

Hey everyone, trying to type up a little tutorial on using SSH, SVN, and the UNIX system in general. Some people seem to be having trouble and I just want to make sure we're on the same page. If you see something I wrote wrong, feel free to change it

### **Requirements**

- You are going to need your UNIX ID and password and that can be obtained at the WEB building
- If you are Windows you are going to need a program like Putty and some sort of file transferring solution
  - I use Putty and Filezilla
  - Putty: <http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>
  - Filezilla: <https://filezilla-project.org/>
- If you are using UNIX, either at home or at the school, you can do everything inside the terminal
- If you are using Mac, it should work the same was as UNIX/Linux

### **Step 1: Signing into the University UNIX at home**

List of ip addresses:

<https://docs.google.com/document/d/1Btw8EeNBkEaqMYgnCF6eOPMWfEU48G3uN-SHVPKzWMQ/edit?usp=sharing>

#### **UNIX / Linux**

1. Open up a terminal command
2. Type `ssh username@ip`
3. After hitting enter, input your password
4. If everything went well, you should be signed in

#### **Windows**

1. Open putty, or program of your choice
2. Where it says Hostname, enter the IP of your choice from the above like
3. Leave port at default
4. Click open
5. Enter UNIX username
6. Enter password
7. If everything went well, you should be signed in

### **Step 2: Transferring files from UNIX to your machine at home**

\*This is necessary because you won't be able to run the graphical parts of the program through SSH. If you are just working with VIM, you won't need to do this

#### **UNIX / Linux**

1. While you could use something like Filezilla, I prefer the command line
2. To simply transfer folders from a UNIX system to your home system you type the following command:
3. `scp -rp username@IP:~/PATH-TO-FOLDER-ON-SERVER  
~/PATH-TO-FOLDER-AT-HOME`

4. Omit the -rp if it is just a file
5. This works the same way from home to server

### **Windows**

1. I prefer Filezilla, but feel free to use something else
2. Follow the tutorial here: <https://wiki.filezilla-project.org/Using>

### **Step 3: Using SVN**

#### **Using command line (UNIX) or Putty/ Similar service (Windows)**

1. \*MAKE SURE YOU ARE SIGNED INTO THE UNIVERSITY UNIX FIRST
2. At the command line to checkout the repository type:  
    “svn checkout  
    svn+ssh://146.245.252.21/users1/st/ashmurra/CISC3140/GameRepository”  
    and hit enter
3. Enter password
4. If it worked, you should have a copy of the repository on your UNIX system, you will have to revert to step 2 if you want to move this to your host system
5. This folder on your host system is a copy of what is in the repository
  - a. It is not in sync, you will have to commit changes and update the original repository for that to happen
6. If you create a new file you will have to type the following command
  - a. svn add “NEW\_file.java”
  - b. This makes it so that SVN will track changes made to the file
7. When you are done you can commit the folder to the original repository by typing  
    svn commit -m “COMMENTS”
  - a. For this step, again, you must be signed into the University UNIX system for it to work
  - b. If you moved the folder to your host system, you will have to move it back to the University UNIX system and then commit the changes
8. If you get lost with svn, type: svn help and you will be given a breakdown of what functions are available

Note: I’m sure I left stuff out but I tried to make a comprehensive tutorial and if you are confused you can email me, or if you noticed a mistake, feel free to edit this document.