



# INSTALLATION, CONFIGURATION, AND CONCEPTS

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## 1. Introduction

This first lesson will teach you:

- How to install Plastic SCM for Windows, Linux, or Mac OS.
- Set up Plastic SCM.
- Review the fundamental concepts of Plastic SCM.

## 2. Download Plastic SCM

It's so easy! Just follow these steps:

1. Visit the Plastic SCM [download page](#).
2. On the website, you can download the last release or select any other release exploring into the **More installers**, **Previous releases** or **Labs downloads** links.
3. You can:
  - Download a 5-day free trial license.
  - Or sign up to get a 30-day free trial license for 5 users. You will receive an email with the download instructions.

These are the supported operating systems: **Microsoft Windows**, **Linux**, and **macOS**.

## 3. Installation Plastic SCM

Installing Plastic SCM is also an easy process. Here are the steps:

1. Follow the [Plastic Server and Client installation steps](#) related to your operating system.
2. In less than 1-minute, Plastic SCM will be installed on your computer.

## 4. Set up Plastic SCM

The Plastic SCM configuration process makes configuration very easy:

1. The Plastic SCM Server is configured with the default values. But, the administrator can [configure the server](#) with the required settings.
2. The first time you open your Plastic SCM Client, the [client configuration dialog](#) opens. This way, you can connect to the Plastic SCM Server.

These are some settings that you must configure:

- The **name and port** of your Plastic SCM Server.
- The **user's credentials** also required to connect to your Plastic SCM Server.

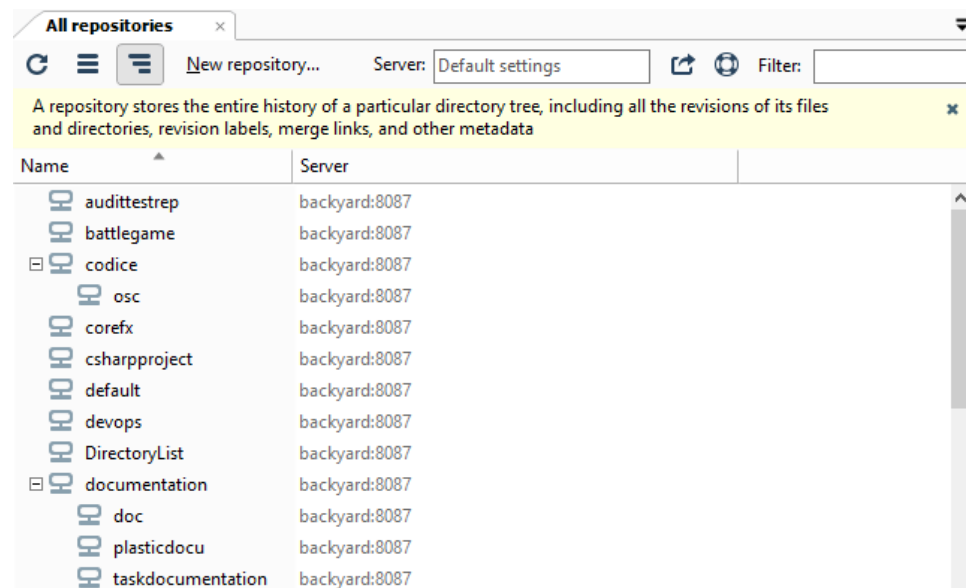
## 5. Fundamental concepts of Plastic SCM

The goal of this section is to help you understand the terminology used to describe concepts in Plastic SCM. Since these terms will be used throughout this tutorial, it is important that you understand their meaning.

Here are a few concepts that you will need to know:

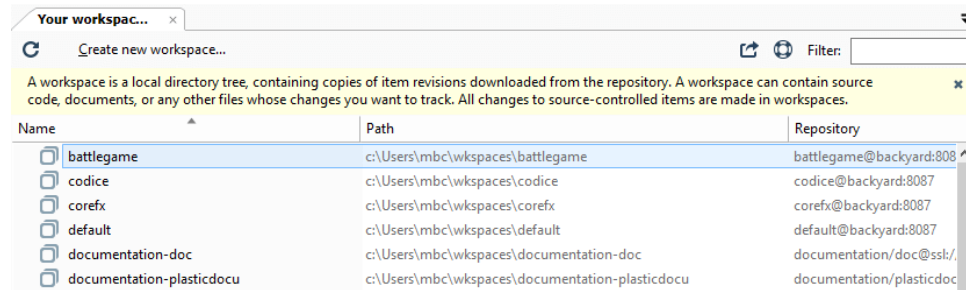
### Repository

The storage. The repository will normally contain a project:



## Workspace

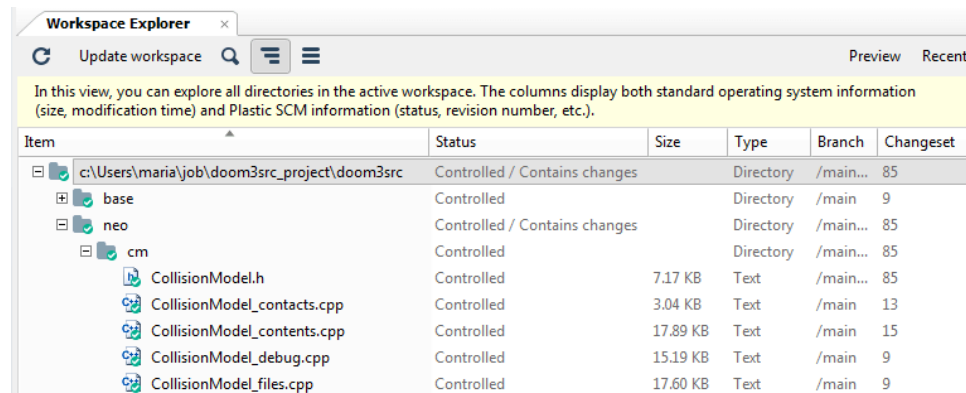
The directory where your sources are stored:



Name	Path	Repository
battlegame	c:\Users\mbc\workspaces\battlegame	battlegame@backyard:8087
codice	c:\Users\mbc\workspaces\codice	codice@backyard:8087
corefx	c:\Users\mbc\workspaces\corefx	corefx@backyard:8087
default	c:\Users\mbc\workspaces\default	default@backyard:8087
documentation-doc	c:\Users\mbc\workspaces\documentation-doc	documentation/doc@ssl/
documentation-plasticdocu	c:\Users\mbc\workspaces\documentation-plasticdocu	documentation/plasticdocu

## Items

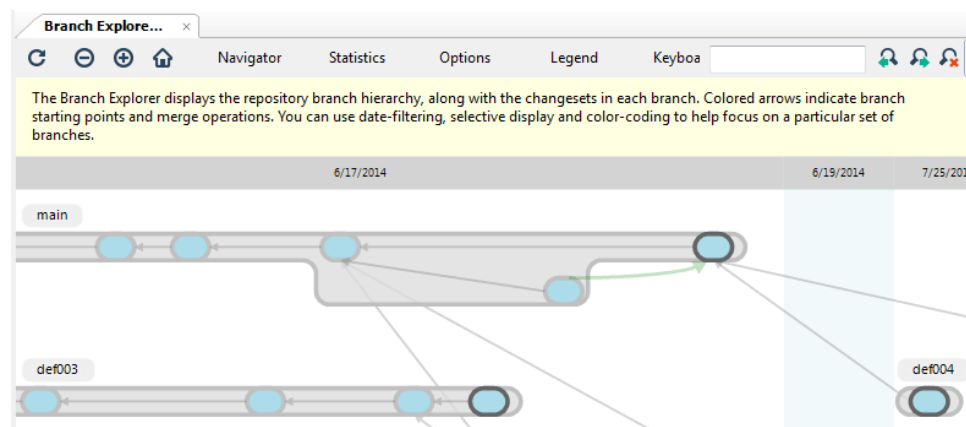
The content of your workspace - files and directories:



Item	Status	Size	Type	Branch	Changeset
c:\Users\maria\job\doom3src_project\doom3src	Controlled / Contains changes		Directory	/main...	85
base	Controlled		Directory	/main...	9
neo	Controlled / Contains changes		Directory	/main...	85
cm	Controlled		Directory	/main...	85
CollisionModel.h	Controlled	7.17 KB	Text	/main...	85
CollisionModel_contacts.cpp	Controlled	3.04 KB	Text	/main	13
CollisionModel_contents.cpp	Controlled	17.89 KB	Text	/main	15
CollisionModel_debug.cpp	Controlled	15.19 KB	Text	/main	9
CollisionModel_files.cpp	Controlled	17.60 KB	Text	/main	9

## Branch

The place in the repository where you are currently working. You can create new branches then switch to them, compare their content, merge them, replicate them, and much more:



## Changeset

The individual checkin you created:

Changesets (de... x)			
When several files and folders are checked-in, they get grouped into a changeset and this operation as a whole is identified by a number, the changeset name.			
Name	Comment	Creation date	Branch
69	Added library to fix error	8/1/2014 11:29:47	/main/def002
68	Include new variable	8/1/2014 11:26:02	/main/def002
67	Edited file to include fix in QuickCal	8/1/2014 11:21:46	/main/def002
66	Fix QuickCalc	8/1/2014 9:59:23	/main/def002
65	Created report folder	7/31/2014 12:36:42	/main/def005
64	Testing new field	7/30/2014 17:56:42	/main/scm030
63	Include comments about new field	7/30/2014 17:35:14	/main/scm030
62	Fixed login	7/30/2014 17:17:05	/main/scm030
61	Adding search feature	7/30/2014 11:31:42	/main/scm001

## Label

The name assigned to a specific changeset. A label represents the state of your code at a specific branch and point in time.



Read the complete [Plastic SCM – Step-by-step tutorial](#) for more info.