Access to ROMS code repository on bitbucket.com

Repository access

Jeroen and Devin are the account admins and will give you access to the code repository (repo) hosting service bitbucket.com.

You will then receive an email from Bitbucket, please follow the link to activate your access. It may require creating an account on Bitbucket if you have not done so before, but it will prompt you as required.

App password

To clone the code you will first need to create an ‘app password’.
Open this link https://bitbucket.org/nmolem/ucla-roms/src/master/
Click on the icon with your username initials in top right corner of the webpage.
Click on personal settings.
Click on ‘app passwords’ in left hand column.
Click on ‘Create app password’.
Add label, e.g. ‘ROMS’.
Select all boxes, then click create.
Store the generated new app password somewhere (if you lose it, you can generate a new one).

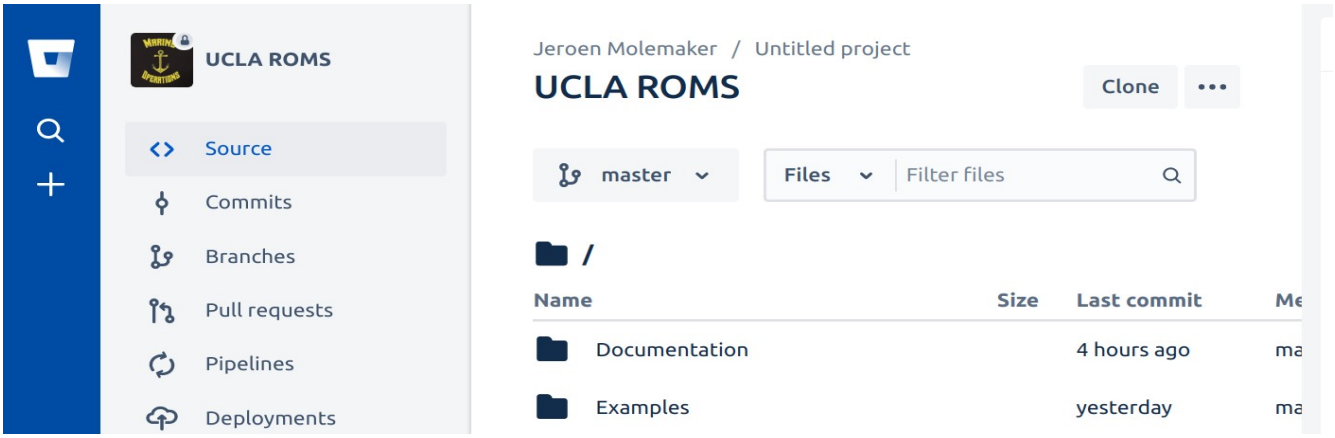
The app password is long to type. Rather, it can be stored by git after the first time you type it in.
To activate app password storing (recommended), use the following terminal command:
git config --global credential.helper store

Cloning the code

On your machine, make and open a directory to store the code, for example:
mkdir ~/repos/ ; cd ~/repos/

You should be able to clone the code to your machine through the terminal with the following command, but editing for your bitbucket username.
git clone https://username@bitbucket.org/nmolem/ucla-roms.git

If that did not work, as per the image below, go to https://bitbucket.org/nmolem/ucla-roms/src/master/ and click on 'clone' on the top right.



Copy the terminal command it displays '*git clone .....*', and enter the command in the terminal.

The password it requests is the ‘app password’ you generated earlier.

It will then download the latest code into a ‘ucla-roms’ directory (this may take a few minutes as the download is about 0.5GB due to example netcdf input files).

Running ROMS

Open the first readme (i.e. ~/repos/ucla-roms/readme) for further instructions for getting the new code to compile, running a quick practice example, and details about the new roms.