

How to Use the New Source Control:

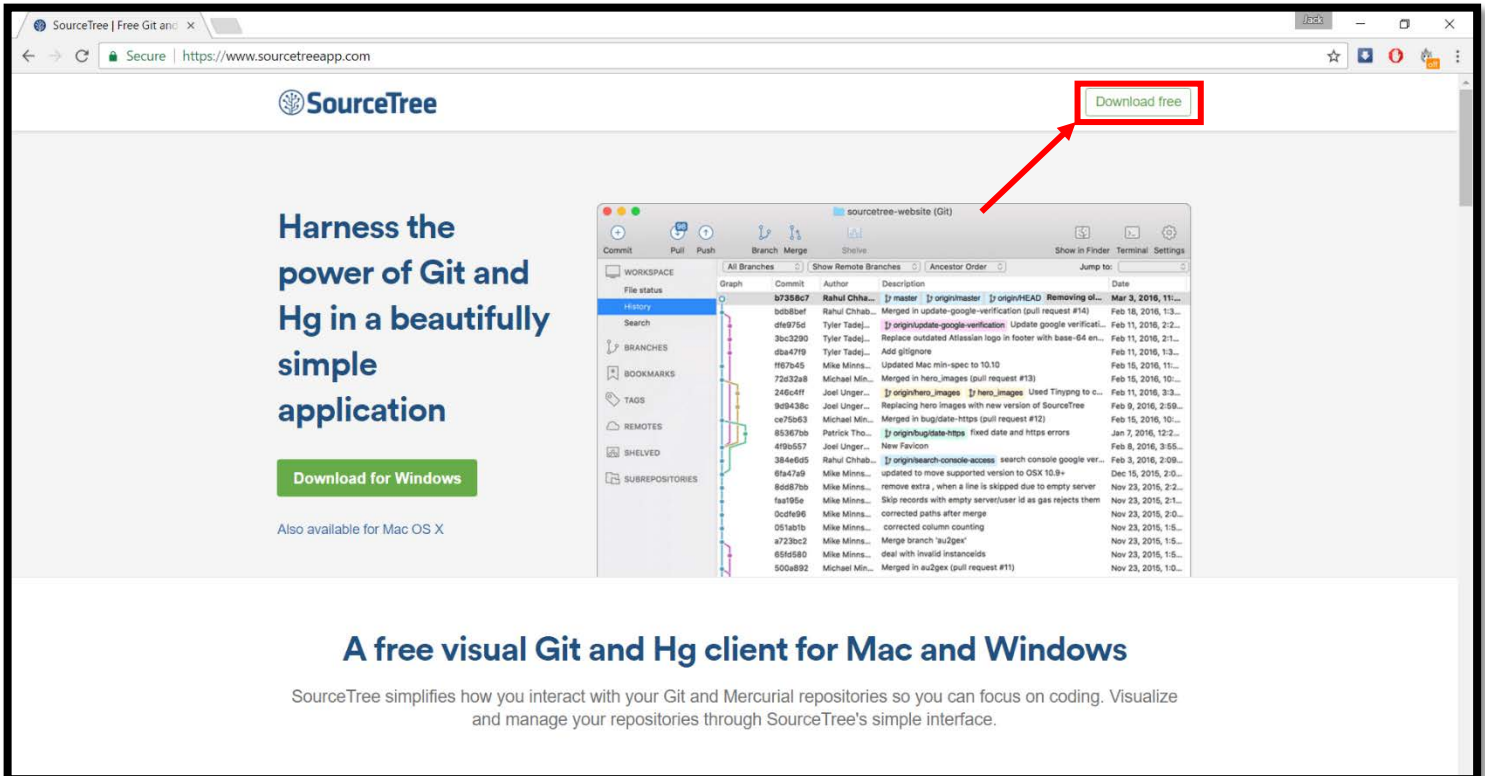
A video of the process can be viewed online here: <https://youtu.be/ixbthTvHwvs>

1. Create an Atlassian account

First you need to make an account on the Atlassian website in order to access SourceTree. You can sign up here: <https://id.atlassian.com/signup?application=mac&tenant=&continue>

2. Download SourceTree

Next, download and install SourceTree. It can be downloaded from the following site: <https://www.sourcetreeapp.com/> Click the “Download free” button in the top right.



The screenshot shows the SourceTree website at <https://www.sourcetreeapp.com>. The page features the SourceTree logo and a main heading: "Harness the power of Git and Hg in a beautifully simple application". Below this heading is a green button labeled "Download for Windows". A red box highlights the "Download free" button in the top right corner of the page, with a red arrow pointing to it. In the background, a SourceTree application window is visible, showing a commit history table for a repository named "sourcetree-website (Git)".

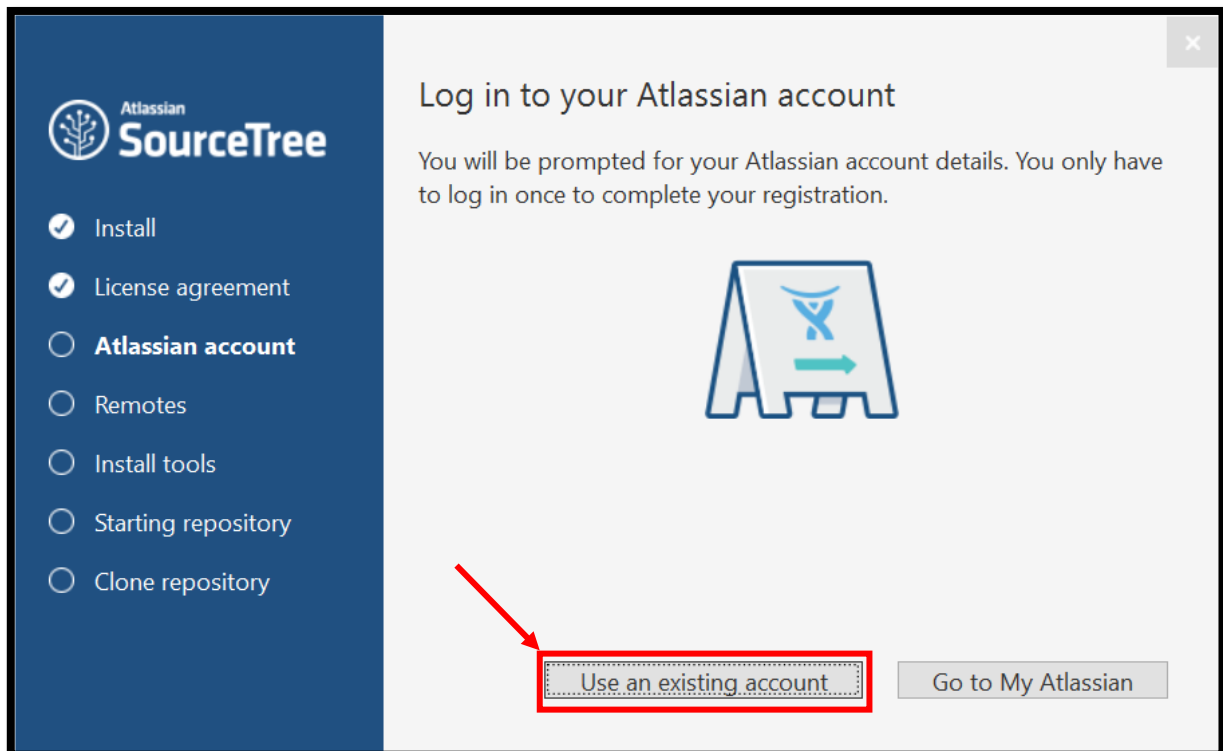
Commit	Author	Description	Date
b7358c7	Rahul Chhab...	[] master [>] origin/master [>] origin/HEAD Removing ol...	Mar 3, 2016, 11:...
b0b89ef	Rahul Chhab...	Merged in update-google-verification (pull request #14)	Feb 18, 2016, 1:3...
d9e975d	Tyler Tadej...	[] origin/update-google-verification: Update google verificat...	Feb 11, 2016, 2:2...
3bc3290	Tyler Tadej...	Replace outdated Atlassian logo in footer with base-64 en...	Feb 11, 2016, 2:1...
dba47f9	Tyler Tadej...	Add g!ignore	Feb 15, 2016, 1:3...
ff67b45	Mike Minns...	Updated Mac min-spec to 10.10	Feb 15, 2016, 11:...
72c32a8	Michael Min...	Merged in hero_images (pull request #13)	Feb 15, 2016, 10:...
246c0ff	Joel Unger...	[] origin/hero_images [>] hero_images Used Tinyimg to c...	Feb 11, 2016, 3:3...
8d9438c	Joel Unger...	Replacing hero images with new version of SourceTree	Feb 9, 2016, 2:59...
ca75963	Michael Min...	Merged in bugfix-date-https (pull request #12)	Feb 15, 2016, 10:...
85367bb	Patrick Tho...	[] origin/bugfix-date-https: fixed date and https errors	Jan 7, 2016, 12:2...
4f9b557	Joel Unger...	New Favicon	Feb 8, 2016, 3:55...
384e6d5	Rahul Chhab...	[] origin/search-console-access: search console google ver...	Feb 3, 2016, 2:09...
69a47d9	Mike Minns...	updated to move supported version to OSX 10.9+	Dec 15, 2015, 2:0...
86d57ab	Mike Minns...	remove extra , when a line is skipped due to empty server	Nov 23, 2015, 2:2...
fas195e	Mike Minns...	Skip records with empty serverUser id as gas rejects them	Nov 23, 2015, 2:1...
0cd6f96	Mike Minns...	corrected paths after merge	Nov 23, 2015, 2:0...
051ab1b	Mike Minns...	corrected column counting	Nov 23, 2015, 1:5...
a723bc2	Mike Minns...	Merge branch 'au2ges'	Nov 23, 2015, 1:5...
85fd580	Mike Minns...	deal with invalid instanoids	Nov 23, 2015, 1:5...
50a6892	Michael Min...	Merged in au2ges (pull request #11)	Nov 23, 2015, 1:0...

A free visual Git and Hg client for Mac and Windows

SourceTree simplifies how you interact with your Git and Mercurial repositories so you can focus on coding. Visualize and manage your repositories through SourceTree's simple interface.

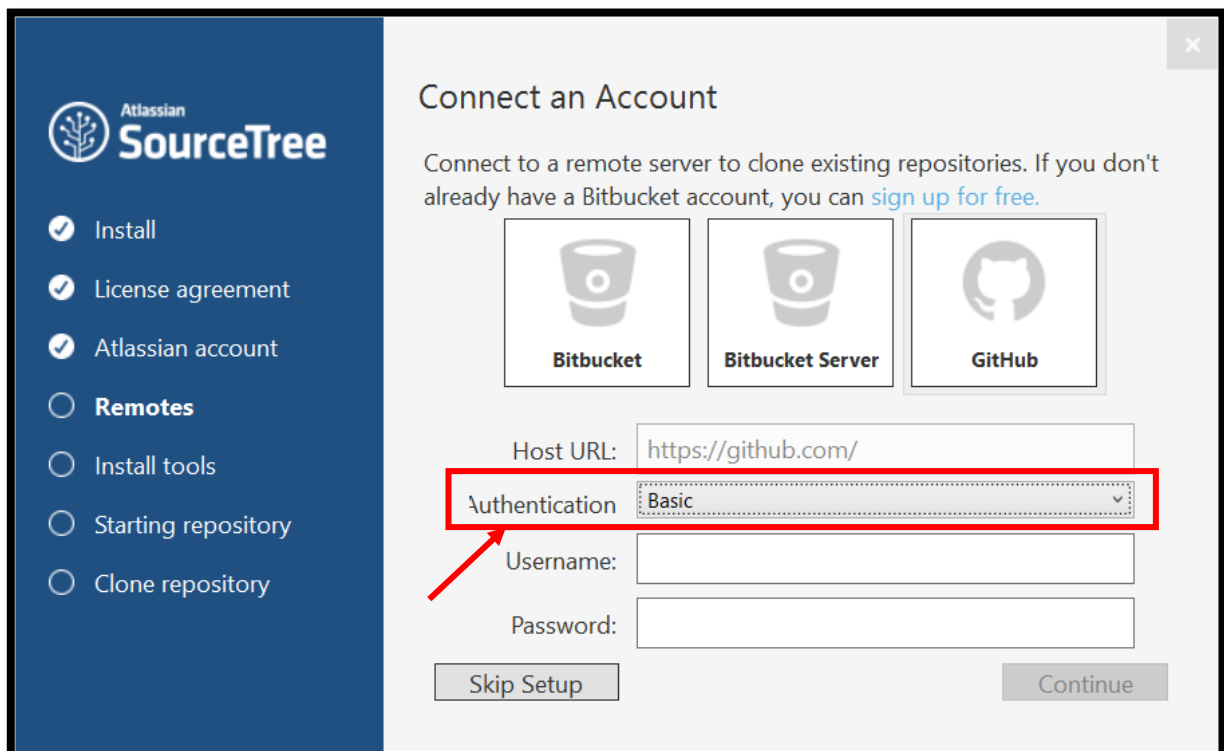
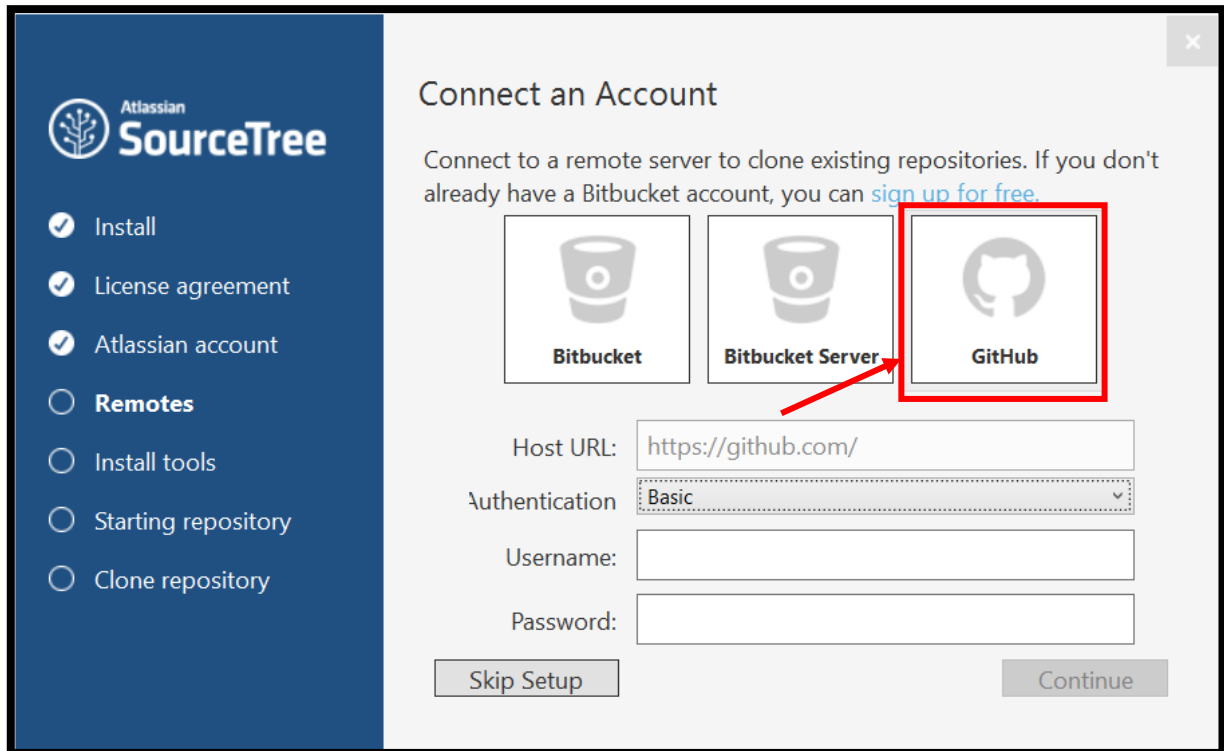
3. Login to your Atlassian account

During the installation process, you will be asked to sign into the Atlassian account you made earlier. On the screen shown below. Select “use an existing account” and then sign in.



4. Connect your GitHub account

After you have signed into your Atlassian account, you will then have to connect your GitHub account. To do this select GitHub from the 3 options presented and then change the Authentication tab to "Basic" via the dropdown. Then enter your account details.

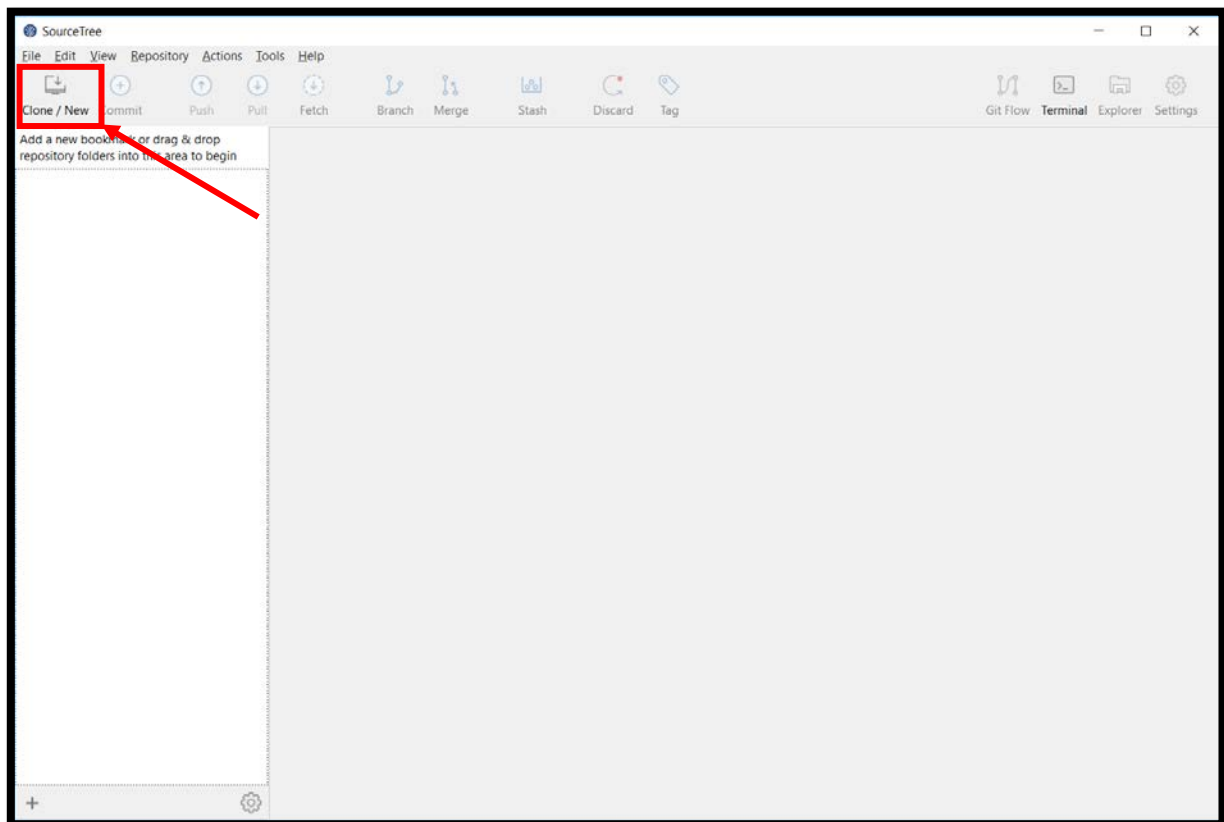


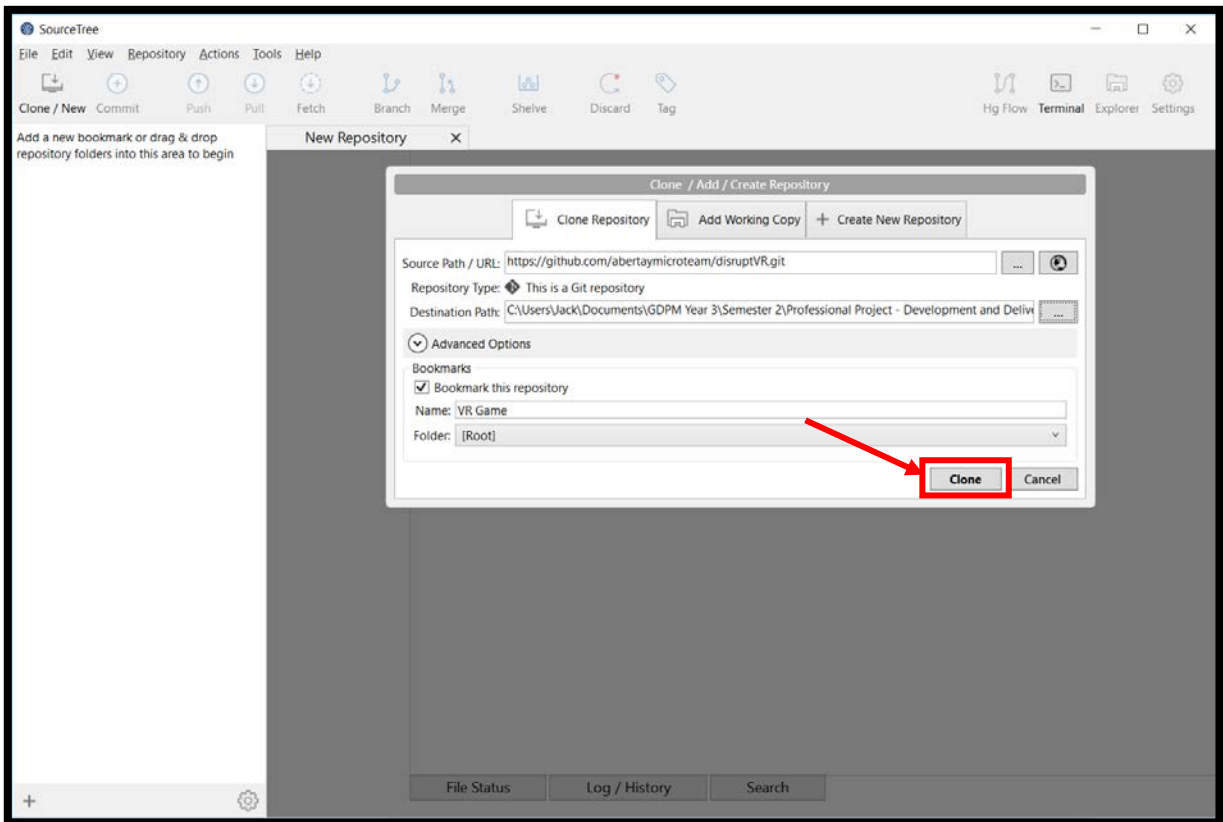
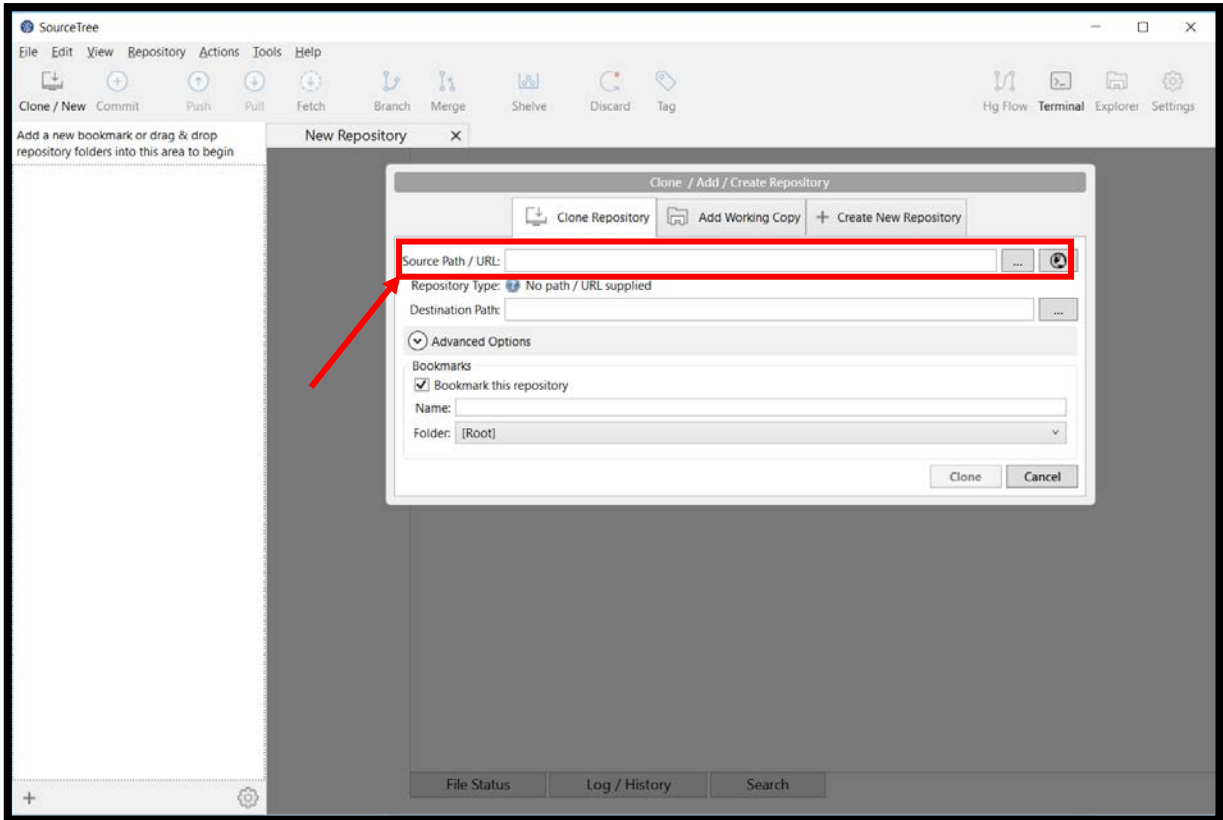
5. Connect the team GitHub repositories

Once you have finished the installation process, open SourceTree and select “Clone/New” in the top left. Enter the name of the URL of the GitHub repository in the “Source Path/URL” box. The URL for each repository is:

- VR Game – <https://github.com/abertaymicroteam/disruptVR.git>
- AR Companion App – <https://github.com/abertaymicroteam/ARCompanionApp.git>

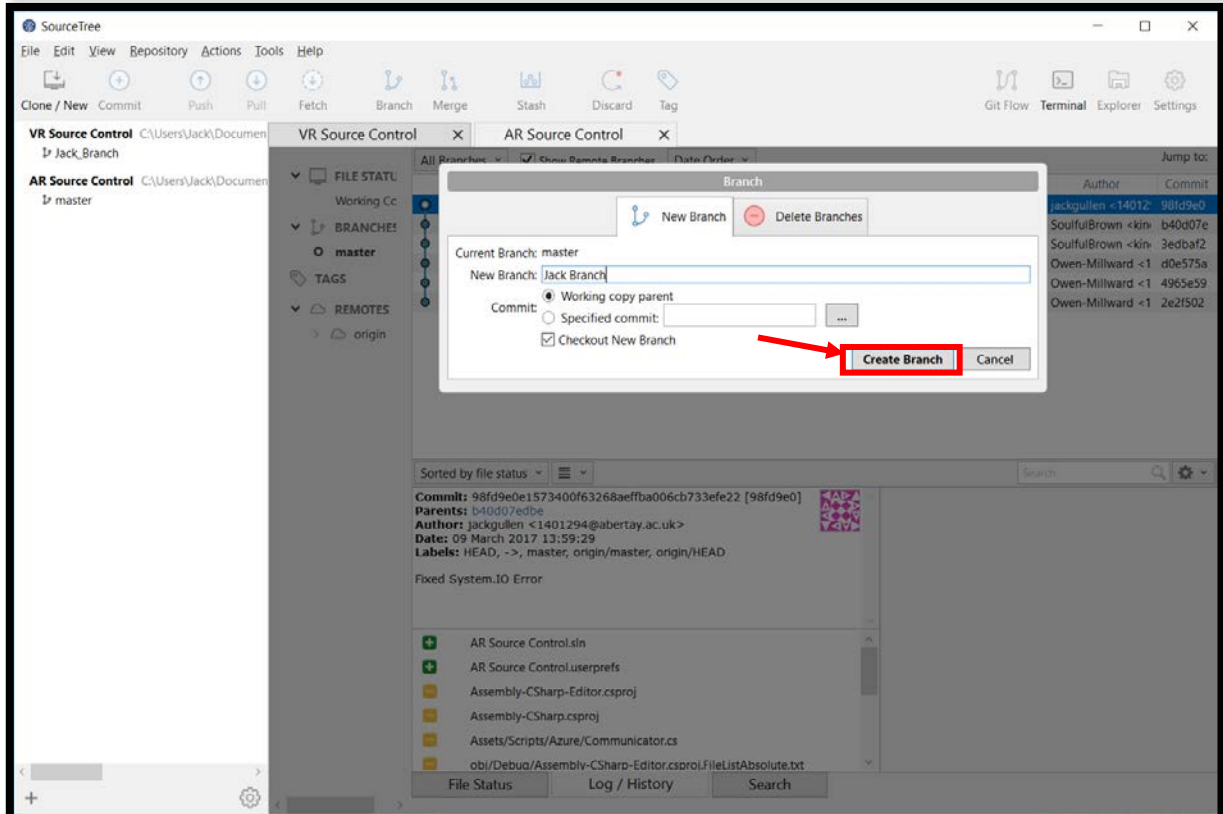
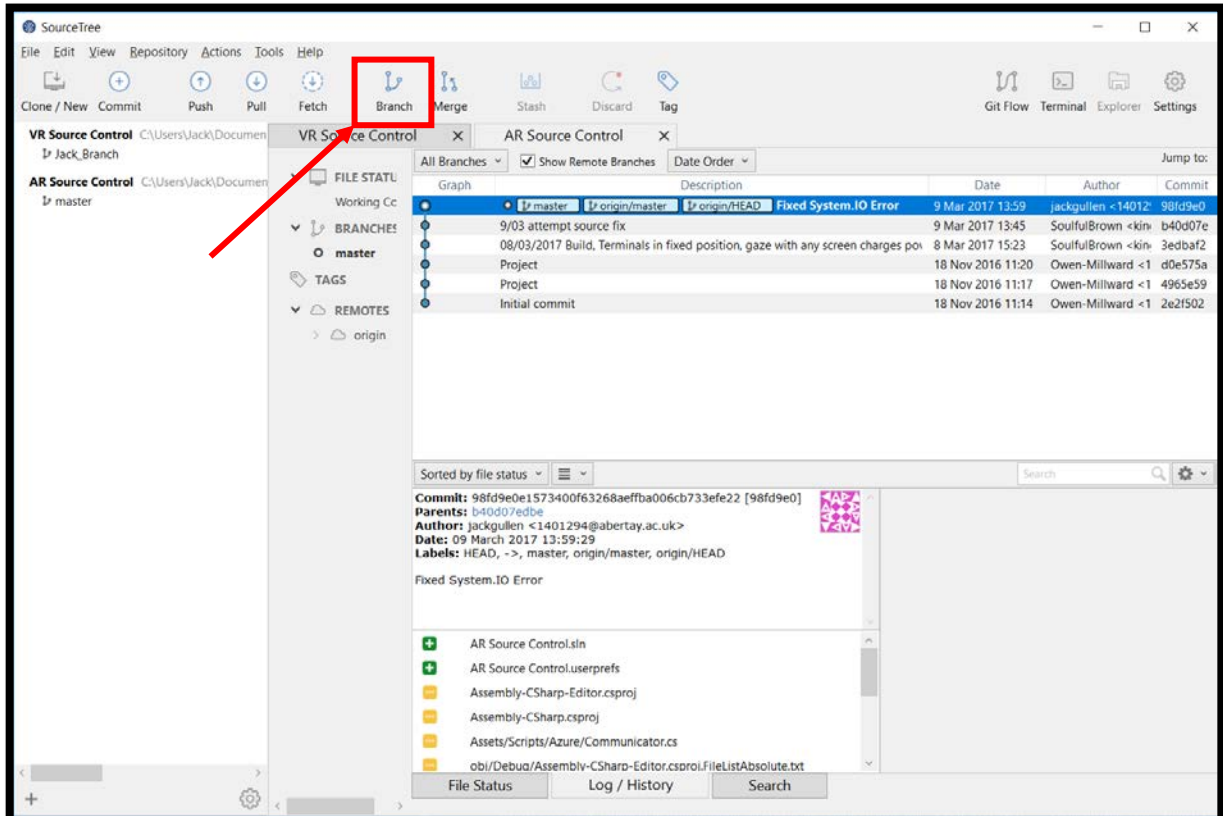
Choose where you want to save the files by using the “Destination Path” box and then press “Clone”. Repeat this step so that both the VR and AR repositories are downloaded.





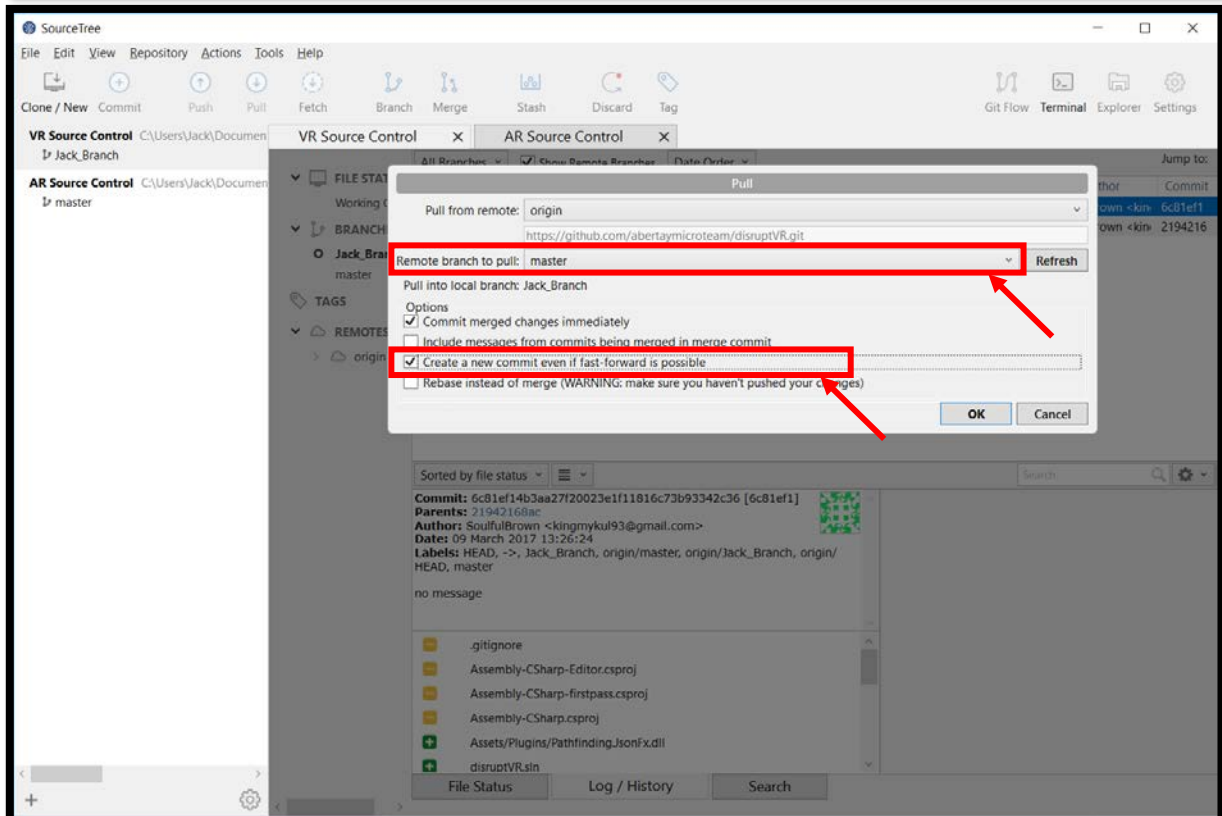
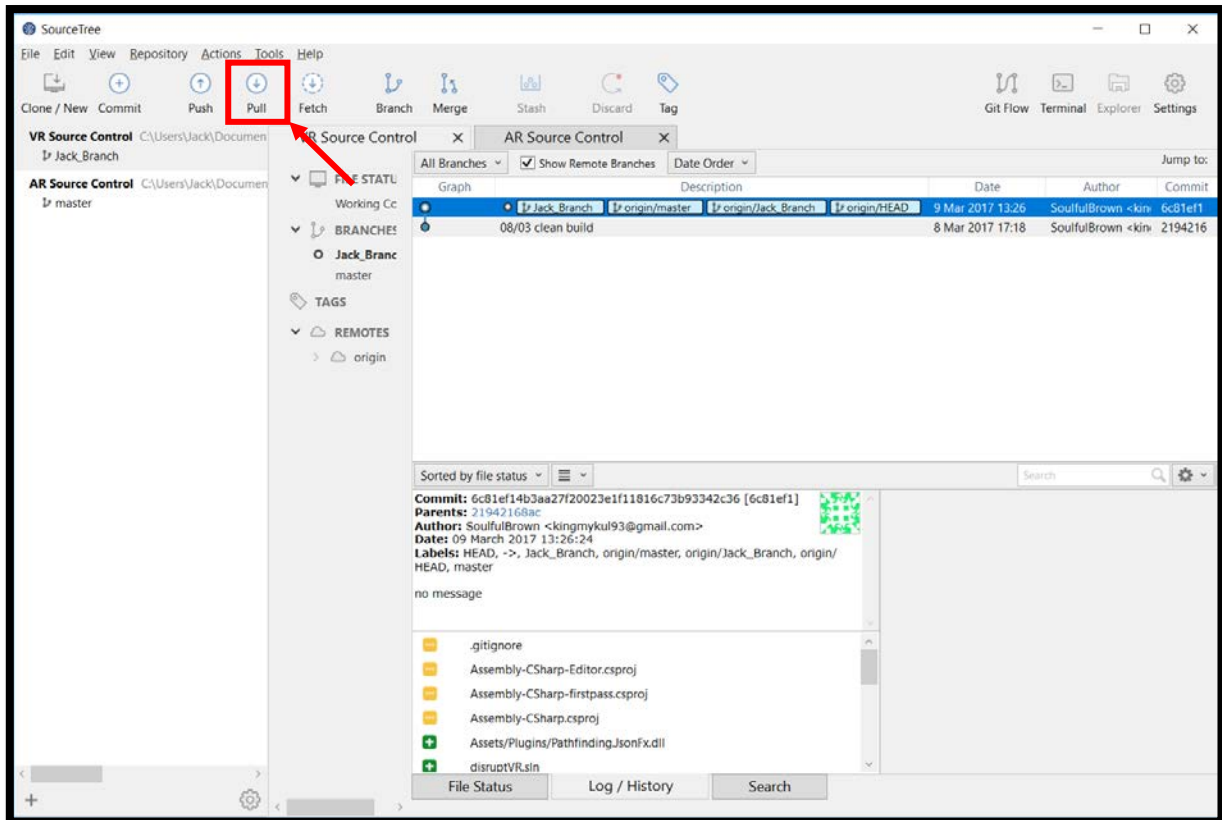
6. Create your own branch

Once you have downloaded both repositories, double-click on the left-hand side the one you want to use. Create your own branch by selecting “Branch” from the toolbar and then give your branch a name before selecting “Create Branch”.



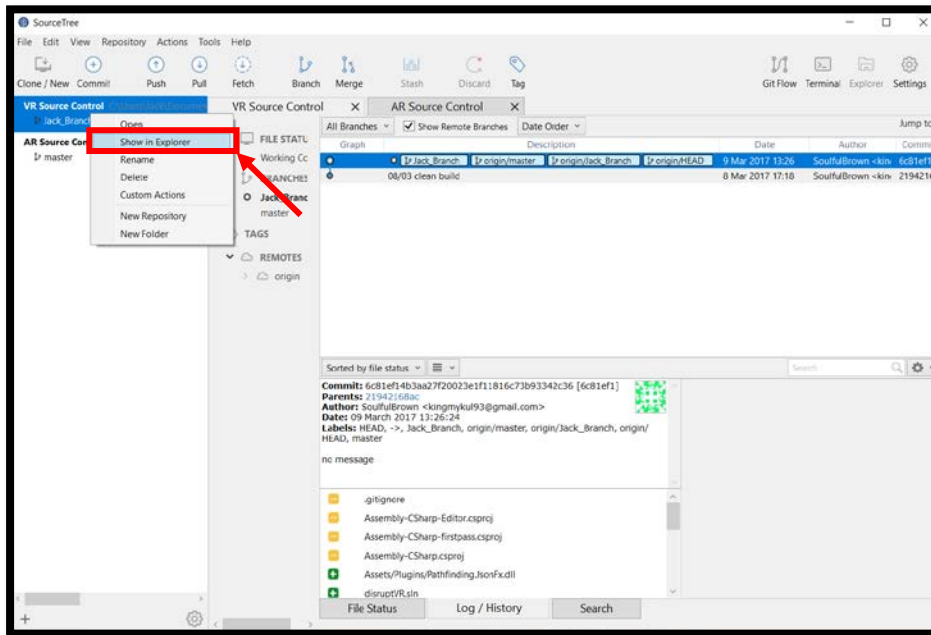
7. Pull the master branch into your branch

Before making any changes, ensure you have the latest master build. To do this, simply click “Pull” on the toolbar and ensure the dropdown “Remote branch to pull” is set to master. Also, make sure that the box “Create a new commit even if fast-forward is possible” is ticked. Then press ok.



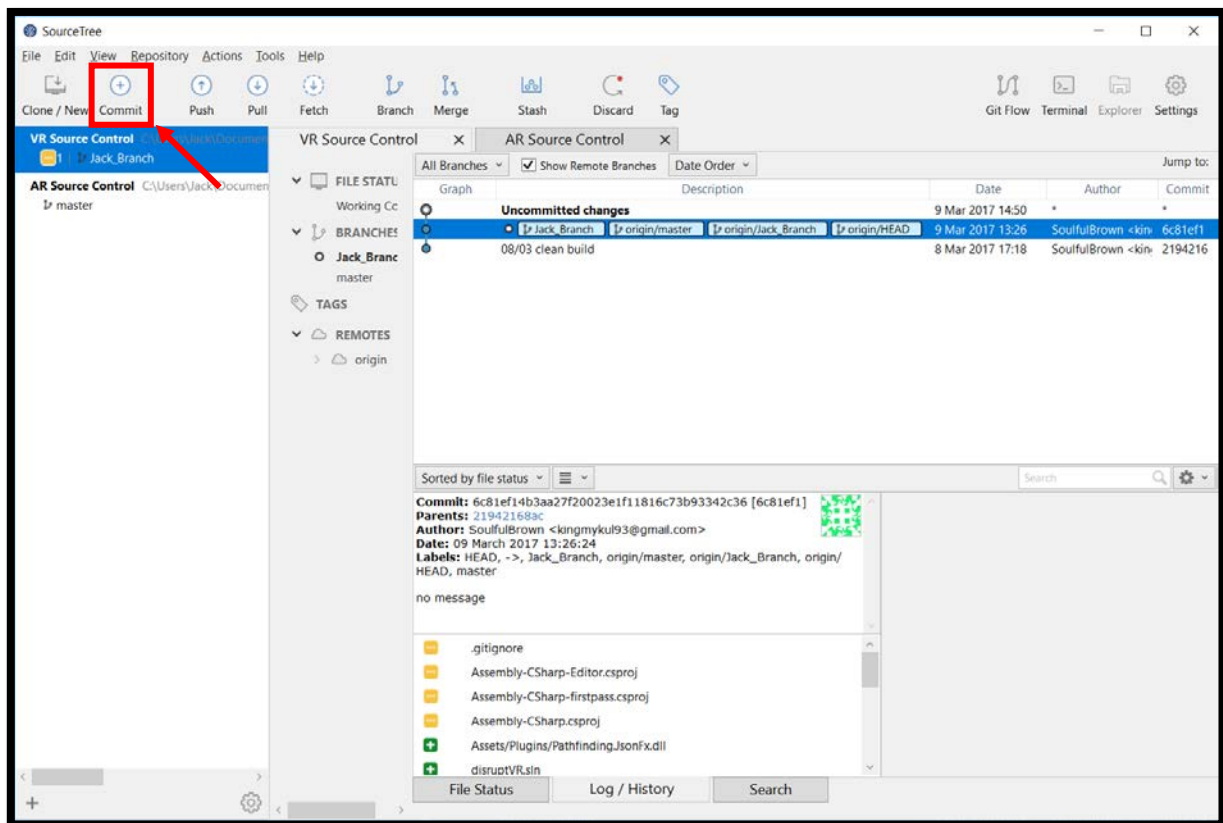
8. Make your desired changes

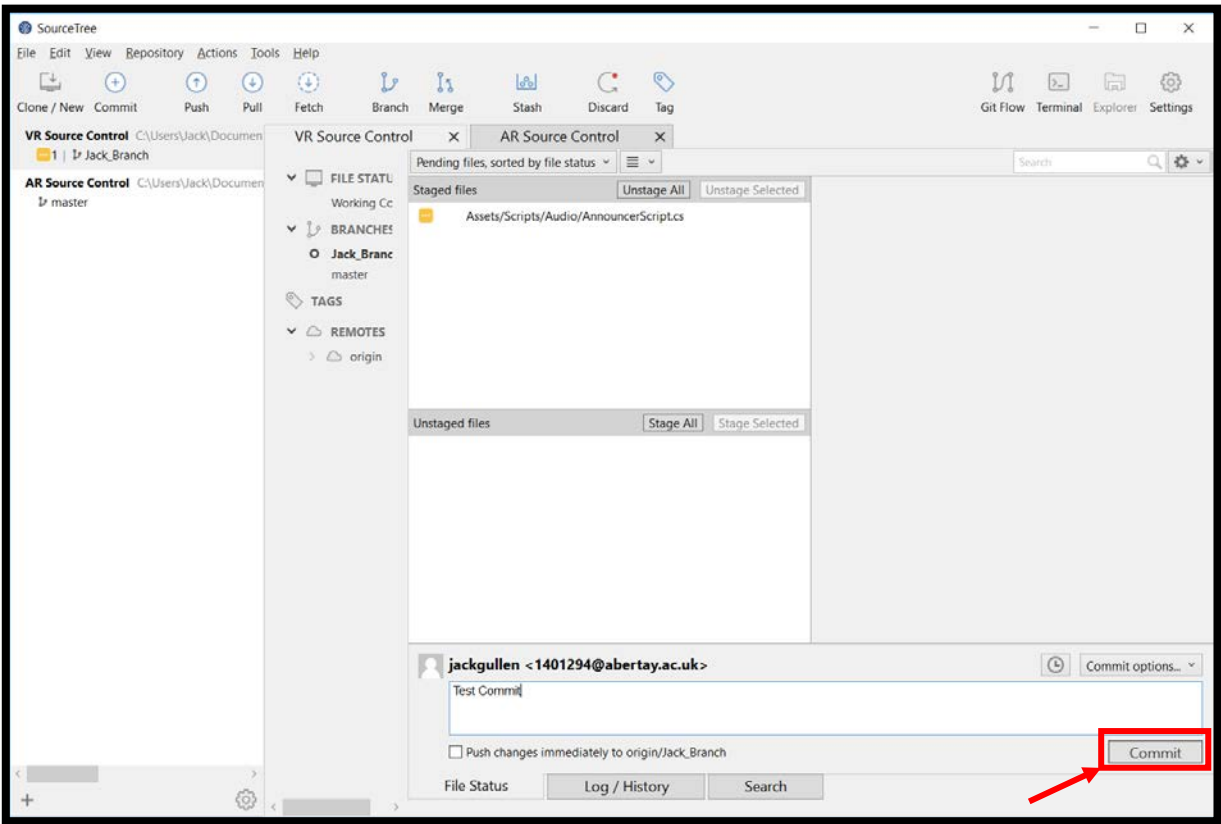
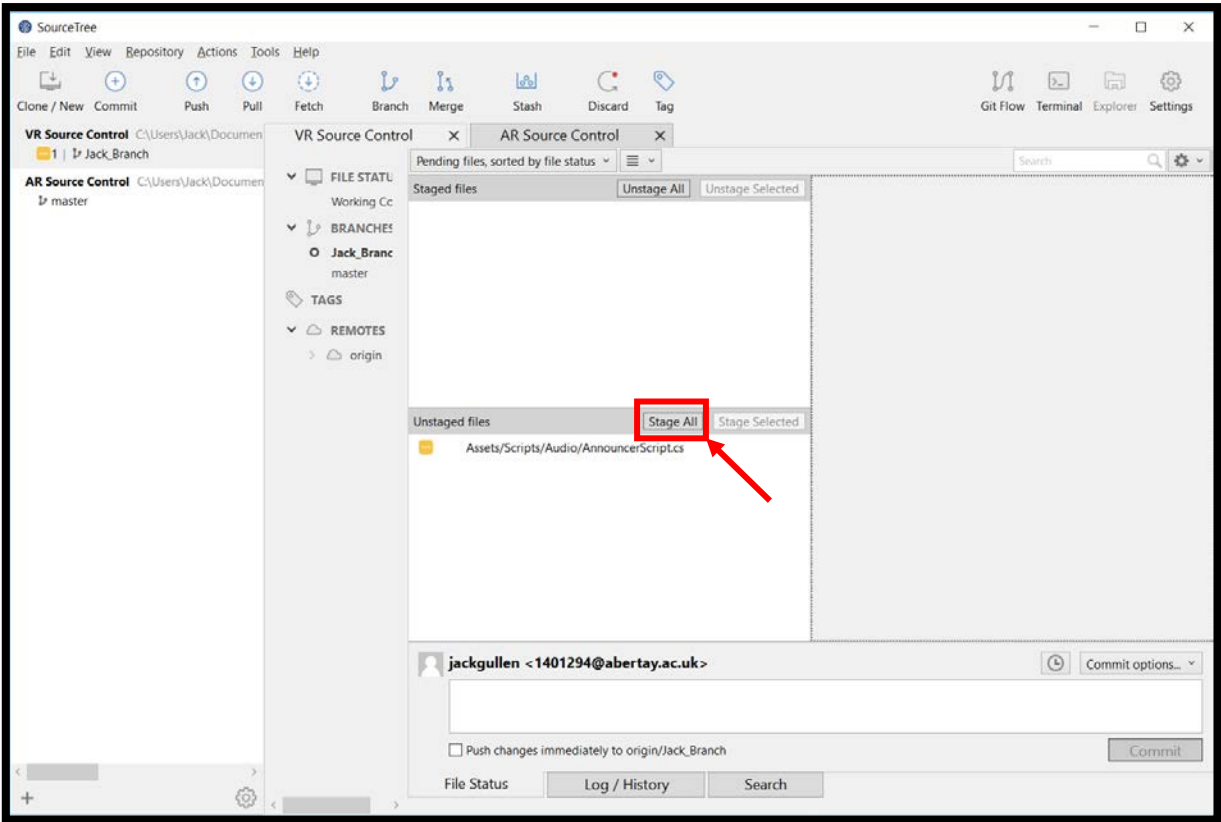
Now you can make changes to the build as you wish. The files can be accessed by right-clicking the repository on the left and pressing “show in explorer”.



9. Commit your changes

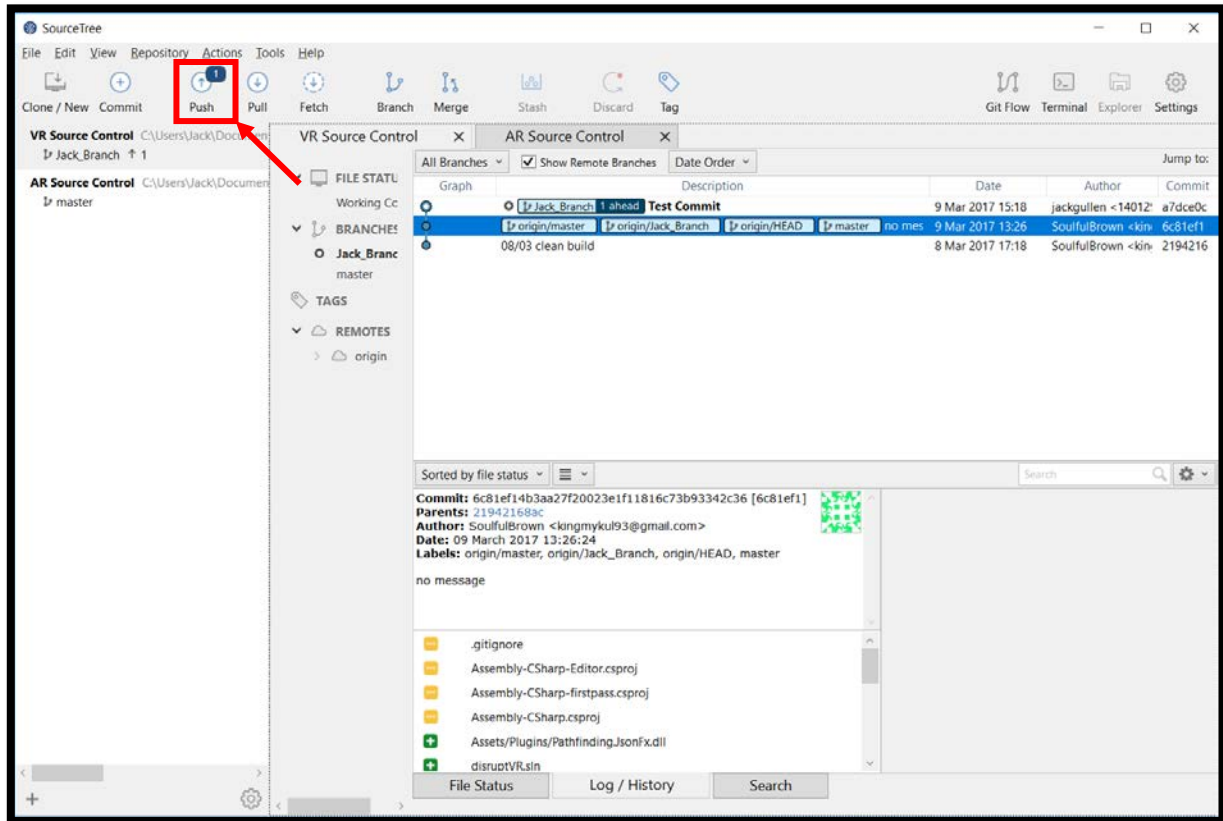
Once you have saved your changes to the project press the “Commit” button on the toolbar in SourceTree. Then select “stage all” to add all your changes. Finally, enter a commit message explaining what you have done and press “Commit”.

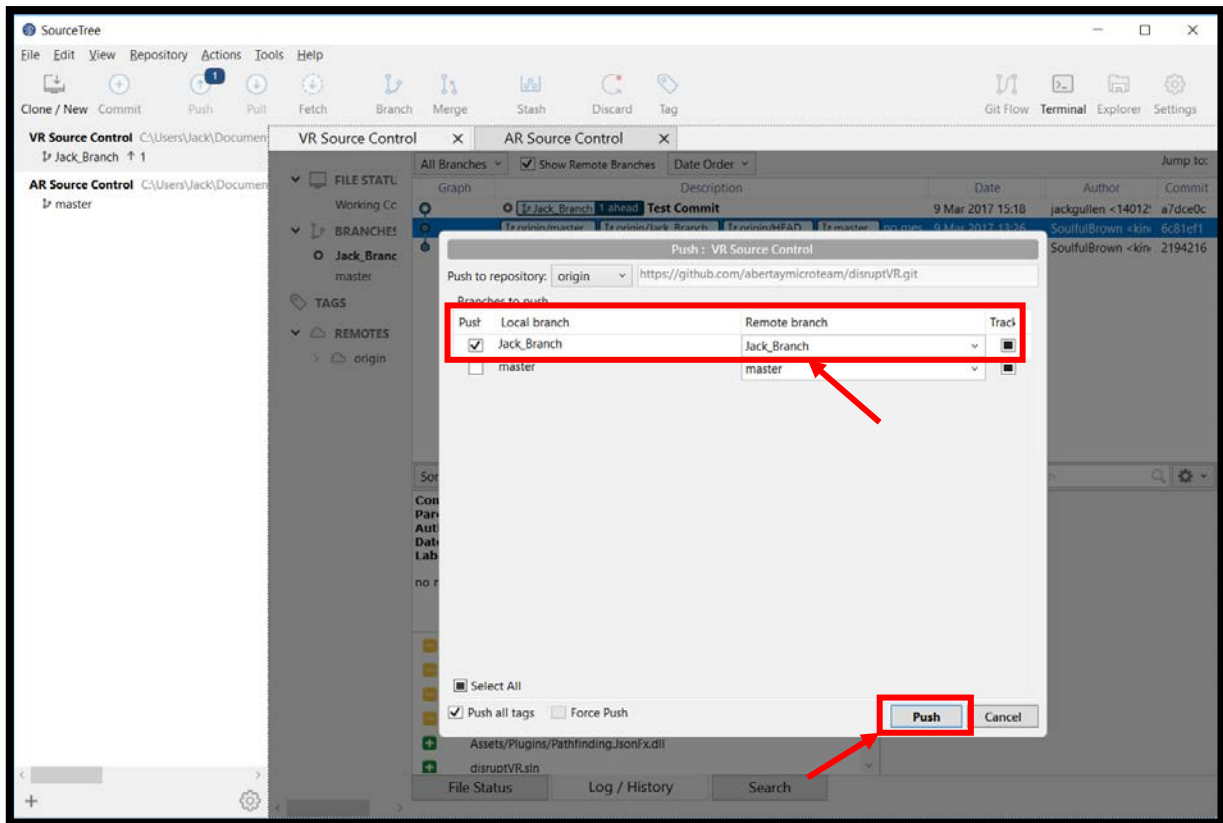




10. Push your commit to the cloud

Once you have commit any changes, these are only stored on your machine. You need to push these to the online repository so everyone can access them. Select “Push” from the toolbar and select your local branch and push it to the remote branch of the same name. **Never push to the master branch.** If you have any errors due to permissions, ask the Producer or a Programmer to fix these.





11. Ask a programmer to merge any key changes

When your work has been pushed to your branch online, ask a programmer to merge your work into the master build file. Once this is done your changes will be in the most recent build.

Video of above steps:

Click on the image below to view a video of the above tutorial

