Editing Existing Files
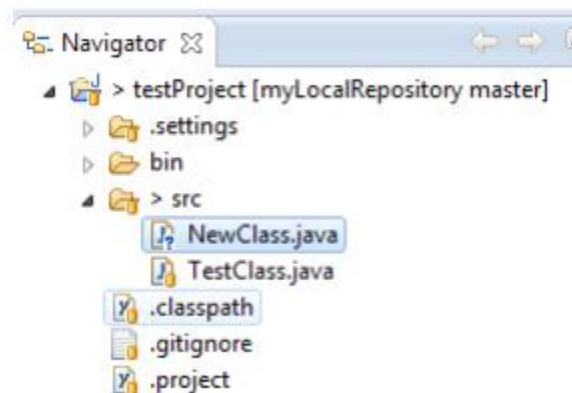
Edited files are normally tracked automatically when the edited file is saved. In the example below, the file Robot.java was modified. Its icon contains an * to indicate that it is staged.
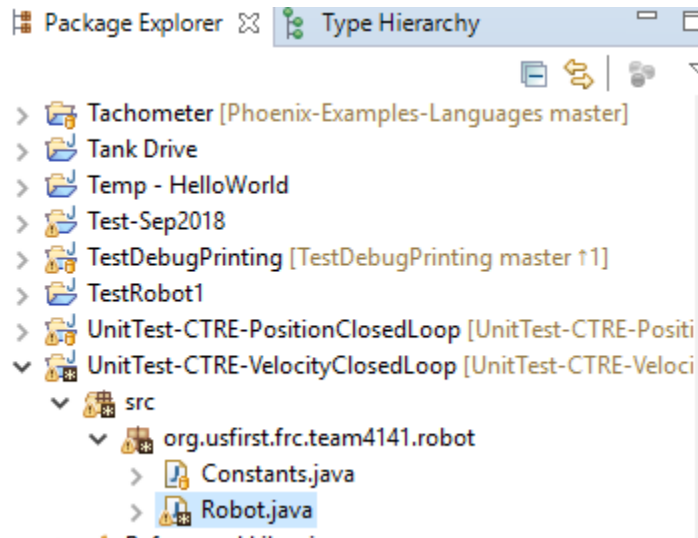
Adding New Files

To add a new file to the repository, you will have to create it in your shared project first. The new file will appear with a question mark.


Right click it and navigate to Team => Add. The question mark will turn into a plus symbol and the file will be tracked by Git, but it is not yet committed. All the file's parent folders should now have a symbol that looks like an asterisk indicating that it is 'staged' (more on that later). In the next commit, the file will be added to the repository and the plus symbol will turn into a repository icon. The repository icons of all the file's parents (packages/project…) will turn into staged icons. EGit also allows selecting untracked files to be added in the commit dialog if you turn on the option "Show untracked files". In this case, they will be added and committed at the same time.
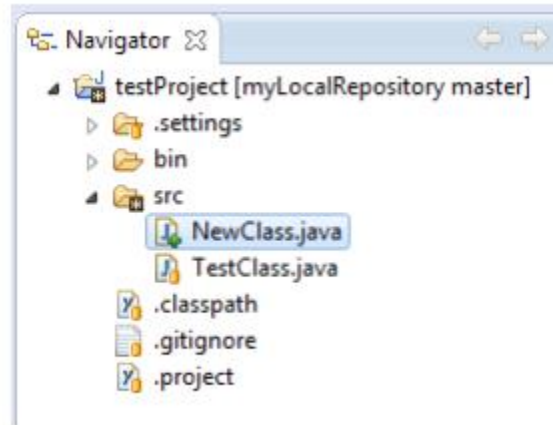
Deleting Files

If you delete a file, it will be removed from the project but the deletion will not be staged by default. However, you will be able to stage it during the commit. See below.

Committing All Changes

1. Right click on the project and select Team->Commit… In the example below, there is one staged change (an edit to Robot.java) and two changes that are unstaged (deleting the file OldSubsystem.java and adding NewSubsystem.java).
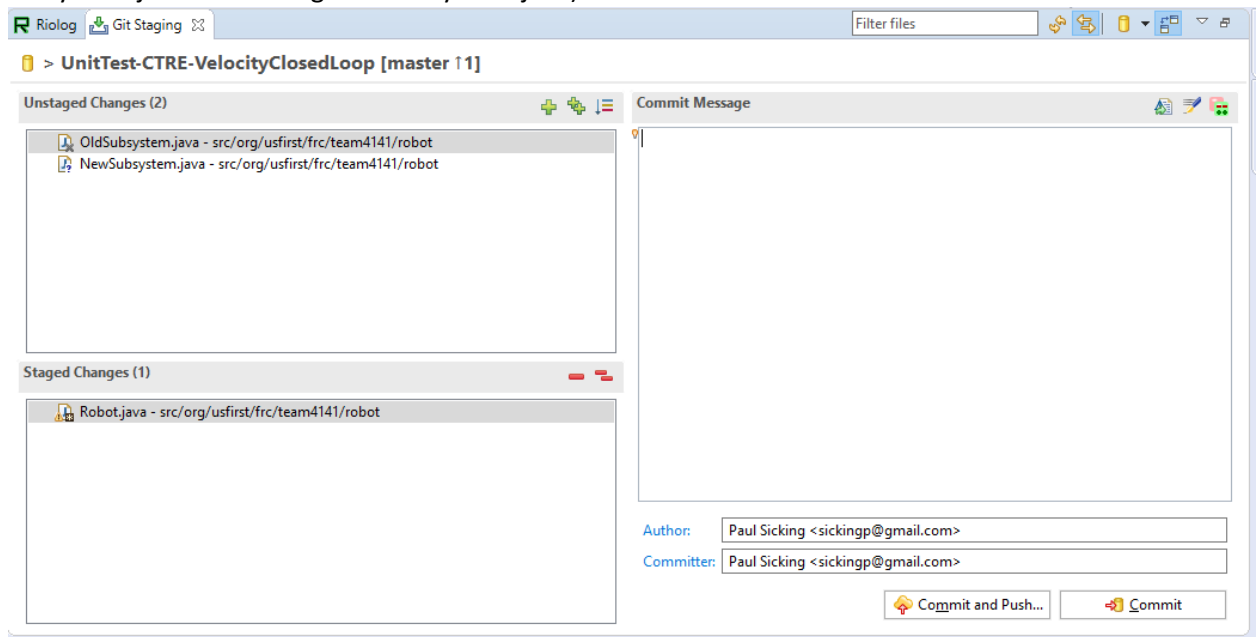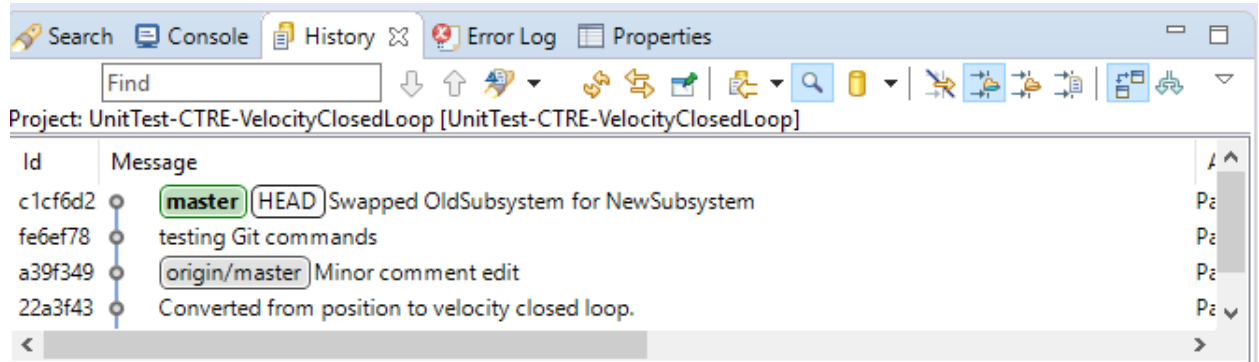

2. Click the + icon to move the selected file from Unstaged to Staged; click ++ to move all files from Unstaged to Stage. Type in a commit message:
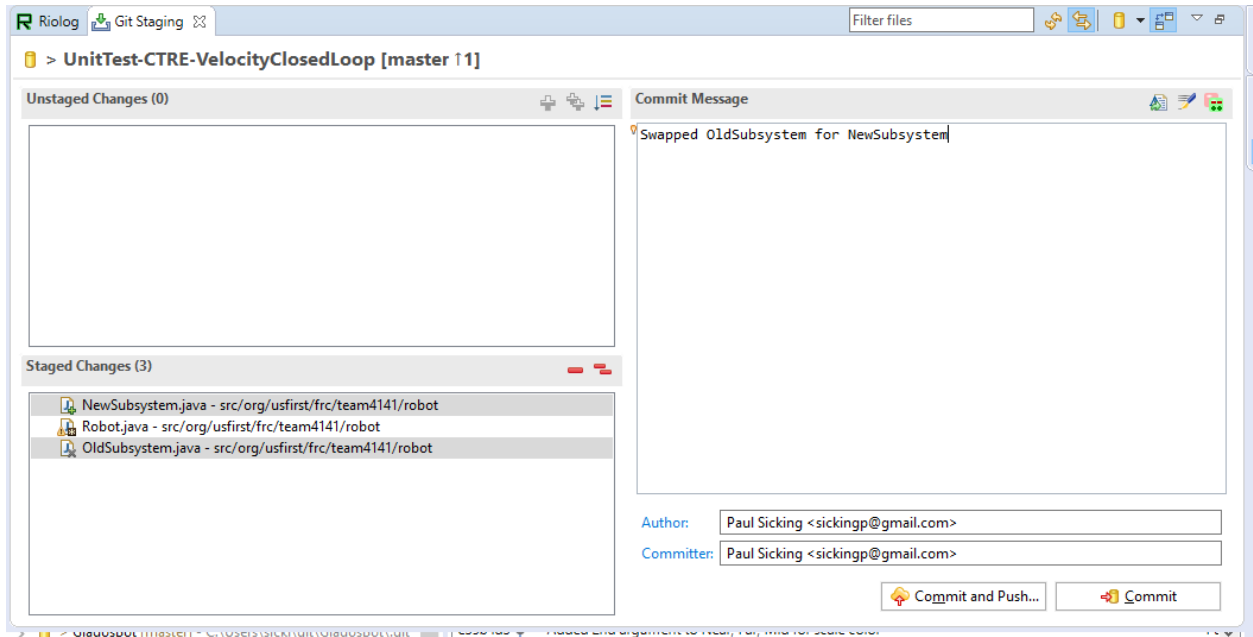
3. Select the Commit button to add these changes to the local Git repository. Alternatively, you could select "Commit and Push…" to not only add the changes to the local Git repository but also to synchronize it with GitHub.

4. Select Team->Show in History to see this latest commit along with previous commits to the local Git repository.