https://git-scm.com/download/win

First download git here for your operating system

I used all defaults, except I set the default text editor to vscode instead of vim

Then, when opening a project in UE4, there will be a source control button on the top left above the main window next to Save Current. Clicking that, it will let you specify which type of source control you want to use. Choose the Git beta version. Next you need to choose the path to that Git executable you downloaded earlier. I think it's easiest to click the button with the dots in it and navigate to the executable through the explorer. I found mine going through my local disk/ program files/ Git/ bin/ git.exe.

Now, it might give you a bunch of extra options to specify. The easiest way to handle these is by putting the project folder inside of a folder with a local git repository. If you need a refresher on how to set this up:

1. Navigate to somewhere you want to create a folder to hold vr-simulator stuff.
2. Run 'git clone https://github.com/BECO-Umich/vr-therapy'

Now, if you run the command 'git status', you should see some meaningful output indicating you successfully cloned the repo locally. You still need to set the upstream branch that you will push to and pull from. The easiest way to do this is running the following command:

3. git push -u origin master

This sets master as the upstream branch of origin. The master branch is the repo hosted on github and the origin branch is your local repo on your machine. I'm pretty sure you don't need to push anything for this to work, but if I'm wrong, run the command "touch temp.txt" (or temp1.txt or whatever other name works), then "git add temp.txt", then "git commit -m temp", and now you should have an empty file to push.

At this point, the source code you pulled should include a folder with a UE4 project in it. The purpose of this project is to test different things out. You can mess around in this project and try things out.

To add a project to the repo, you want to put the folder with your UE4 project into the same folder containing your .git file (the folder that was created when you ran "git clone"). If you try and set up source control in UE4 again and select the Git executable, it should automatically handle all the extra fields that otherwise would have shown up. You should note that the folder pulled earlier containing the UE4 project is already in the repo, so you won't have to move it for the fields to auto complete after selecting a path to your git.exe executable file.

At this point I still got an error due to user.username and user.email not being set for git, even though I had previously set those fields globally. I'm not 100% sure why that is, but to fix this, go to that same folder with the local repo (and now your UE4 project) in it, and type the following commands:

1. "git config user.name "<Your Name Here>"
2. "git config user.email "<Your Email Here>"

Since we aren't doing "git config -   -global …" these fields will only apply to this specific repo.

Now, whenever you click source control on the top left, and submit to source control, it will automatically add and commit new/changed files and assets associated with that UE4 project to your local repository. Then, you can navigate to your local repo on the command line and push the changes. If you run "git pull" and pull changes from the master branch, opening the project in UE4 will show those changes. The convenience of this is that we don't need to git add 20 files every time we make one change. We can simply make commits from inside of UE4 by clicking one button and it handles everything else for us.