

GITBASH Large File Storage steps

Have GIT bash: <https://gitforwindows.org/>

-GitBash uses many of the same commands as other command lines

In your repository follow step 1 of the Git LFS tutorial, found at: <https://git-lfs.github.com/>

Make unreal project its own folder in the repository

Type : `git lfs track 'your_folder/**'`

-I was having a hard time at first so I went nuts on it and made sure to track every aspect of the folder so I also used: `git lfs track 'your_folder/*'` and `git lfs track 'your_folder'` and `git lfs track 'your_folder/'` just to make sure the entire folder is tracked.

Basically, the `git lfs track "x"` you can have it track specific files, file types or entire repositories

This will create a git LFS config folder of what file types are handled by git lfs

This will only work on files that are less than 1 GB

What this limit is trying to say is that each individual file must be less than 1GB not the entire folder

Once that's done you can just do normal commit and push

-quick rundown of that:

- `git add .`

- `git commit -m 'Your message about the commit'`

- `git push`