Regarding the merge, every programmer with some experience with Git should be able to do it. So i wouldn’t worry too much about it. What is time consuming is to learn the for us important code parts so that you don’t accidentally kill what we have build already.

Short tutorial:

My procedure is, i have a Blender version installed. Once a week i create a copy of the Blender repo and update it. Which happens at the console. Let’s assume you have cloned the repository of Blender already.

**First, create a duplicate of the Blender repository.**

This duplicate is needed to compare what has changed between the merges.

I have the blender repo in the same folder than my Bforartists repo, to have the same libs for both. At my local drive E

So at cmd i type:

e:

cd e:\bforartists\blender

make update  
git submodule foreach git pull –rebase origin master  
make

This updates the code base, the libraries and the addons, and starts to compile Blender.

On with Bforartists repo.

**Switch the bforartists repo to the branch sync\_blender master.**

I have added Blender as a remote. This can be done at the Git console with

**git remote add blender git://git.blender.org/blender.git**

This step is just needed the very first time! We need to be able to pull the Blender code into Bforartists to merge it there.

**Fetch all with tortoisegit.**

Then follows a merge of the bforartists master into the sync\_blender\_master at the Git console.

git merge bforartists/master

This shouldn’t throw any errors or conflicts.

Make a copy of the bforartists repository. We need it.

Blender should have finished now with compiling. Check if it starts. I had some bad surprises with this one already, having a not working Blender version that doesn’t start. Shouldn’t happen in a master branch. But happens. So alyways check if the current Blender version starts before you start to merge the Blender repo into Bforartists.

Open the git console and type

**git merge blender/master**

This one will now nearly always throw an “Automatic merge has failed” error. And we have arrived at the merge conflicts. Choose Resolve in tortoisegit, and you will get a list of the conflict files.

In this list, copy full paths, and paste them into a text file. So that you can go through them one by one. Save it.

**Resolve the Merge Conflicts.**

How to resolve the merge conflicts is a question of personal flavour.

You can resolve this errors already in Tortoisegit, one by one.

Or you can do it as i do, by selecting all, right clicking and choose resolve all errors by using the master (head). And then open Meld now to compare what has changed in the single files. This can be done by either compare the two Blender repositories, and then apply the changes that you find to the corresponding file in Bforartists. Or by comparing the trouble files directly between Blender and Bforartists.

And in case everything fails, we have still the copy of the repository before the merge. That way we can start over. This copy is also important to grab old files like the addons. It happens quite often that a merge removes this folders. Addons and translations are sub modules in Blender. We have them in the repo.

That should be it. Sometimes this needs a few moments, sometimes several days. I hope i haven’t forgotten too much steps here