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The Version Control for Games & VR

- Workflow & UI for Artists & Designers
- Native support for Large Assets
- Integration with Unity 3D & UE

- Branching & Merging
- Both Distributed and Centralized
- Multiplatform GUI





144	/* Memory management */
145	<pre>heap_install(); /* Kernel heap */</pre>
146	
147	<pre>char * boot_app = "/bin/init";</pre>
148	<pre>if (args_present("init")) {</pre>
149	<pre>boot_app = args_value("init");</pre>