



Michael Crump

Works @Microsoft on Windows

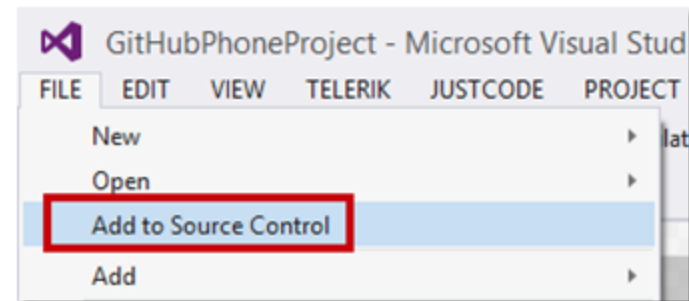
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Setting Up GitHub to work with Visual Studio 2013 Step-by-Step

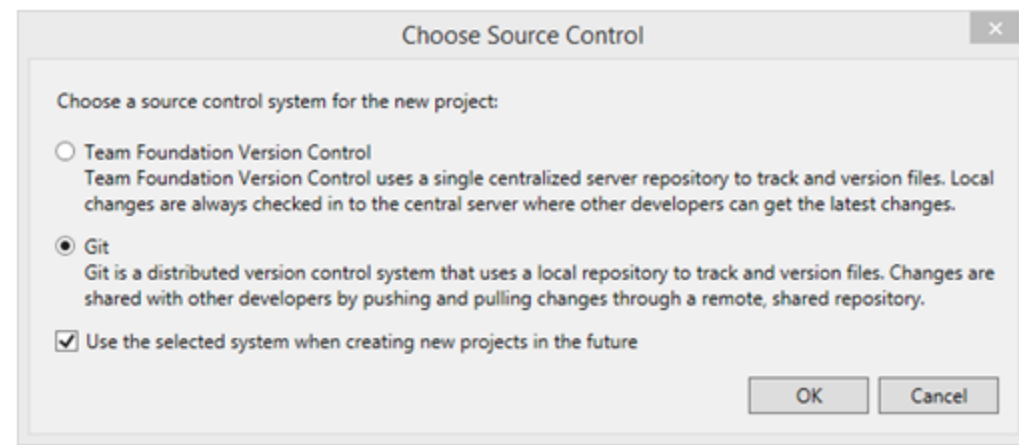
Intro

I'll admit that the easier you make something, the more I will use it. While I know enough about the command line to work with [Github](#), I'd much prefer it to be integrated inside my IDE. In this tutorial, I'll show you just how to do that using Visual Studio 2013.

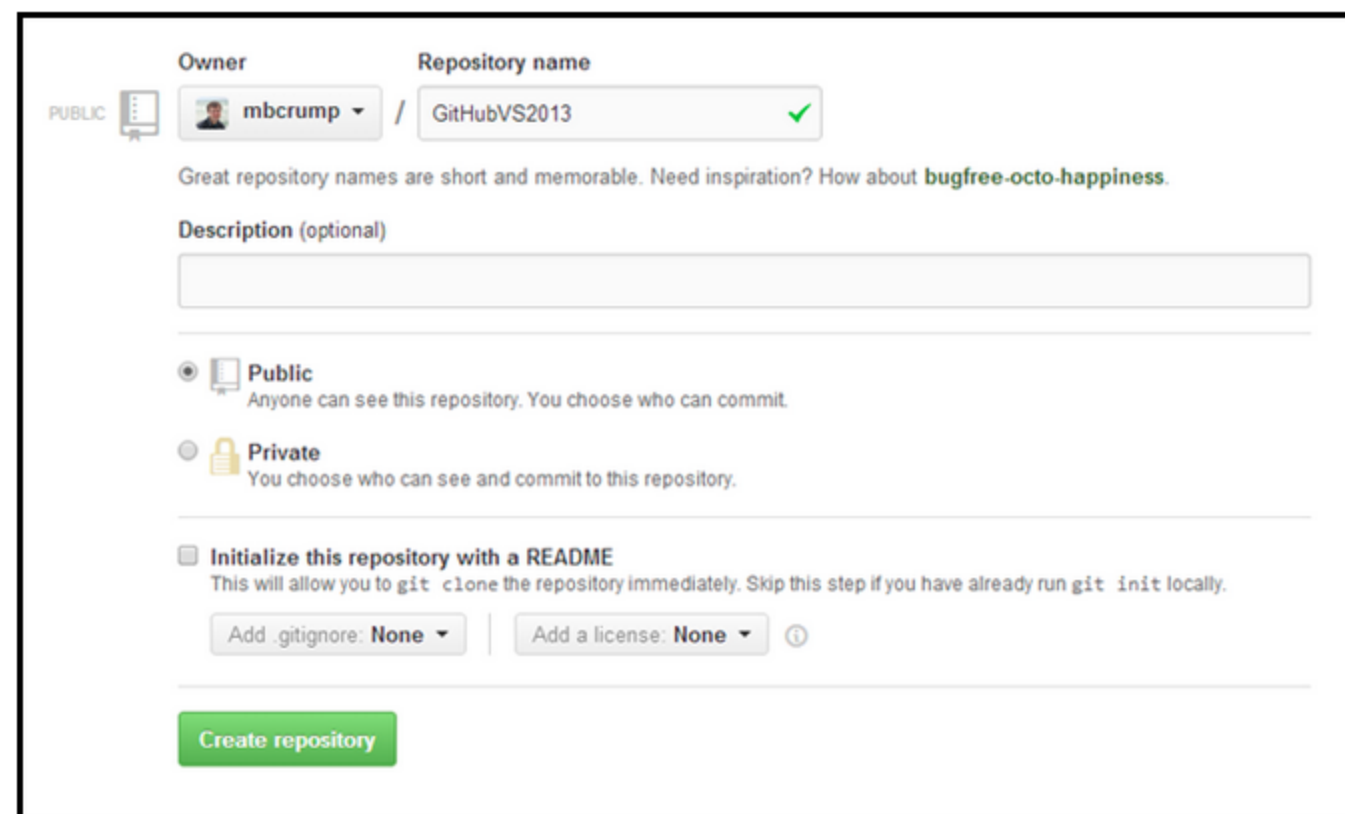
Begin by creating any type of project. In my case, I created a new Windows Phone 8 app. Again, this doesn't matter. Select **File** -> **Add to Source Control** as shown below.



You will get an option to choose between TFS or Git. Select **Git** and place a checkmark to use it in the future.



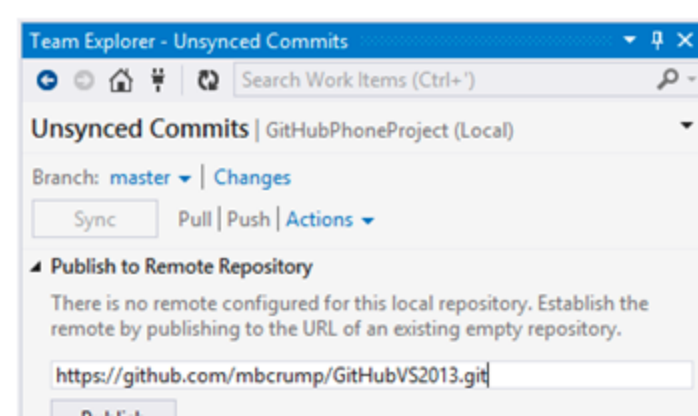
Head over to [github.com](#) and create a new repository and give it any name you want. I named mine **GitHubVS2013**, left the rest as default and finally hit **Create Repository**.



Go inside the newly created repository and copy the clone URL. You will need this in the next step.

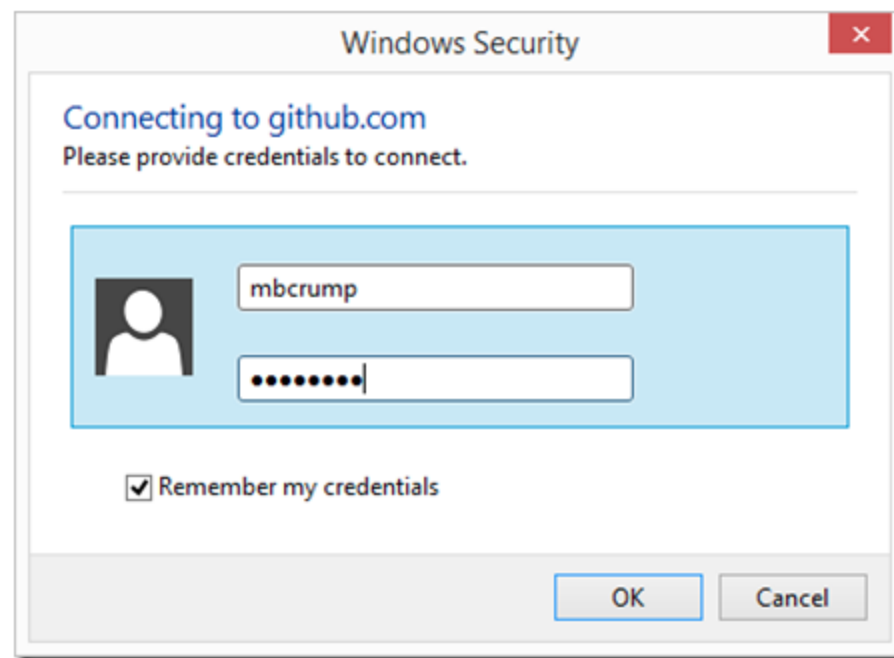


Beside the **Solution Explorer** tab, you will see **Team Explorer**. Click on **Unsynced commits** and add the clone URL from the step before and press **Publish**.

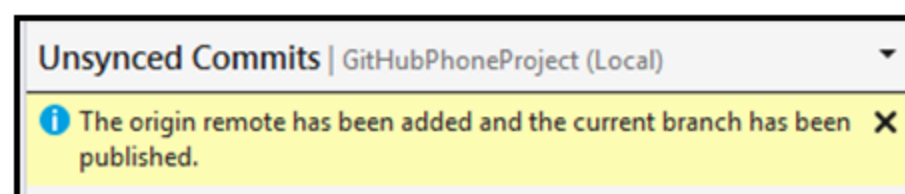




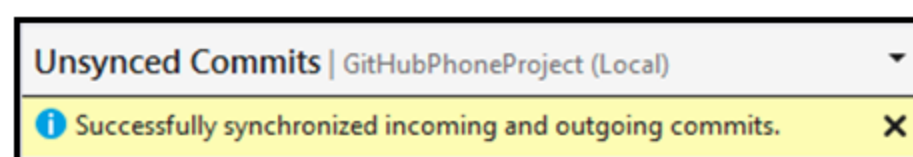
After you hit the publish button, you may need to authenticate with your Github username and password if you have not done so already.



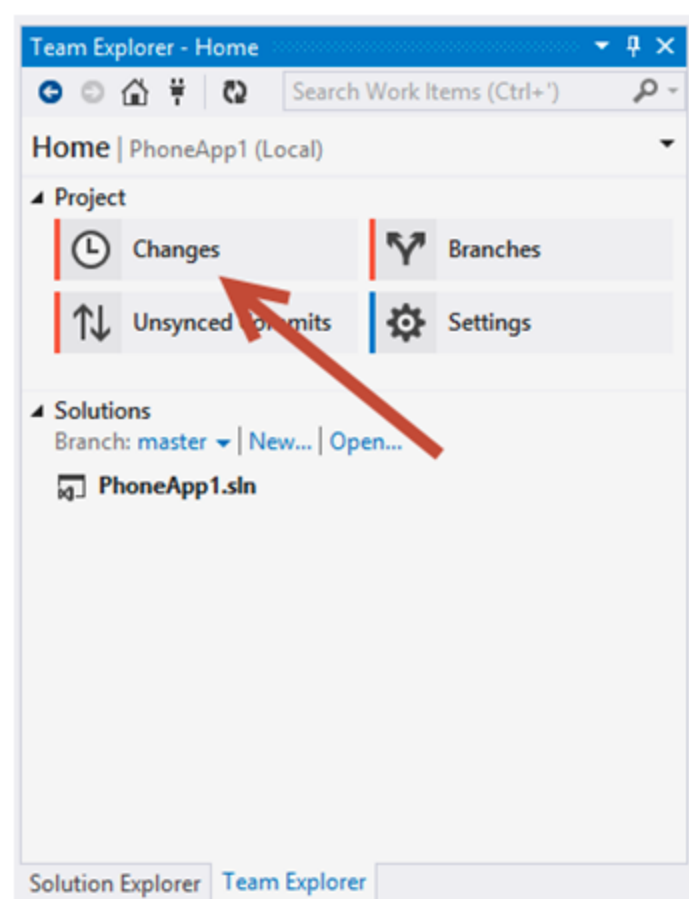
You should see the following message:



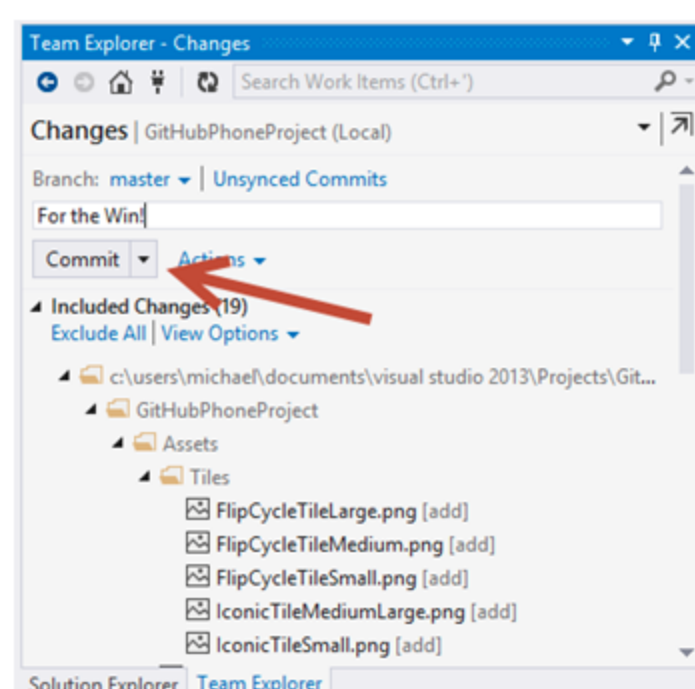
Go ahead and hit the **Sync** button and you will see the following message:



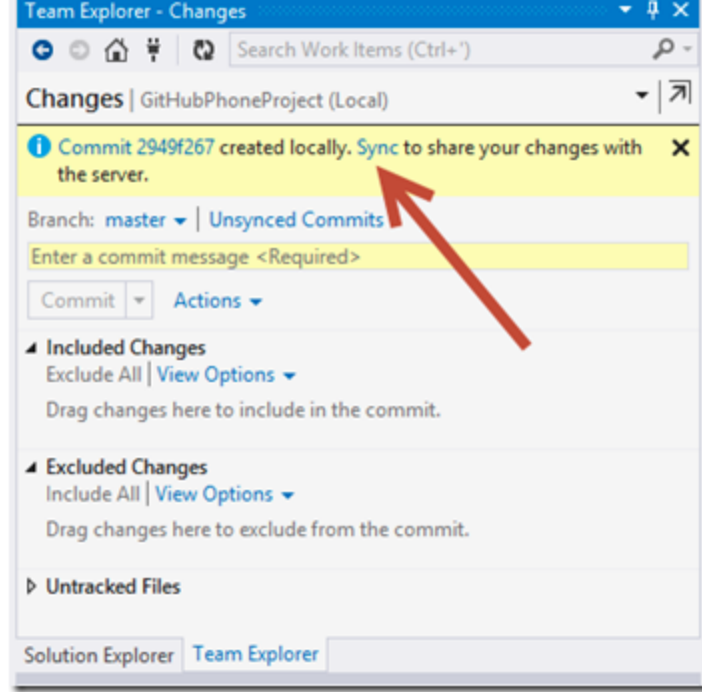
Now that your account is tied to the repository, you need to upload any unsynced commits. Select **Home** from the Team Explorer menu then select **Changes**.



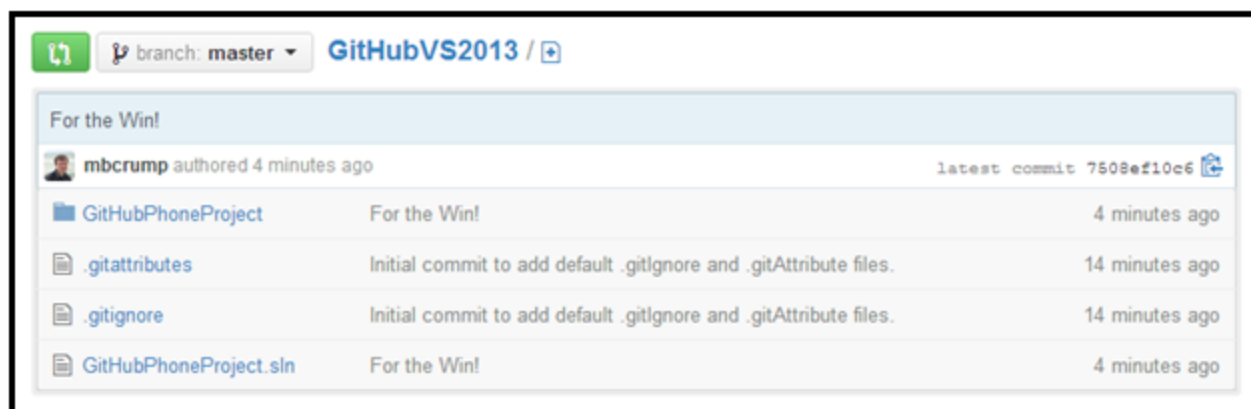
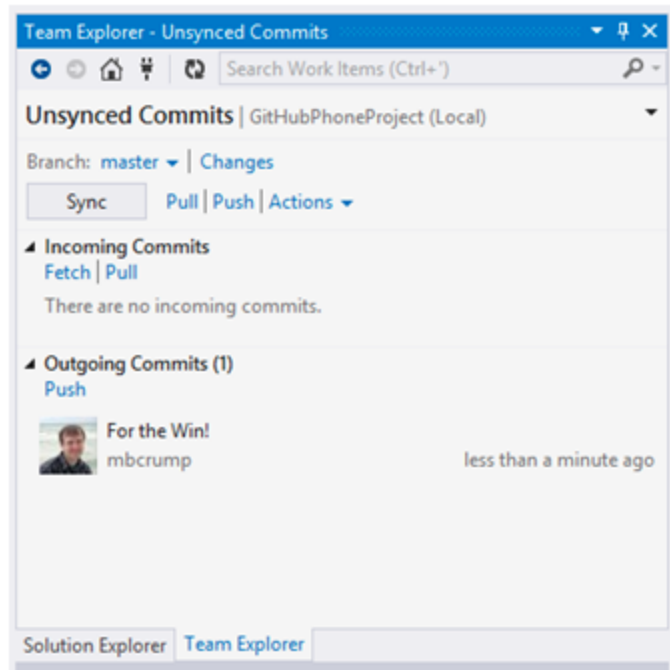
Here you will see a list of your project and all of the files to be included in the commit. Give it a description and hit **Commit**.



You should see now that your commit was created locally and you will need to Sync to share your changes with the server. Click on the **Sync** button to do that.

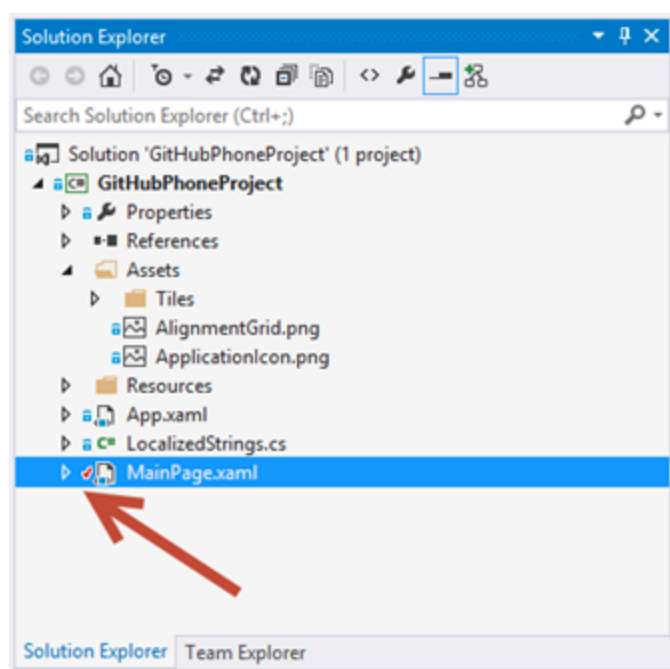


This will bring you to Unsynced Commits. Simply hit **Sync** and then navigate over to your Github.com repo and your project should be there.

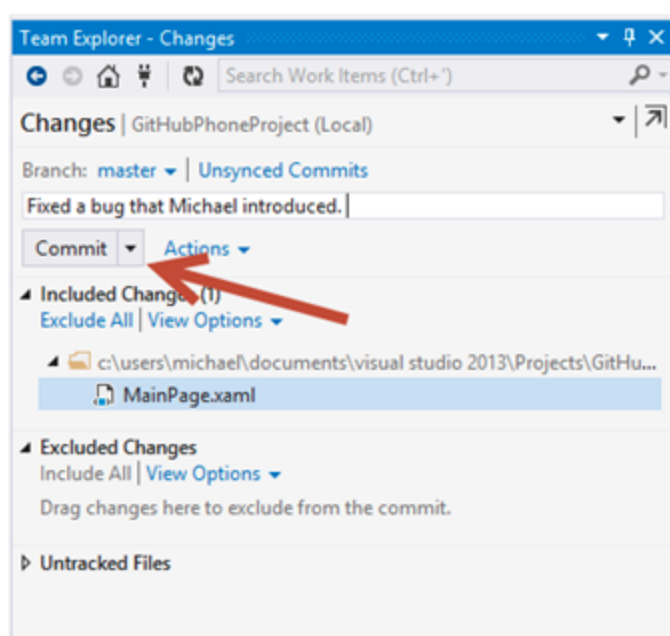


Making a Change

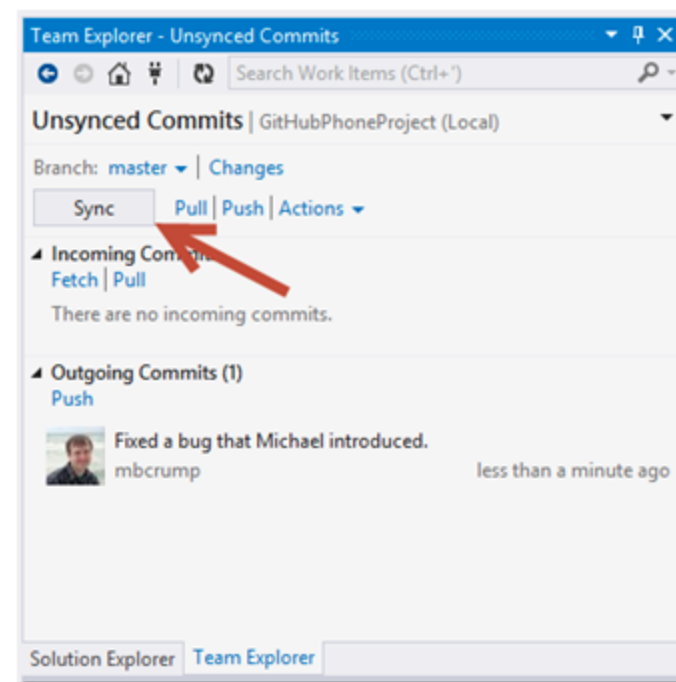
If you switch back over to Solution Explorer and make a change, you will see a red check mark on the file as shown below. A blue keypad means that it is already checked in.



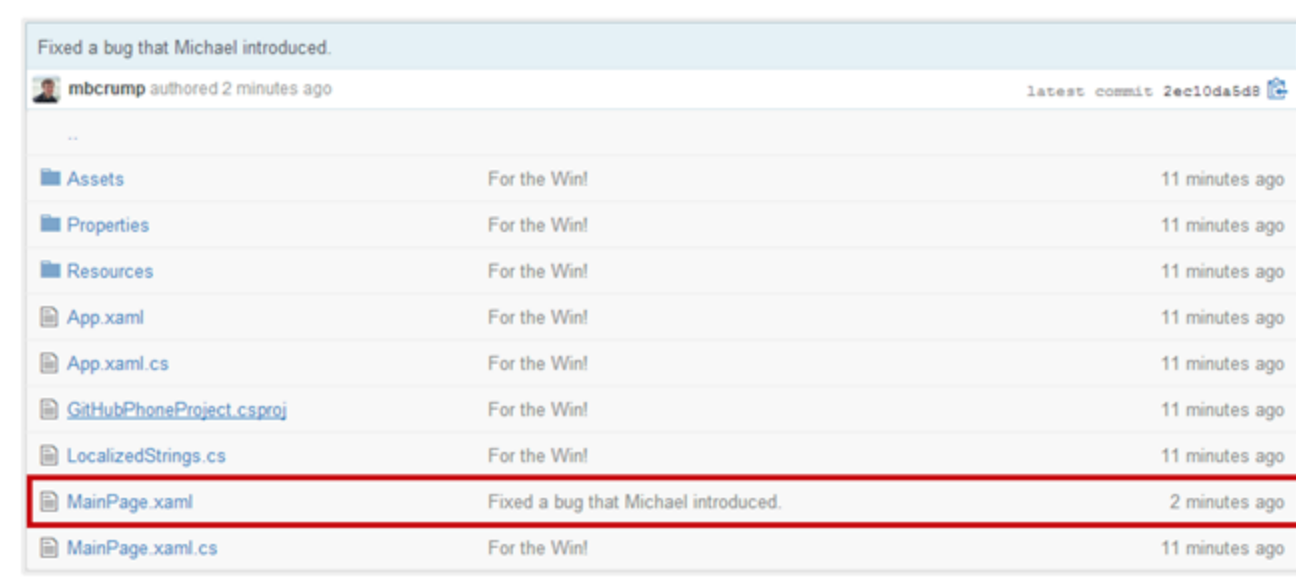
Head back over to **Team Explorer**, click **Changes**, then enter a description and click **Commit**.



Again you will be asked to Sync with the server from your local repo, and you will need to click **Sync** again.



Switch back to GitHub and look at your repo and the change should be reflected.



Wrap-Up

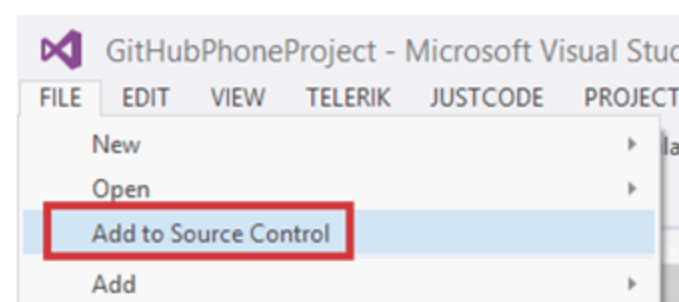
Now in order to keep you sanity, bookmark this page and whenever you setup a new project you can use this guide to walk you through it. Because if you are anything like me, you will forget in about 6 months (I mean minutes.) Thanks for reading.

SHARE ON

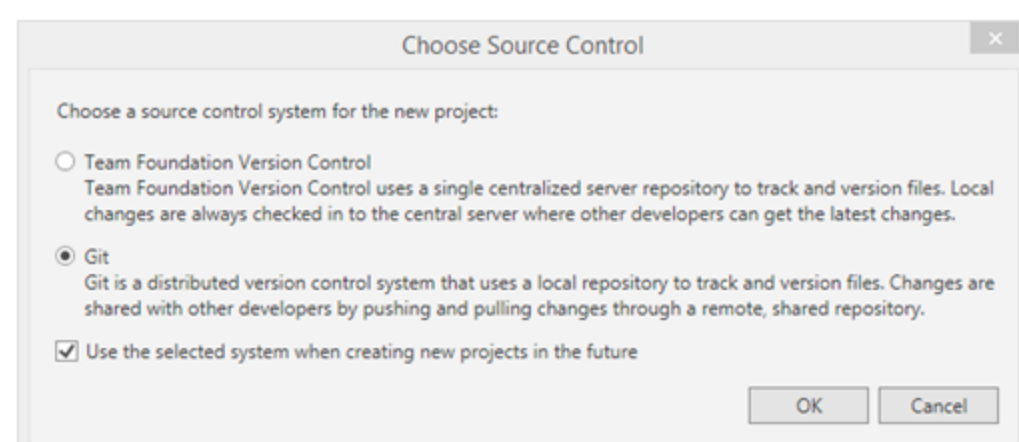


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Begin by creating any type of project. In my case, I created a new Windows Phone 8 app. Again, this doesn't matter. Select **File** -> **Add to Source Control** as shown below.



You will get an option to choose between TFS or Git. Select **Git** and place a checkmark to use it in the future.



Head over to

and create a new repository and give it any name you want. I named mine **GitHubVS2013**, left the rest as default and finally hit **Create Repository**.

Owner: mbcrump / Repository name: GitHubVS2013

Great repository names are short and memorable. Need inspiration? How about **bugfree-octo-happiness**.

Description (optional)

☒ Public
Anyone can see this repository. You choose who can commit.

☐ Private
You choose who can see and commit to this repository.

☐ Initialize this repository with a README
This will allow you to `git clone` the repository immediately. Skip this step if you have already run `git init` locally.

Add .gitignore: **None** | Add a license: **None**

Create repository

Go inside the newly created repository and copy the clone URL. You will need this in the next step.

Quick setup — if you've done this kind of thing before

Set up in Desktop or

HTTP | SSH | `https://github.com/mbcrump/GitHubVS2013.git` [Copy icon]

Beside the **Solution Explorer** tab, you will see **Team Explorer**. Click on **Unsynced commits** and add the clone URL from the step before and press **Publish**.

Team Explorer - Unsynced Commits

Unsynced Commits | GitHubPhoneProject (Local)

Branch: master | Changes

Sync | Pull | Push | Actions

Publish to Remote Repository

There is no remote configured for this local repository. Establish the remote by publishing to the URL of an existing empty repository.

`https://github.com/mbcrump/GitHubVS2013.git`

Publish

After you hit the publish button, you may need to authenticate with your Github username and password if you have not done so already.

Windows Security

Connecting to github.com

Please provide credentials to connect.

mbcrump

Remember my credentials

OK | Cancel

You should see the following message:

Unsynced Commits | GitHubPhoneProject (Local)

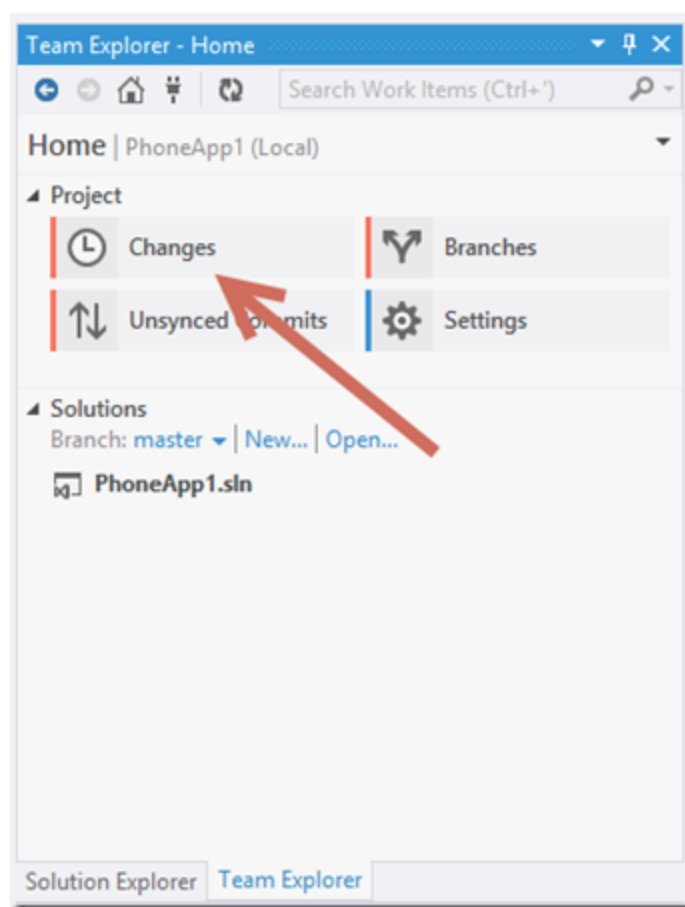
The origin remote has been added and the current branch has been published.

Go ahead and hit the **Sync** button and you will see the following message:

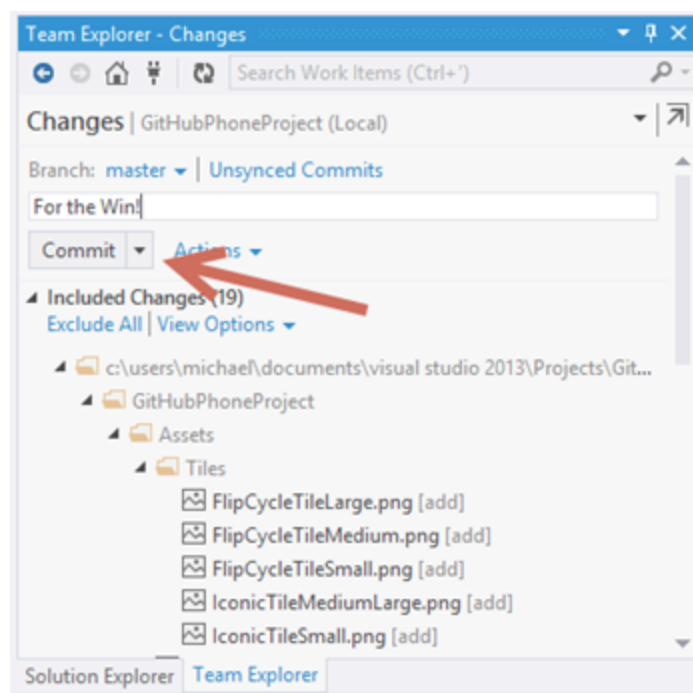
Unsynced Commits | GitHubPhoneProject (Local)

Successfully synchronized incoming and outgoing commits.

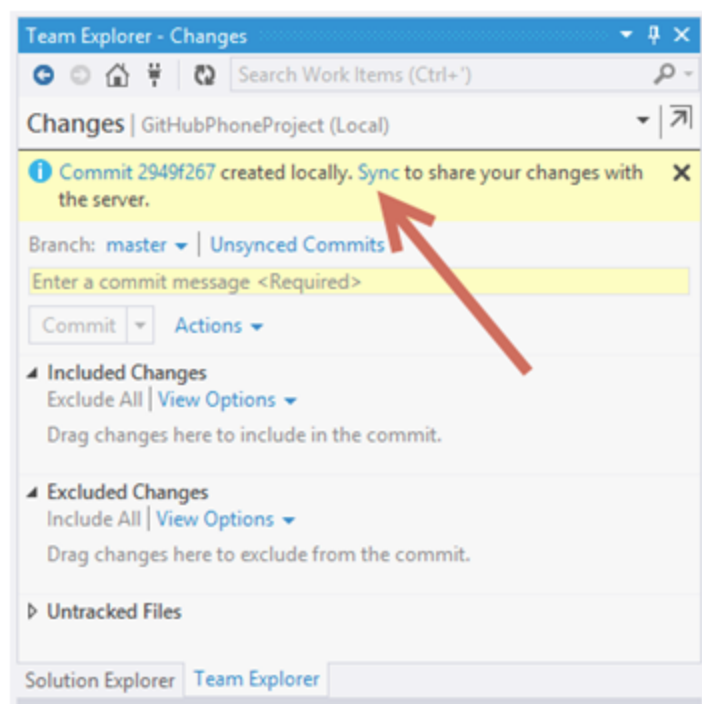
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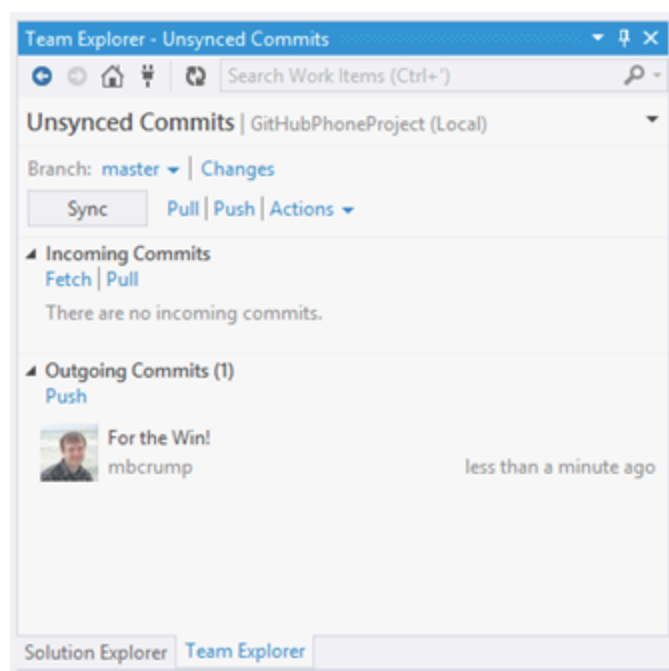
Here you will see a list of your project and all of the files to be included in the commit. Give it a description and hit **Commit**.



You should see now that your commit was created locally and you will need to Sync to share your changes with the server. Click on the **sync** button to do that.



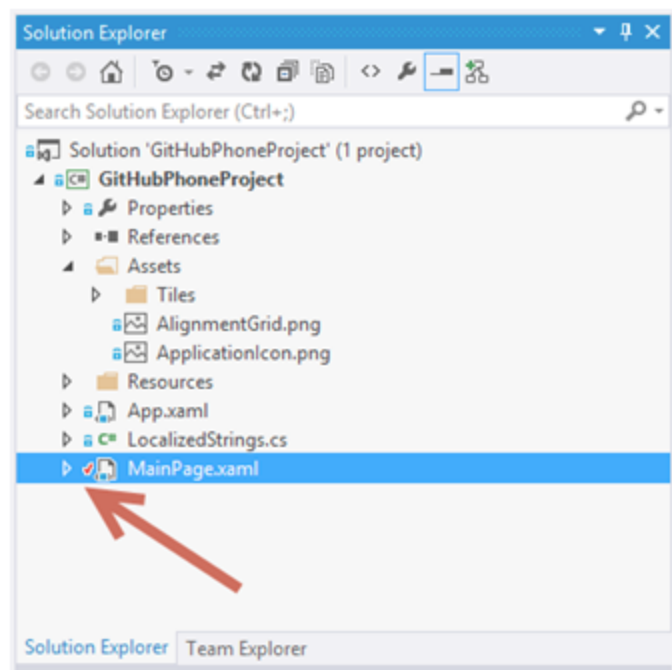
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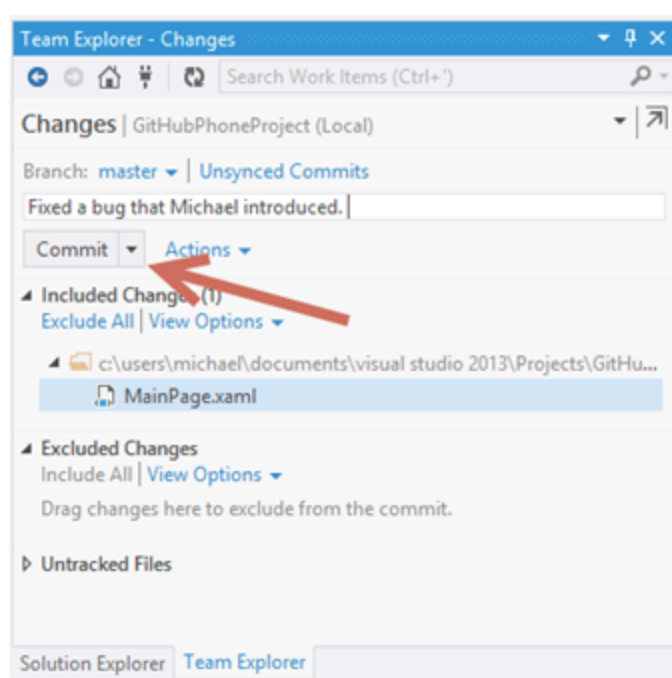
For the Win!		
mbcrump authored 4 minutes ago		
latest commit 7508e#10c6		
GitHubPhoneProject	For the Win!	4 minutes ago
.gitattributes	Initial commit to add default .gitignore and .gitAttribute files.	14 minutes ago
.gitignore	Initial commit to add default .gitignore and .gitAttribute files.	14 minutes ago
GitHubPhoneProject.sln	For the Win!	4 minutes ago

MAKING A CHANGE

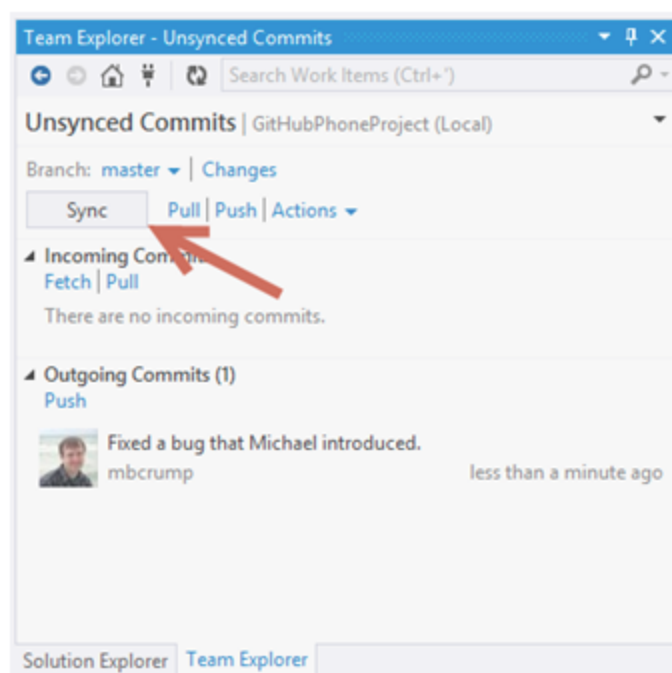
If you switch back over to Solution Explorer and make a change, you will see a red check mark on the file as shown below. A blue keypad means that it is already checked in.



Head back over to Team Explorer, click Changes, then enter a description and click Commit.



Again you will be asked to Sync with the server from your local repo, and you will need to click Sync again.



Switch back to GitHub and look at your repo and the change should be reflected.

Fixed a bug that Michael introduced.		
mbcrump authored 2 minutes ago		
latest commit 2ec10da5d8		
...		
Assets	For the Win!	11 minutes ago
Properties	For the Win!	11 minutes ago
Resources	For the Win!	11 minutes ago
App.xaml	For the Win!	11 minutes ago
App.xaml.cs	For the Win!	11 minutes ago
GitHubPhoneProject.csproj	For the Win!	11 minutes ago
LocalizedStrings.cs	For the Win!	11 minutes ago
MainPage.xaml	Fixed a bug that Michael introduced.	2 minutes ago

WRAP-UP

Now in order to keep you sanity, bookmark this page and whenever you setup a new project you can use this guide to walk you through it. Because if you are anything like me, you will forget in about 6 months (I mean minutes.) Thanks for reading.

&source=michaelcrump.net" class="linkedin" title="Share on LinkedIn">in LinkedIn

Setting Up GitHub to work with Visual Studio 2013 Step-by-Step was published on February 25, 2014.

32 Commentshttp://michaelcrump.net1 Login

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Join the discussion...

Bernard · 10 months ago
top notch tutorial. I wish I had found this sooner
1 ^ | v · Reply · Share ›

Antonio Gil · a year ago
Thanks for this guide!

Also, I can add that, when creating the repository it's important to not initialize it via Github (that is, don't click on "Initialize this repository with a README"), and let Visual Studio done this work. I know, that is something that wasn't indicated on the guide (the initializing stuff) but I made that mistake and having some trouble while doing the first publish. (The error that I received was "You cannot publish local branch master to the remote repository origin because a branch with the same name already exists there. You might want to rename your local branch and try again.")

Besides that, it works like a charm! :)

1 ^ | v · Reply · Share ›

Gene Callahan ➔ Antonio Gil · a year ago
OK, I tried deleting the repository (because I created a readme) and republishing, but it still just loops around and around, telling me "You must commit changes to your local repository before you can publish." but after I commit, it tells me I have no repository to publish to, I enter the repository, it tells me I must commit!
1 ^ | v · Reply · Share ›

Henrique ➔ Antonio Gil · 10 months ago
THANKS!!!!!!
^ | v · Reply · Share ›

Sanjeev Gaur · 10 days ago
My VS is not showing changed file or newly added file, as soon as i save the file, + or right check mark goes off and it shows file checked in. I don't see there after these file to comit and sync with repository.

Please let me know whats wrong in it.
^ | v · Reply · Share ›

Ruwantha Ratnayake · 3 months ago
thanks
^ | v · Reply · Share ›

Michał Mnich · 4 months ago
hi i have problem in my VS 2015 i have no Exclude and Ignore block simply disappeared pls help
Thumbnail

^ | v · Reply · Share ›

Arda İskender · 4 months ago
Thanks. This is a great guide to start using GitHub with Visual Studio.
^ | v · Reply · Share ›

Matías Juárez · 4 months ago
I was really worried about the idea of using Github with Visual Studio cuz I had a really bad moment when I tried it with NetBeans. I just can't believe it worked with these simple steps. MANY thankssssssss
^ | v · Reply · Share ›

NotTheMama · 6 months ago
VS2013 does not have the first menu - Add To Source Control. The rest is pretty useless after that.
^ | v · Reply · Share ›

Denford Mutseriwa ➔ NotTheMama · 3 months ago

- That is probably because your solution already has the git files in there, had the same and just deleted then and the option came back

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Reply

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- NotTheMama

➔ Denford Mutseriwa • 3 months ago

No. Git had not been used yet. The whole purpose was to get the solution/source with Git for the first time.

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Reply

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- veloso deivid • 7 months ago

Thanks, very help full

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Reply

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Share

›
- Denford Mutseriwa • 10 months ago

lovely doesn't get much more step by step than this

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Reply

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Share

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- Samuel Bancroft • a year ago

Thank you. Slightly different on my version of Visual Studio but still easy to follow. Also had the problem of needing a commit before adding to repository - solved it by adding a comment and committing it before trying to connect online repository. This is very useful and has made my life much easier.

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Reply

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Share

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- bandito • a year ago

Just forgot how to make this in a day!!!

Great tutorial, great use of images and text to explain everything.

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Reply

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Share

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Tom • a year ago

Thank You!!!!!!

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Reply

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Share

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kosiorauke • a year ago

Is it also working if i want to clone the repository from a different account (not mine) from github? Cause i get an error while trying log in to github.com

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Reply

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Share

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Irfan • a year ago

You can actually do all the tasks in Visual Studio. There's no need to go to "github.com" to create the repo and then push things. Everything can be done right from the Team Explorer.

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Reply

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PressEnterWhenReady • a year ago

Dude, are you even using the same Visual Studio as us? Half the screens and instructions you provide don't even exist in mine, like the "Add to Source Control" don't have that. Your images of the "Team Explorer - Unsynchronized Commits" looks completely different than mine.

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Reply

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Emmie Roark

➔ PressEnterWhenReady • a year ago

I'd thought the same thing, but look in "View" (at the top) in Visual Studio. You should see it there.

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Reply

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Share

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Gene Callahan • a year ago

"Beside the Solution Explorer tab, you will see Team Explorer. Click on iUnsynchronized commitsi and add the clone URL from the step before and press iPublishi."

From this point on, everything fails, and I am caught in an endless loop telling me if have to commit to publish, and I need a repository before I can commit!

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Reply

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Gene Callahan

➔ Gene Callahan • a year ago

" I need a repository before I can commit!"

Before I can push my new commit. But when I enter the repository, it tells me I have nothing committed, even though it said the commit worked a screen before!

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Reply

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Share

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Gustav Brock • a year ago

After much searching I was close to give up and stay with TFS which "just works". But for some reason your guide was the first to cover it all. Strange but thanks!

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Reply

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Share

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Redifei • a year ago

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Reply

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➔ Gene Callahan • a year ago

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Reply

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Share

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^ | v • Reply • Share ›



Redifei • a year ago
Awesome!!
^ | v • Reply • Share ›



John Ortiz • a year ago
Very clear and understandable. Thanks for sharing your knowledge!
^ | v • Reply • Share ›



rajisingh • a year ago
Thanks this was very helpful. I can use command line but being able to use it inside visual studio is a lot better. Bookmarked.
^ | v • Reply • Share ›



mikemahonrocks • a year ago
nailed it first try! Thanks!
^ | v • Reply • Share ›



Maciek • 2 years ago
Exactly what I needed. You can add what is pull and push for.
^ | v • Reply • Share ›



Josh Ream • 2 years ago
Seamless! TY!
^ | v • Reply • Share ›



Thiago Barradas • 2 years ago
Excellent. Easy and fast.
^ | v • Reply • Share ›



Sumitra Awasthi • 2 years ago
Thanks for sharing the steps!
Push command was missed in the steps.
^ | v • Reply • Share ›

ALSO ON [HTTP://MICHAELCRUMP.NET](http://MICHAELCRUMP.NET)

Great FREE Tool for Presenters using a Mac to Draw on the Screen
1 comment • 2 years ago•

Format SD Card in OSX to FAT32
15 comments • a year ago•
vermm — All the options are greyed out...