

# Multimedia

## GitHub server setup

For an animated and static icon  
library

*media services*



video



audio



photography

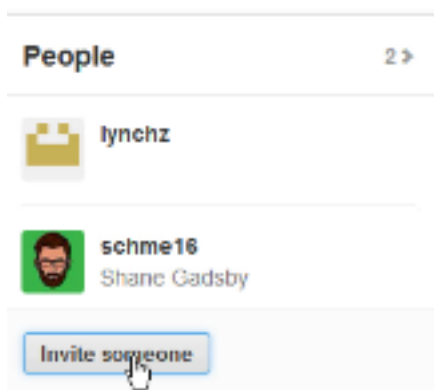
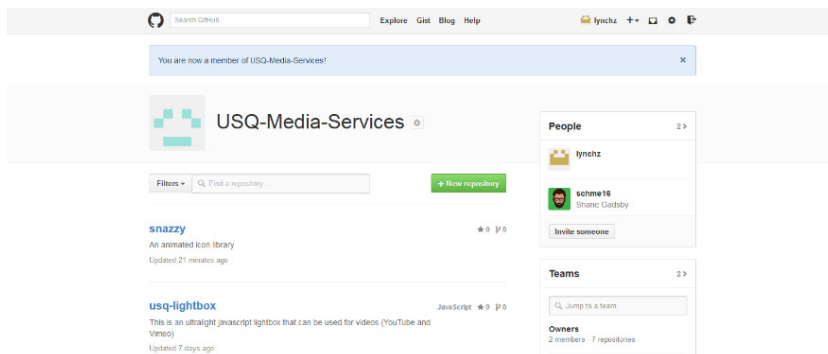


graphics



multimedia

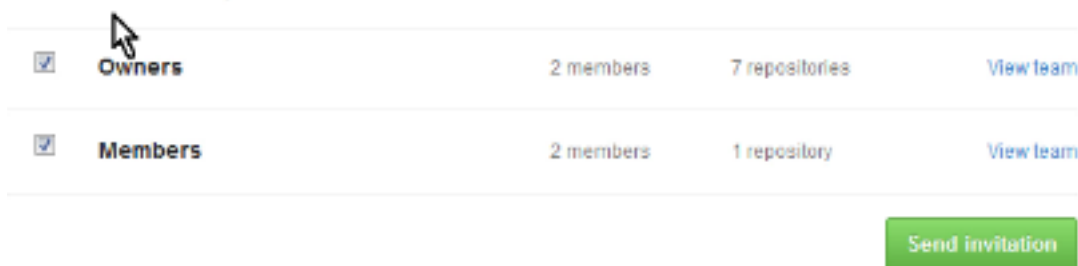
## Adding in a new GitHub repository user



From the main USQ-Media-Services page on GitHub, select the 'invite someone' button

### Invite retinart to some teams

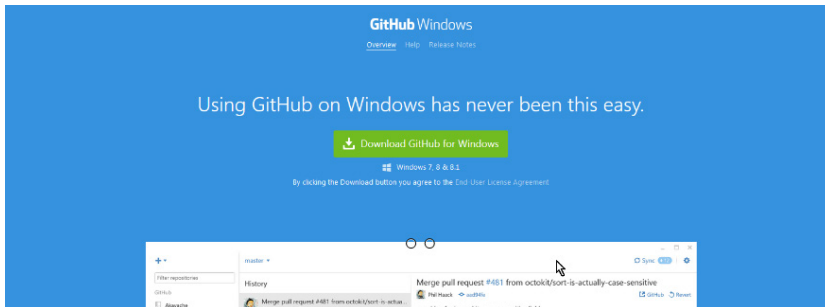
Teams are groups of people within your organization that have access to a certain set of repositories.



You will need their email address, and to know what permissions to give them. Owners can add and remove members; Members cannot.

# How to set up a cloud based GitHub server

This document assumes you have been given access to the USQ-Media-Services repository on GitHub. You will need to be logged in to continue.



Download GitHub from github.com and save to your local drive.

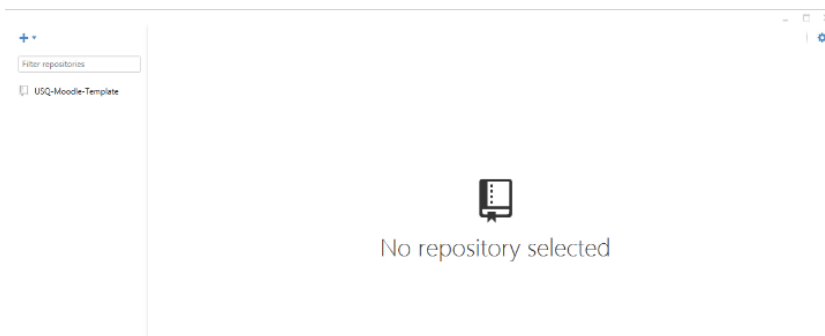


Please wait...

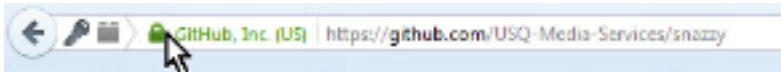
Extracting command line tools for Git. This might take a minute or two.



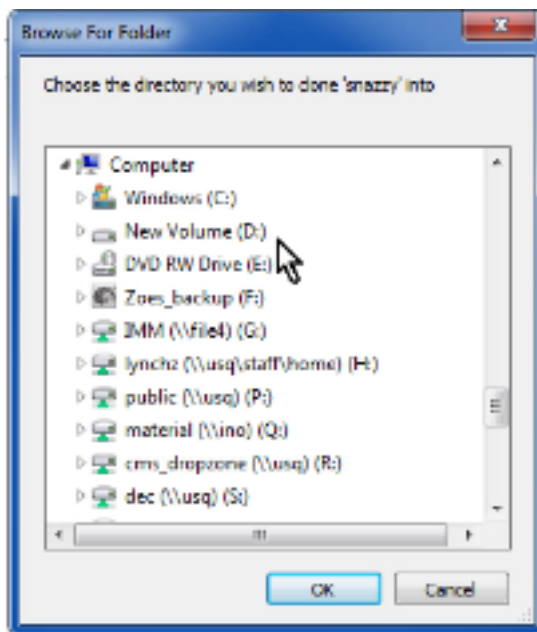
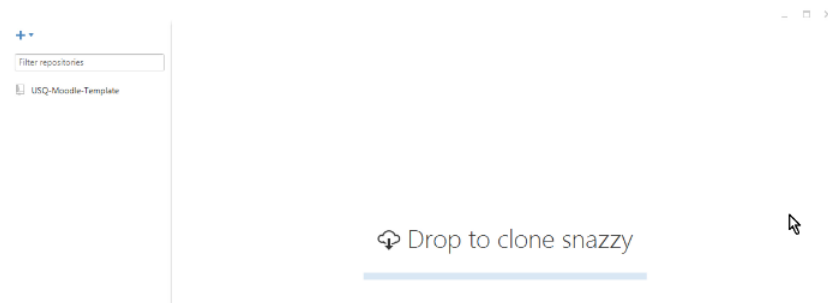
Wait until command line tools have been extracted



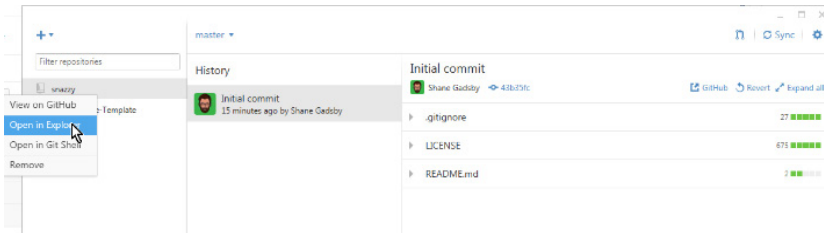
You will see this screen



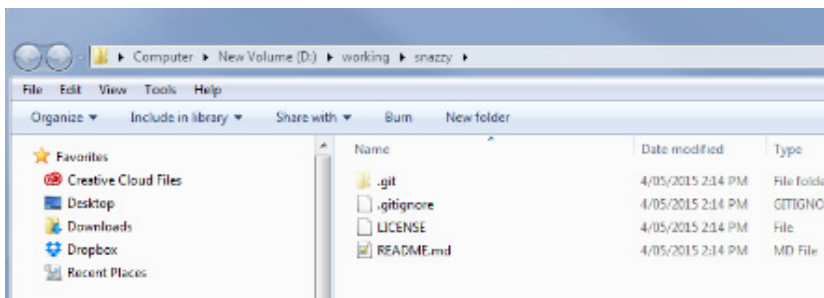
Drag the URL from the open repository browser window into the GitHub GUI



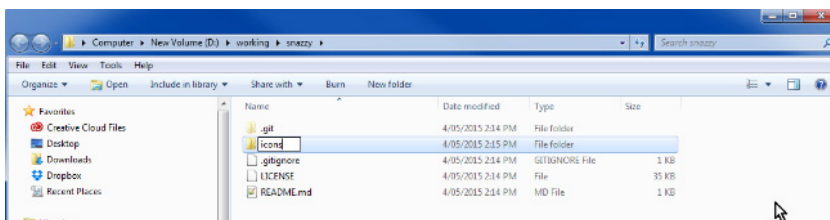
Navigate to the working area you wish your local version of this repository to be saved in. I would suggest your local harddrive in a separate folder just for this repository and its files.



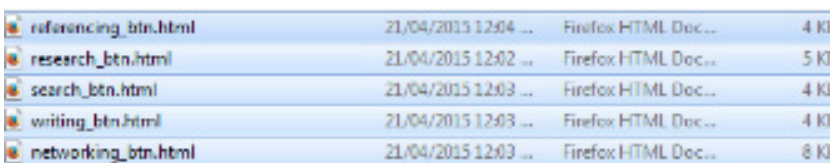
You can view the new files created by this local repository by selecting the 'Open in Explorer' option



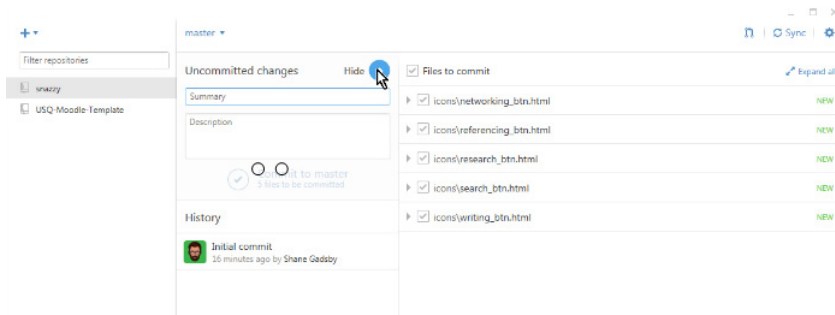
These are the new files you should see



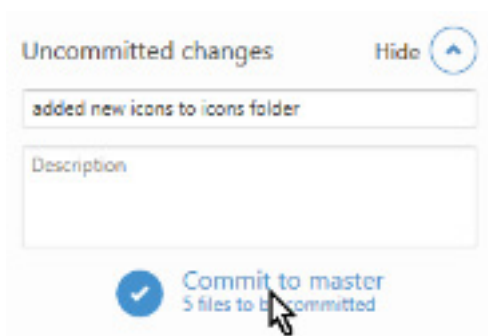
Create a new folder to place your animated icons into labelled 'icons'.



Place your animated icons in this folder.



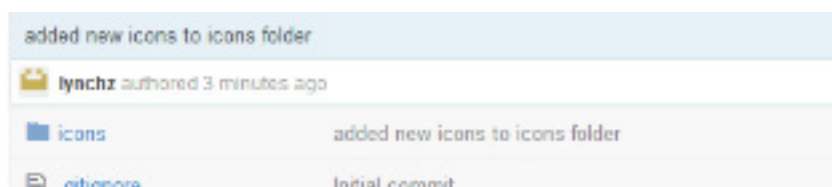
Return to your GitHub GUI, click on the round button 'show' to show uncommitted changes. You will see the latest files uploaded to this repository (being the animated icons that you just copied into the 'icons' folder)



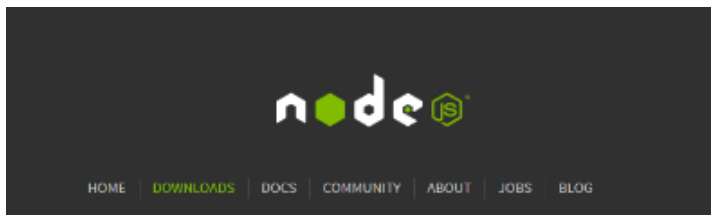
Add in a comment for other users so they know what the change to the repository was. Select 'Commit to master' to ensure any further offline changes are recorded that you may make, before syncing to the cloud version of GitHub.



Once changes are sync in your local GitHub GUI, they will be sync to the on-line shared repository. Select 'Sync' to upload these new changes to the cloud based, shared version of this repository.



Refresh the online GitHub repository in your web browser to see that the new files have been uploaded and are now accessible by all those who are a member of the shared repository.



## Downloads

Download the Node.js source code or a pre-built installer for your platform, and start developing today.



Current version: v0.12.2



Windows Installer (.msi)	32-bit	64-bit
Windows Binary (.exe)	32-bit	64-bit
Mac OS X Installer (.pkg)	Universal	
Mac OS X Binaries (.tar.gz)	32-bit	64-bit
Linux Binaries (.tar.gz)	32-bit	64-bit
SunOS Binaries (.tar.gz)	32 bit	64 bit
Source Code	node-v0.12.2.tar.gz	


Note: Python 2.6 or 2.7 is required to build from source tarballs.

You will require NodeJS to be installed on your machine. Install from their website.



SHIFT+Right click in your working folder. Select 'Open command window here'. Type in "

*For a professional touch, contact **media services**.*

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