**GitHub – Getting Started**

1. Register
2. Download Client onto computer
3. Create an empty repository on web (or git clone existing repository)
4. In Inventor, create a project file in a folder in the local repository
5. Use Git Shell (or command but need to set path to include the directory that Git is installed in) to navigate to the local folder where the clone folder should go (Git will create a directory with the same name as the repository.
6. *Git clone* *pathway copied from GitHub URL*
7. Change Directory to the local repository directory – use DIR and CD commands
8. *Git status* (initially should show that this is an empty repository)
9. Add or create files to the recently created local repository directory
10. *Git status* should show that there are untracked files
11. *Git add \** (this asks Git to track current files in directory but this will need to be repeated as files are added
12. *Git status* will now show that there are uncommitted files
13. *Git commit –m* ‘put comment here’ –a
14. *Git pull* (First to be sure you update all of the files in your local repository and don’t create conflicts)
15. *Git push* (this will push your committed changes)
16. Check GIthub to see the web version of the folders.
17. Never overwrite Git on a push
18. To revert to an old version of a file, run *git log* then find the commit, right click and chose mark then highlight numeric code of commit name and then Enter to capture onto clipboard. Then go to command prompt and enter Git checkout *commit name* file name if in same directory, relative path if in a subdirectory or first navigate to the subdirectory before entering the command.
19. IF the reversion was meant to be temporary just to grab an old version, then copy old version out of the git local directory and then run *git checkout filename (path if needed) and by default that will revert to the most recent commit*
20. Up arrow copies last line in shell and command
21. Git log shows log of all commits including comments and long character name of file
22. test