# Using Github

Setup projects:

At the begining you will need a github console, so **install GitBash** application on your system.

- create a folder, where you will keep Godot projects files,

- open Gitbash console from this folder

- If repo doesn't exist: Setup GitHub repository on GitHub, copy adress of your repository

- Go to the GitBash console and initiate github

$ git init -b main
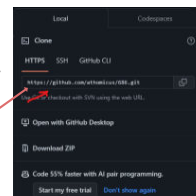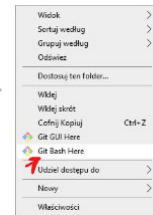
$ git remote add origin <REMOTE_URL>

<REMOTE_URL> is your repository addres

\# Verifies the new remote URL

$ git remote -v

\# If repository is not empty make first pull from a Github

$ git pull origin main

\# If repository is empty and you start building project from zero, make first commit

$git add .

$git commit -m "info"

\# and first push

$ git push origin main

How to work

Daily work with GitHub environment should start from pull

$ git pull origin main

If we want collaborate with others create new branch first

#Create new branch

$ git checkout -b <new_branch>

#Adding our work to branch will be with **add, commit, push** and **pull**

$git add .

$git commit -m "info"

$git push origin <name_of_your_branch>

#Bunch of useful comands

#Check actual branch

$ git branch

#or

$git status

#Change branch

$ git checkout <existing_branch>

```
#When nothing work

$git pull --rebase

$git push -f origin main
```