Branching:

```
Counting objects: 100% (4/4), done.

Delta compression using up to 4 threads
Compression objects: 100% (4/2), done.

Delta compression objects: 100% (3/2), done.

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 8 (from 0)

Total 3 (delta 0), reused 0 (delta 0), pack-reused 9 (from 0)

Total 4 (delta 0), pack-reused 9 (from 0)

Total 5 (delta 0), pack-reused 9 (from 0)

Total 5 (delta 0), pack-reused 9 (from 0)

Total 5 (delta 0), reused 9 (from 0)

Total 5 (from 0)

Total 7 (delta 0), pack-reused 9 (from 0)

Total 7
```

Merging:

