

# Using GitHub for DCS Aggressors

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Joël 'Coder' Klingler	1.0	15.02.2016	Initial creation

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## Introduction

### What is GitHub?

GitHub is a web-based online service which hosts files and data on their servers. It is build on the version-controll-system 'Git'. GitHub is mainly used as an colaboration tool between members of various software projects to store their software-code at one place on work together.

### Why not Dropbox etc.?

The reason we use GitHub and not other Cloud- and File-Hosting services like 'Dropbox' or 'Google Drive' is the independence of the squadron members. If files are stored on dropbox, the files would be lost if the member decides to leave the squadron or wanted to do harm the team.

### How does GitHub overcome this?

In GitHub we created something called 'Organization'. Our DCS Aggressors organization can be found here: <https://github.com/DCSAggressors>

Not how dropbox, the organization doesn't belong to one member. It only got owners. Winchesterdelta1 and Code are administrators of the organization (15.02.2016).

## The organization

DCS Aggressors organization hast he following structure.

### The teams

Team	Description
Admin	Full-Access on all repositories including Administrativ
Designer	Write on Skins and Website
Developer	Write on Website
Members	Read on all except Administrative

### The repositories

This repositories (Think of it like folders) can be found in the organization:

Repository	Description
Files	Common files like guides, configs, profiles.
Website	Website Source-Code and Design-Prototypes.
Skins	The special DCS Aggressors liveries.
Administrative	Administrative stuff like passwords, licenses etc.

## Take part

### Register on GitHub

In order to access our repositories one has to have an GitHub account. Register here: <https://github.com/join?source=header> and choose the free-plan.

Verify your email.

### Join DCS Aggressors organizations

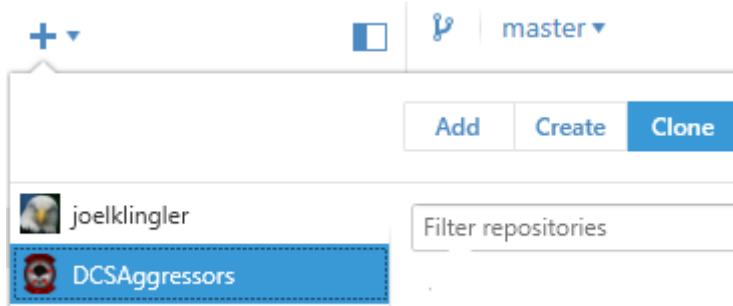
Let the squadron-members know about your sign-up. Forward your GitHub username to a squadron member like Coder or WinchersterDelta1. They will register one in the organization and under the correct team.

## Contribute

As an Developer, Designer or Admin, one can upload and modify files on the repositories. In order to modify data one has to have the 'write'-permission on a repository.

### Clone a repository

1. Download the GitHub Desktop client from here: <https://desktop.github.com/>
2. Install and log-in with your GitHub account.
3. Click on the + in the top left corner.
4. Click on the tab 'Clone'
5. Chose 'DCSAggressors'



6. Chose the repository in which you want to add / delete / write data.
7. Click on Clone
8. Choose a folder in which you want to store all the dcs aggressors files. A GitHub folder should be created automatically on install in your root/Documents folder.
9. Click on OK

All files in the repository you cloned are now stored in your specified folder. That means, if one adds, deletes or modifies a file in his local folder an synchronises it with GitHub, it will automatically be modified on the server. All other people with the clones repository can now see your changes.

### Upload a file

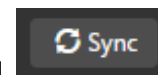
**This only applies for the repository *Skins, Administrative and Files*.**

1. Simply paste or create a file in your local DCSAggressors folder. Example:  
C:/Users/Joël/Documents/DCSAggressors/Skins.
2. Open the GitHub Desktop client.
3. Click on Changes (Note the dot which indicates pending changes)



4. You can now see your added file in the change overview. Enter a summary and a description for your add and click on 'Commit to master'
5. If you click on the History tab, you can now see your commit.

6. Click the button 'Sync' in the top right to make sure it's uploaded.



It may take a while untill the file shows up on other members folder and on the web-page.

### Modify a file

**This only applies for the repository *Skins, Administrative and Files*.**

1. Simply open the file in your local github folder.
2. Do your stuff and save it

3. Proceed like in 'Upload a file' Step 3

### Delete a file

**This only applies for the repository *Skins, Administrative and Files*.**

1. Simply open the file in your local github folder.
2. Delete the file.
3. Proceed like in 'Upload a file' Step 3

### The website branch

This section is only for members in the Designer and Developer-Team.

### Setting up

Clone the repository like the others.

### Committing

After one has uploaded files, made his changes, make sure you only click the commit-Button when it says 'Commit to dev' (dev is a branch).

### The Branches

Branch	Description
Dev	Development – Here we can break stuff, try and error, developing the website, adding new design prototypes and features.
Stage	Testing, here the leader will accept the changes.
Main	This is the live version. A copy of the files running at the Web-server. Don't change anything here.

### Advanced use

One can also use GitHub with the command line. GitHub cheat sheet found here:

<https://training.github.com/kit/downloads/github-git-cheat-sheet.pdf>