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This is How You Perforce, Goons

Introduction

This is a basic documentation of Perforce that can be referenced for the more commonly used tools of Perforce. If you wish for the more indepth manual or documentation then please refer to these helpful tools:

The official Perforce manual/documentation:

https://www.perforce.com/perforce/r14.3/manuals/p4v/preface.html

Official Perforce youtube playlist:

https://www.youtube.com/watch?v=BcS9KBiKbJA&list=PLH3pq2J85xsMK1lKq1Sea6sr5v5xRJ_ok

Enter into the Server. If you are reading this you are already here so congratulations.

Login Details encase you ever forget. (You can access this file again LOCALLY by entering your workspace folder)
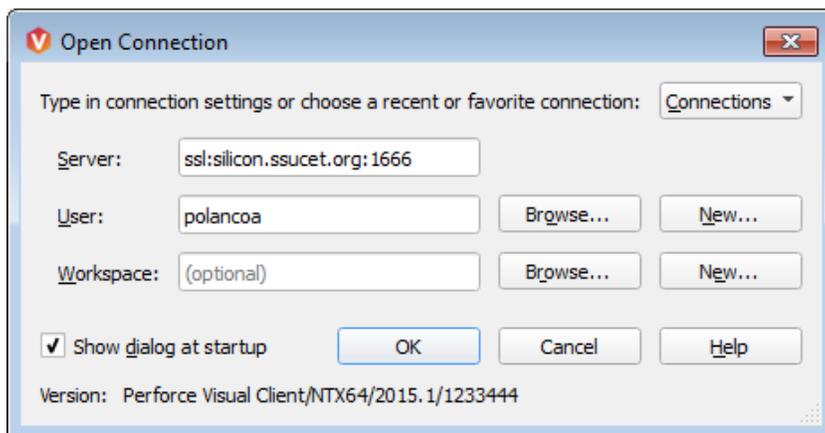
Server: ssl:silicon.ssucet.org:1666

Login: lastname+firstinital (no numbers) ex. polancoa
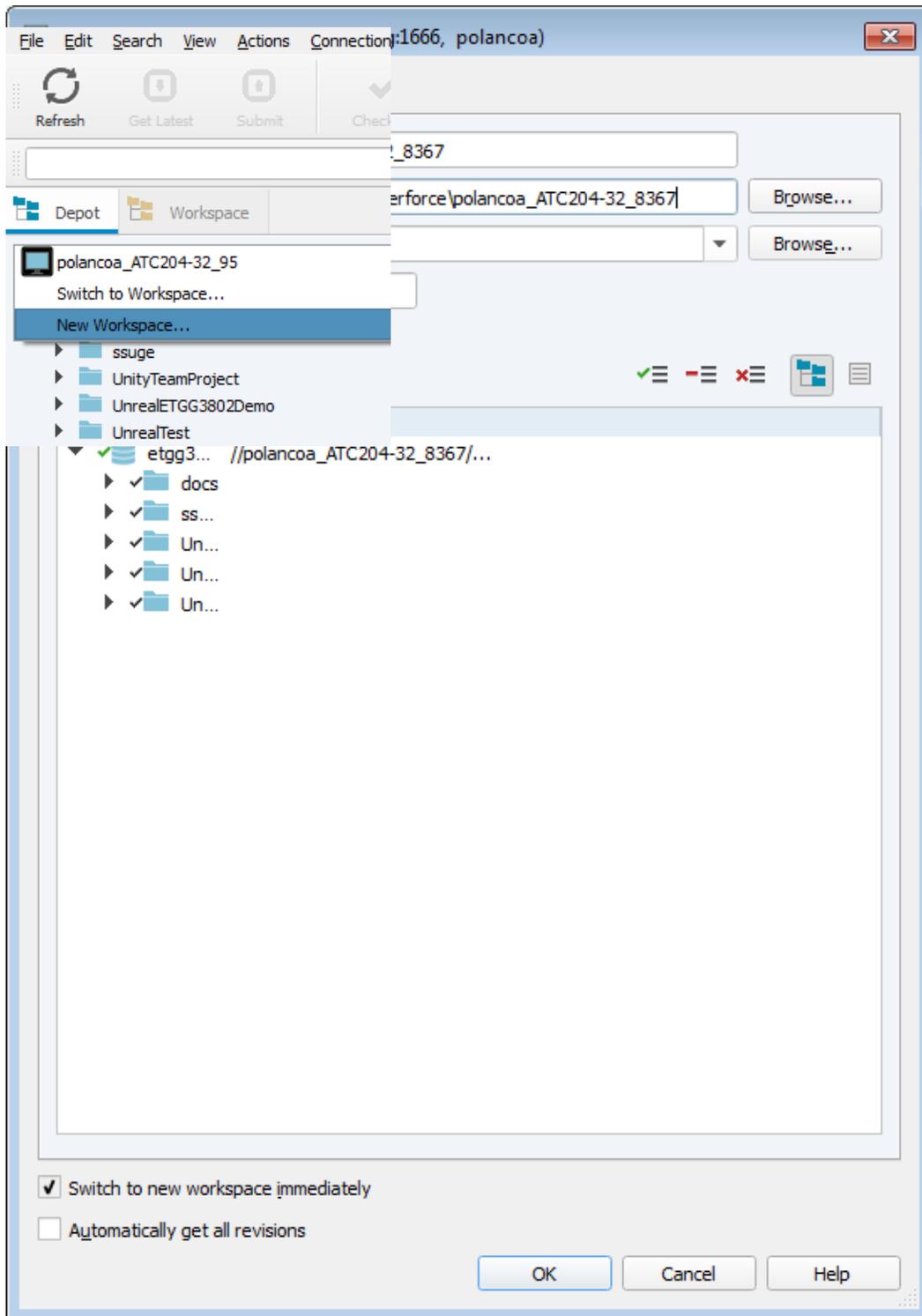
Password: studentID+initials ex 123456xy

Workspace: (optional) You can browse and choose an existing workspace or create a new one before you login.

Creating and Understanding the Workspace

YOU HAVE MANY OPTIONS IN THE WAY YOU CAN CREATE OR ENTER A WORKSPACE HOORAY!!!

However for simplicities sake I will just show you the way I go about workspaces.

Directly underneath the Depot and Workspace buttons there is a clickable dropbox to select or create a workspace.

File   Edit   Search   View   Actions   Connection :1666, polancoa)

Refresh   Get Latest   Submit   Chec

_8367

erforce\polancoa_ATC204-32_8367   Browse...

                                                Browse...

Depot   Workspace

polancoa_ATC204-32_95
Switch to Workspace...
New Workspace...
    ssuge
    UnityTeamProject
    UnrealETGG3802Demo
    UnrealTest
    etgg3...   //polancoa_ATC204-32_8367/...
        docs
        ss...
        Un...
        Un...
        Un...

☑ Switch to new workspace immediately
☐ Automatically get all revisions

OK   Cancel   Help

Workspace name: Name the directory your work will be saved under (Recommend easy to type and remember)

Workspace root: From here you can select which path you wish to save your directory.

Stream/Stream at change: Don't worry about it for now.

Tips and Tricks: Clock the workspace mapping drop down for a depot tree and check automatically get revision so you don't need to manually download changes (however this will grab every change from every group)

Deleting Workspace(s)

Deleting a workspace removes Perforce's record of the workspace but does not delete or remove those files from your hard drive.

Note: you cannot delete a workspace that has files checked out (open for edit) in Perforce.

To delete a workspace:

Submit or revert any pending items in your workspace.

Go to **View > Workspaces** or select the Workspace 🖥 icon in the toolbar to open the **Workspaces** tab.

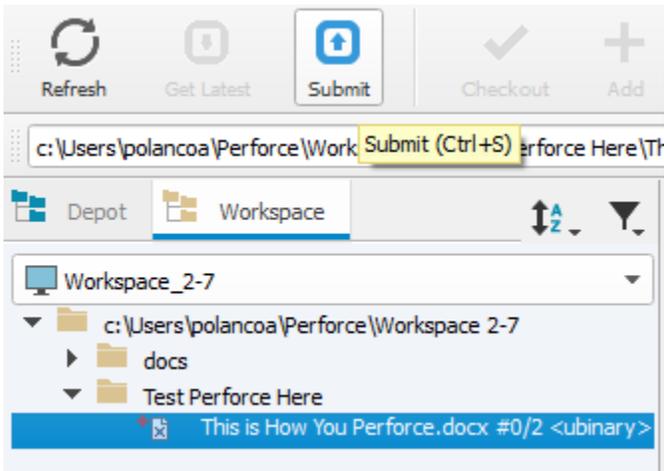Click on the workspace you wish to delete and hit the delete key.

It's now *"safe"* to delete the workspace folder in your directory.

Adding Files and Submitting

Once you are ready to submit a file you must mark the file or directory to be added
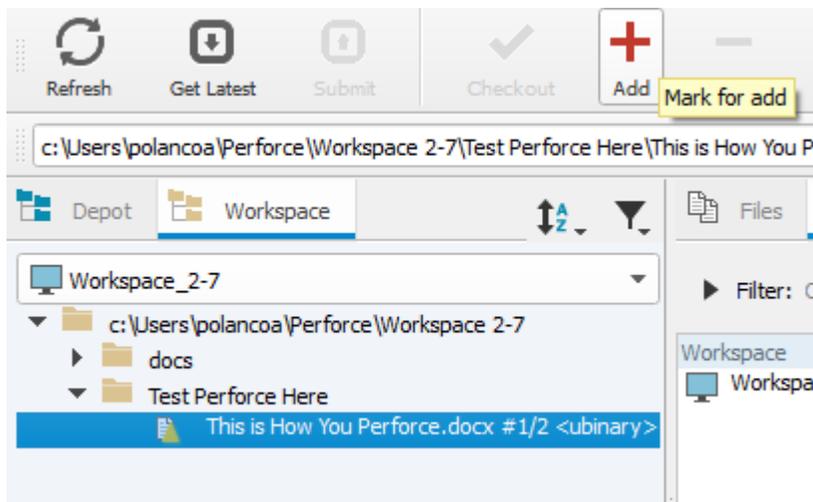
After going through the confirmation page and you are done with all of your edits it is now time to Submit

Please enter a detail description of what changes you are submitting, confirm them and you are done.

Shelving Files

Shelving allows you to store a file in Perforce that is already checkout and saves a "snapshot" of the current file.

This allows you to edit files without checking them out.

(Finish this later currently working on more important parts of the document)

Source of info:

https://www.perforce.com/perforce/r14.3/manuals/p4v/files.shelve.html

Merging/Integrating

When you branch a code line, Perforce uses your workspace as the staging area for the branch. Before you create a new branch, your workspace view must contain the target directory path. To initiate the branching process, you identify the source and target directories for the branch, at which time Perforce constructs the target directory structure on your workspace and adds the branched files to a changelist.

When you submit the integration request, Perforce duplicates the target directory structure in the depot. When you create a new branch, Perforce performs a lazy copy and no files are actually copied in the depot.

Perforce performs the physical file copies as the files in the branch are changed.

Unity

To enable Perforce integration in Unity (as opposed to using P4v), first verify that you have created your workspace (in P4V – note the name on the Workspace tab [for me it was jwitherell_ATC204-31]). Then go to Edit => Project Settings => Editor. Change the Mode dropdown box under Version Control to Perforce. Then you'll need a setup similar to:
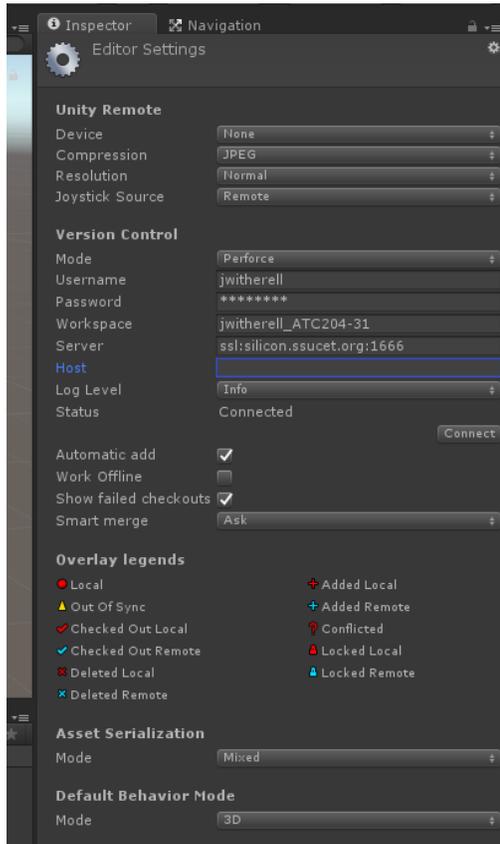
If Automatic Add is enabled, new resources that are added (perhaps to your Assets folder) will automatically be added.

In Unity, if you want to check out a file (which is necessary if you intend to make changes), right-click on it, go to Version Control, then click "Checkout". Do a similar process for submitting a file. The icons (seen to the right) help you visually determine the status of a file.

Unreal

Click on Source Control

From there connect to Perforce type in your information and select your workspace under Available Workspaces
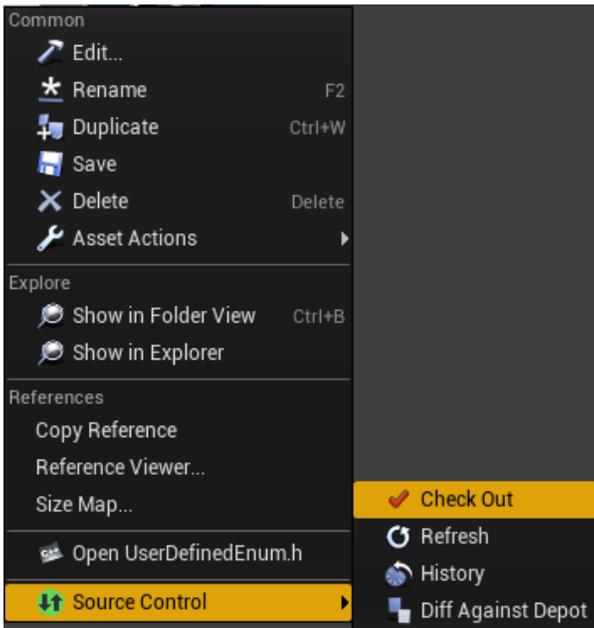

From there you can check out the map or anything you plan on changing.

Fun stuff:

You can also migrate any assets you create in different projects by using the right click menu selecting migrate on any assets you may have and then selecting the target project. From there you can move those assets seamlessly into the destined project!

Perforce Icon Guide

Icon	Description
	File in depot
	File in depot but not mapped by workspace view
	File in workspace differs from head revision
	File in workspace but not in depot
	File synced to head revision
	File synced to previous revision
	File needs to be resolved
	File locked by you
	File locked by other user

	File open for add by you (red "+")
	File open for add in other workspace (blue "+")
	File open for edit by you (red check mark)
	File open for edit by other user (blue check mark)
	File open for delete by you (red "x")
	File deleted in depot
	File open for delete by other user (blue "x")
	File open for move/rename ("x" indicates source, "+" indicates target)
	File open for branch
	File open for integrate (will need resolve)
	Shelved file in pending changelist
	Symbolic link
	File imported from another stream (cannot be submitted to current stream)
	Pending changelist has files that need resolve
	Pending changelist contains shelved files
	(Blue folder) A folder in the Perforce depot
	(Yellow folder) A folder in your client workspace
	(White folder) A folder that resides on your local machine outside your client workspace root
	Spec depot: when enabled by your Perforce administrator, a spec depot stores the history of changes to Perforce specifications such as changelists)
	Remote depot: if configured by your Perforce administrator, a remote depot maps a portion of another Perforce repository as if it were a depot. Typically used to enable you to import and export third-party files without providing outsiders with access to your Perforce service.
	Stream depot: A depot where stream files are stored.

Source: Here