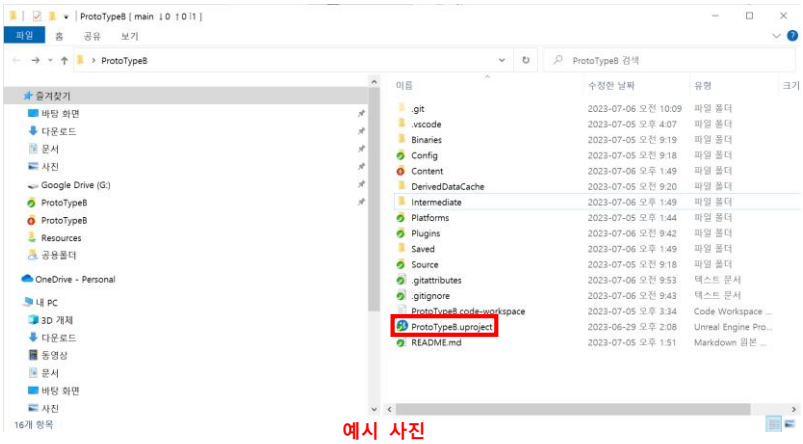
Unreal Git Source Control Guide

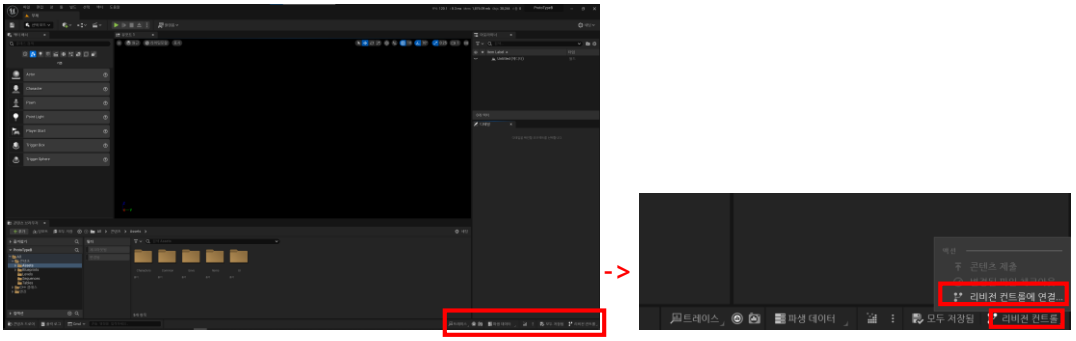
- Designer 분들은 되도록이면 언리얼에서 소스 컨트롤을 사용하시길 바랍니다.

언리얼 Git 소스 컨트롤 연결

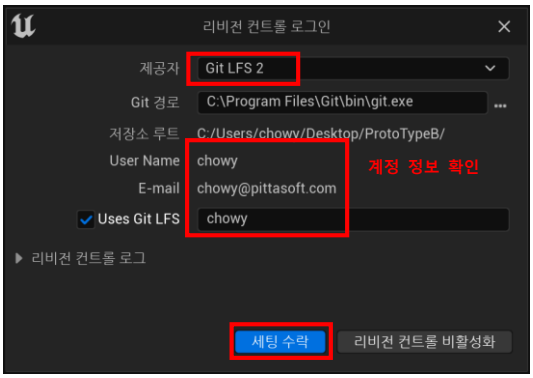
1. Repository/Project/.uproject 실행



2. 리비전 컨트롤 -> 리비전 컨트롤에 연결

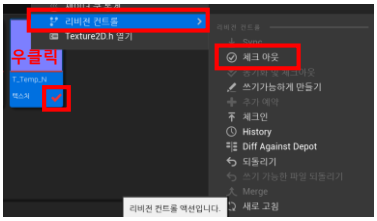


3. Git LFS 2로 연결 -> User Name과 동일하게 Uses Git LFS 작성 -> 세팅 수락



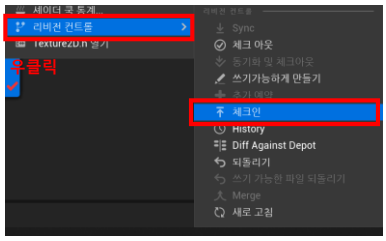
언리얼 Git 소스 컨트롤 사용 가이드

1. Checkout

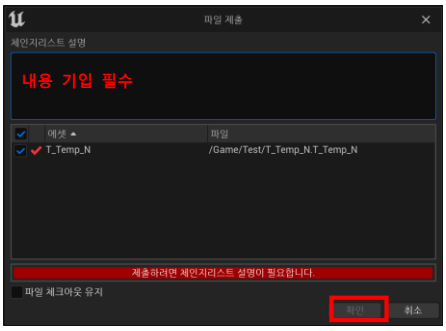


파일 우클릭 -> 리비전 컨트롤 -> 체크아웃

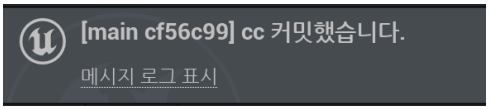
2. CheckIn



파일 우클릭 -> 리비전 컨트롤 -> 체크인

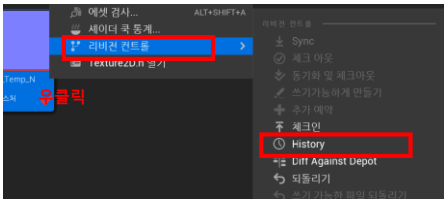


체크리스트 내용 작성 -> 확인



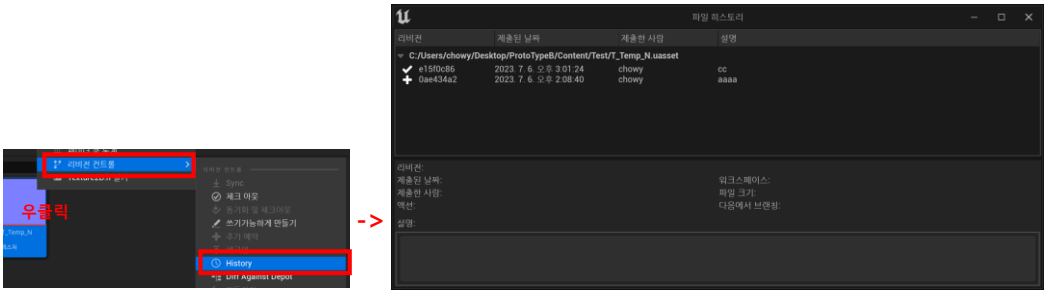
완료 화면 예시

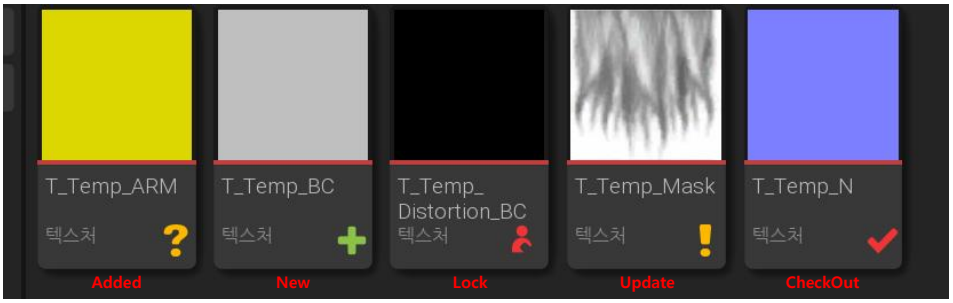
3. 되돌리기



우클릭 -> 리비전 컨트롤 -> 되돌리기

4. 파일 히스토리



우클릭 -> 리비전 컨트롤 -> History

언리얼 Git 소스 컨트롤 파일 별 상태