**SourceTree常用功能对应的git命令**

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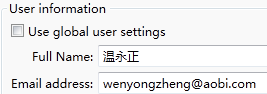
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# 准备工作

## 第一步：设置用户名与email

SourceTree中对应的操作：

C:\Users\wenyongzheng\AppData\Roaming\Tencent\Users\651865125\QQ\WinTemp\RichOle\~AM`~YRKJ(FA}A9H)~4LYT7.png--> C:\Users\wenyongzheng\AppData\Roaming\Tencent\Users\651865125\QQ\WinTemp\RichOle\$KDG@)FXB}Q%]$CI%MY[%`4.png-->

$ git config {--global} user.name "wenyongzheng"

$ git config {--global} user.email "wenyongzheng@aobi.com"

参数说明：--global为设置全局的配置

**tips**：输入命令时要删掉大括号

## 第二步：进入工作目录

$ cd D:/work/gitlab/game-client

**tips**：文件目录的斜杠是 " / "

# 暂存操作（stage）

将文件添加到暂存区（相当于stage操作）：

将制定的文件添加到暂存区

$ git add {文件名} {文件名}

将指定目录添加到暂存区

$ git add {dir}

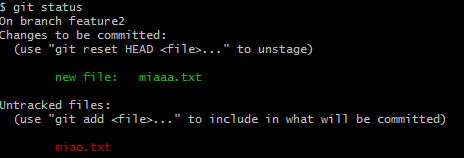
将当前目录的所有文件的变化添加到暂存区（相当于SourceTree的stage All功能）

$ git add . (注意后面有一点)

工作区与暂存区中的文件的变化情况可以通过以下命令查看：

$ git status

如图所示，绿色的文件名为已经添加到暂存区但未提交的内容，红色的文件名为工作区中被修改但还没有添加到暂存区的内容。



# 比较文件

在SourceTree中可以若需要在命令行中查看工作区、暂存区与版本库中文件的差异，可以使用以下命令：

查看工作区与暂存区中所有文件的差异

$ git diff

查看工作区中某个文件与暂存区中的差异

$ git diff -- {文件名}

查看工作区与HEAD指针所指的一次commit，即当前分支中最新一次commit之间的差异

$ git diff HEAD

查看某两个commit之间的差异

$ git diff {分支名或 commit id} {分支名或 commit id}

查看某一次commit的修改内容

$ git show {commit id 或 tag}

# 提交（commit）

git命令行的提交与SourceTree中的提交相差不大，只需要使用commit命令就可以提交暂存区中的文件，

$ git commit -m {提交信息}

参数说明：

-m {提交的描述} ：编写提交信息，不使用-m参数会出现警告，一般情况下都需要编写提交信息

-a ：直接提交工作区中的文件而不是提交暂存区中的文件，并清空暂存区

在不修改工作区的情况下，修改上一次提交的提交信息

$ git commit --amend -m {提交信息}

# 查看提交记录

在sourceTree能够比较清晰地查看分支提交的历史，但在命令行中没有那么直观，要查看当前分支的历史版本，可以使用以下命令：

查看当前分支的历史版本

$ git log

参数说明：

-stat ：查看每次提交的文件变化

--pretty=oneline ：每个提交信息在一行中显示

--abbrev-commit ：简化commit id

--graph ：以图的形式显示，相关联的分支之间会有连线，可以查看分支合并的情况

查看各种操作包括切换分支、回退、克隆等的历史，若回退了版本后想找回最新的版本，可以通过该命令查找某次操作的id。

$ git reflog

**tips**：查看log不会自动退出log模式，要按q键退出

# 版本回退与撤销修改（unstage）

若要重置工作区或暂存区的内容，可以使用checkout 或 reset命令。要将版本回退到某一次commit，则需要使用reset命令。

checkout命令（用于重置工作区文件） ：

将暂存区的内容恢复到工作区中，即工作区中还没有添加到暂存区的修改都会丢失

$ git checkout . (注意后面有个点)

将暂存区的某个文件恢复到工作区

$ git checkout -- {文件名}

恢复某一次commit的某个文件，并重置工作区与暂存区

$ git checkout {commit id} {文件名}

版本回退reset：

将暂存区的某个文件恢复到某一次commit的版本 (即unstage操作)

$ git reset -- {文件名}

将当前分支的指针指向某一个commit，即将当前分支回溯到某一次提交，可使用以下命令

$ git reset {commit id} ：会重置暂存区，不会重置工作区

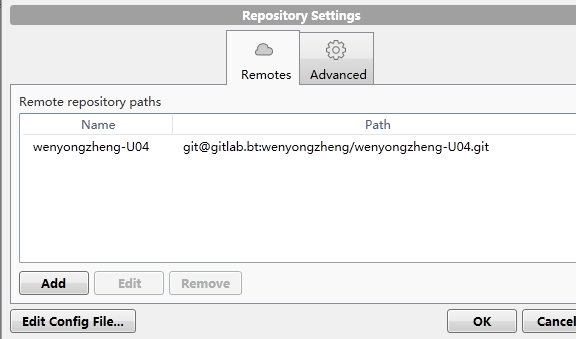
$ git reset --hard {commit id} ：会重置暂存区与工作区

$ git reset --keep {commit id} ：不会重置暂存区与工作区

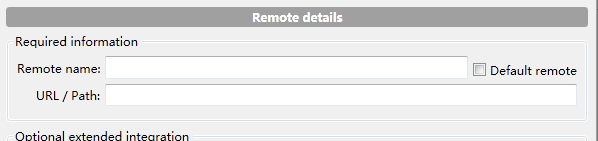
# 推送（push）

要推送到远程仓库，第一步当然是为项目添加一个远程仓库了：

在SourceTree中，添加远程仓库是在这里：



点击Add按钮添加远程仓库



添加远程仓库

$ git remote add {远程仓库名称} {远程分支地址}

远程分支名称对应上图的Remote name，可以自己取

远程分支地址对应 URL/Path

创建与删除远程分支：

创建于删除远程分支都可以用一个命令解决：

$ git push {远程仓库名} {本地分支名称}:{远程分支名称}

这个命令是将某个本地分支推送到某个远程分支上，

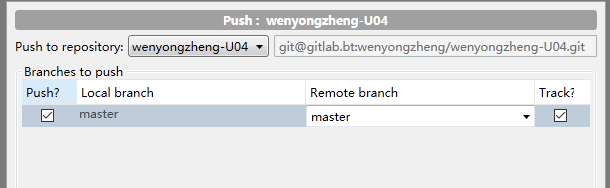
若远程仓库中没有这个分支，就会自动创建一个名为 {远程分支名称} 的分支

若本地分支名称留空，则会删除该远程分支

$ git push {远程仓库名} {空}:{远程分支名称}

推送：

SourceTree中推送到远程仓库的操作如图：



第一次使用push时，可以将当前所在的分支与某个远程分支关联起来，当前所在的分支在命令行中会显示。

$ git push -u {远程仓库名} {远程分支名} ：如 git push -u origin master

参数说明：

-u ：即关联远程分支与本地分支，下次提交就不需要指定远程分支，对应途中的Track框

经过第一次关联后，下次再需要推送就只需要用以下命令

$ git push

当然也可以每次都指定要推送到哪一个远程分支即不使用 -u参数

$ git push {远程仓库名} {远程分支名}

不小心推送了一些有问题的修改,需要回退远程分支?:

先回退本地分支然后通过以下命令强制回退远程分支

$ git push -f

参数说明：

-f ：强制推送，不使用该参数的话，因为本地分支版本比远程分支落后，所以不能推送

# 拉取（pull）

要从远程仓库中拉取分支，首先是要创建一个本地分支并与远程分支关联。

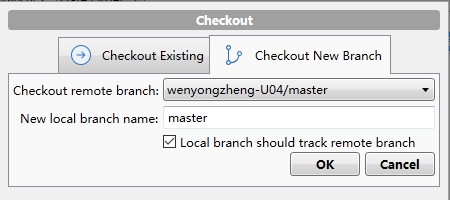
创建本地分支并

$ git checkout -b {本地分支名} {远程仓库名/远程分支名}

关联分支

$ git branch --set-upstream {本地分支名} {远程仓库名/远程分支名}

以上两步操作对应SourceTree中的：



关联分支后可以使用pull命令拉取：

$ git pull {--rebase} {远程仓库名} {远程分支名}

若已经设置了关联的远程分支，可以直接使用以下命令，若出现冲突，则对文件进行处理再进行一次新的commit，具体操作与合并分支类似。

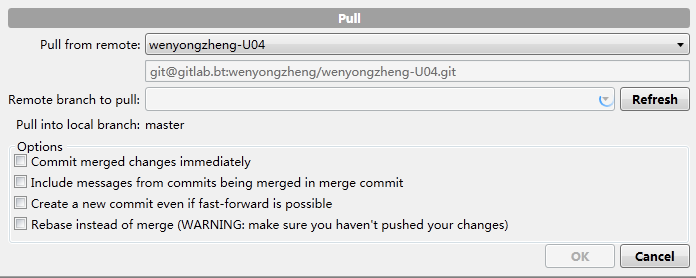
$ git pull

参数说明：

--rebase :对应下图的第四个选项，将本地新提交的内容移到拉取下来的分支的顶部，而不是合并两个分支

--no-ff :对应下图的第三个选项，即无论如何都会在拉取时创建一个新的commit作为合并的节点。

拉取的功能在SourceTree中对应的操作为：



# 获取（fetch）

在SourceTree中，fetch的作用是获取远程主机的版本更新到本地。

在git中，也是使用fetch命令来获取远程主机的版本更新到本地。

命令：

获取某个远程主机的更新，全部取回本地： git fetch <远程主机名>

在此基础上想取回特定分支的更新: git fetch <远程主机名> <分支名>

要注意的是，所取回的更新，在本地主机要用 远程主机名/分支名 的形式读取。

取回远程主机的更新以后，可以在它的基础上，使用git checkout命令创建一个新的分支：

git checkout –b 分支名 远程主机名/分支名

# 创建与切换分支（branch）

查看本地分支： git branch；

从当前位置创建分支： git branch branchName

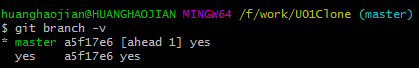
创建+切换分支：git checkout –b branchName

合并某分支到当前分支： git merge branchName branchName被合并的分支名

删除分支： git branch –d branchName

强制删除分支： git branch –D branchName

查看所有分支，标记当前分支并显示各个分支最新的操作：git branch –v （效果如下）



查看远程分支：git branch –r

查看所有分支（包括远程分支）：git branch –a

从某个指定的提交位置创建新分支：git branch branchName commitId branchName为分支名，commitId为指定的提交位置

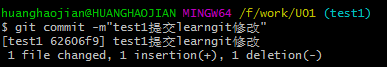
# 合并分支（merge）

Git中merge和rebase都可以起到合并分支的作用，但原理不一样。SourceTree中的merge是通过merge实现的。

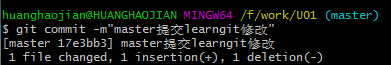
git通过merge合并的命令行：git merge branchname 合并某分支到当前分支

合并时遇到冲突：

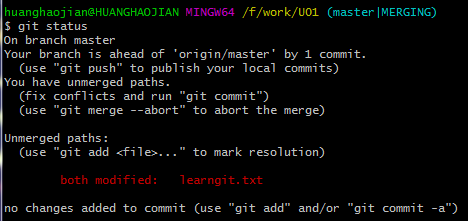
现在我新创建了一个新分支，名为test1，然后我在这里修改learngit中的内容：



接着切换分支回到master，在这里我修改learngit中同一个地方：



这时候合并分支，就会出现冲突，需要我们手动修改，git status可以查看状态：



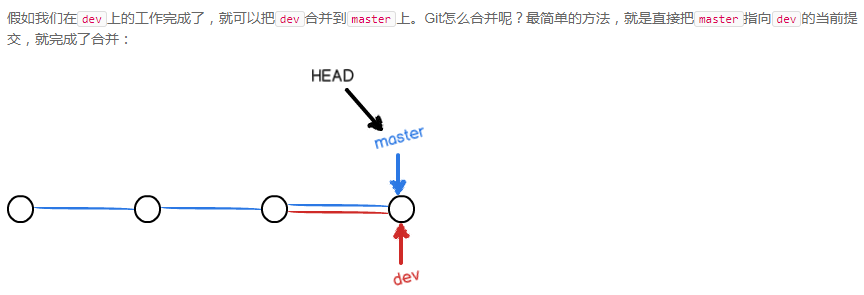
这时候打开learngit文件，会发现：

C:\Users\huanghaojian\AppData\Roaming\Tencent\Users\945603130\QQ\WinTemp\RichOle\POQ1VIJ1CB~J{MJOLM(MJ@A.pngGit用<< >> ==三种符号标记冲突的地方。

修改冲突的文件后再提交。如下：

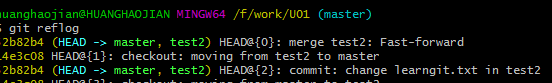


要注意的是，合并的时候，在可能的情况下，git是使用fast forward模式合并分支的

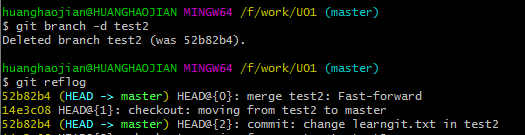
Fast forward模式的合并原理：

这种模式下的合并，删除分支后，会丢掉分支信息

删除分支前：



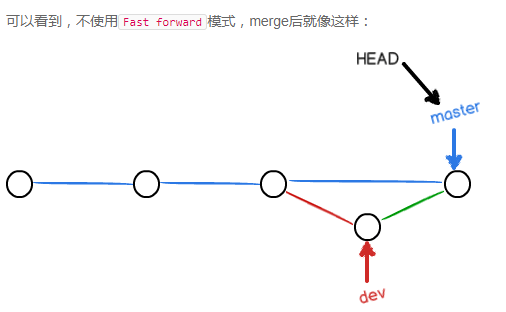
删除分支后：



如果不想使用fast forward模式合并分支，可以使用指令：

git merge --no-ff –m”提交描述”

这样git就会在merge的时候生成一个新的commit，这样就能从分支历史上看出历史信息



根据sourceTree分支的历史显示记录，sourceTree使用合并命令行是

git merge --no-ff –m”提交描述”

# 储藏相关操作（stash）

在SourceTree中，有Stash功能可以存储当前工作现场。

Git也有相关的命令，如下：

git stash 存储当前工作现场

git stash list可以查看储存记录列表

恢复工作区现场有两种指令：

1. git stash apply 恢复工作区后，stash内容没有被删除；
2. git stash pop 恢复工作区的同时删除了stash内容

stash内容可以通过git stash drop删除

要注意的是，有多个stash的时候，不加参数git是默认将最近保存的stash恢复到工作区的。我们可以通过参数，恢复指定的stash，如：

git stash apply stash@{0}

参数可以通过git stash list查看

同时，要恢复现场，首先要保证工作区是干净的，不然会报错。

# 标签相关操作（tag）

1.标签定义：就是让人容易记住的有意义的名字，它跟某个commit绑在一起

2.关于标签的操作：

git tag name：新建一个标签，默认为最新提交ID，也可以在后面加上commit id，为该 版本打上标签；

git tag：查看所有标签

可以创建带有说明的标签，用-a指定标签名，-m指定说明文字；

git tag –a 标签名 –m “说明”；

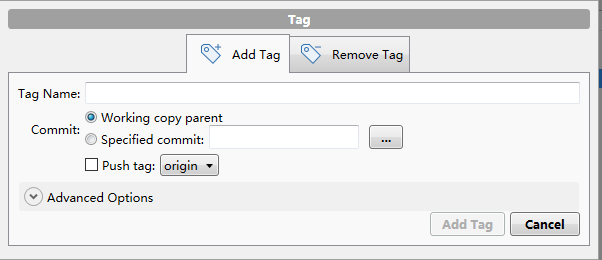
git tag –d 标签名：删除本地标签；

git push origin tagname：推送一个标签；

git push origin --tags：推送全部未推送过的本地标签；

git push origin :ref/tags/tagname：删除一个远程标签。

3.如何使用命令行做到跟sourceTree一样添加tag的操作



在sourceTree，是通过以上视图添加tag的。

1. add tag操作

使用命令行git tag name就可以新建一个标签了。其中，后面不加提交id，则默认为最新提交id，相当于sourceTree中的working copy parent；

加上提交id，则相当于sourceTree中的Specified commit。

1. push tag到远程库

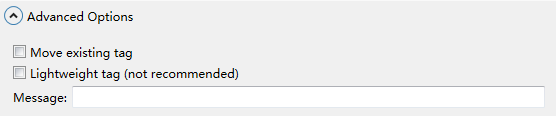
有两个命令行可以做到：

git push origin tagname：推送一个标签；

git push origin --tags：推送全部未推送过的本地标签；

只是相对于sourceTree比较麻烦，sourceTree可以直接勾选push tag，而命令行还要多写一句命令。

1. sourceTree中的advanced options



Move existing tag一项在git命令行中，需要多写一句删除tag的语句；

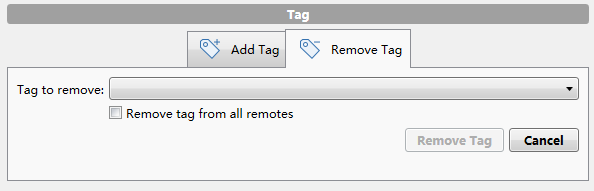
删除本地标签：git tag –d 标签名；

删除一个远程标签：git push origin :ref/tags/tagname；

sourceTree中给tag加message相当于命令行：

git tag –a 标签名 –m “说明”

1. 删除tag



删除本地标签：git tag –d 标签名；

删除一个远程标签：git push origin :ref/tags/tagname；

若要删除本地和远程的标签，需要执行以上两句命令行。

1. 查看tag

git tag：查看tag

# 分支老是冲突解决（haoyuan）

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git status

rebase in progress; onto f3ffba3bd

You are currently rebasing branch 'develop' on 'f3ffba3bd'.

(all conflicts fixed: run "git rebase --continue")

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --absort

error: unknown option `absort'

usage: git rebase [-i] [options] [--exec <cmd>] [--onto <newbase>] [<upstream>] [<branch>]

or: git rebase [-i] [options] [--exec <cmd>] [--onto <newbase>] --root [<branch>]

or: git-rebase --continue | --abort | --skip | --edit-todo

Available options are

-v, --verbose display a diffstat of what changed upstream

-q, --quiet be quiet. implies --no-stat

--autostash automatically stash/stash pop before and after

--fork-point use 'merge-base --fork-point' to refine upstream

--onto ... rebase onto given branch instead of upstream

-p, --preserve-merges

try to recreate merges instead of ignoring them

-s, --strategy ... use the given merge strategy

--no-ff cherry-pick all commits, even if unchanged

-m, --merge use merging strategies to rebase

-i, --interactive let the user edit the list of commits to rebase

-x, --exec ... add exec lines after each commit of the editable list

-k, --keep-empty preserve empty commits during rebase

-f, --force-rebase force rebase even if branch is up to date

-X, --strategy-option ...

pass the argument through to the merge strategy

--stat display a diffstat of what changed upstream

-n, --no-stat do not show diffstat of what changed upstream

--verify allow pre-rebase hook to run

--rerere-autoupdate allow rerere to update index with resolved conflicts

--root rebase all reachable commits up to the root(s)

--autosquash move commits that begin with squash

move commits that begin with squash!/fixup! under -i

--committer-date-is-author-date

passed to 'git am'

--ignore-date passed to 'git am'

--whitespace ... passed to 'git apply'

--ignore-whitespace passed to 'git apply'

-C ... passed to 'git apply'

-S, --gpg-sign[=...] GPG-sign commits

Actions:

--continue continue

--abort abort and check out the original branch

--skip skip current patch and continue

--edit-todo edit the todo list during an interactive rebase

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --abort

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git status

On branch develop

Your branch and 'origin/develop' have diverged,

and have 12 and 2 different commits each, respectively.

(use "git pull" to merge the remote branch into yours)

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git pull

remote: Counting objects: 1, done.

remote: Total 1 (delta 0), reused 0 (delta 0)

Unpacking objects: 100% (1/1), done.

From gitlab.bt:aolamobile/client/game-client

79234ca53..f529f5fd7 feature\_genius3.27 -> origin/feature\_genius3.27

First, rewinding head to replay your work on top of it...

Applying: å¯¼makedeviceéç½®

Using index info to reconstruct a base tree...

M Assets/GameScripts/Commons/Config/ComposeGoodsConfig.lua

M Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

M Assets/GameScripts/Commons/Config/TaskConfig.lua

M Assets/GameScripts/Commons/Config/version.json

M Assets/GameScripts/Services/NetWork/import\_proto.lua

M Assets/GameScripts/Services/NetWork/setting\_proto.lua

.git/rebase-apply/patch:48: trailing whitespace.

{1, 1, 1, "", 1, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=800006}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:49: trailing whitespace.

{11, 1, 1, "", 2, 1, {{num=1,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=200003}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:50: trailing whitespace.

{21, 1, 1, "", 3, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=100020}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:51: trailing whitespace.

{31, 1, 1, "", 3, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=200004}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:74: trailing whitespace.

{16, "åæçå¥¥ç§", 11, 1, 141, nil, nil, {starLevel=2,pmCount=1,rootRaceIds={11,31,61}}, {auto=1,trigger={param=1,type=0},guide="guide\_develop02\_SX01"}, {type=1,params={name="PetPackageView"}}, true, false, {{num=35,id=0,type=5},{num=1,id=1,type=3}}, 1, -1, false, "ä¸åç܁?å«çç۶?çµï¼éè¦ä¸åç§ç±»çè¿åç܁?¦ï¼"},

warning: squelched 88 whitespace errors

warning: 93 lines add whitespace errors.

Falling back to patching base and 3-way merge...

Auto-merging Assets/GameScripts/Services/NetWork/setting\_proto.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/NetWork/setting\_proto.lua

Auto-merging Assets/GameScripts/Services/NetWork/proto/MakeDeviceExtension\_pb.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Services/NetWork/proto/MakeDeviceExtension\_pb.lua

Auto-merging Assets/GameScripts/Commons/Config/version.json

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/version.json

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

error: Failed to merge in the changes.

Patch failed at 0001 å¯¼makedeviceéç½®

The copy of the patch that failed is found in: .git/rebase-apply/patch

When you have resolved this problem, run "git rebase --continue".

If you prefer to skip this patch, run "git rebase --skip" instead.

To check out the original branch and stop rebasing, run "git rebase --abort".

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --continue

Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua: needs merge

Assets/GameScripts/Commons/Config/PMChallengeConfig.lua: needs merge

Assets/GameScripts/Commons/Config/TaskGroupConfig.lua: needs merge

Assets/GameScripts/Commons/Config/version.json: needs merge

Assets/GameScripts/Services/NetWork/proto/MakeDeviceExtension\_pb.lua: needs merge

Assets/GameScripts/Services/NetWork/setting\_proto.lua: needs merge

You must edit all merge conflicts and then

mark them as resolved using git add

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git status

rebase in progress; onto f3ffba3bd

You are currently rebasing branch 'develop' on 'f3ffba3bd'.

(fix conflicts and then run "git rebase --continue")

(use "git rebase --skip" to skip this patch)

(use "git rebase --abort" to check out the original branch)

Unmerged paths:

(use "git reset HEAD <file>..." to unstage)

(use "git add <file>..." to mark resolution)

both added: Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

both modified: Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

both added: Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

both modified: Assets/GameScripts/Commons/Config/version.json

both added: Assets/GameScripts/Services/NetWork/proto/MakeDeviceExtension\_pb.lua

both modified: Assets/GameScripts/Services/NetWork/setting\_proto.lua

no changes added to commit (use "git add" and/or "git commit -a")

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git add .

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git status

rebase in progress; onto f3ffba3bd

You are currently rebasing branch 'develop' on 'f3ffba3bd'.

(all conflicts fixed: run "git rebase --continue")

Changes to be committed:

(use "git reset HEAD <file>..." to unstage)

modified: Assets/GameScripts/Commons/Config/version.json

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git commit -m "update config"

[detached HEAD c051eccd7] update config

1 file changed, 86 insertions(+), 86 deletions(-)

rewrite Assets/GameScripts/Commons/Config/version.json (92%)

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --continue

Applying: å¯¼makedeviceéç½®

No changes - did you forget to use 'git add'?

If there is nothing left to stage, chances are that something else

already introduced the same changes; you might want to skip this patch.

When you have resolved this problem, run "git rebase --continue".

If you prefer to skip this patch, run "git rebase --skip" instead.

To check out the original branch and stop rebasing, run "git rebase --abort".

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git status

rebase in progress; onto f3ffba3bd

You are currently rebasing branch 'develop' on 'f3ffba3bd'.

(all conflicts fixed: run "git rebase --continue")

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --continue

Applying: å¯¼makedeviceéç½®

No changes - did you forget to use 'git add'?

If there is nothing left to stage, chances are that something else

already introduced the same changes; you might want to skip this patch.

When you have resolved this problem, run "git rebase --continue".

If you prefer to skip this patch, run "git rebase --skip" instead.

To check out the original branch and stop rebasing, run "git rebase --abort".

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --skip

Applying: æ·»å éç½® éæ¼æä»¶

Using index info to reconstruct a base tree...

.git/rebase-apply/patch:12: trailing whitespace.

userData:

.git/rebase-apply/patch:13: trailing whitespace.

assetBundleName:

.git/rebase-apply/patch:14: trailing whitespace.

assetBundleVariant:

.git/rebase-apply/patch:26: trailing whitespace.

userData:

.git/rebase-apply/patch:27: trailing whitespace.

assetBundleName:

warning: squelched 4 whitespace errors

warning: 9 lines add whitespace errors.

Falling back to patching base and 3-way merge...

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua.meta

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua.meta

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua.meta

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua.meta

error: Failed to merge in the changes.

Patch failed at 0002 æ·»å éç½® éæ¼æä»¶

The copy of the patch that failed is found in: .git/rebase-apply/patch

When you have resolved this problem, run "git rebase --continue".

If you prefer to skip this patch, run "git rebase --skip" instead.

To check out the original branch and stop rebasing, run "git rebase --abort".

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 2/11)

$ git rebase --abort

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git status

On branch develop

Your branch and 'origin/develop' have diverged,

and have 12 and 2 different commits each, respectively.

(use "git pull" to merge the remote branch into yours)

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git branch

\* develop

liyijun

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git checkout -b f\_bak

Switched to a new branch 'f\_bak'

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (f\_bak)

$ git checkout develop

Switched to branch 'develop'

Your branch and 'origin/develop' have diverged,

and have 12 and 2 different commits each, respectively.

(use "git pull" to merge the remote branch into yours)

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git reset --hard HEAD^

HEAD is now at 31a6a29eb 1.å¤§å°åé®é¢å¯¼è´çBUG

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git status

On branch develop

Your branch is behind 'origin/develop' by 2 commits, and can be fast-forwarded.

(use "git pull" to update your local branch)

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git pull

First, rewinding head to replay your work on top of it...

Fast-forwarded develop to f3ffba3bd92b319d41cc4de5c3a82adbac70ba24.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git log

commit f3ffba3bd92b319d41cc4de5c3a82adbac70ba24

Author: <E9><83><91><E5><A5><95><E8><81><AA> <zhengyicong@aobi.com>

Date: Wed Mar 28 22:21:37 2018 +0800

<E6><9C><80><E6><96><B0><E9><85><8D><E7><BD><AE>

commit 57f215a01097ef0a0c95245b905e04b99971dbc4

Author: <E9><83><91><E5><A5><95><E8><81><AA> <zhengyicong@aobi.com>

Date: Wed Mar 28 22:07:51 2018 +0800

<E6><B4><E6><96><B0><E6><9C><80><E6><96><B0><E9><85><8D><E7><BD><AE><EF><BC><<8C><E4><BB><A5><E5><8F><8A><E4><BC><9F><E9><91><AB><E5><A4><A7><E5><A4><A7>

<<E4><BF><AE><E5><A4><8D><E7><B2><BE><E7><81><B5><E6><8C><91><E6><88><98><E6>

<<8F><90><E7><A4><BA><E8><AF><AD><E9><94><99><E8><AF><AF>bug

commit 31a6a29ebcdc88a867a27be33dcc3250e2d2fd95

Author: jiangweixin <jiangweixin@aobi.com>

Date: Wed Mar 28 21:46:41 2018 +0800

1.<E5><A4><A7><E5><B0><8F><E5><86><99><E9><97><AE><E9><A2><98><E5><AF><BC>

<E8><87><B4><E7><9A><84>BUG

commit 2681ad67eb681b20a05a3c72e3f823a643037c7b

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git merge --squash liyijun

Auto-merging Assets/GameScripts/Services/Outfit/UI/Views/OutfitMakeSucView.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/Outfit/UI/Views/OutfitMakeSucView.lua

Auto-merging Assets/GameScripts/Services/Outfit/UI/ViewModels/OutfitMakeSucViewModel.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/Outfit/UI/ViewModels/OutfitMakeSucViewModel.lua

Auto-merging Assets/GameScripts/Services/Outfit/OutfitMgr.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/Outfit/OutfitMgr.lua

Auto-merging Assets/GameScripts/Commons/Config/version.json

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/version.json

Auto-merging Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua.meta

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua.meta

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua.meta

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua.meta

Auto-merging Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua.meta

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua.meta

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

Squash commit -- not updating HEAD

Automatic merge failed; fix conflicts and then commit the result.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git status

On branch develop

Your branch is up-to-date with 'origin/develop'.

Changes to be committed:

(use "git reset HEAD <file>..." to unstage)

new file: Assets/GameAssets/Texture/UIAtlas/Dynamic/MainCity/outfiticon.png

new file: Assets/GameAssets/Texture/UIAtlas/Dynamic/MainCity/outfiticon.png.meta

modified: Assets/GameScripts/Commons/CommonSetting.lua

modified: Assets/GameScripts/Librarys/MVVM/UISetting.lua

modified: Assets/GameScripts/Services/MainCity/Config/MainCityFuncConfig.lua

modified: Assets/GameScripts/Services/MainCity/UI/Commands/CommandFactory.lua

new file: Assets/GameScripts/Services/MainCity/UI/Commands/OutfitCommand.lua

new file: Assets/GameScripts/Services/MainCity/UI/Commands/OutfitCommand.lua.meta

modified: Assets/GameScripts/Services/MainCity/UI/Init.lua

modified: Assets/GameScripts/Services/Startup/ImportScripts.lua

modified: Assets/GameScripts/Services/Startup/StartGame.lua

Unmerged paths:

(use "git reset HEAD <file>..." to unstage)

(use "git add <file>..." to mark resolution)

both modified: Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

both added: Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

both added: Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua.meta

both modified: Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

both added: Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

both added: Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua.meta

both modified: Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

both added: Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

both added: Assets/GameScripts/Commons/Config/TaskGroupConfig.lua.meta

both modified: Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

both modified: Assets/GameScripts/Commons/Config/version.json

both modified: Assets/GameScripts/Services/Outfit/OutfitMgr.lua

both modified: Assets/GameScripts/Services/Outfit/UI/ViewModels/OutfitMakeSucViewModel.lua

both modified: Assets/GameScripts/Services/Outfit/UI/Views/OutfitMakeSucView.lua

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git add .

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git commit -m "chang configs 4 conflict"

[develop 4d443c2c1] chang configs 4 conflict

17 files changed, 232 insertions(+), 108 deletions(-)

create mode 100644 Assets/GameAssets/Texture/UIAtlas/Dynamic/MainCity/outfiticon.png

create mode 100644 Assets/GameAssets/Texture/UIAtlas/Dynamic/MainCity/outfiticon.png.meta

rewrite Assets/GameScripts/Commons/Config/version.json (92%)

create mode 100644 Assets/GameScripts/Services/MainCity/UI/Commands/OutfitCommand.lua

create mode 100644 Assets/GameScripts/Services/MainCity/UI/Commands/OutfitCommand.lua.meta

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git push

Counting objects: 40, done.

Delta compression using up to 4 threads.

Compressing objects: 100% (40/40), done.

Writing objects: 100% (40/40), 4.80 KiB | 0 bytes/s, done.

Total 40 (delta 35), reused 0 (delta 0)

To gitlab.bt:aolamobile/client/game-client.git

f3ffba3bd..4d443c2c1 develop -> develop

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git pull

Current branch develop is up to date.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git merge liyijun

Auto-merging Assets/GameScripts/Services/Outfit/OutfitMgr.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/Outfit/OutfitMgr.lua

Auto-merging Assets/GameScripts/Commons/Config/version.json

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/version.json

Auto-merging Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

Automatic merge failed; fix conflicts and then commit the result.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|MERGING)

$ git status

On branch develop

Your branch is up-to-date with 'origin/develop'.

You have unmerged paths.

(fix conflicts and run "git commit")

(use "git merge --abort" to abort the merge)

Unmerged paths:

(use "git add <file>..." to mark resolution)

both modified: Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

both added: Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

both modified: Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

both added: Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

both modified: Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

both added: Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

both modified: Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

both modified: Assets/GameScripts/Commons/Config/version.json

both modified: Assets/GameScripts/Services/Outfit/OutfitMgr.lua

no changes added to commit (use "git add" and/or "git commit -a")

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|MERGING)

$ git add

Nothing specified, nothing added.

Maybe you wanted to say 'git add .'?

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|MERGING)

$ git add .

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|MERGING)

$ git commit -m 'update configs 4 confilct'

[develop c5a537f9b] update configs 4 confilct

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git pull

First, rewinding head to replay your work on top of it...

Applying: å¯¼makedeviceéç½®

Using index info to reconstruct a base tree...

M Assets/GameScripts/Commons/Config/ComposeGoodsConfig.lua

M Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

M Assets/GameScripts/Commons/Config/TaskConfig.lua

M Assets/GameScripts/Commons/Config/version.json

M Assets/GameScripts/Services/NetWork/import\_proto.lua

M Assets/GameScripts/Services/NetWork/setting\_proto.lua

.git/rebase-apply/patch:48: trailing whitespace.

{1, 1, 1, "", 1, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=800006}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:49: trailing whitespace.

{11, 1, 1, "", 2, 1, {{num=1,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=200003}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:50: trailing whitespace.

{21, 1, 1, "", 3, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=100020}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:51: trailing whitespace.

{31, 1, 1, "", 3, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=200004}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:74: trailing whitespace.

{16, "åæçå¥¥ç§", 11, 1, 141, nil, nil, {starLevel=2,pmCount=1,rootRaceIds={11,31,61}}, {auto=1,trigger={param=1,type=0},guide="guide\_develop02\_SX01"}, {type=1,params={name="PetPackageView"}}, true, false, {{num=35,id=0,type=5},{num=1,id=1,type=3}}, 1, -1, false, "ä¸åç܁?å«çç۶?çµï¼éè¦ä¸åç§ç±»çè¿åç܁?¦ï¼"},

warning: squelched 88 whitespace errors

warning: 93 lines add whitespace errors.

Falling back to patching base and 3-way merge...

Auto-merging Assets/GameScripts/Services/NetWork/setting\_proto.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/NetWork/setting\_proto.lua

Auto-merging Assets/GameScripts/Services/NetWork/proto/MakeDeviceExtension\_pb.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Services/NetWork/proto/MakeDeviceExtension\_pb.lua

Auto-merging Assets/GameScripts/Commons/Config/version.json

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/version.json

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

error: Failed to merge in the changes.

Patch failed at 0001 å¯¼makedeviceéç½®

The copy of the patch that failed is found in: .git/rebase-apply/patch

When you have resolved this problem, run "git rebase --continue".

If you prefer to skip this patch, run "git rebase --skip" instead.

To check out the original branch and stop rebasing, run "git rebase --abort".

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git add .

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git commit -m 'update configs 4 confilct'

rebase in progress; onto 4d443c2c1

You are currently rebasing branch 'develop' on '4d443c2c1'.

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git pull

You are not currently on a branch.

Please specify which branch you want to rebase against.

See git-pull(1) for details.

git pull <remote> <branch>

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --continue

Applying: å¯¼makedeviceéç½®

No changes - did you forget to use 'git add'?

If there is nothing left to stage, chances are that something else

already introduced the same changes; you might want to skip this patch.

When you have resolved this problem, run "git rebase --continue".

If you prefer to skip this patch, run "git rebase --skip" instead.

To check out the original branch and stop rebasing, run "git rebase --abort".

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git reset --hard HEAD^

HEAD is now at f3ffba3bd ææ°éç½®

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --abort

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git log

commit c5a537f9b1f3514a39e3e9313b2f3e79865ab908

Merge: 4d443c2c1 d60166e57

Author: <E6><9D><8E><E4><B9><89><E5><90> <liyijun@aobi.com>

Date: Thu Mar 29 10:03:17 2018 +0800

update configs 4 confilct

commit 4d443c2c153a80ab02e8d823981a76f4678147a6

Author: <E6><9D><8E><E4><B9><89><E5><90> <liyijun@aobi.com>

Date: Thu Mar 29 09:57:54 2018 +0800

chang configs 4 conflict

commit f3ffba3bd92b319d41cc4de5c3a82adbac70ba24

Author: <E9><83><91><E5><A5><95><E8><81><AA> <zhengyicong@aobi.com>

Date: Wed Mar 28 22:21:37 2018 +0800

<E6><9C><80><E6><96><B0><E9><85><8D><E7><BD><AE>

commit 57f215a01097ef0a0c95245b905e04b99971dbc4

Author: <E9><83><91><E5><A5><95><E8><81><AA> <zhengyicong@aobi.com>

Date: Wed Mar 28 22:07:51 2018 +0800

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git merge --squash liyijun

(nothing to squash)Already up-to-date.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git branch

\* develop

f\_bak

liyijun

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git pull

First, rewinding head to replay your work on top of it...

Applying: å¯¼makedeviceéç½®

Using index info to reconstruct a base tree...

M Assets/GameScripts/Commons/Config/ComposeGoodsConfig.lua

M Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

M Assets/GameScripts/Commons/Config/TaskConfig.lua

M Assets/GameScripts/Commons/Config/version.json

M Assets/GameScripts/Services/NetWork/import\_proto.lua

M Assets/GameScripts/Services/NetWork/setting\_proto.lua

.git/rebase-apply/patch:48: trailing whitespace.

{1, 1, 1, "", 1, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=800006}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:49: trailing whitespace.

{11, 1, 1, "", 2, 1, {{num=1,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=200003}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:50: trailing whitespace.

{21, 1, 1, "", 3, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=100020}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:51: trailing whitespace.

{31, 1, 1, "", 3, 1, {{num=3,id=997,type=4}}, {{num=26,id=900002,type=1},{num=5,id=0,type=5}}, 20, 204, 1, {{level=1,id=800006,buffs={20019}}}, {difficulty=3,raceId=200004}, 30000, "å£åé¾äܻ?­ï¼å°ä¼ä¼´å®æ¤å°åº", {yawAngle=0,scale=1,height=0}},

.git/rebase-apply/patch:74: trailing whitespace.

{16, "åæçå¥¥ç§", 11, 1, 141, nil, nil, {starLevel=2,pmCount=1,rootRaceIds={11,31,61}}, {auto=1,trigger={param=1,type=0},guide="guide\_develop02\_SX01"}, {type=1,params={name="PetPackageView"}}, true, false, {{num=35,id=0,type=5},{num=1,id=1,type=3}}, 1, -1, false, "ä¸åç܁?å«çç۶?çµï¼éè¦ä¸åç§ç±»çè¿åç܁?¦ï¼"},

warning: squelched 88 whitespace errors

warning: 93 lines add whitespace errors.

Falling back to patching base and 3-way merge...

Auto-merging Assets/GameScripts/Services/NetWork/setting\_proto.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/NetWork/setting\_proto.lua

Auto-merging Assets/GameScripts/Services/NetWork/proto/MakeDeviceExtension\_pb.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Services/NetWork/proto/MakeDeviceExtension\_pb.lua

Auto-merging Assets/GameScripts/Commons/Config/version.json

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/version.json

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

error: Failed to merge in the changes.

Patch failed at 0001 å¯¼makedeviceéç½®

The copy of the patch that failed is found in: .git/rebase-apply/patch

When you have resolved this problem, run "git rebase --continue".

If you prefer to skip this patch, run "git rebase --skip" instead.

To check out the original branch and stop rebasing, run "git rebase --abort".

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop|REBASE 1/11)

$ git rebase --abort

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git reset --hard HEAD^

HEAD is now at 4d443c2c1 chang configs 4 conflict

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git merge --squash

DayRelease8.22

DayRelease8.24

FETCH\_HEAD

HEAD

ORIG\_HEAD

Release9.25

Release\_9.18

develop

f\_bak

liyijun

origin/HEAD

origin/Release9.25

origin/develop

origin/featrue\_fuben

origin/featrue\_geniusdungeonUI

origin/featrue\_s07ä¼å

origin/feature\_addPM3.22

origin/feature\_genius3.27

origin/feature\_pmIntimacy

origin/feature\_pmchallenge

origin/feature\_sceneMonster

origin/feature\_testNewRole2.8

origin/feature\_testShengtianyiWeila2.27

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git merge --squash liyijun

Auto-merging Assets/GameScripts/Services/Outfit/OutfitMgr.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/Outfit/OutfitMgr.lua

Auto-merging Assets/GameScripts/Commons/Config/version.json

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/version.json

Auto-merging Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

Squash commit -- not updating HEAD

Automatic merge failed; fix conflicts and then commit the result.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git status

On branch develop

Your branch is up-to-date with 'origin/develop'.

Unmerged paths:

(use "git reset HEAD <file>..." to unstage)

(use "git add <file>..." to mark resolution)

both modified: Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

both added: Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

both modified: Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

both added: Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

both modified: Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

both added: Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

both modified: Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

both modified: Assets/GameScripts/Commons/Config/version.json

both modified: Assets/GameScripts/Services/Outfit/OutfitMgr.lua

no changes added to commit (use "git add" and/or "git commit -a")

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git add .

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git commit -m "update config"

On branch develop

Your branch is up-to-date with 'origin/develop'.

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git pull

Current branch develop is up to date.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git push

Everything up-to-date

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git log

commit 4d443c2c153a80ab02e8d823981a76f4678147a6

Author: <E6><9D><8E><E4><B9><89><E5><90> <liyijun@aobi.com>

Date: Thu Mar 29 09:57:54 2018 +0800

chang configs 4 conflict

commit f3ffba3bd92b319d41cc4de5c3a82adbac70ba24

Author: <E9><83><91><E5><A5><95><E8><81><AA> <zhengyicong@aobi.com>

Date: Wed Mar 28 22:21:37 2018 +0800

<E6><9C><80><E6><96><B0><E9><85><8D><E7><BD><AE>

commit 57f215a01097ef0a0c95245b905e04b99971dbc4

Author: <E9><83><91><E5><A5><95><E8><81><AA> <zhengyicong@aobi.com>

Date: Wed Mar 28 22:07:51 2018 +0800

<E6><B4><E6><96><B0><E6><9C><80><E6><96><B0><E9><85><8D><E7><BD><AE><EF><BC><<8C><E4><BB><A5><E5><8F><8A><E4><BC><9F><E9><91><AB><E5><A4><A7><E5><A4><A7>

<<E4><BF><AE><E5><A4><8D><E7><B2><BE><E7><81><B5><E6><8C><91><E6><88><98><E6>

<<8F><90><E7><A4><BA><E8><AF><AD><E9><94><99><E8><AF><AF>bug

commit 31a6a29ebcdc88a867a27be33dcc3250e2d2fd95

Author: jiangweixin <jiangweixin@aobi.com>

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git status

On branch develop

Your branch is up-to-date with 'origin/develop'.

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git log

commit 4d443c2c153a80ab02e8d823981a76f4678147a6

Author: <E6><9D><8E><E4><B9><89><E5><90> <liyijun@aobi.com>

Date: Thu Mar 29 09:57:54 2018 +0800

chang configs 4 conflict

commit f3ffba3bd92b319d41cc4de5c3a82adbac70ba24

Author: <E9><83><91><E5><A5><95><E8><81><AA> <zhengyicong@aobi.com>

Date: Wed Mar 28 22:21:37 2018 +0800

<E6><9C><80><E6><96><B0><E9><85><8D><E7><BD><AE>

commit 57f215a01097ef0a0c95245b905e04b99971dbc4

Author: <E9><83><91><E5><A5><95><E8><81><AA> <zhengyicong@aobi.com>

Date: Wed Mar 28 22:07:51 2018 +0800

<E6><B4><E6><96><B0><E6><9C><80><E6><96><B0><E9><85><8D><E7><BD><AE><EF><BC><<8C><E4><BB><A5><E5><8F><8A><E4><BC><9F><E9><91><AB><E5><A4><A7><E5><A4><A7>

<<E4><BF><AE><E5><A4><8D><E7><B2><BE><E7><81><B5><E6><8C><91><E6><88><98><E6>

<<8F><90><E7><A4><BA><E8><AF><AD><E9><94><99><E8><AF><AF>bug

commit 31a6a29ebcdc88a867a27be33dcc3250e2d2fd95

Author: jiangweixin <jiangweixin@aobi.com>

Date: Wed Mar 28 21:46:41 2018 +0800

1.<E5><A4><A7><E5><B0><8F><E5><86><99><E9><97><AE><E9><A2><98><E5><AF><BC>

<E8><87><B4><E7><9A><84>BUG

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git pull

Current branch develop is up to date.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git merge --squash liyijun

Auto-merging Assets/GameScripts/Services/Outfit/OutfitMgr.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Services/Outfit/OutfitMgr.lua

Auto-merging Assets/GameScripts/Commons/Config/version.json

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/version.json

Auto-merging Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

CONFLICT (add/add): Merge conflict in Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

Auto-merging Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

CONFLICT (content): Merge conflict in Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

Squash commit -- not updating HEAD

Automatic merge failed; fix conflicts and then commit the result.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git status

On branch develop

Your branch is up-to-date with 'origin/develop'.

Unmerged paths:

(use "git reset HEAD <file>..." to unstage)

(use "git add <file>..." to mark resolution)

both modified: Assets/GameScripts/Commons/Config/ChallengeObjectConfig.lua

both added: Assets/GameScripts/Commons/Config/MakeDeviceConfig.lua

both modified: Assets/GameScripts/Commons/Config/PMChallengeConfig.lua

both added: Assets/GameScripts/Commons/Config/PMMissionConfig/MissionBoxConfig.lua

both modified: Assets/GameScripts/Commons/Config/SupplementElectricEnergyConfig.lua

both added: Assets/GameScripts/Commons/Config/TaskGroupConfig.lua

both modified: Assets/GameScripts/Commons/Config/datalock/DataLockConfig.lua

both modified: Assets/GameScripts/Commons/Config/version.json

both modified: Assets/GameScripts/Services/Outfit/OutfitMgr.lua

no changes added to commit (use "git add" and/or "git commit -a")

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git add .

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git status

On branch develop

Your branch is up-to-date with 'origin/develop'.

nothing to commit, working tree clean

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$ git checkout -b liyijun1

Switched to a new branch 'liyijun1'

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (liyijun1)

$ git checkout develop

Switched to branch 'develop'

Your branch is up-to-date with 'origin/develop'.

liyijun@LIYIJUN MINGW64 /f/aolamobile/client/game-client (develop)

$$ git merge --squash liyijun1