
Perforce - Stream Workflow

By Melanie Alvarado

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Perforce

The screenshot displays the Perforce Helix P4V application window. The title bar indicates the user is Melanie Alvarado, working in a workspace named 'Melanie_Alvarado_Lani-PC_The_Exposure_Programming_8733' on a P4V client.

Menu Bar: File, Edit, Search, View, Actions, Connection, Tools, Window, Help.

Toolbar: Refresh, Get Latest, Submit, Checkout, Add, Delete, Revert, Diff, Timelapse, Revgraph, Cancel.

Left Panel (Depot/Workspace): Shows the workspace structure under 'Melanie_Alvarado_Lani-PC_The_Exposure_Programming_8733 (The_Exposure_Programming_8733)'. The contents are:

- 2026_ANGD_4440
- Assembly_Line
- Global_Game_Jam_2025
- Synth_Escape
- Triforce_Zeros

Right Panel (Pending Changes): The 'Pending' tab is active, showing a filter: 'User is "Melanie_Alvarado" and Workspace is "Melanie_Alvarado_Lani-PC_The_Exposure_Programming_8733"'. It indicates '1 match'. The filter criteria are:

- User is Current User
- Workspace is Current workspace
- ☐ Show only pending changelists with shelved files
- ☐ Show only changelists that contain a stream

The pending changes table shows one entry:

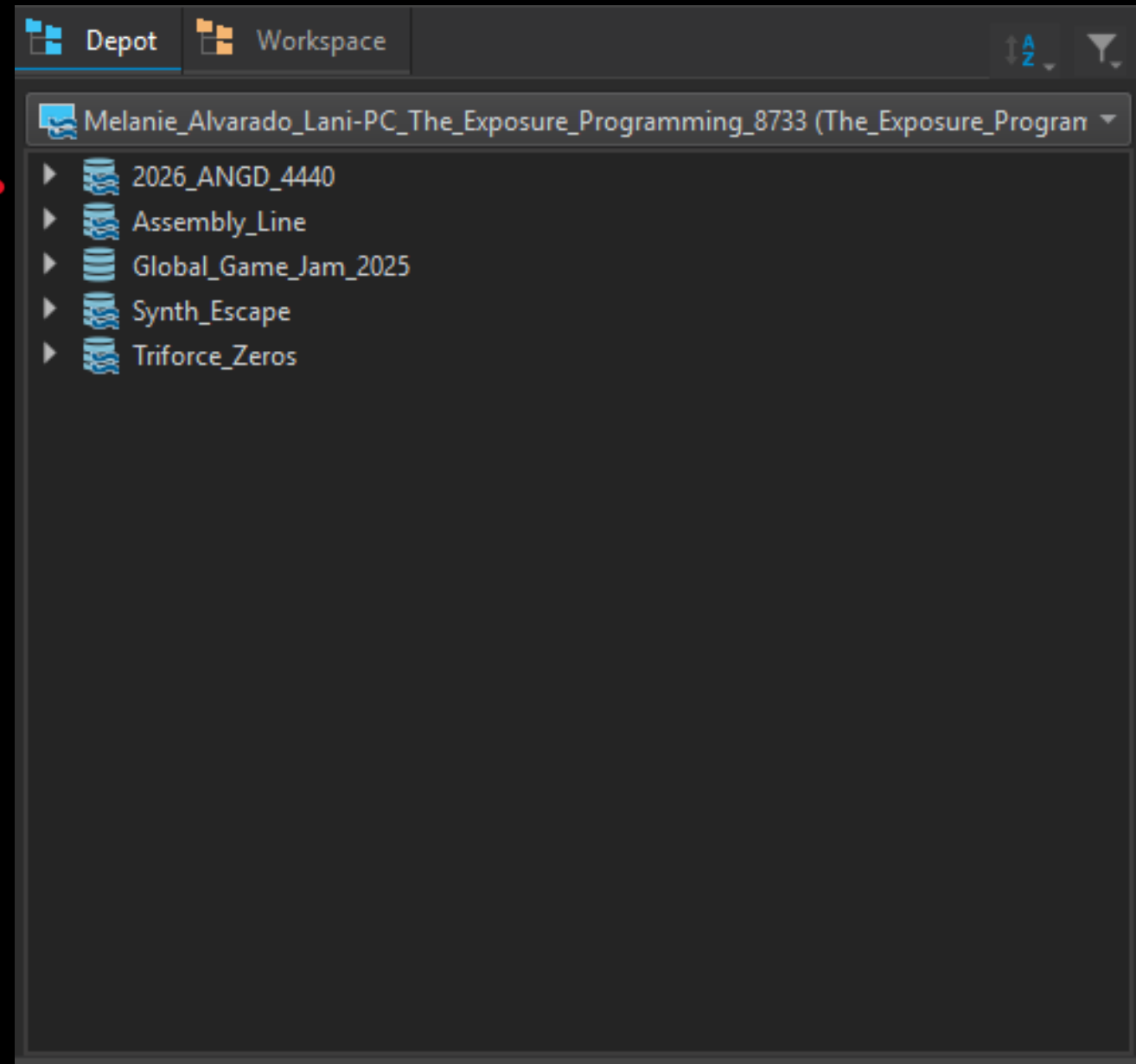
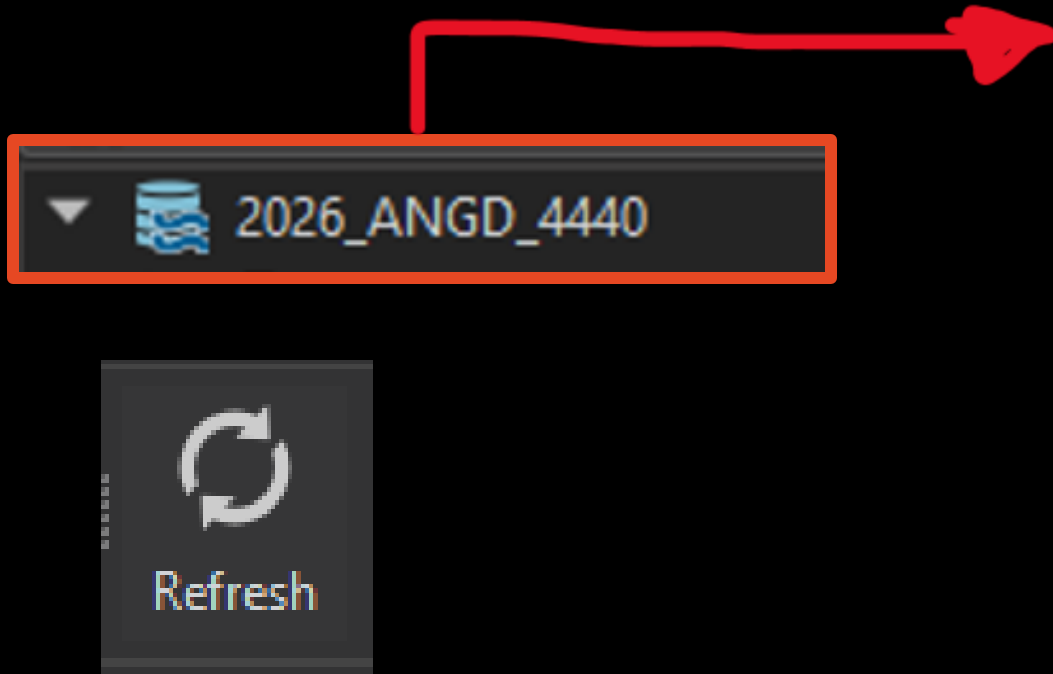
Change	User	Description
▲ default	Melanie_Alvarado	<enter description here>

Bottom Panel (Log): The 'Log' tab is active, displaying a list of recent commands:

- p4 property -l -n P4VJS.HTMLTabs
- p4 property -l -n P4VJS.HTMLWindows
- p4 property -l -n P4VJS.HTMLActions
- p4 streams -F Stream=//2026_ANGD_4440/... Type=mainline
- p4 streams -F Stream=//2026_ANGD_4440/... | Parent=//2026_ANGD_4440/...
- p4 streams -a
- p4 stream -o -v //2026_ANGD_4440/mainline
- p4 stream -o -v //2026_ANGD_4440/The_Exposure_Programming
- p4 stream -o -v //2026_ANGD_4440/The_Exposure
- p4 stream -o -v //2026_ANGD_4440/mainline

The status bar at the bottom shows the current path: //2026_ANGD_4440.

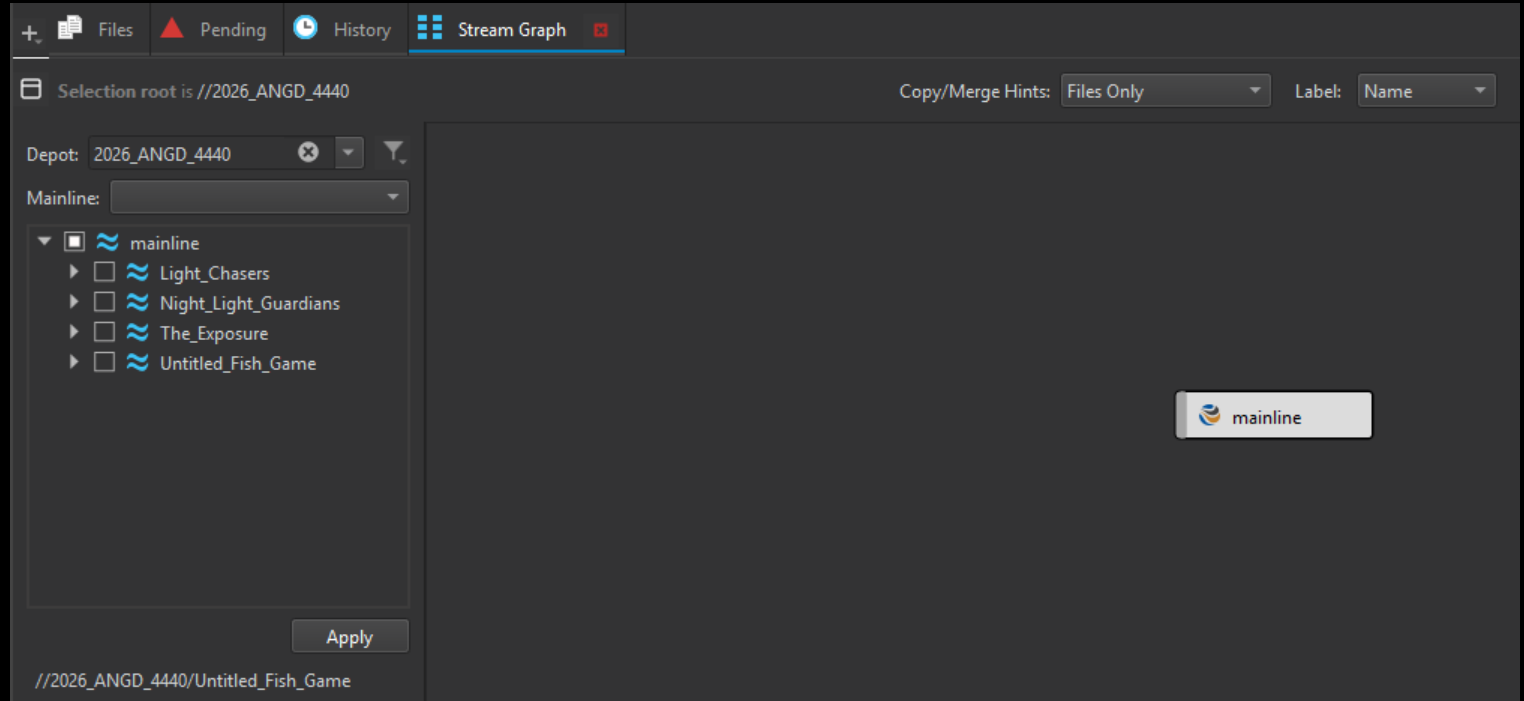
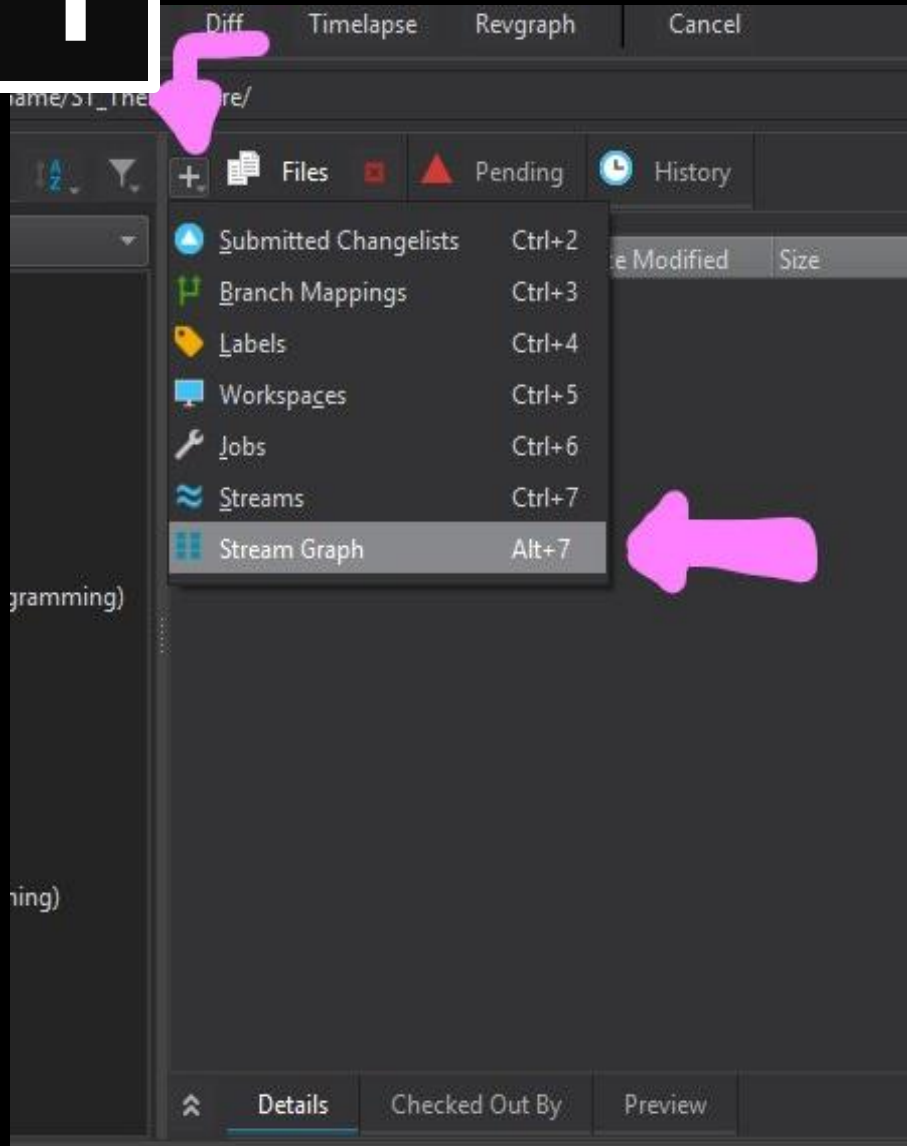
Verify your access to depot



**No Access?
Contact Professors**

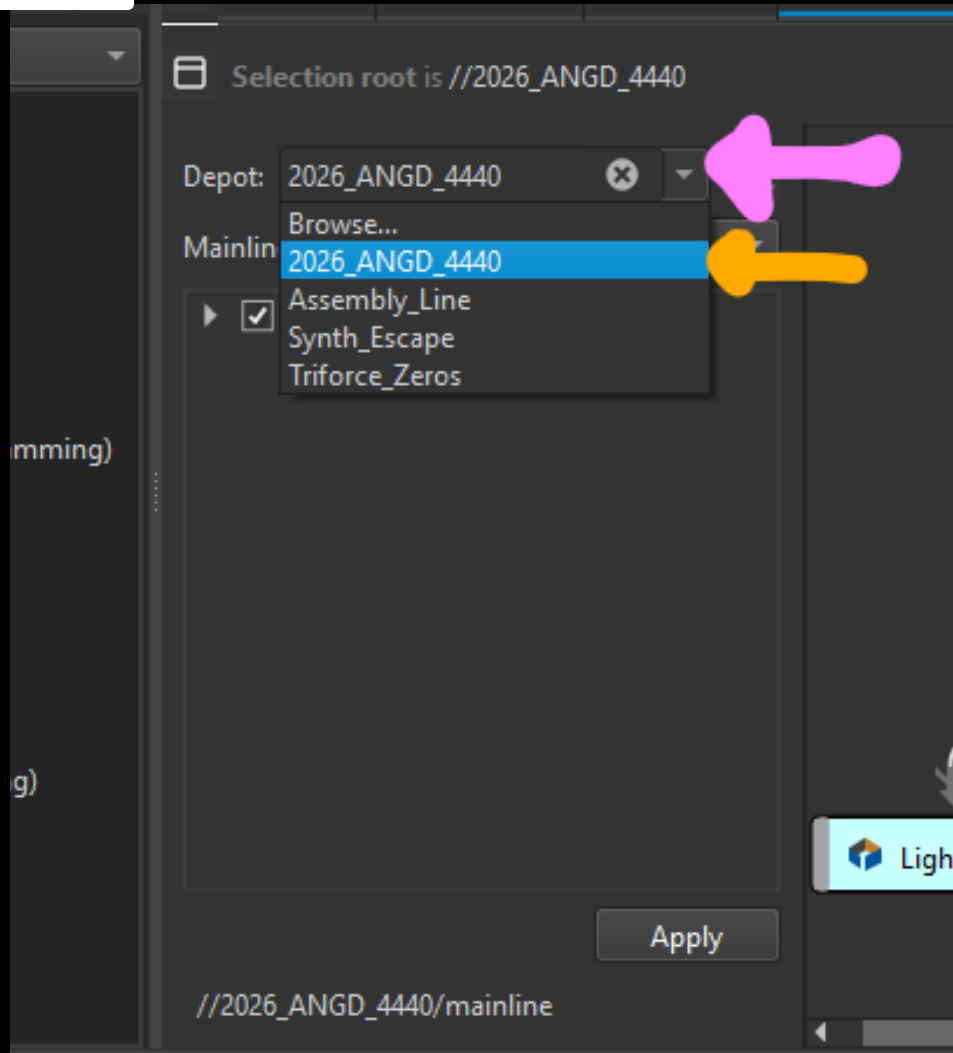
Stream Graph (View Streams)

1



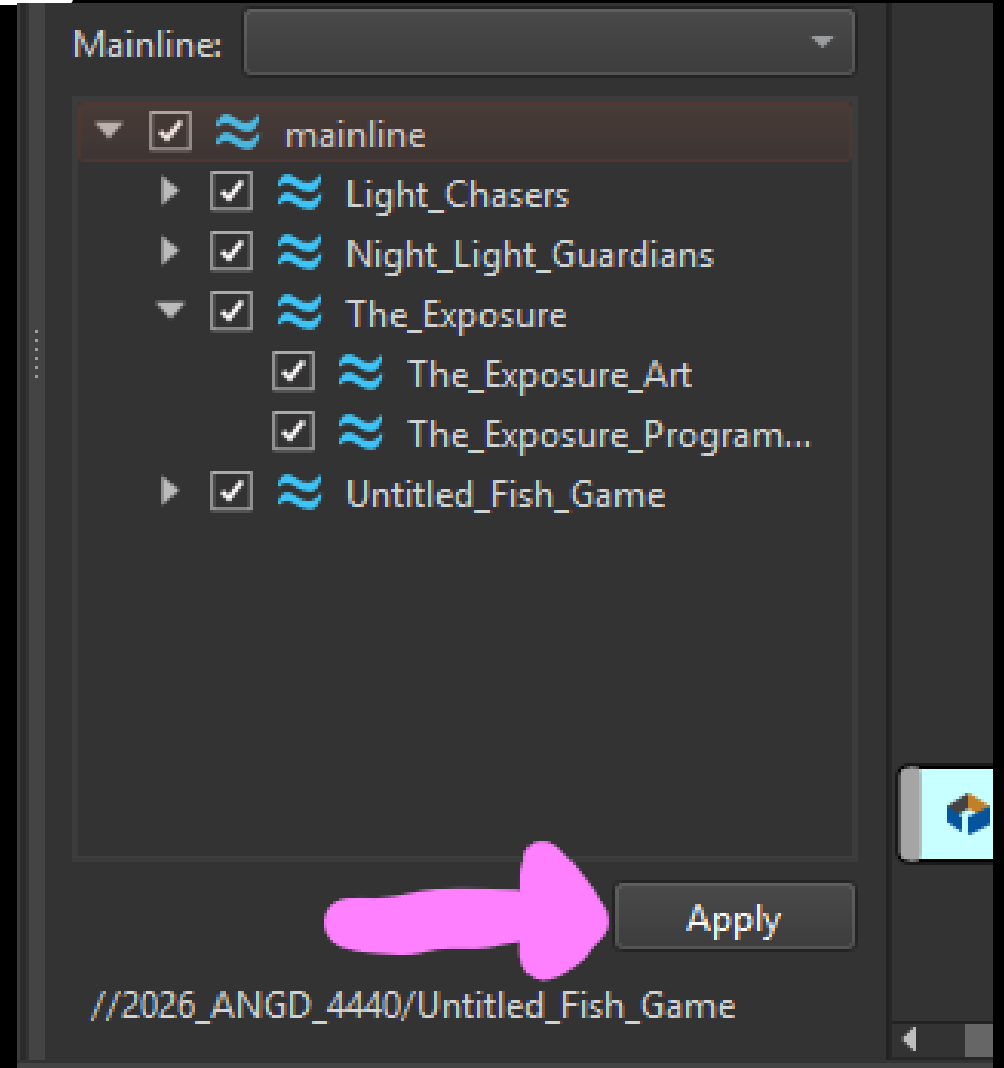
Stream Graph (View Streams)

2

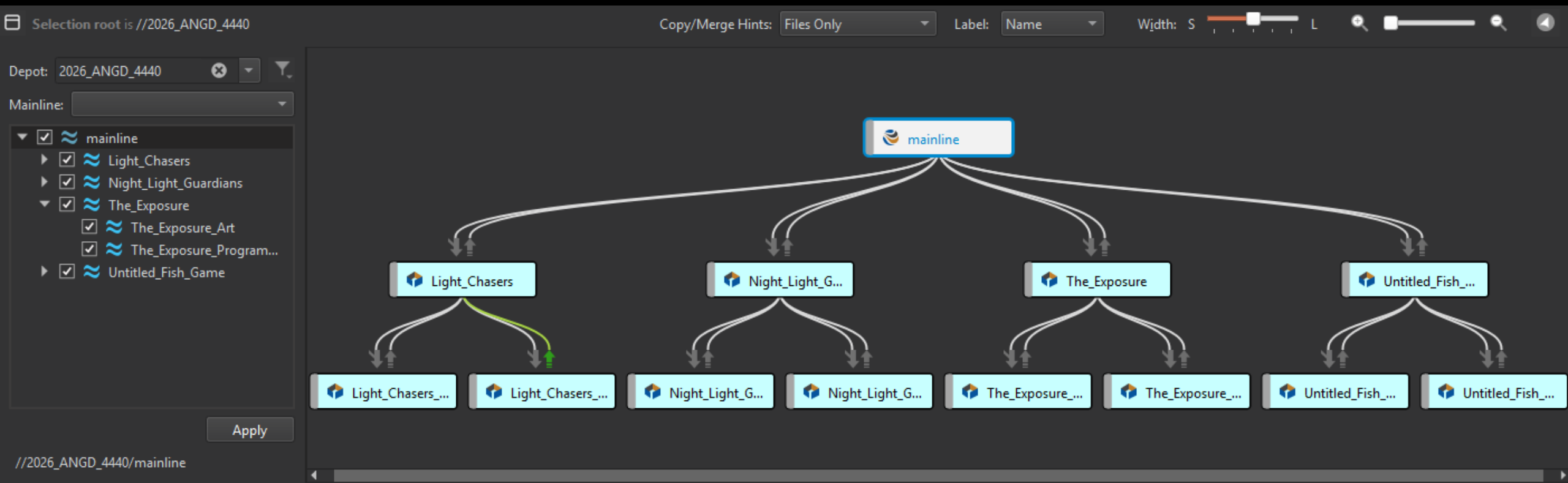


3

(Only check off the Stream you need)

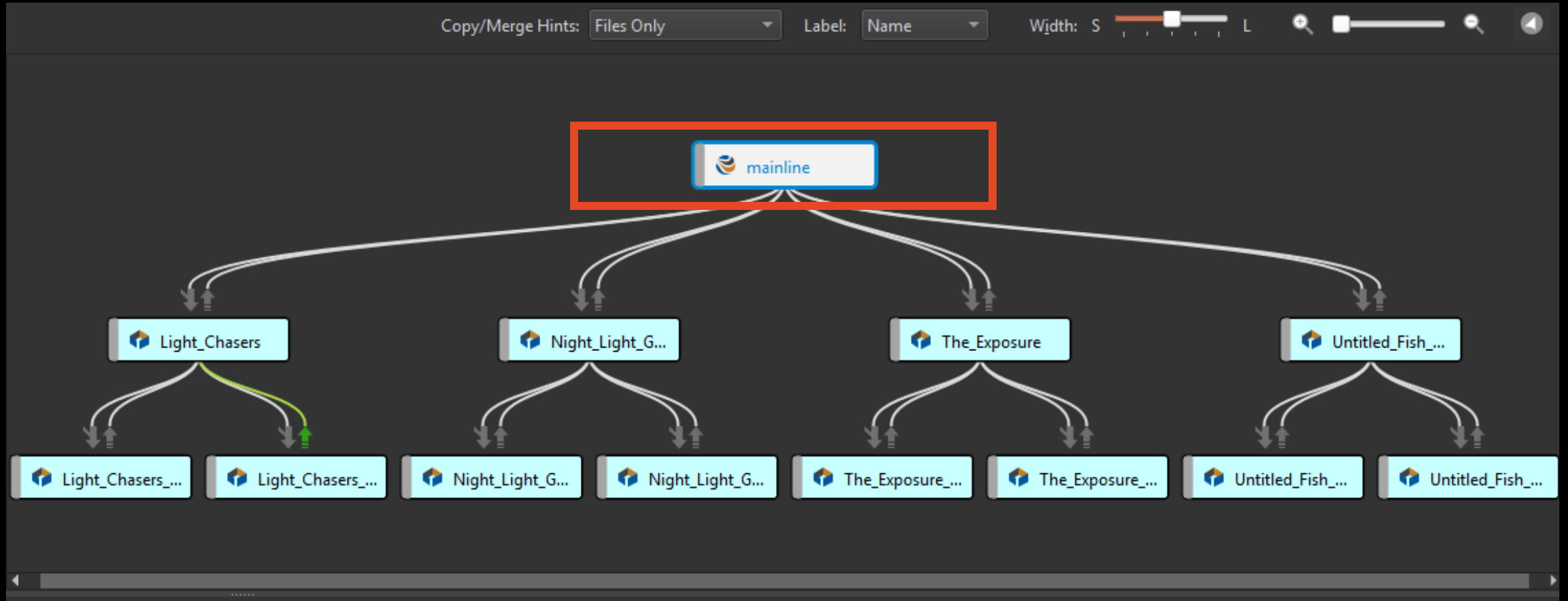


Stream Graph



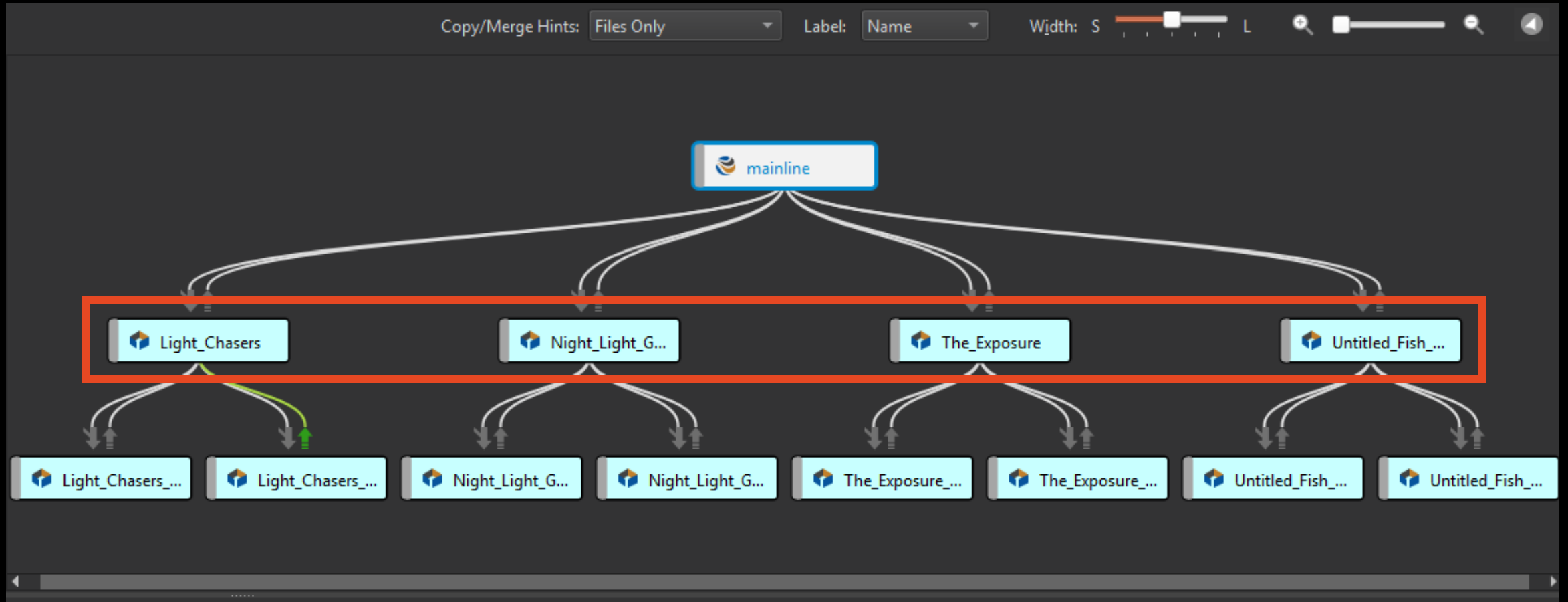
Top Level

has all 4 projects



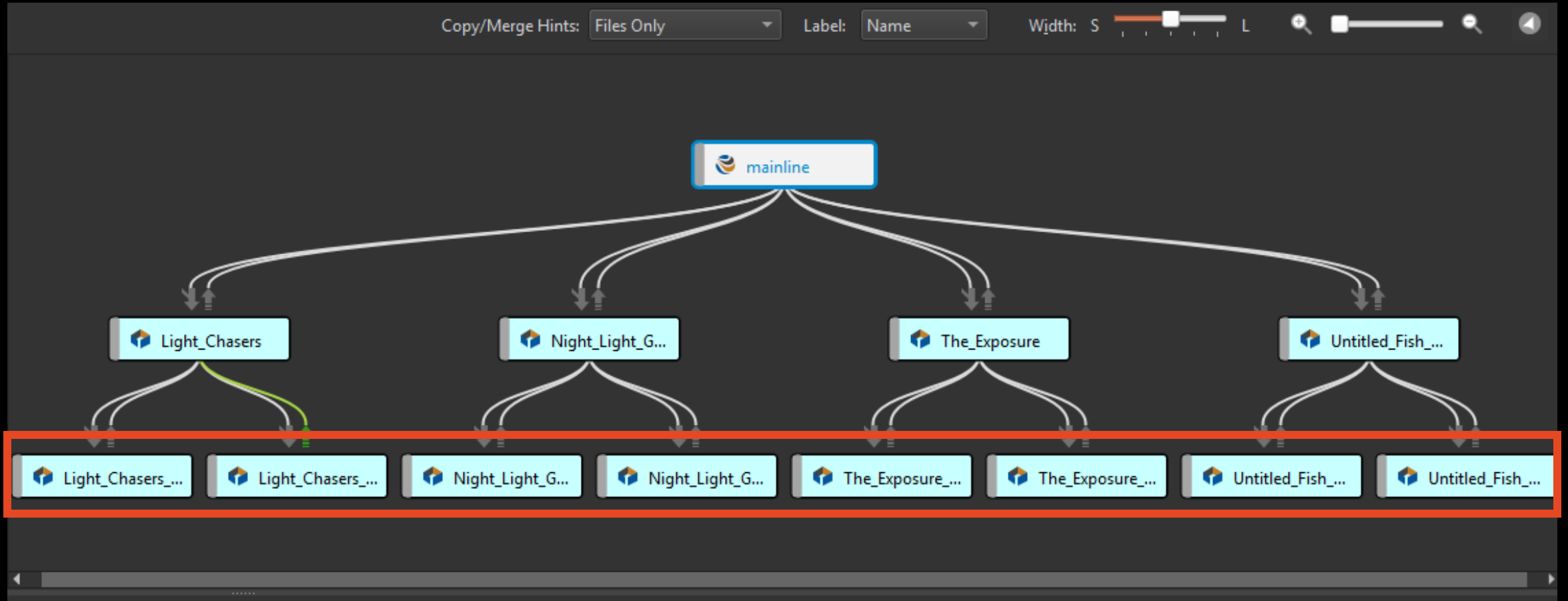
Middle Level

Has only individual projects



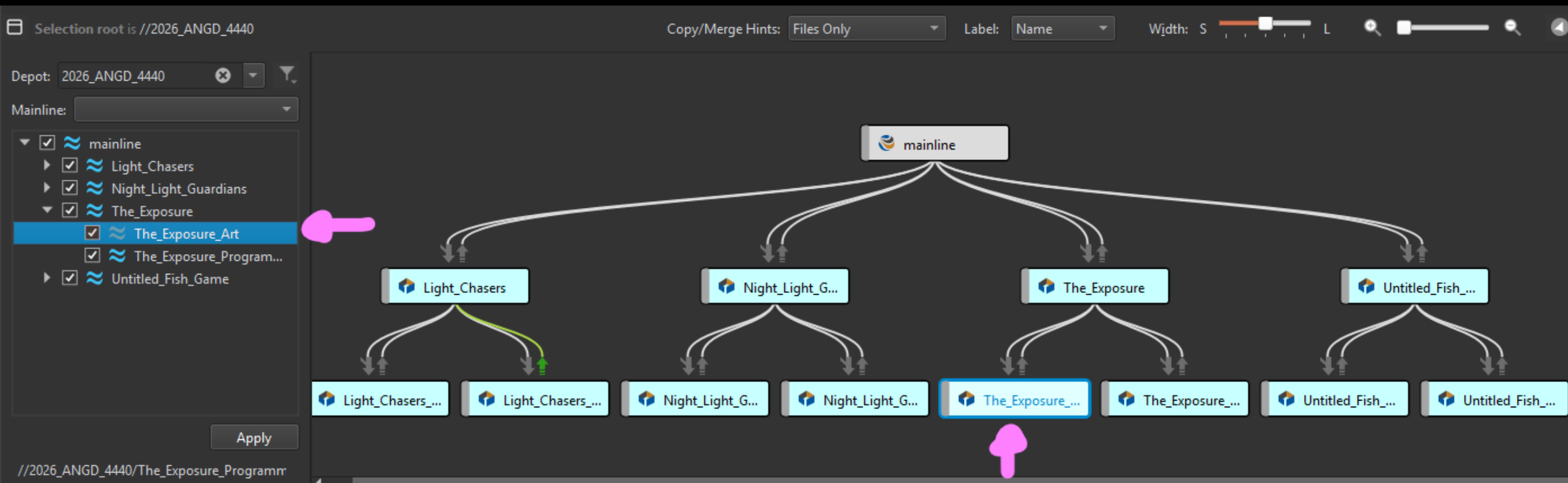
Bottom Level

Art & Programming Streams for Individual projects



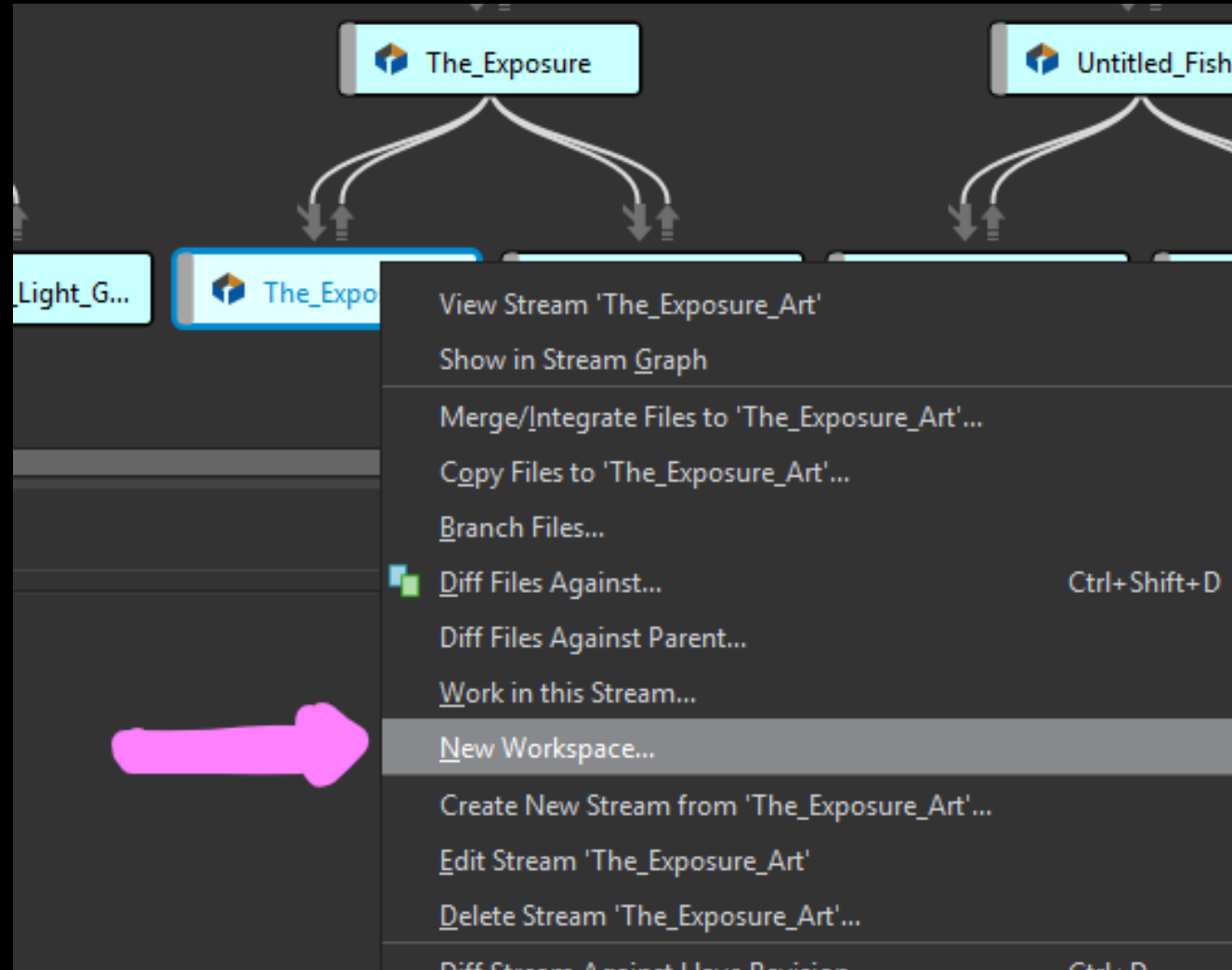
Making a Workspace

Select Stream (Preferably from the Hierarchy)

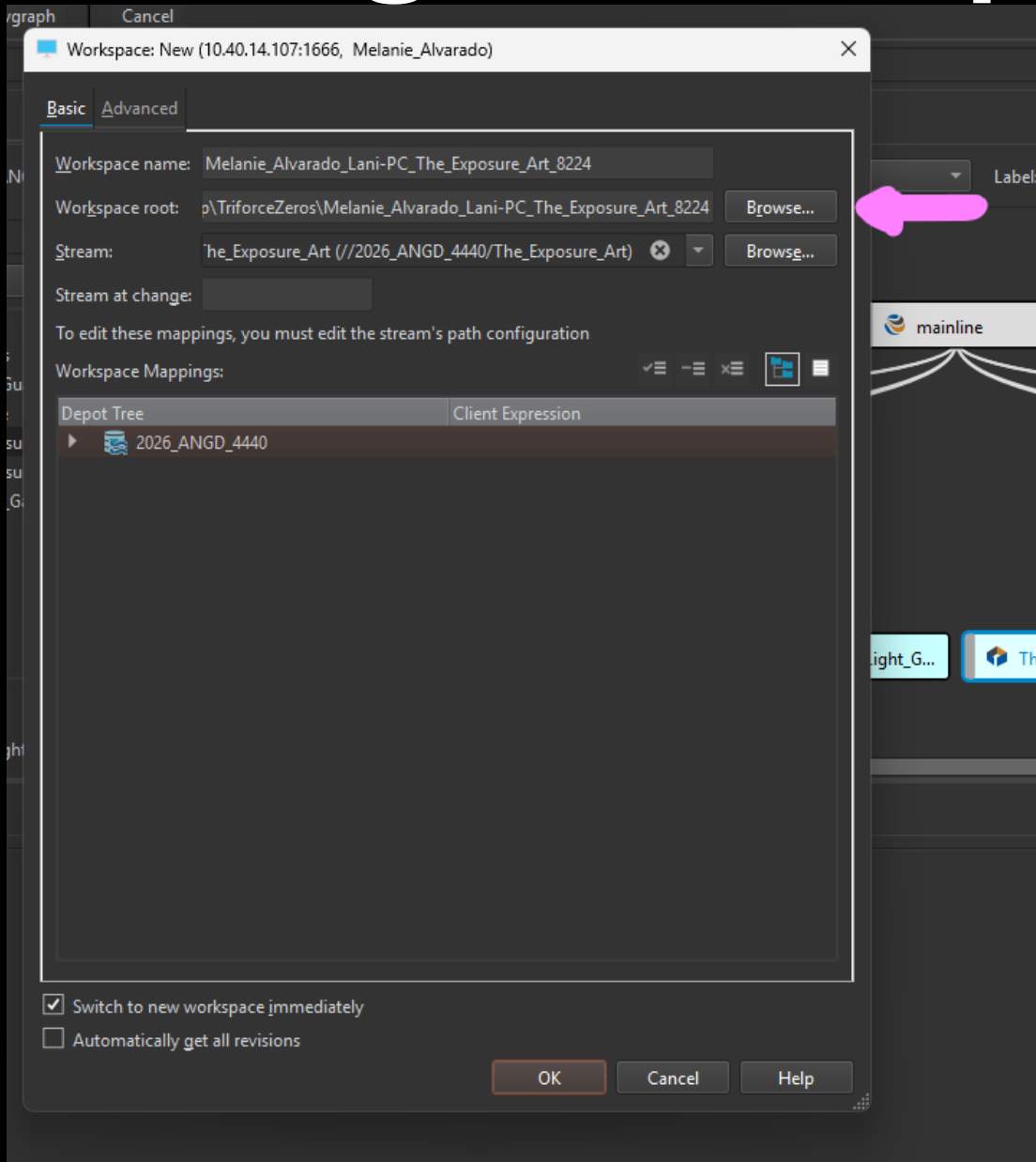


Making a Workspace

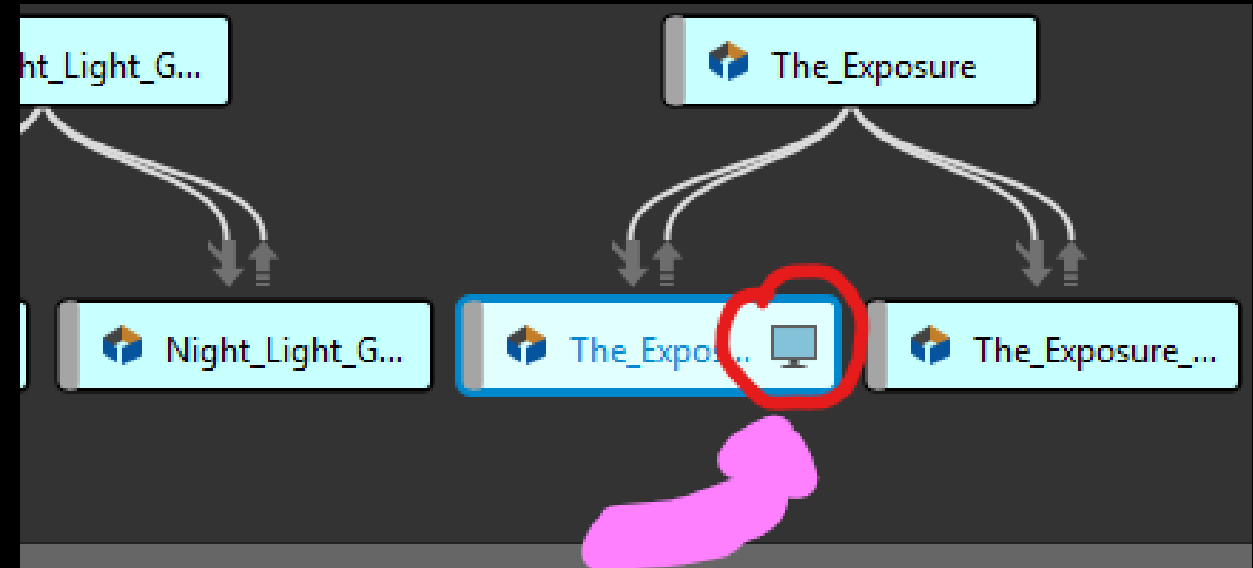
Click highlighted node



Making a Workspace



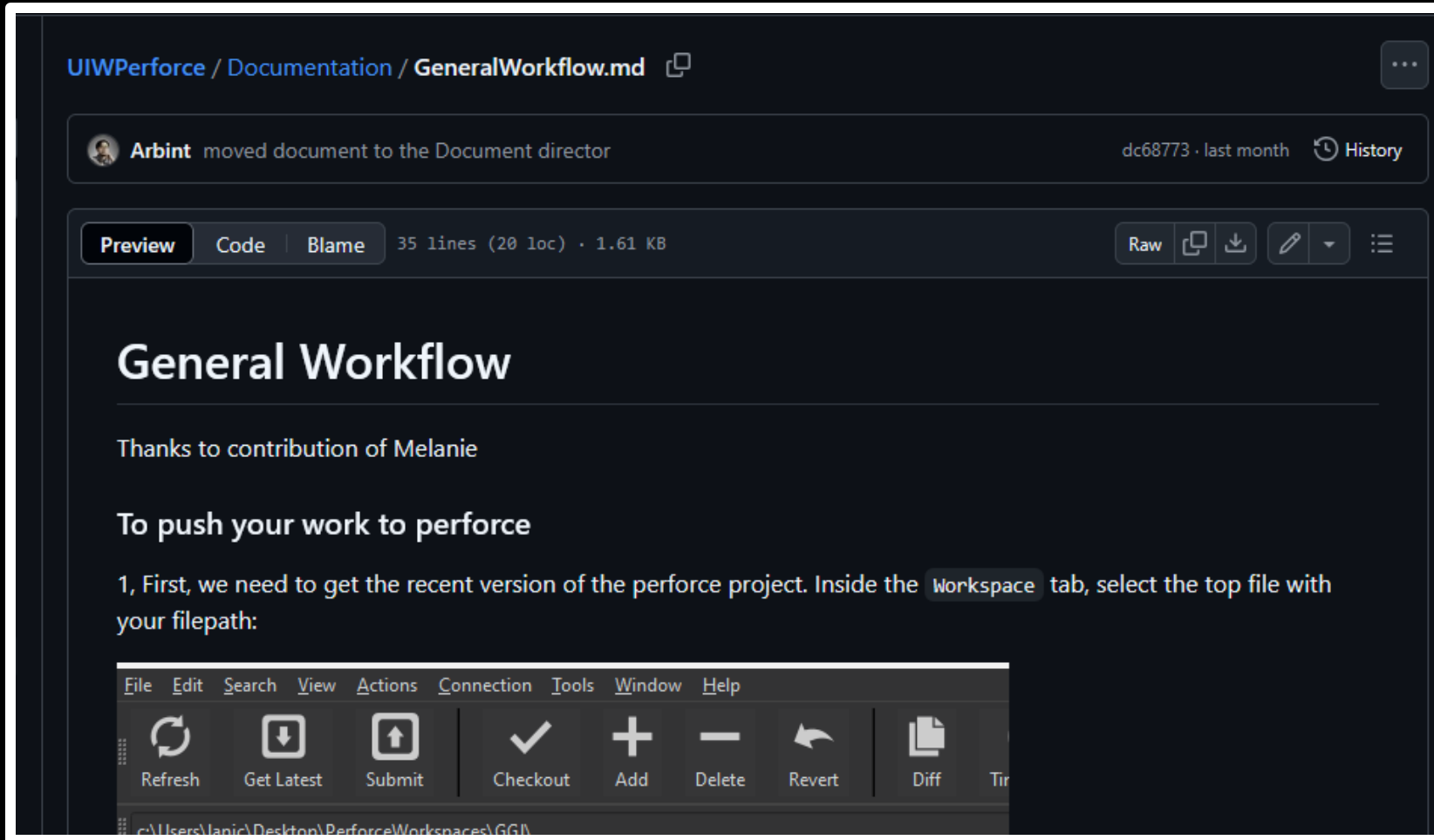
**Only Select Root Folder
(and Auto Revisions if wanted)**



**(TV indicates which
stream you are on)**

General Workflow

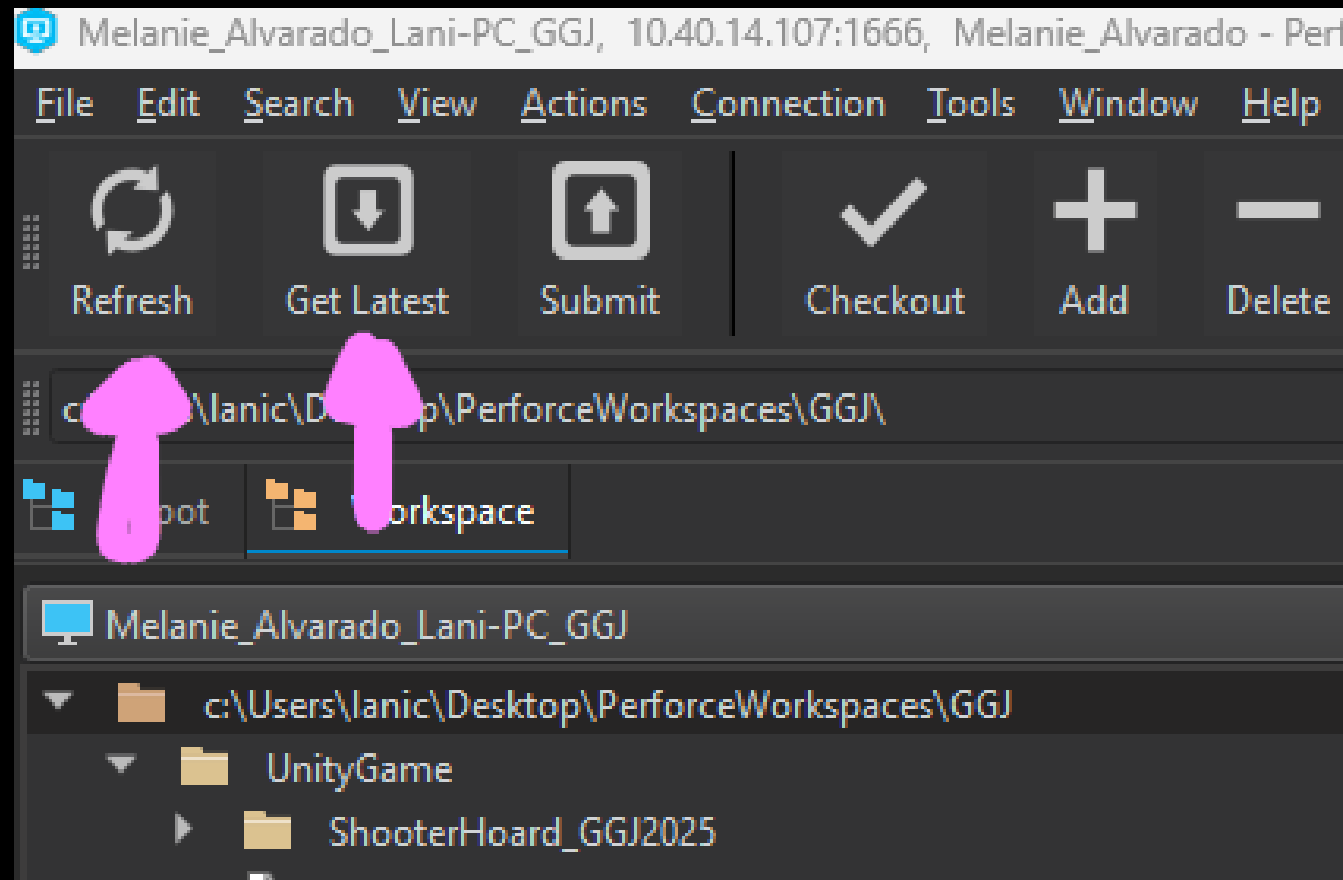
From here, the workflow is the same as before.



[General Workflow Documentation](#)

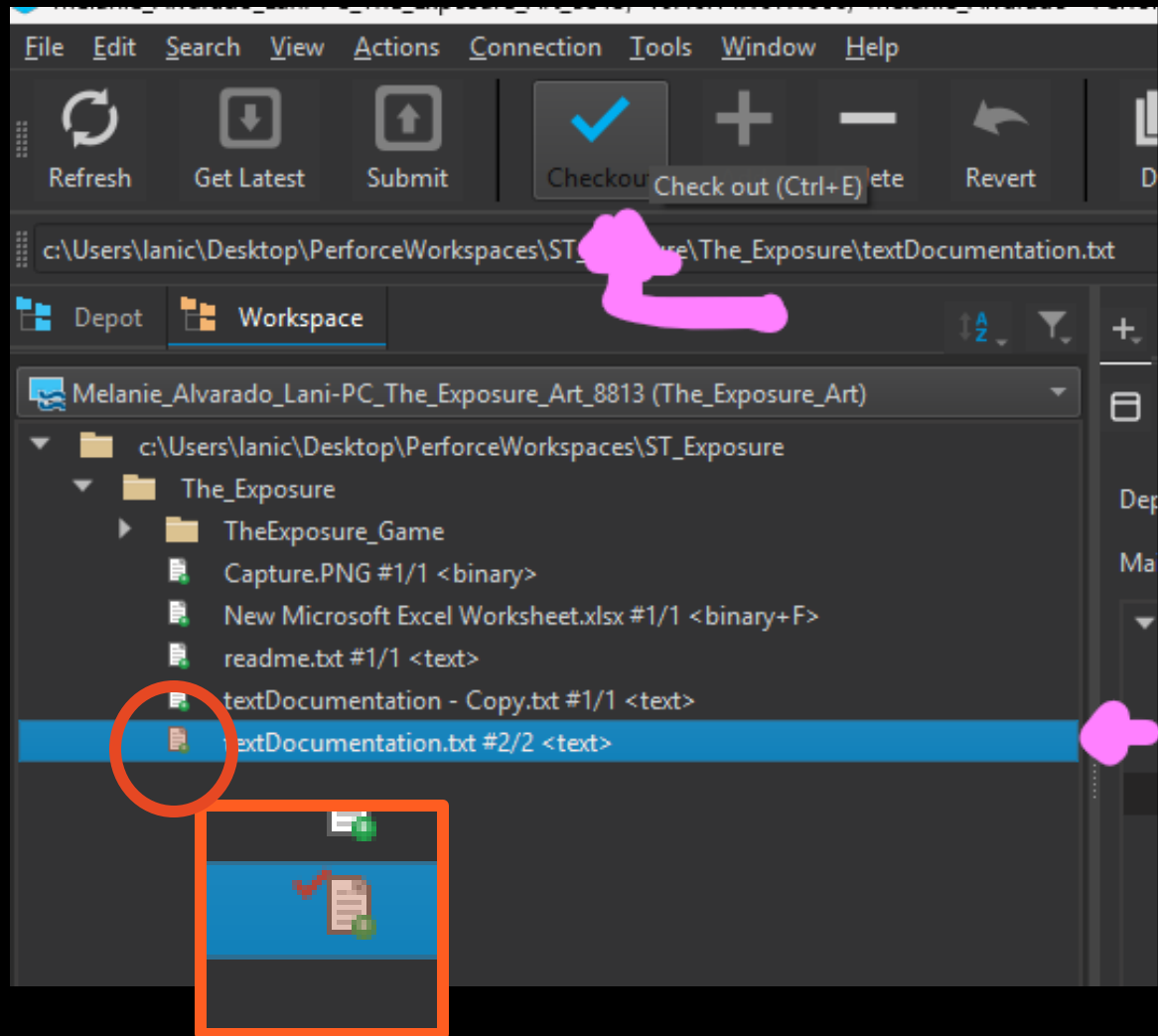
General Workflow

To get files from Perforce to your workspace, Select the top folder in your workspace tab (C:) then select "Refresh" and "Get Latest".



General Workflow

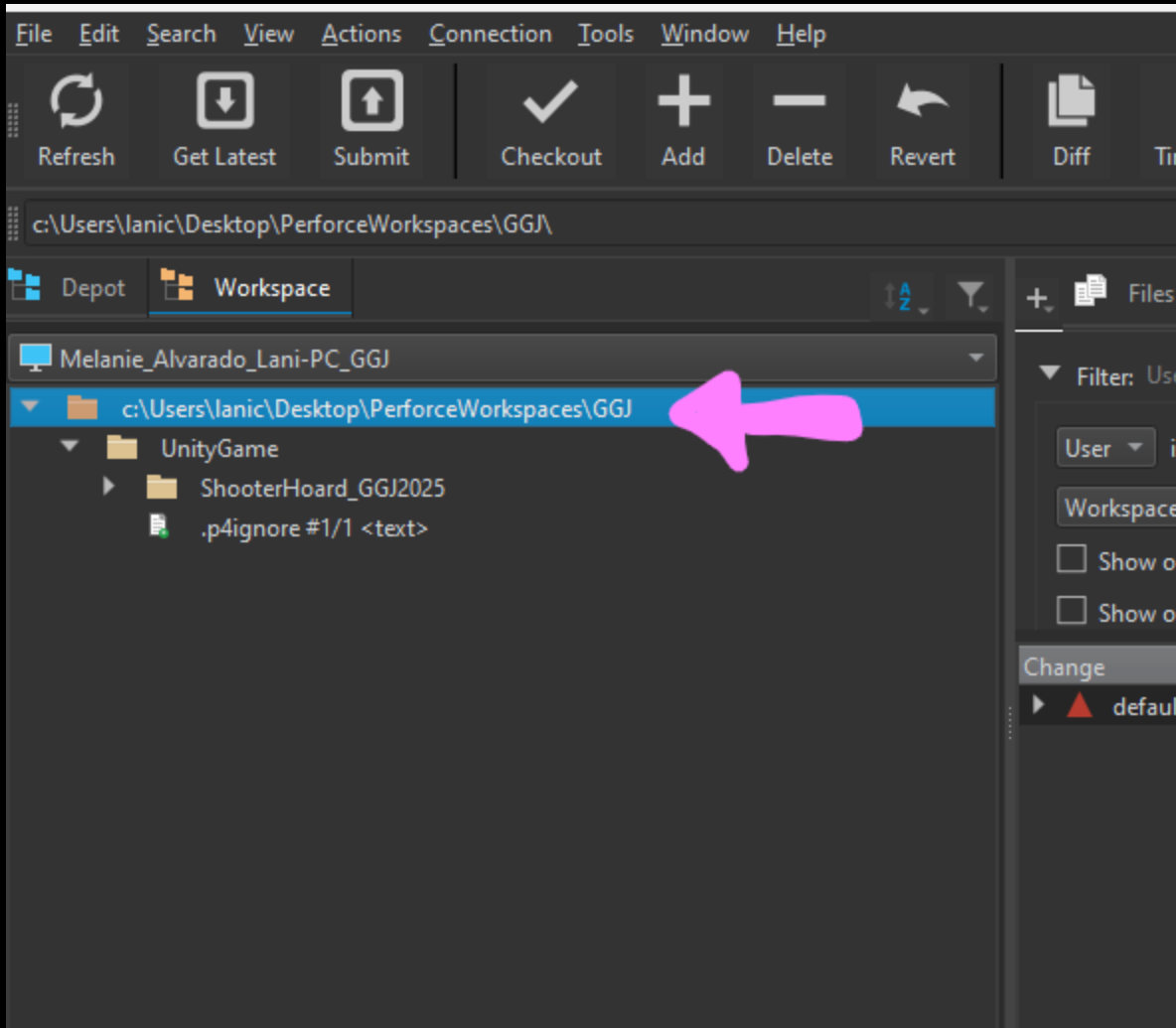
To ensure only 1 person is working on a file at a time, Select the file and check out.



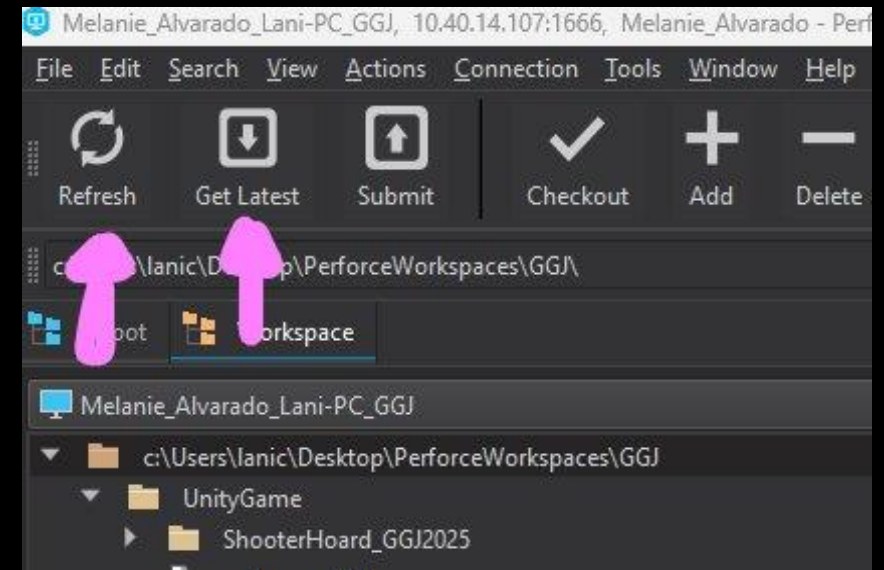
Caution: Only 1 workspace can/should have a file checked out. Push changes to Perforce when leaving a computer.

General Workflow (To push changes to Perforce)

Select top folder in workspace tab.

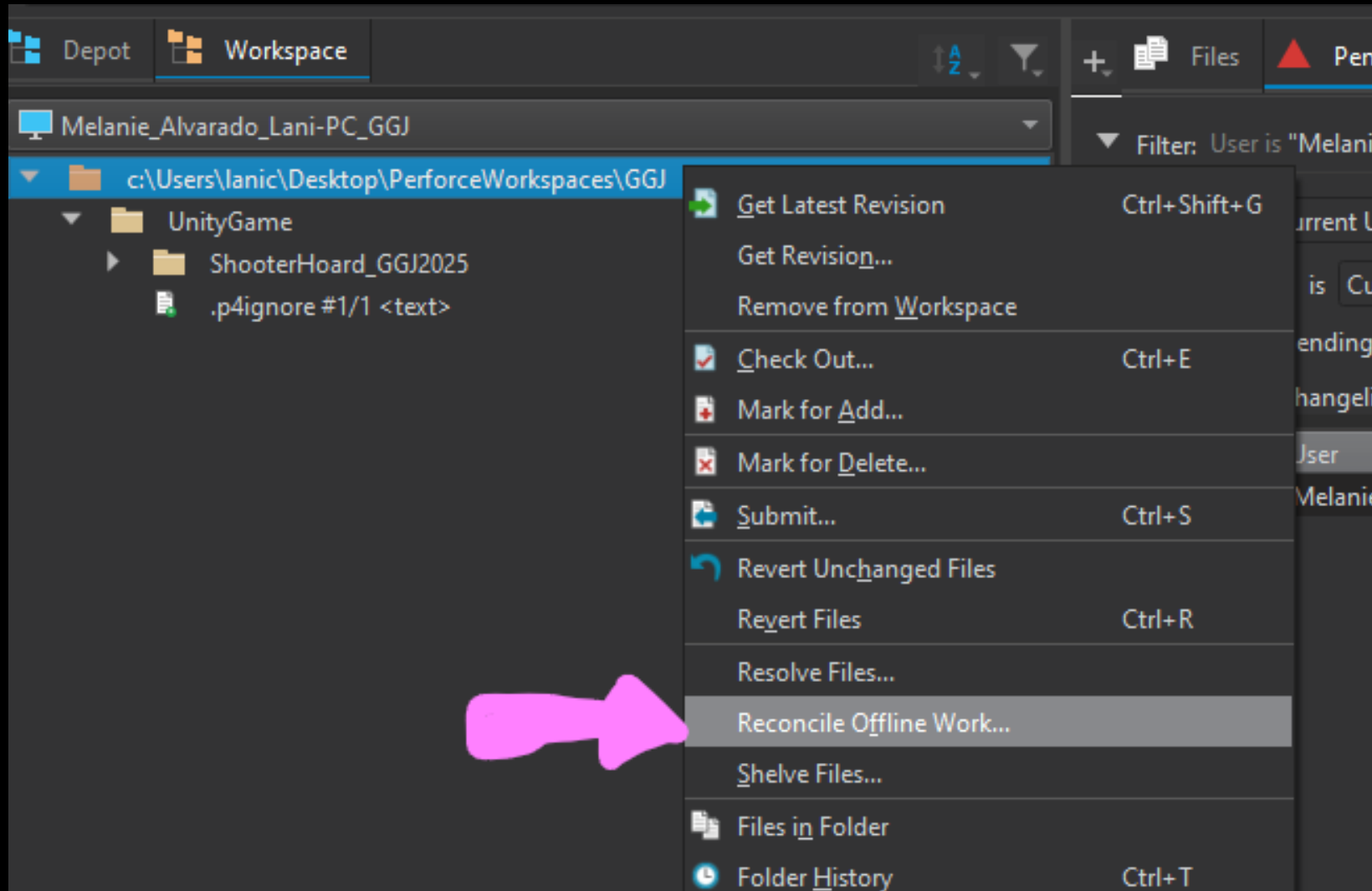


Then Refresh and Get Latest.



General Workflow

RClick top folder->Reconcile Offline work



General Workflow

Ensure no conflicts. Be aware of added (+), removed (-), deleted (X) files.



Reconcile Offline Work

Use this action to apply some or all your changes made to your Workspace to the Depot, so the two environments are consistent.

Filter: no matches

Selected folder: c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ

All of the following conditions:

File name contains

Choose modified files to check out (4):

File	In Folder	Revision
☒ EntityTag.cs.meta	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\Scripts\Framework	#1/1
☒ EntityTagInterfa...	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\Scripts\Framework	
☒ Player.prefab.m...	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\Prefabs	#1/1
☒ Player.prefab.m...	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\Prefabs\Player	

Choose local files not in depot to mark for add (123):

File	In Folder
☒ Ammo Pickup.prefab	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\Prefabs\Pickups
☒ Ammo Pickup.prefab.meta	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\Prefabs\Pickups
☒ AmmoStat.asset	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\ScriptableObjects
☒ AmmoStat.asset.meta	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\ScriptableObjects
☒ Default Style Sheet.asset	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\ScriptableObjects

Choose files missing from workspace to mark for delete (2):

File	In Folder	Revision	Type
☒ EntityTag....	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\Scripts\Framework	#1/1	C# Sou
☒ Player.pr...	c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ\UnityGame\ShooterHoard_GGJ2025\Assets\GameJam\Prefabs	#1/1	PREFAE

Add files to pending changelist: default

☒ Apply P4IGNORE files for this workspace

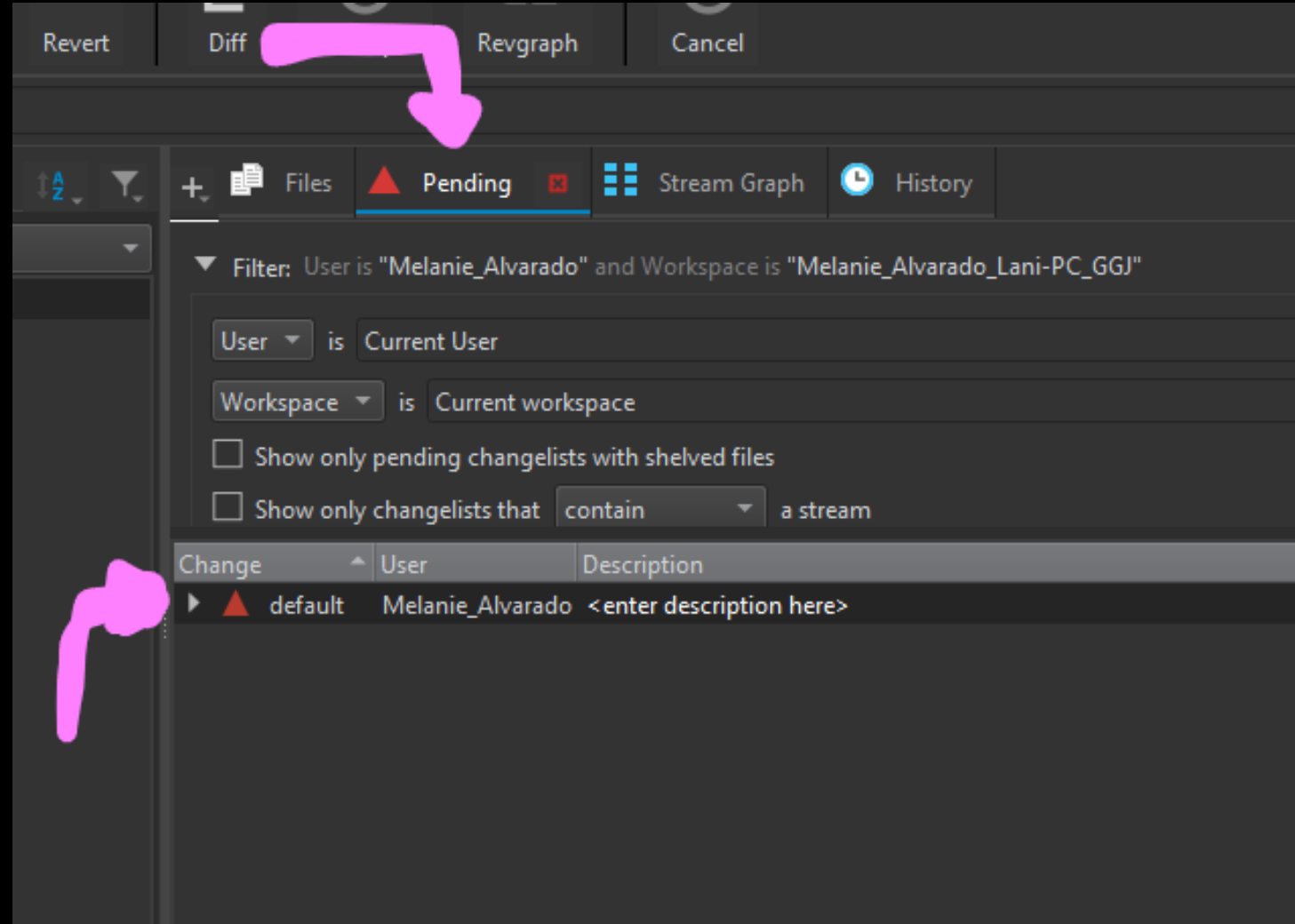
Reconcile Cancel



Then Reconcile when done.

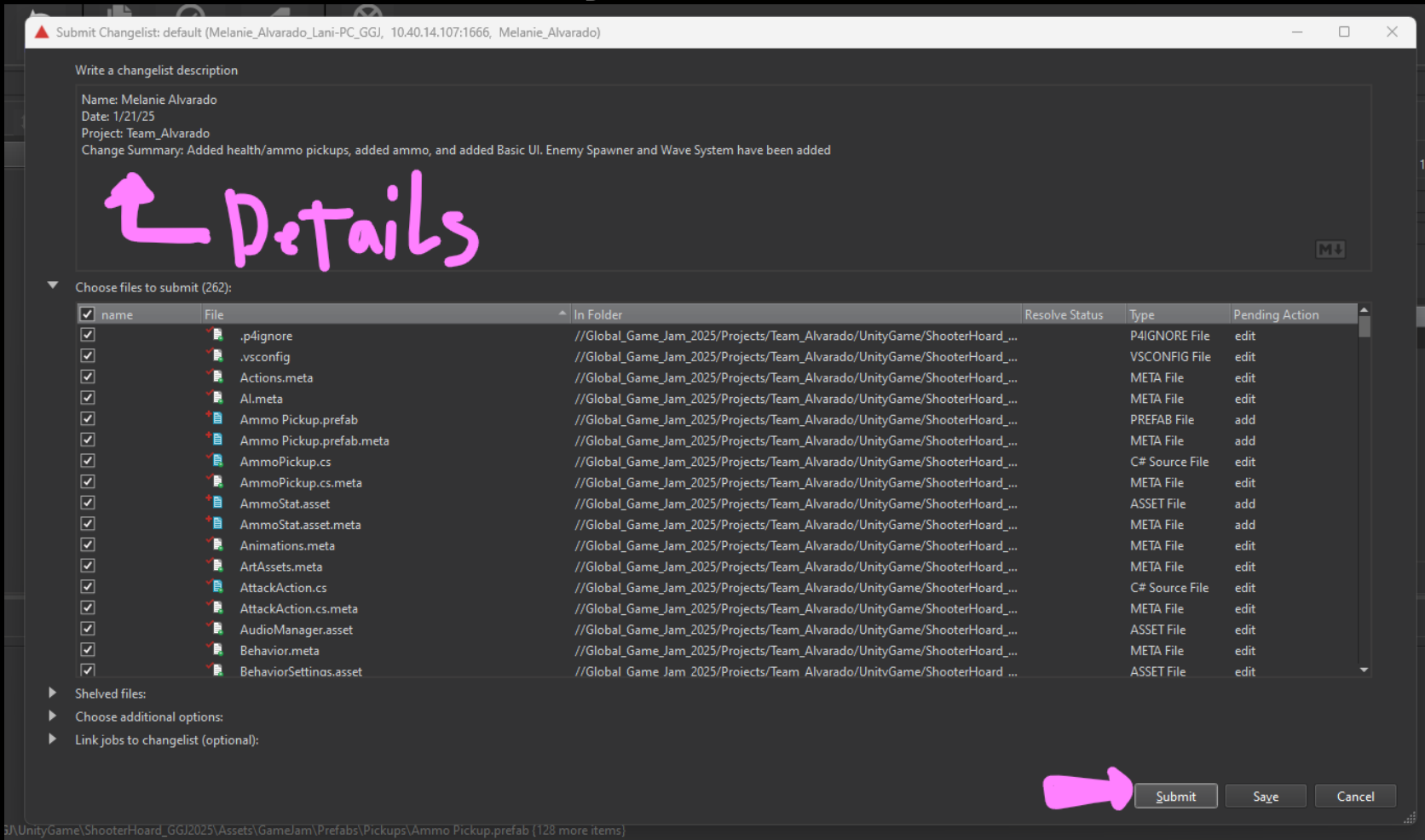
General Workflow

In Pending tab...
Double click
change in list
(bottom arrow).



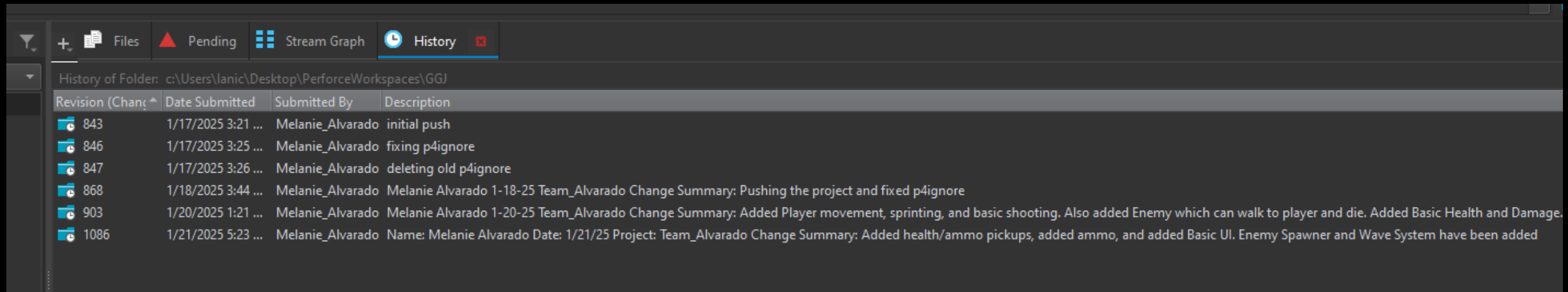
General Workflow

Include details (Name, Date, Project, Change Summary), then submit.



General Workflow

Double check that it's sent properly by checking "history" tab. Your changelist should be the most recent/at the bottom of the list.

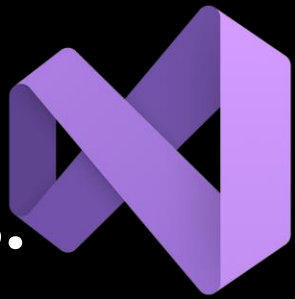


The screenshot shows a software interface with a top navigation bar containing icons for 'Files', 'Pending', 'Stream Graph', and 'History'. The 'History' tab is selected. Below the navigation bar, the text 'History of Folder: c:\Users\lanic\Desktop\PerforceWorkspaces\GGJ' is displayed. A table follows, listing revisions with columns for Revision (Change ID), Date Submitted, Submitted By, and Description. The revisions are listed in descending order of date, with the most recent at the bottom.

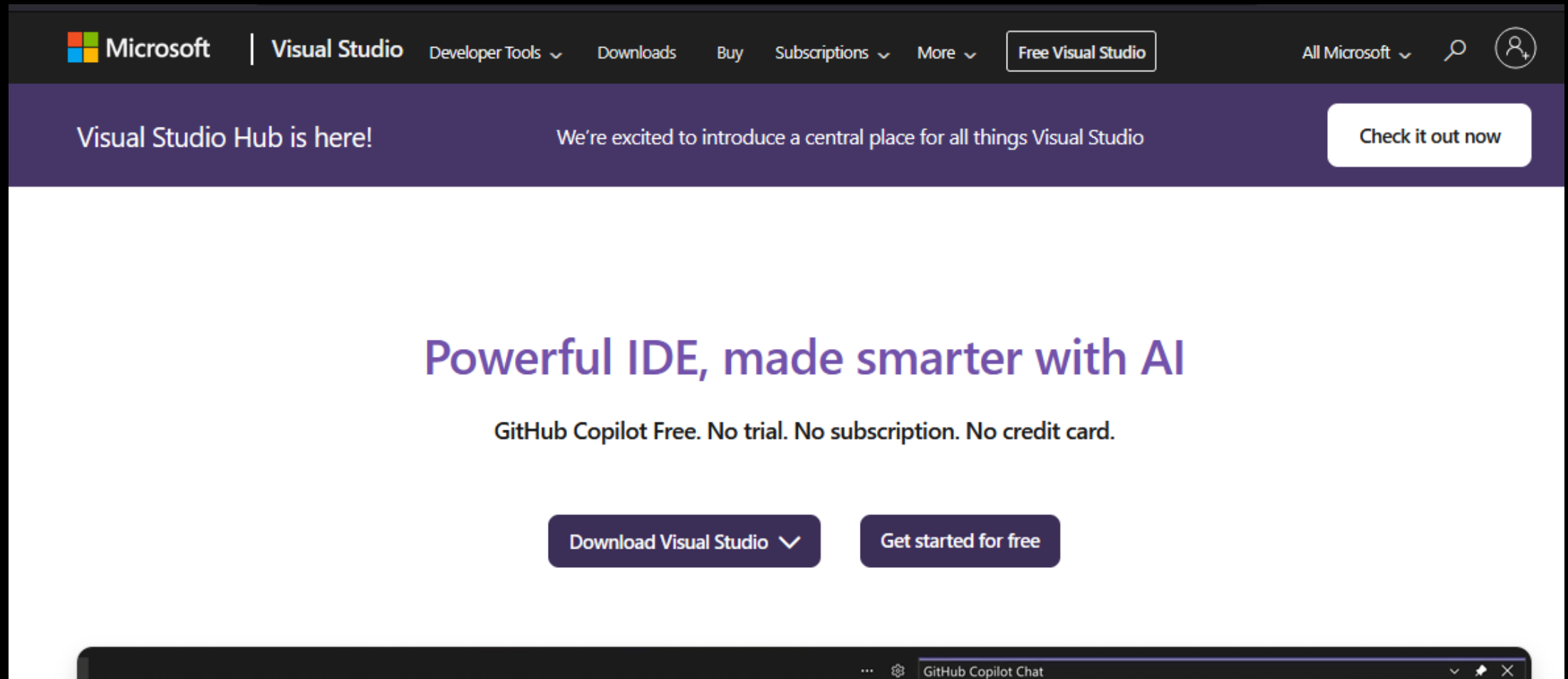
Revision (Change ID)	Date Submitted	Submitted By	Description
843	1/17/2025 3:21 ...	Melanie_Alvarado	initial push
846	1/17/2025 3:25 ...	Melanie_Alvarado	fixing p4ignore
847	1/17/2025 3:26 ...	Melanie_Alvarado	deleting old p4ignore
868	1/18/2025 3:44 ...	Melanie_Alvarado	Melanie Alvarado 1-18-25 Team_Alvarado Change Summary: Pushing the project and fixed p4ignore
903	1/20/2025 1:21 ...	Melanie_Alvarado	Melanie Alvarado 1-20-25 Team_Alvarado Change Summary: Added Player movement, sprinting, and basic shooting. Also added Enemy which can walk to player and die. Added Basic Health and Damage.
1086	1/21/2025 5:23 ...	Melanie_Alvarado	Name: Melanie Alvarado Date: 1/21/25 Project: Team_Alvarado Change Summary: Added health/ammo pickups, added ammo, and added Basic UI. Enemy Spawner and Wave System have been added

IMPORTANT NOTE
for The Exposure!

Visual Studios 2022

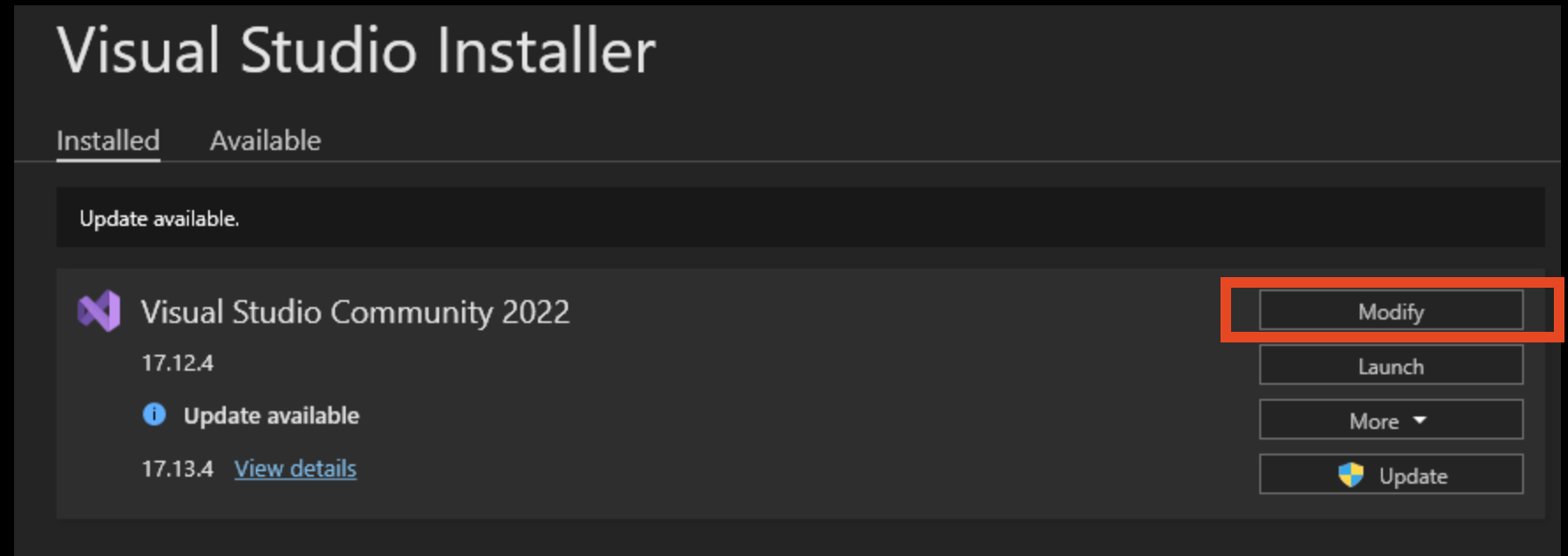


EVERYONE accessing The Exposure must have this.
(Modelers, Animators, Programmers)



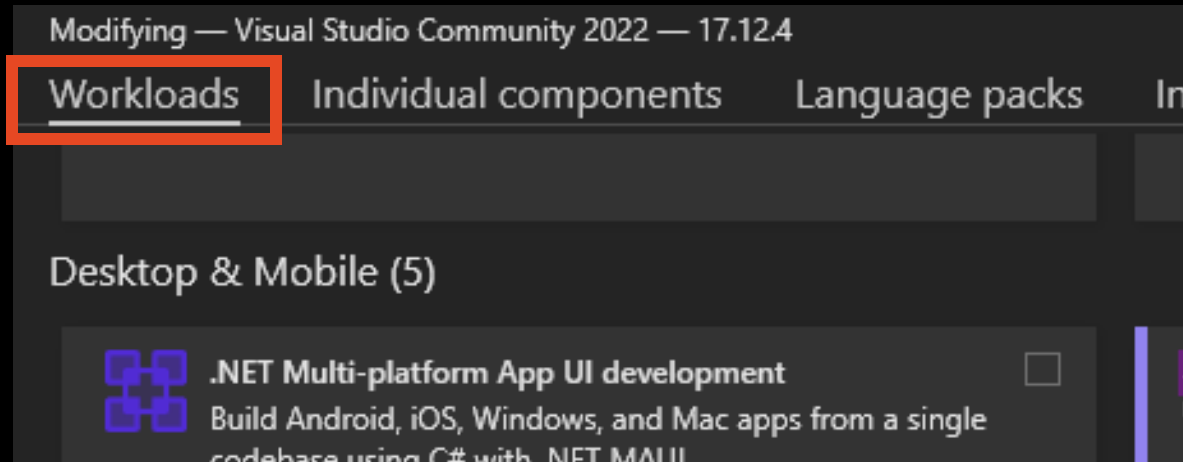
Visual Studios 2022

EVERYONE accessing The Exposure must have this.
(Modelers, Animators, Programmers)



Visual Studios 2022

Check these 3 workloads!





.NET desktop development ☒

Build WPF, Windows Forms, and console applications using C#, Visual Basic, and F# with .NET and .NET Frame...



Desktop development with C++ ☒

Build modern C++ apps for Windows using tools of your choice, including MSVC, Clang, CMake, or MSBuild.



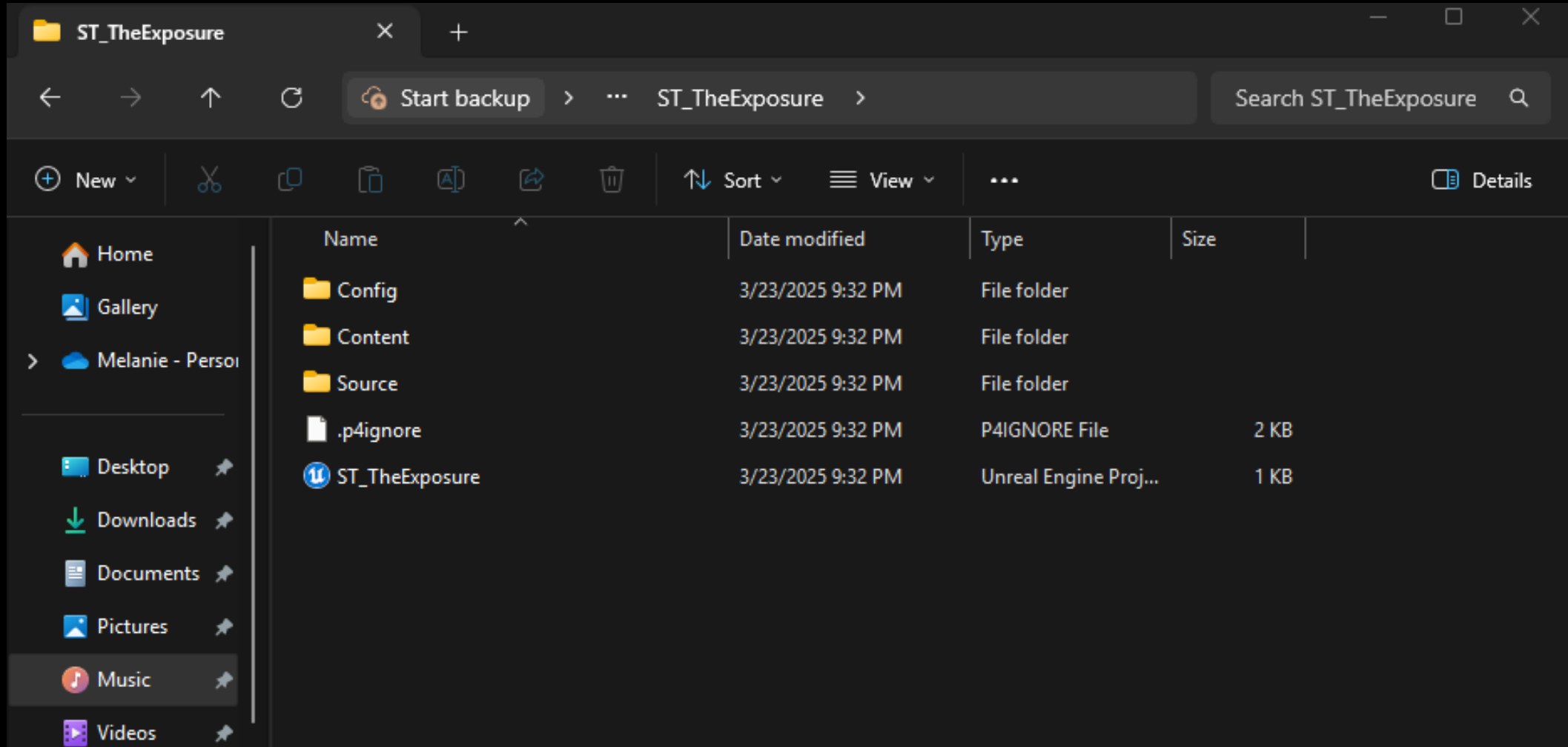
Game development with C++ ☒

Use the full power of C++ to build professional games powered by DirectX, Unreal, or Cocos2d.

Opening The Exposure

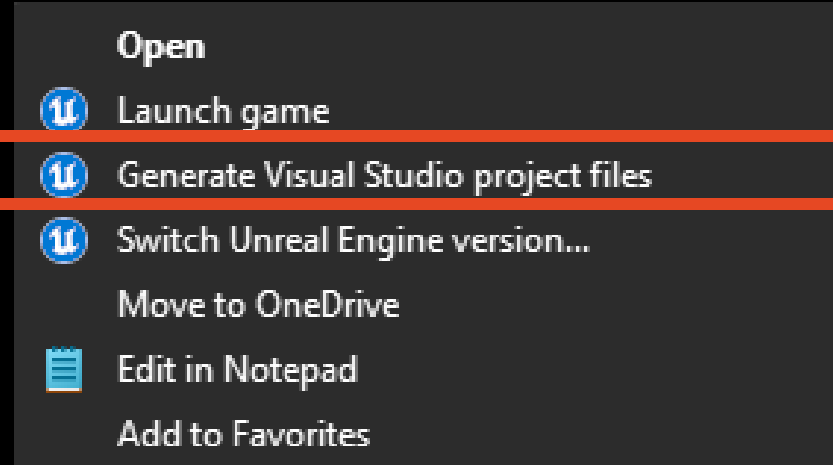
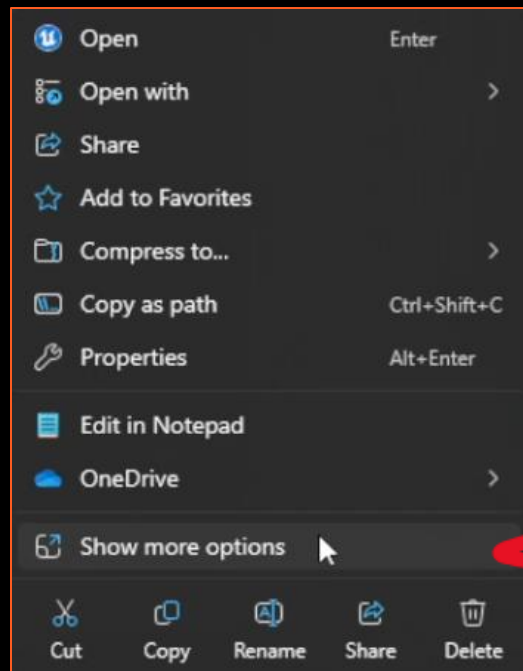
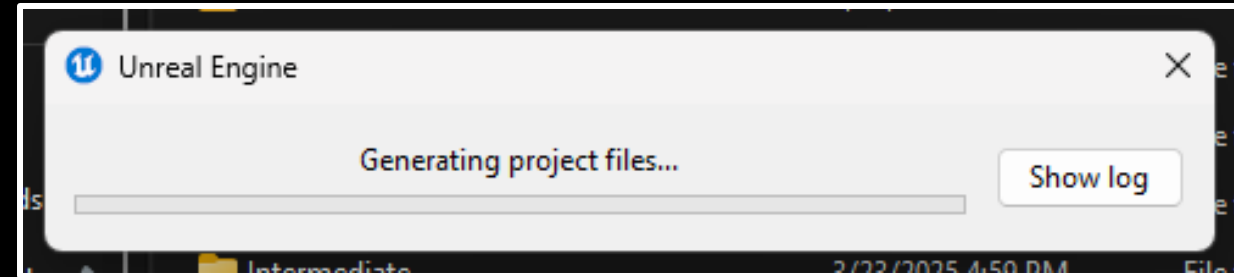
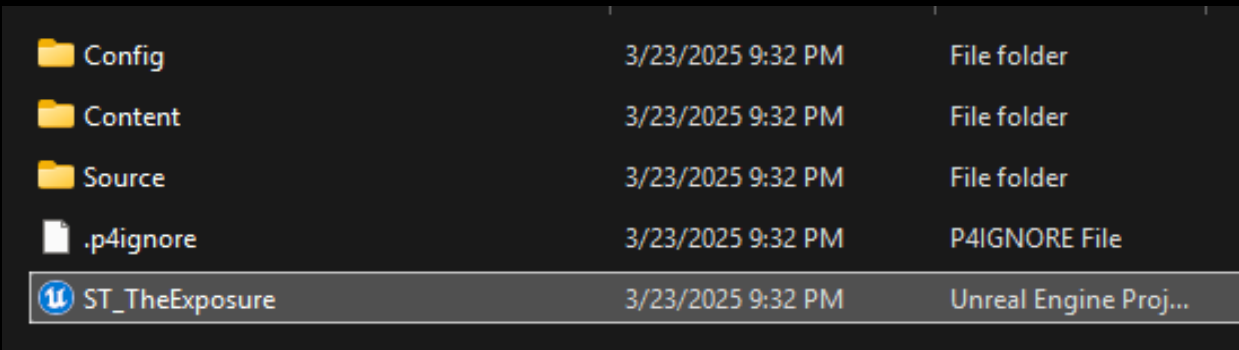
Game Files raw
from Perforce

This process **MUST** be repeated every time
you work in a UE project with code.



Opening The Exposure

Reclick UE project - > Generate Visual Studios project files



(You may need to select "Show more options" before seeing Generate VS project files option)

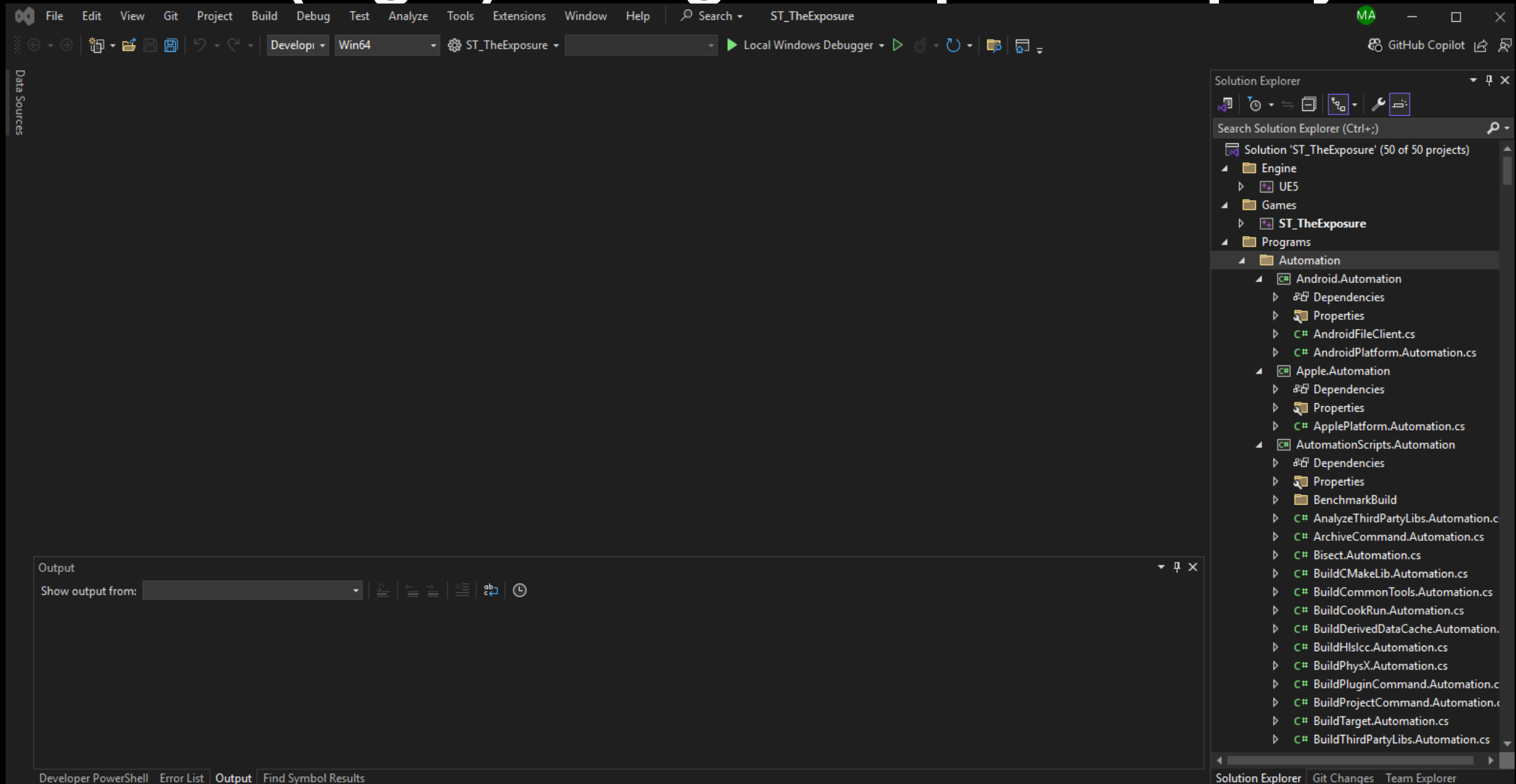
Opening The Exposure

Open Visual Studios (.sln) file with Visual Studios 2022

Name	Date modified	Type	Size
 .vs	3/23/2025 9:38 PM	File folder	
 Config	3/23/2025 9:32 PM	File folder	
 Content	3/23/2025 9:32 PM	File folder	
 Intermediate	3/23/2025 9:38 PM	File folder	
 Saved	3/23/2025 9:38 PM	File folder	
 Source	3/23/2025 9:32 PM	File folder	
 .p4ignore	3/23/2025 9:32 PM	P4IGNORE File	2 KB
 .vsconfig	3/23/2025 9:38 PM	VSCONFIG File	1 KB
 ST_TheExposure.sln	3/23/2025 9:38 PM	Visual Studio Solu...	161 KB
 ST_TheExposure	3/23/2025 9:32 PM	Unreal Engine Proj...	1 KB

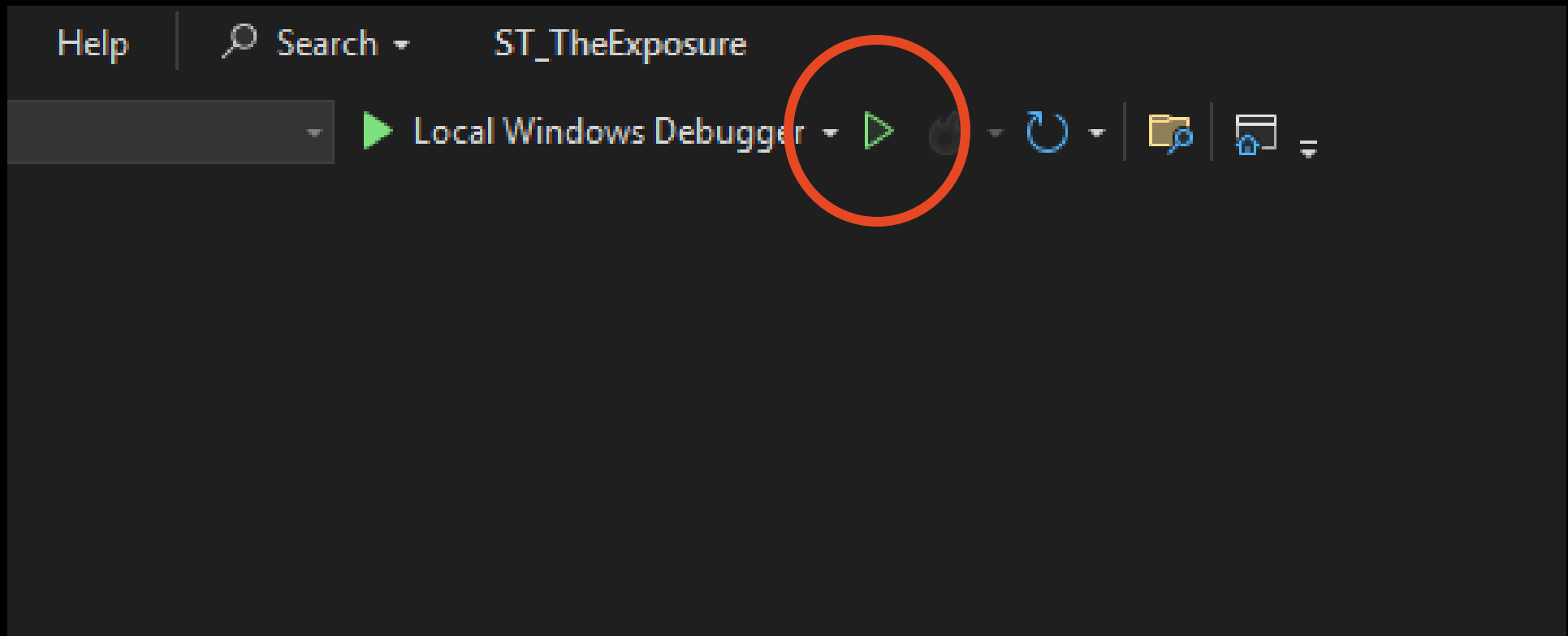
Opening The Exposure

Press (Right) Triangle to open the project



Opening The Exposure

Press (Right) Triangle to open the project



Opening The Exposure

The screenshot displays the Unreal Engine 5.4.4 interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, and Help. The search bar shows 'ST_TheExposure'. The toolbar indicates the 'Development' configuration and 'Win64' architecture. The 'Local Windows Debugger' is selected. The 'Solution Explorer' on the right shows the project structure: Engine, Games, ST_TheExposure, and Programs. The 'Automation' folder is expanded, showing various automation scripts. The 'Output' window at the bottom left shows the build log, indicating a successful build at 10:23 PM. The 'Unreal Editor - ST_TheExposure' window shows a preview of the game environment with a glowing blue ring and the Unreal logo. The status bar at the bottom indicates 'Build succeeded'.

File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search ST_TheExposure

Develop Win64 ST_TheExposure Local Windows Debugger

Data Sources

Solution Explorer

Search Solution Explorer (Ctrl+)

Solution 'ST_TheExposure' (50 of 50 projects)

- Engine
- Games
- ST_TheExposure
- Programs
- Automation
 - Android.Automation
 - Dependencies
 - Properties
 - AndroidFileClient.cs
 - AndroidPlatform.Automation.cs
 - Apple.Automation
 - Dependencies
 - Properties
 - ApplePlatform.Automation.cs
 - AutomationScripts.Automation
 - Dependencies
 - Properties
 - BenchmarkBuild
 - AnalyzeThirdPartyLibs.Automation.c
 - ArchiveCommand.Automation.cs
 - Bisect.Automation.cs
 - BuildCMakeLib.Automation.cs
 - BuildCommonTools.Automation.cs
 - BuildCookRun.Automation.cs
 - BuildDerivedDataCache.Automation.
 - BuildHlscc.Automation.cs
 - BuildPhysX.Automation.cs
 - BuildPluginCommand.Automation.c
 - BuildProjectCommand.Automation.c
 - BuildTarget.Automation.cs
 - BuildThirdPartyLibs.Automation.cs

Output

Show output from: Build

```
Build started at 10:23 PM...
1>----- Build started: Project: ST_TheExposure, Configuration: Development_editor x64 -----
1>Using bundled DotNet SDK version: 6.0.302
1>Running UnrealBuildTool: dotnet "..\..\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool.dll" ST_TheExposureEditor Win64 Development -Project="C:\Users\lanic\Desktop\ST_TheExposure\ST_TheExposure.uproject"
1>Log file: C:\Users\lanic\AppData\Local\UnrealBuildTool\Log.txt
1>Target is up to date
1>Total execution time: 0.51 seconds
===== Build: 1 succeeded, 0 failed, 11 up-to-date, 0 skipped =====
===== Build completed at 10:23 PM and took 00.902 seconds =====
```

Unreal Editor - ST_TheExposure

Unreal Editor 5.4.4

9% - Initializing....

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Developer PowerShell Error List Output Find Symbol Results

Build succeeded

Add to Source Control Select Repository

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