git-scripts cheat sheet

Command	Description	Command	Description
`adb-reset`	Kill the `adb.exe` Process. Useful when developing mobile for Android and the debugger is not responding	`origin <repo>`	List remote tracking information for all branches
`add <repo> <filemask>`	Add all unmanaged files in the repo (normally you don't need this, as **push** does it automatically for you)	`prompt`	**Don't call this.** It's a template script. Use **install-scripts.cmd** in the root of the repository to create a configured shortcut.
`addsub <repo> <linkedrepo> [folder]`	Add a sub module (linked repository)	`pull <repo> [branch]`	Pull the repo. **Note:** Use **pull *** to pull ALL repositories in the current folder!
`branch <repo> [-l|-d|-D]`	Create (and switch to) a new branch. Options: -l local branch -d delete branch (local) -D delete branch (local AND on remote)	`purge-history <repo>`	**DANGER ZONE!** Purge the entire history in the repo, **local and on remote!** Reduces the repository size to a minimum, but you only have the most current version available. **No rollback!**
`clone`	**Don't call this,** it's a template for the **identity** script. Use this to create your clone identities!	`push <repo> "message"`	Commit & Push to origin. Message is required. **Note:** Use **push *** to push ALL repositories in the current folder with the same message!
`commit <repo> "message"`	Perform local commit of changes. Message is required	`resolve <repo>`	Open the **Tortoise-Git Resolve** dialog if you face merge conflicts.
`fetch <repo>`	Perform fetch on the repo	`revert <repo> [filemask]`	Rollback your current changes
`git-cache-reset`	Resets the **Tortoise-Git** cache Process	`sizeof <repo>`	Determine/Estimate the **real size** of your repository (incl. history)
`gms-delcache <project-name>`	Delete all GameMaker caches from **GMS**, **local** and **roaming AppData** and from **ProgramData** folders for the specified project	`status <repo>`	Show status of your working copy (changed files, etc). **NOTE:** Perform status without any argument to show the status of ALL repositories in the current folder!
`gms-rename <old-name> <new-name>`	Renames a GameMaker project and also replaces the name in the **.yyp** and **.yy** files where needed	`switch <repo> <branchname> [-m]`	Switch to the specified branch. Use -m to merge your local changes into that branch.
`identity`	Create a new clone identity	`tag <repo> <tag>`	Set a tag on the repo, like for a new release.
`list <repo>`	List all known **branches** and **tags** of the repo	`updsub <repo> [branch]`	Update (pull) the linked submodules of the specified repo. Optionally update them from a specified branch
`merge <repo> <from> <to> [-c|-cp] [-2]`	Merge <from> branch into <to> branch. Options: -c …and commit **or** -cp …and commit & push -2 …after merge switch to second branch (**<to>**) By default, after merge, you are located in the first branch **<from>** after the merge	`whereis <repo>`	Shows you the current branch of the repo.