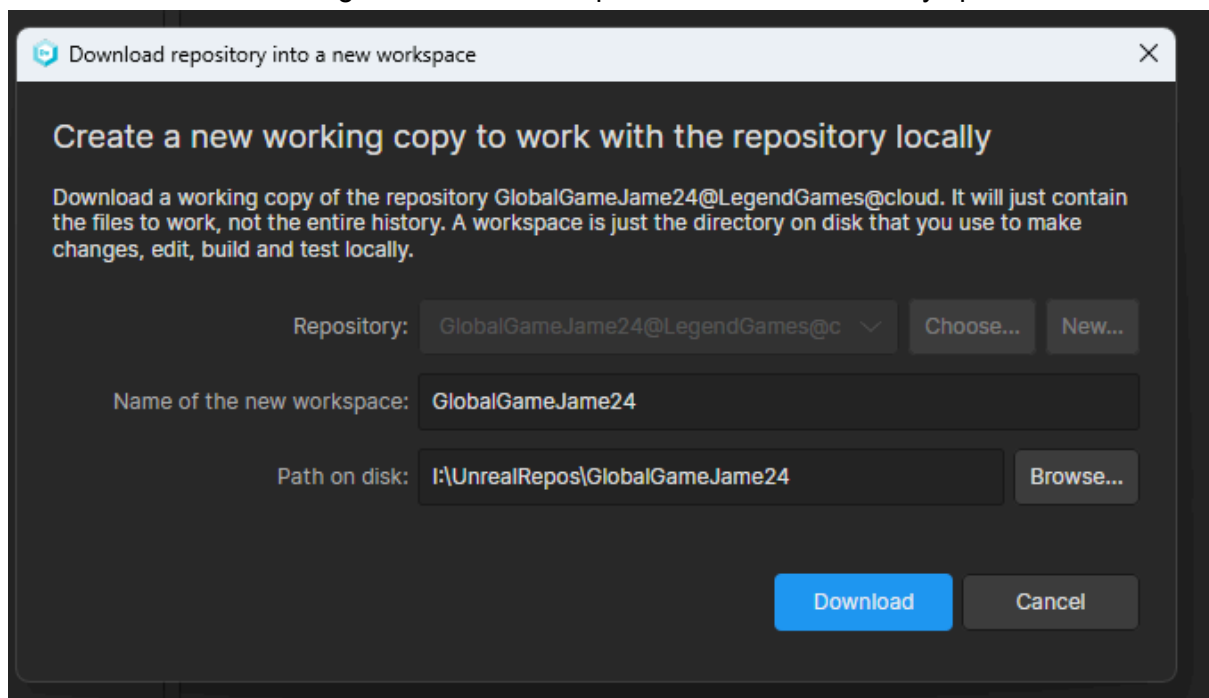
Download Repo

When you open Plastic, you will need to download the repo.



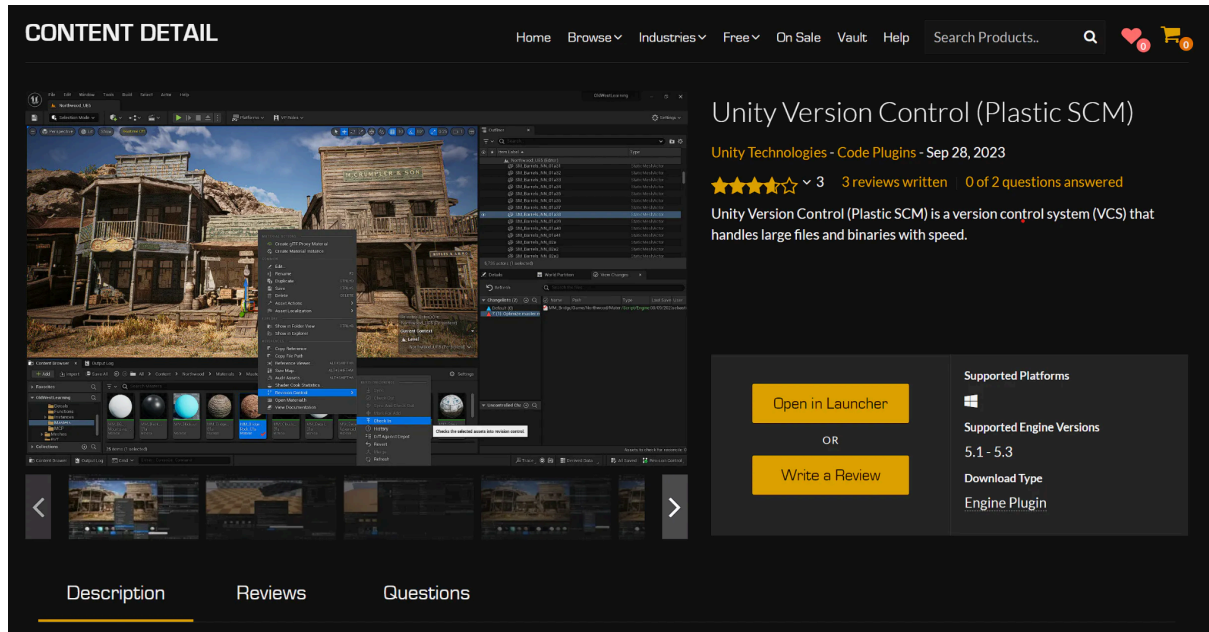
“Name of the new workspace” will be the name of the tab inside of plastic, so it can be a friendly name.

“Path on disk” - choose a good location. That path shouldn't contain any spaces.

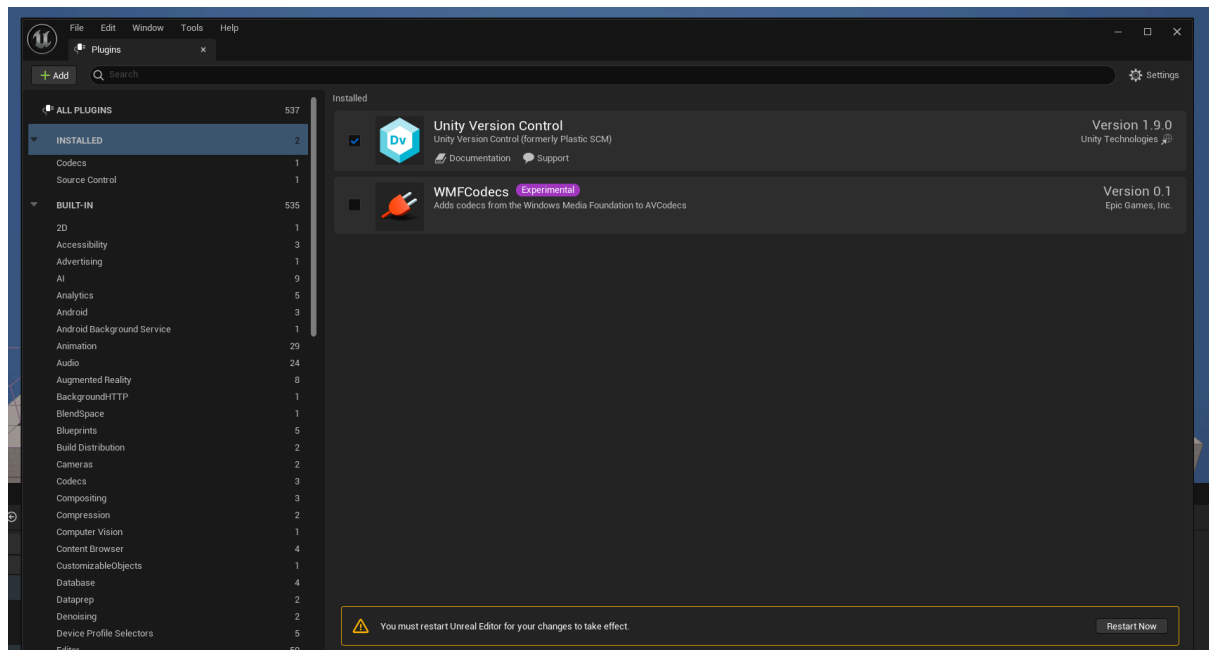


Connecting Plastic To Unreal

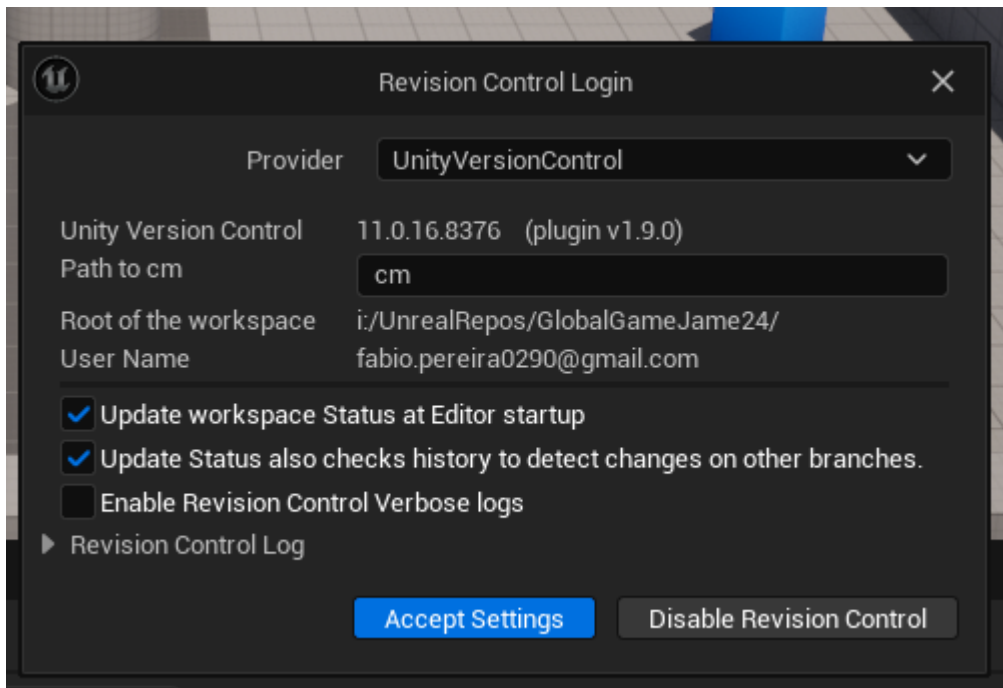
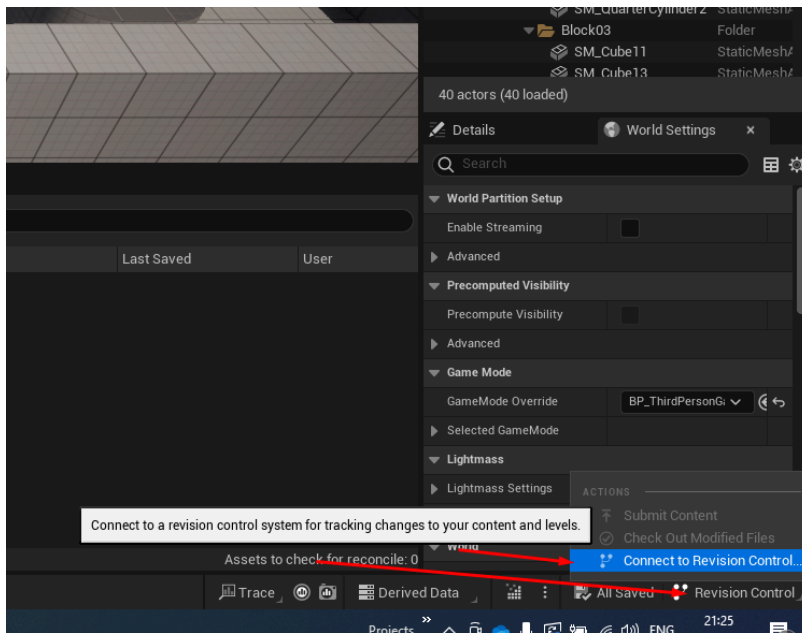
Install Plastic Plugin



Lunch your project and then enable the plugin.



Connect Revision Control

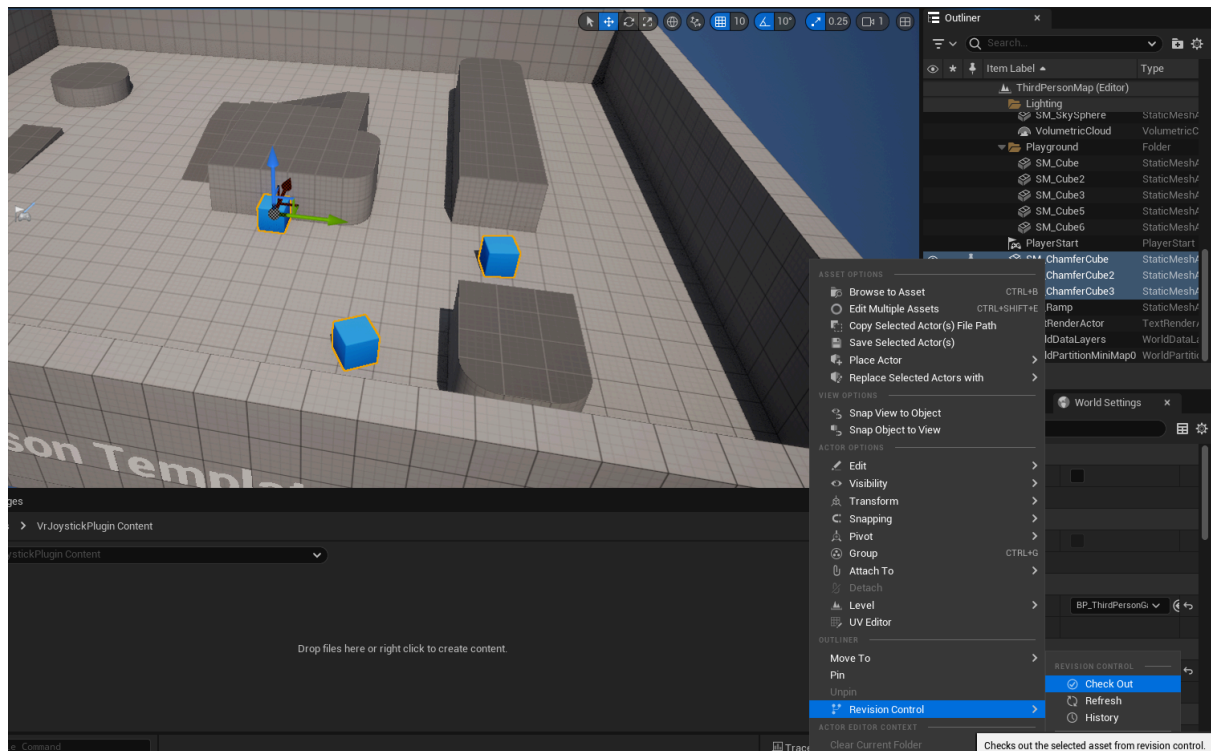


Unreal Editor

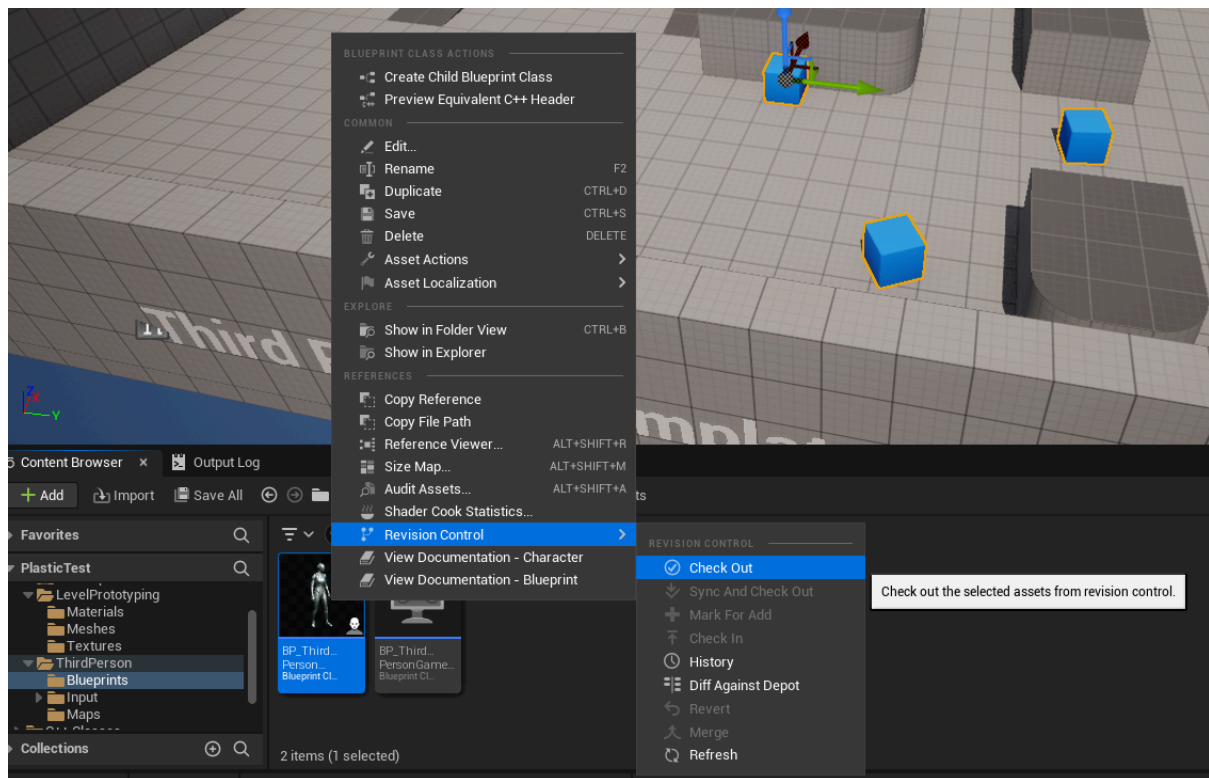
Checking Out Files ([File Locking](#))

How To Lock Level Actors

You can only check-out edited level actors - the button doesn't show if they aren't edited

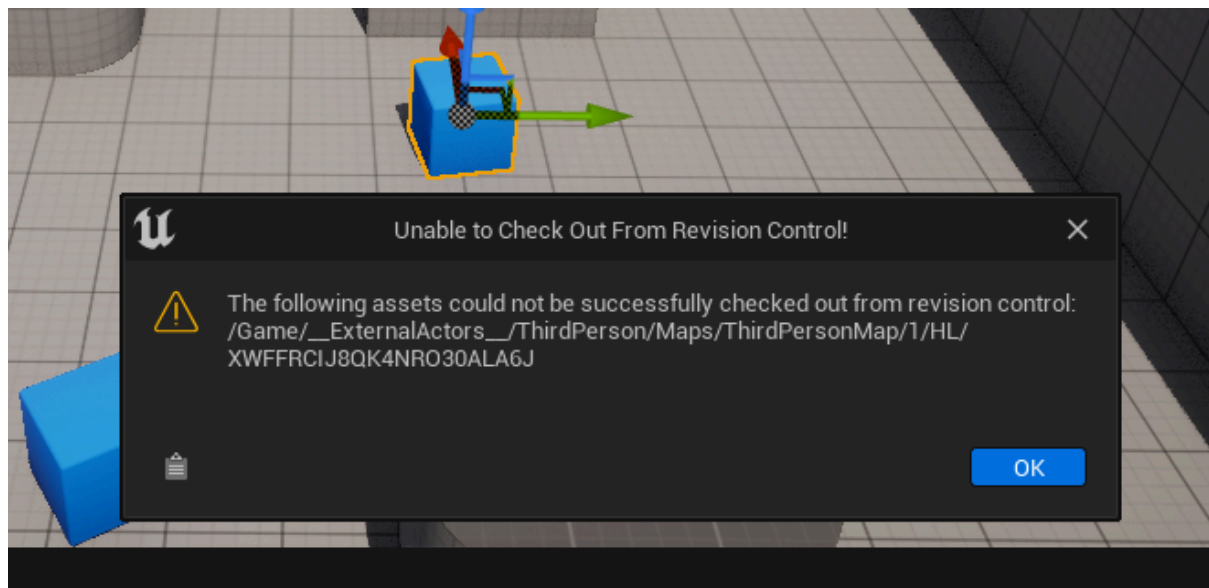


How To Lock Assets



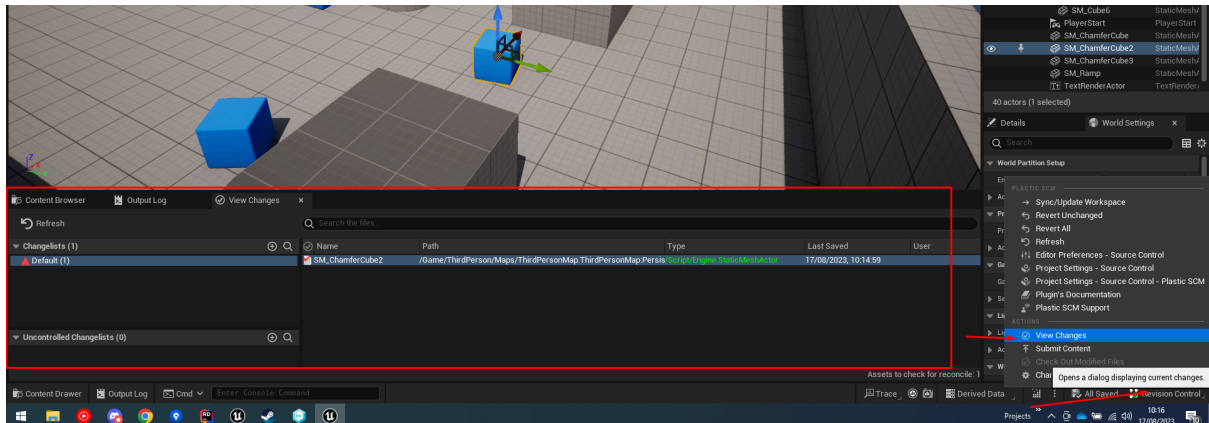
Failed To Check Out

The following is the error u will get if someone else has checked out the same file.



View Changes

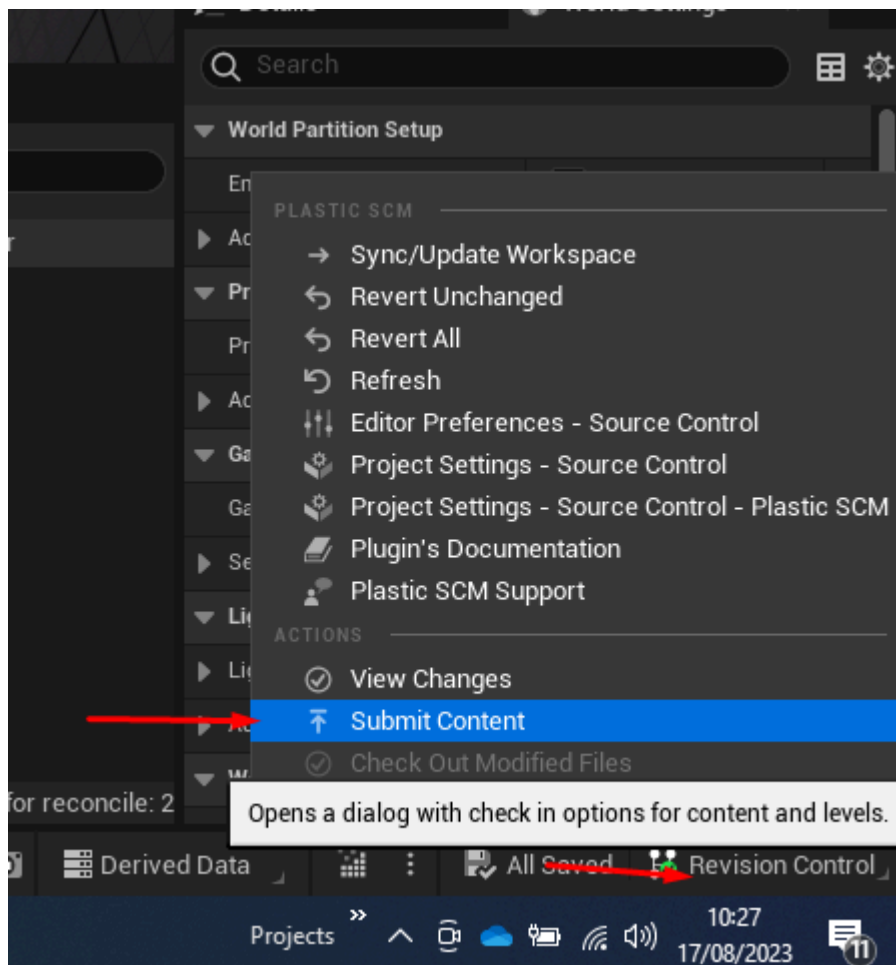
You can open and dock the window like so:

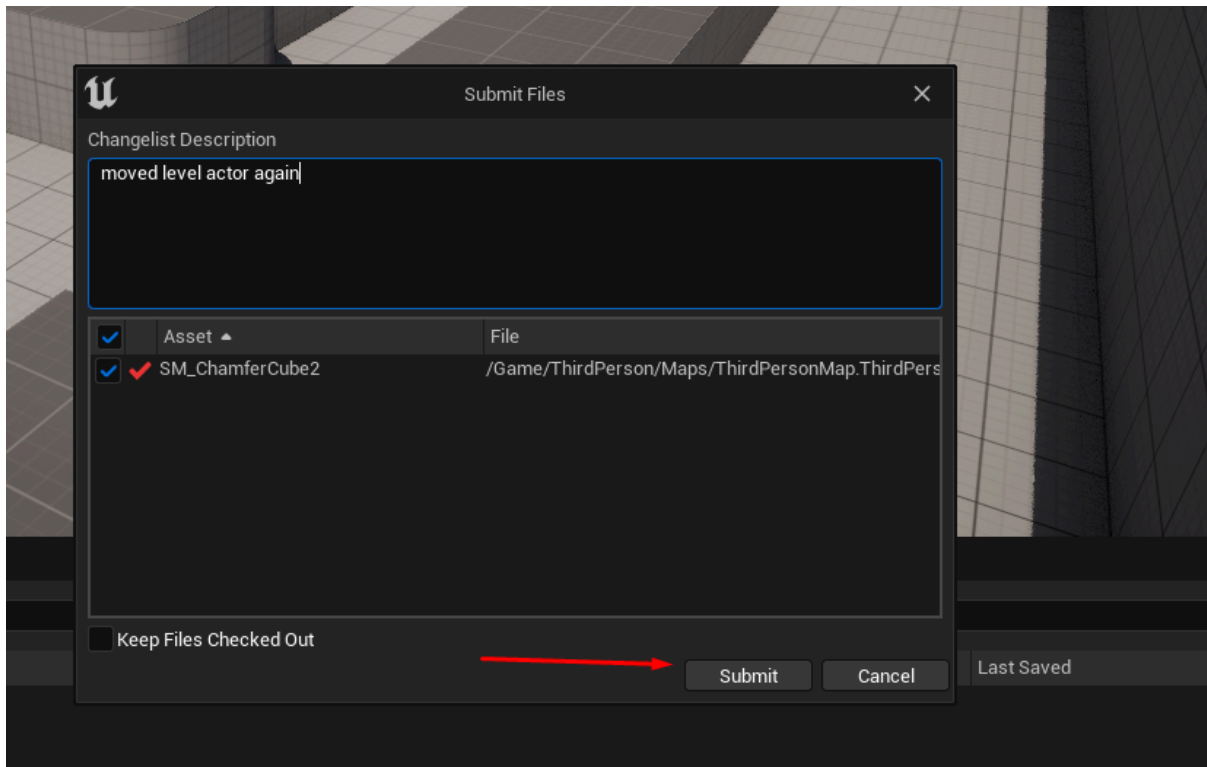


You can double-click the file to focus on it in Unreal.

EXTRA: you can make multiple unreal changesets (using changelist viewport) and move edits between them, but submitting will submit the changelist (all changesets) as a Plastic Changeset - so only one changeset.

Checking In Changes

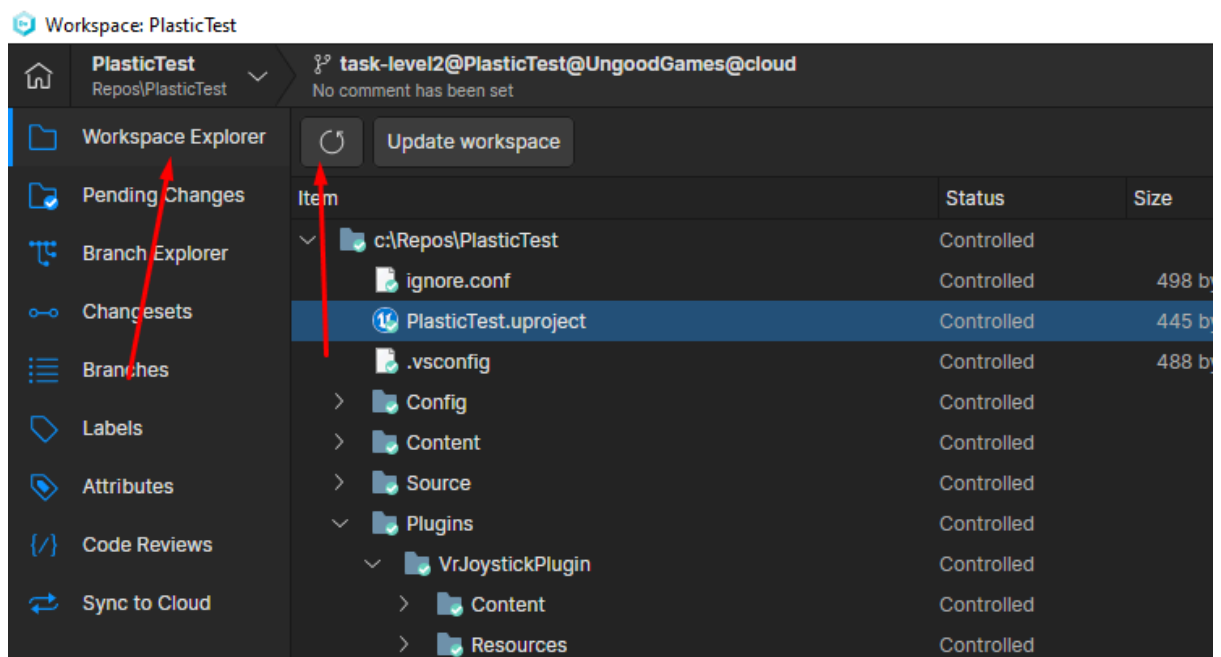




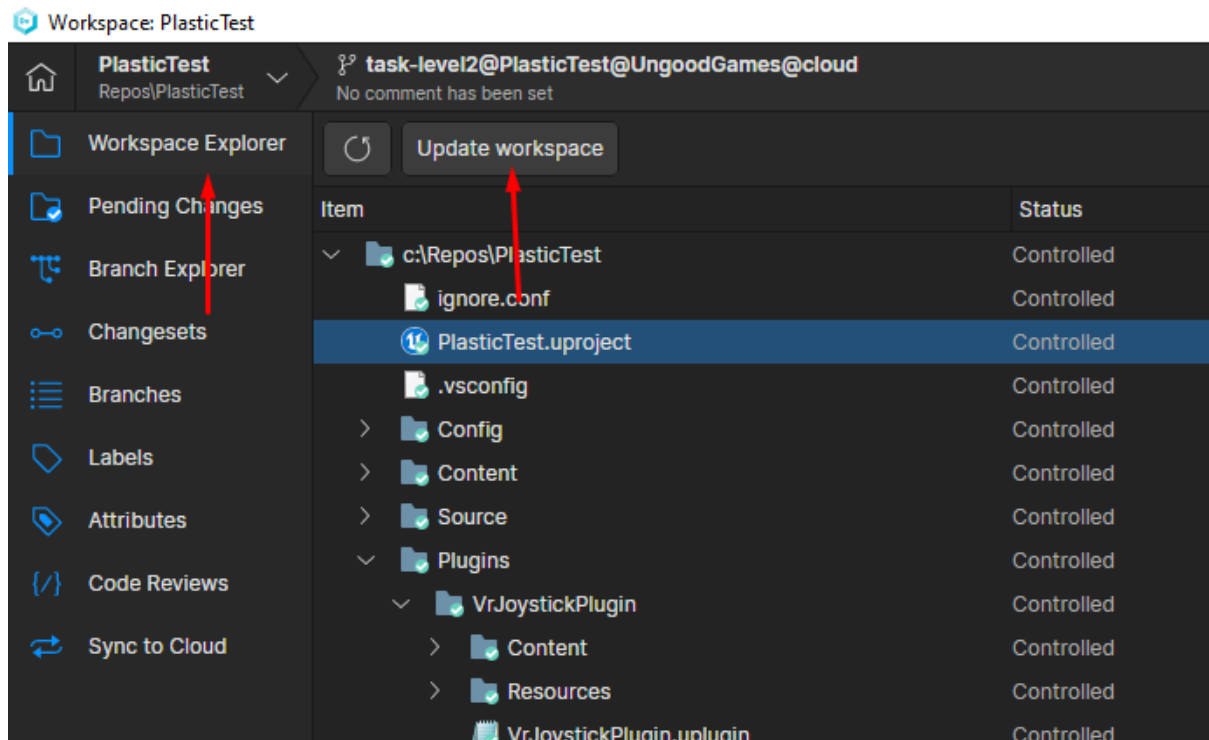
Plastic Dev Client

GUI Guide

You can refresh the workspace using the following button. (This checks files on your pc)

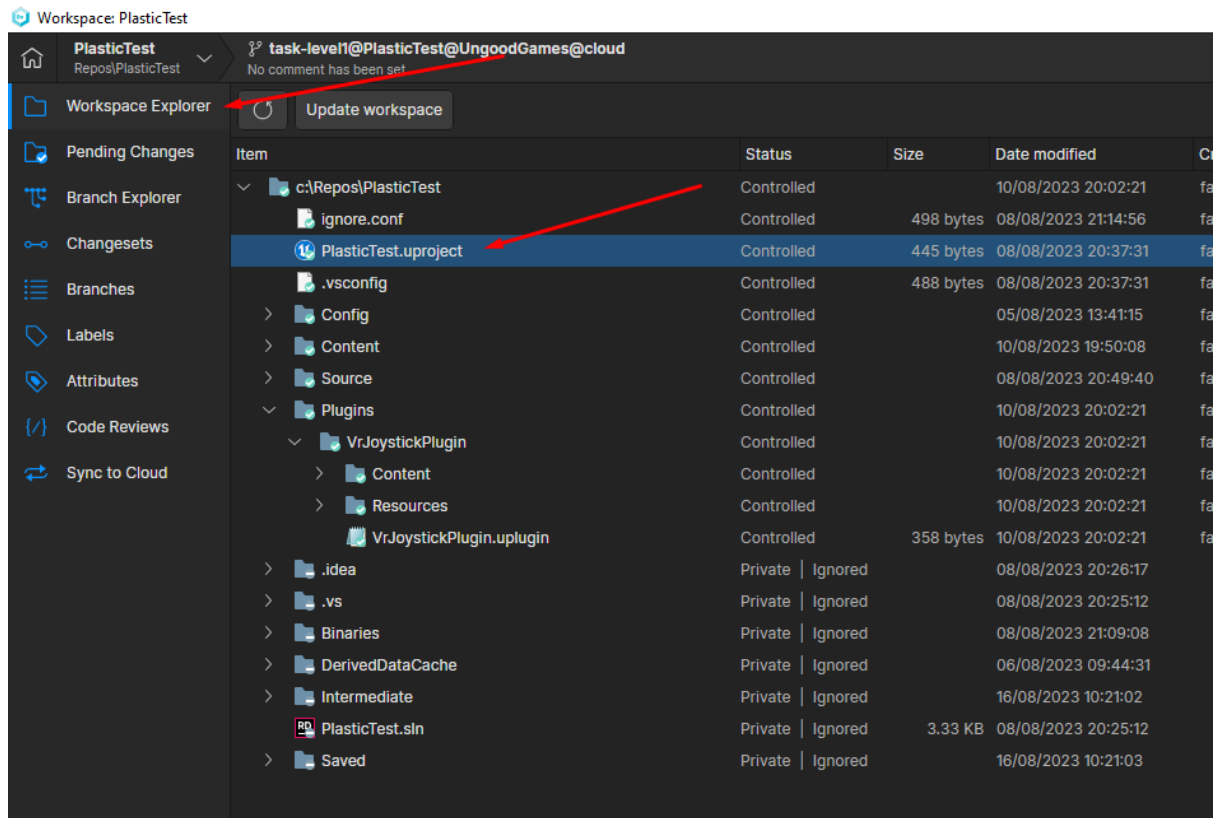


You can “Update Workspace” which downloads changes from the remote - like Git Fetch.

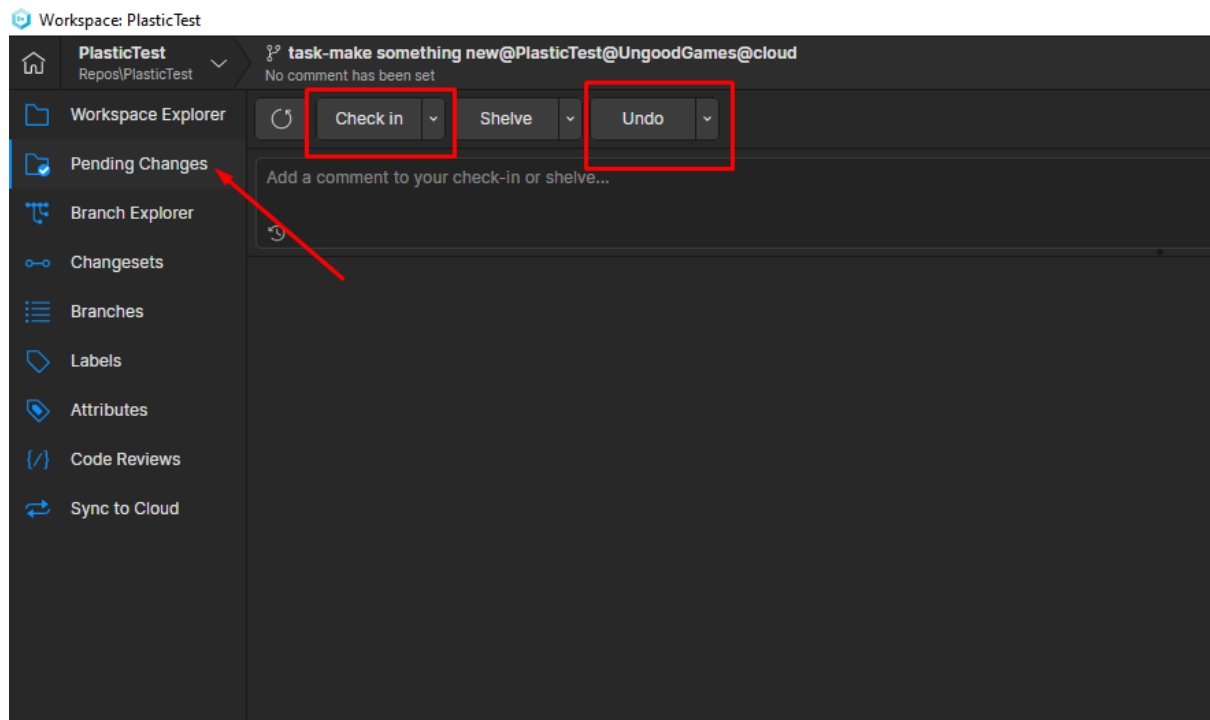


Quick Open

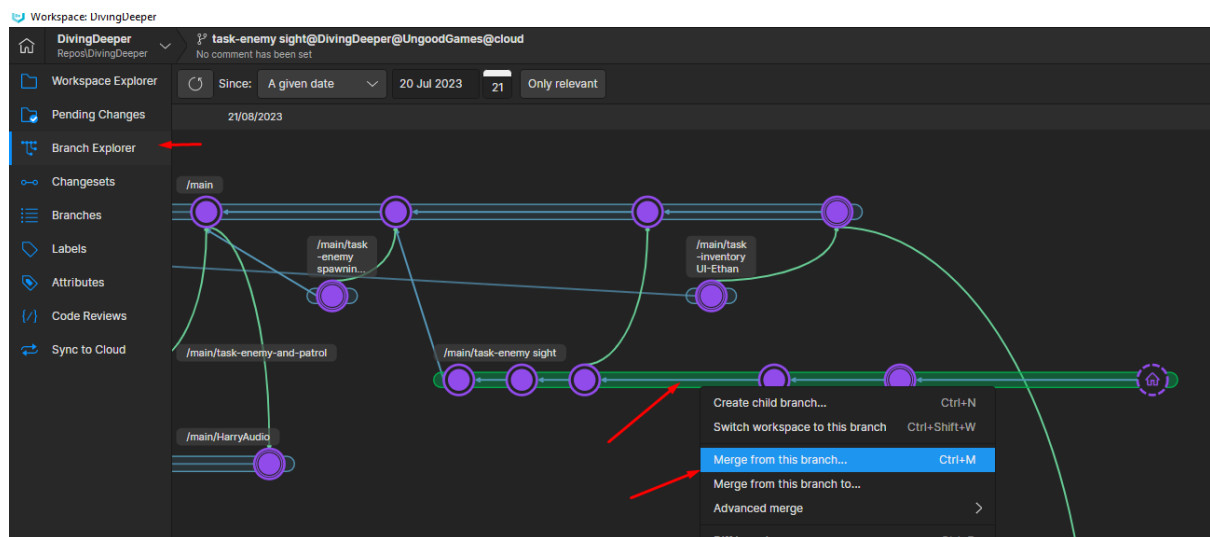
Can open Unreal from Plastic Client by double-clicking.



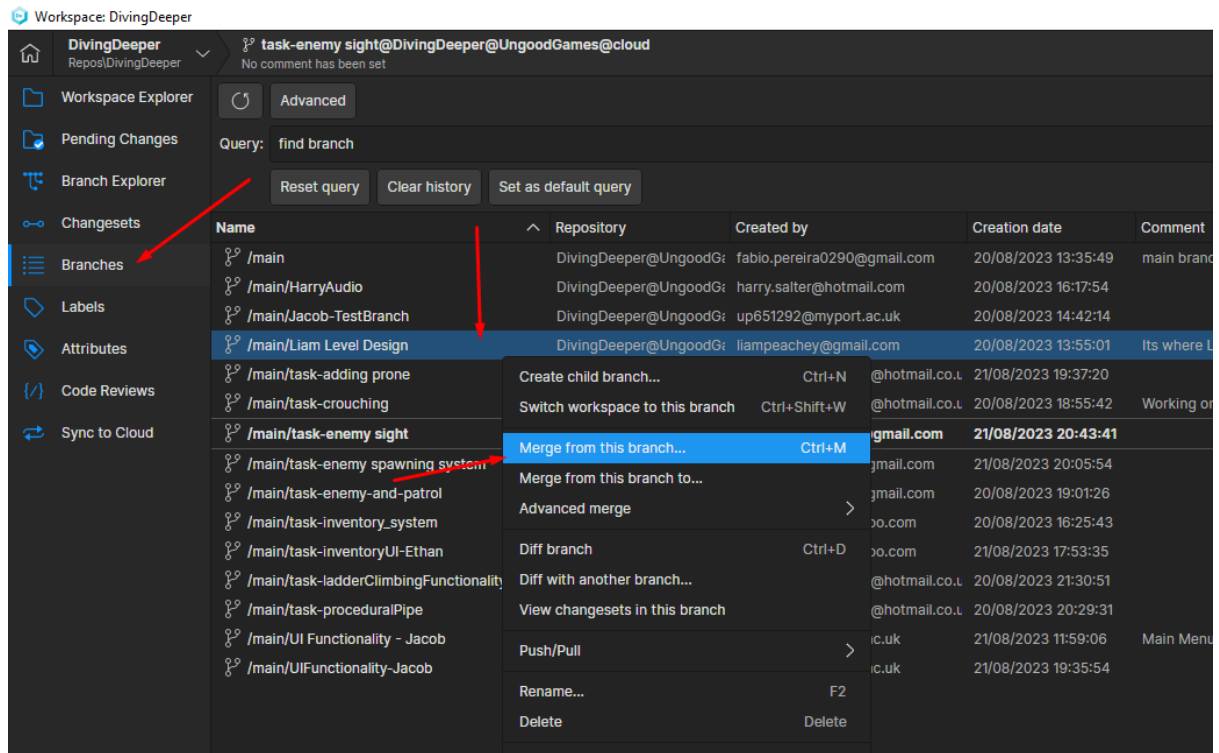
Check-In Changes & Undo Changes



Merge from “Branch Explorer” Screen

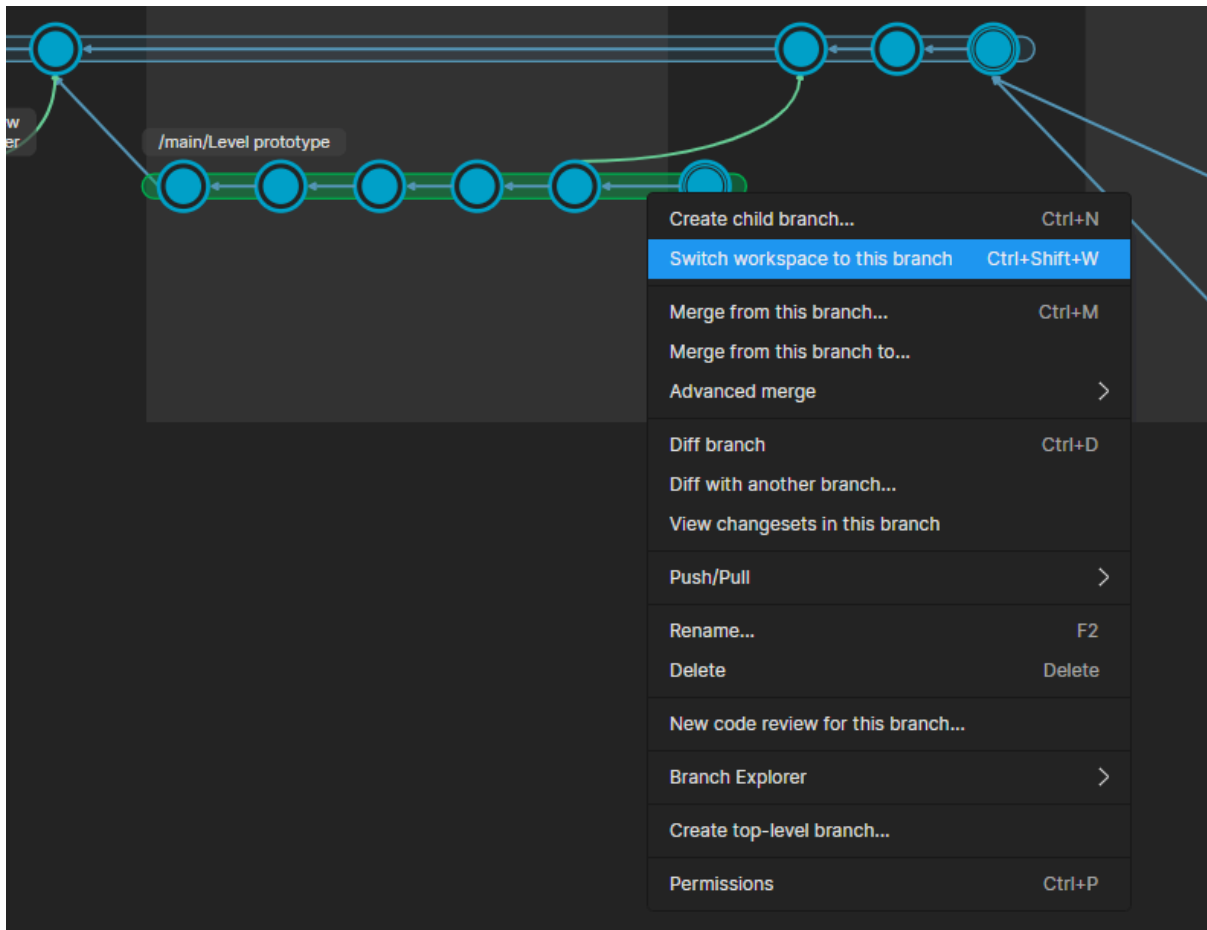


Merge From “Branches” Screen



Switching Branch

Select the branch by clicking the long blue line, right-click it, and Select the action below. Alternatively, you can switch to a changeset by clicking on a blue circle and clicking “switch branch to this changeset”, but adding changes will create a detached head.



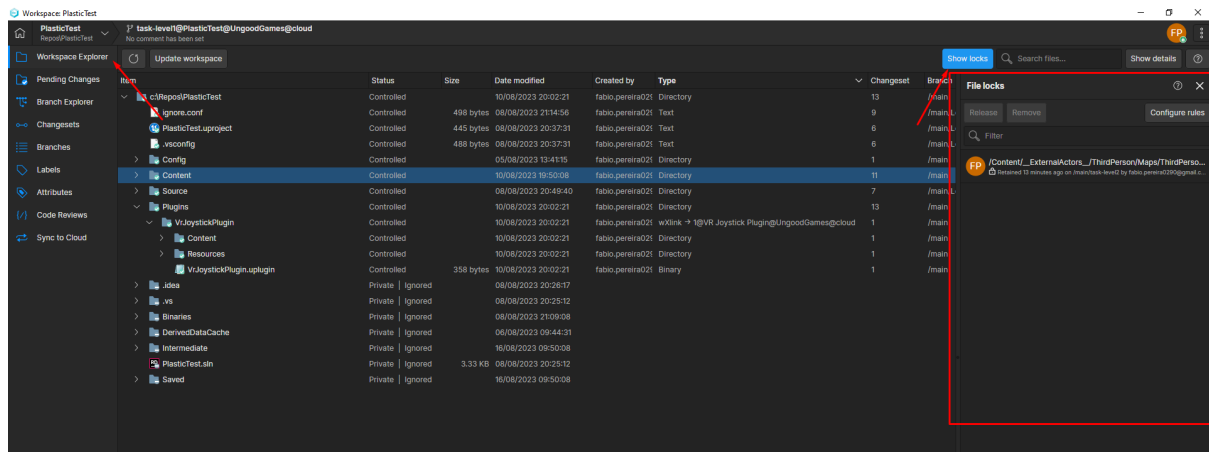
File Locking

What It Does

Locking a file allows you to edit it but blocks other developers from editing the same file. This is important!!! Unreal files can't be merged so we use file locking to stop us wasting time when we have to discard someone's work on a branch merge.

You can [lock files in Unreal](#) or in the Plastic client

View All Locked Files

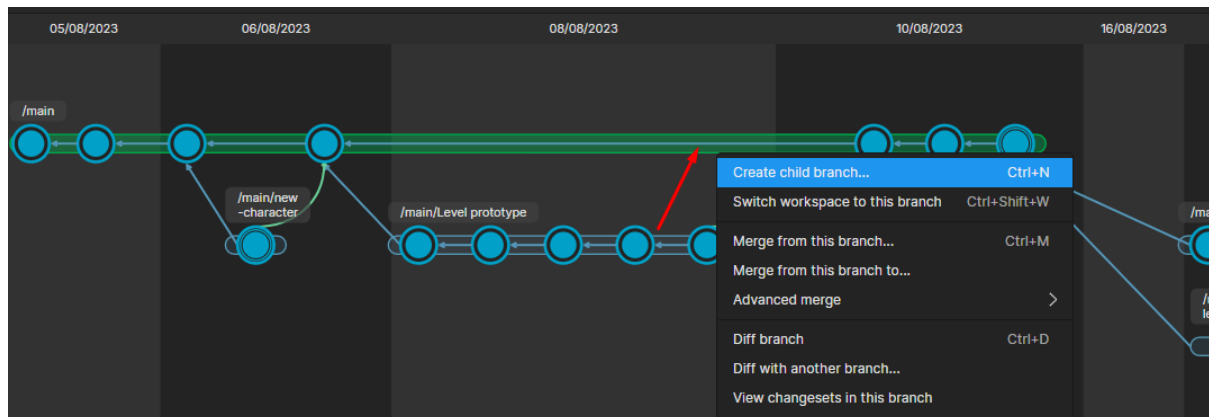


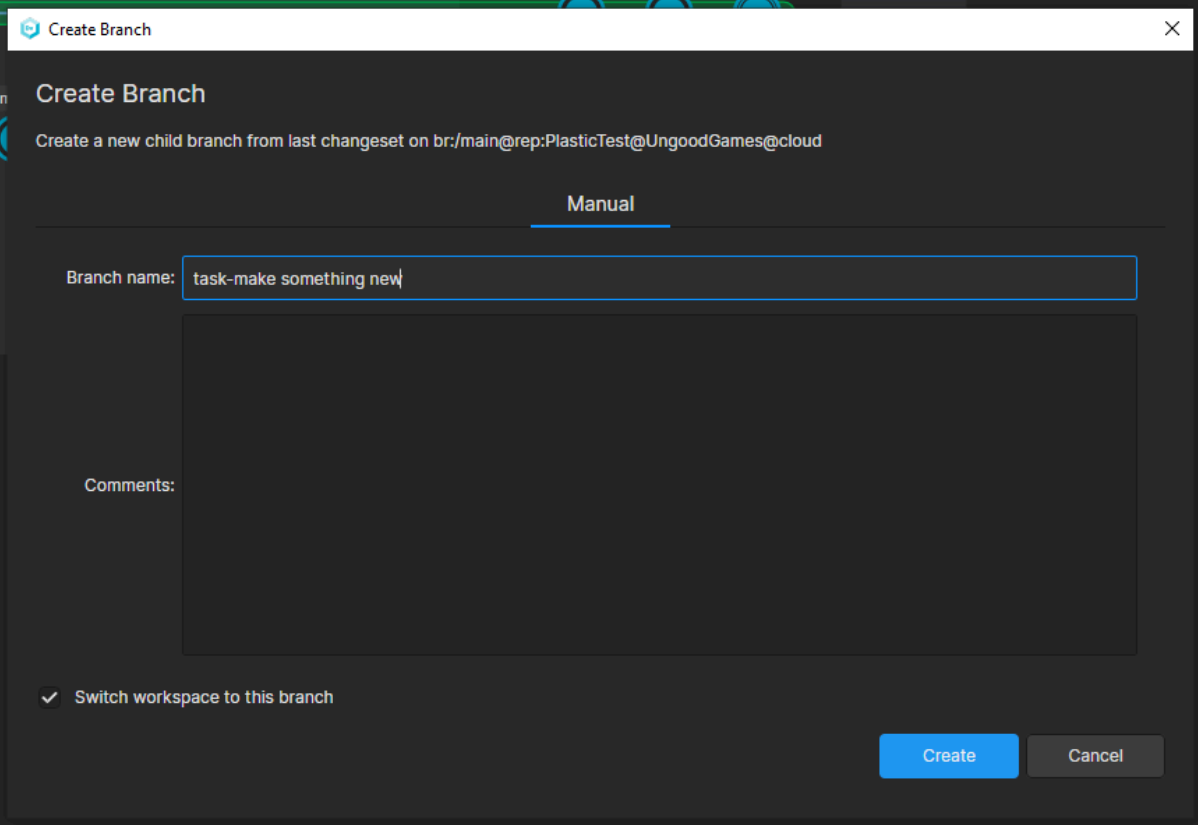
Unlocking A File

A file will automatically be unlocked as soon as the branch is merged into the main branch (or the configured brunch set in the admin menu).

Branching

Click the long bar (the bar that's)





Create Branch

Create a new child branch from last changeset on br:/main@rep:PlasticTest@UngoodGames@cloud

Manual

Branch name: task-make something new

Comments:

☒ Switch workspace to this branch

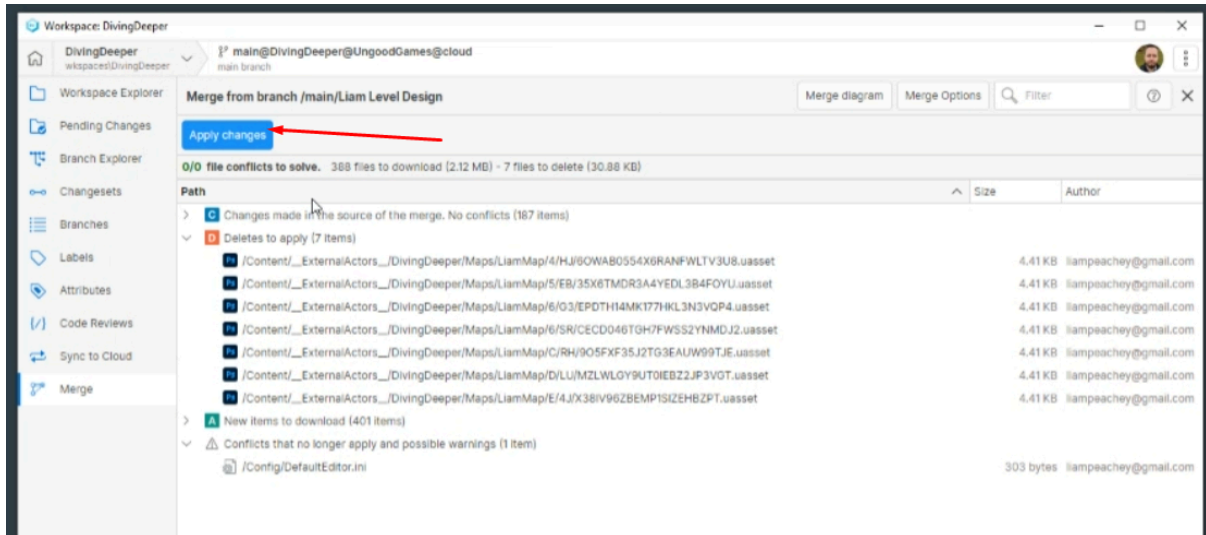
Create Cancel

task- is a prefix name before the branch name.

You don't need to write a comment, it just clarifies what the branch is for.

Merging

- Firstly, close Unreal.
- Then, refresh/update workspace.
- Then, swap to the branch that you want the changes to go to - most likely, you will want to swap to the main branch.
- Then, click on the branch you want to merge from and click the following command. You can merge from the [Branch Explorer](#) or [Branches](#) screen
- This screen shows the changes being applied to the branch you're on, it will also show any conflict, and it is where you [resolve conflicts](#). Click Apply changes



- Relaunch Unreal and test the new changes to see if nothing's broken, then check in the changes.

Rebasing (Syncing) Your Branch

If you want, merge your changes into main before you rebase your branch.

- Close Unreal.
- Then, refresh/update workspace.
- Change your workspace to the branch that you want to sync with main.
- Left-click the main branch, then right-click it and merge from this branch. You can merge from the [Branch Explorer](#) or [Branches](#) screen
- Relaunch Unreal and test the new changes to see if nothing's broken, then check in the changes.

If there are conflicts, try to resolve them yourself, get a programmer to do it, or undo the changes.

Resolve Conflict

If there are conflicts, try to resolve them yourself, get a programmer to do it, or undo the changes.