// First Time Users integrating QT with GitHub

1. Install ssh-askpass (required by QT)

//note had to install ssh-askpass to get it to work with QtCreator \$ sudo apt-get install ssh-askpass-gnome ssh-askpass

- 2. create GitHub working directory (assumes you're somewhere under home dir. So
 \$ cd ~/
 \$ mkdir GitHub_QT_Dev
- change dir into your working GitHub directory \$cd GitHub_QT_Dev
- 4. Initialize GitHub \$git init
- 5. Configure GitHub (include quotes along with "Your-Name-Here")
 \$ git config -global user.name "Your-Name-Here"
 \$ git config -global user.email your.name@xxx.com

//add editor (so we can add notes to each commit; req'd)
\$ git config –global core.editor gedit

//to check configuration settings \$ git config –list

- 6. Clone Git Repository into Directory \$ git clone https://github.com/Cotton-Engineering/Plastic-Contamination-Src
- 7. Add all files into your local Git Repository (required)

// then cd into dir with all src files
\$ cd ./Plastic-Contamination-Srce
//then add all files to local Repository (required)

\$ git add -A

- 8. Open Project in QT. QT should now be fully operational with Git [assumes valid QT project was downloaded from GitHub Repository; https://github.com/Cotton-Engineering/Plastic-Contamination-Src]
- 9. To use Git inside QT; goto menu Tools→Git; for more info. See this youtube video: https://www.youtube.com/watch?v=qlPSV7Bs3rE

Example: pull update down from within QtCReator using QT project: Plastic-Contamination-Src project that was previously setup, per above instructions:

1. goto menu Tools→Git→Remote_Repository→Pull (this will initiate a pull down from internet GitHub repository and update your local respository. It will prompt you as to what to do with your local copy; best options are "discard" or "stash and pop" [use 2nd if you've made changes you don't want to loose; that way you can reload it later and fork it should you wish to continue that development].

// ******************** more optional cmd line notes below ********************* For linking to github with ssh; (not needed for QT) //generate ssh key (use email for github account) \$ssh-keygen -t rsa -b 4096 -C "mathew.pelletier@ars.usda.gov" passphrase: Hello2017 //start up ssh-agent \$ eval "\$(ssh-agent -s)" //next add ssh private key to ssh-agent // ssh-add ~/.ssh/id rsa //add ssh key to Github account // copy ssh key to clipboard \$ sudo apt-get install xclip # Downloads and installs xclip. If you don't have `apt-get`, you might need to use another installer (like `yum`) \$ xclip -sel clip < ~/.ssh/id_rsa.pub</pre> # Copies the contents of the id_rsa.pub file to your clipboard //not sure if we had to do that; we did do this //from cmd line, in working QT directory, check remote config \$ git remove -v origin //this should show links to github site //next do a push from cmd line (it'll prompt you for username and password) \$ git push origin master //check \$ git status //make a change with an editor (like QtCreator) //check status; should see it knows which files were changed

2. That's it; you've now updated the project with the latest version from the

GitHub repository.

```
//have to commit changes to add it to local repository before you can update internet GitHub
repository
$ git commit
//to view log's last 2 entries (-p shows differences between commits)
$ git log -p -2
//working with remotes
//show which remotes we have defined
$ git remote -v
//to push changes to remote (origin is name of one of the remotes; typically default name
given //by git
$ git push origin master
//To tag a stable version; use
$ git tag -a v1.0 -m "Stable version"
//now lets say you've continued development and ran into a dead-end; to recover the last
//stable //version; just recall it via tag version id
$ git checkout v1.0
//alternatively you can undo a commit by using revert
//lets say we have 4 committs and we want to undo the last
//one that has id = 514fbe7
//just run revert to remove it from head. Note: it's still there if you want it
$ git revert 514fbe7
```