Put a repo on your computer:

$ git clone <REPO\_URL>

Check which files are new/modified, your commits (note, this doesn’t actually connect to the server, it just checks your local drive vs. your latest pull):

$ git status

Pushing files to GOGS server:

Add:

$ git add <SPECIFIC\_FILE/DIRECTORY>

$ git add –u (adds all tracked files)

$ git add –A (adds all files, tracked AND untracked)

Commit:

$ git commit –m “your message describing changes here”

Pull: (makes sure your local branch is up to date)

$ git pull origin <BranchName>

-note, if changes have been made by someone else, this will still work, the only time you will have issues is if someone modified the same file as you. In that case, see \*merge\* command

Push files to gogs server:

$ git push origin <BranchName>

Branching:

View current branch and most\* other available branches (most of them, sometimes not all though):

git branch

Switch branches: (you will need to commit and be up-to-date before switching branches FYI)

$ git checkout <branchName>

Create new branch and switch:

$ git checkout -b mybranch

Advanced functions:

Merge files from two branches together

$ git merge, also look into merge tool

review the differences between your file and your latest local pull of the branch

$ git diff origin/<BranchName> <FileName>

(be careful with below commands, can delete your code:)

Undo a staging:

$ git reset HEAD <FILE>

Delete your local changes and revert back to the branch version of a file:

$ git checkout <FILE>