

Opening an existing codespace

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You can reopen a codespace that you have closed or stopped and return to your work.

[GitHub CLI](#) [JetBrains IDEs \(Beta\)](#) [Visual Studio Code](#) [Web browser](#)

Note: Using GitHub Codespaces with JetBrains IDEs is currently in public beta and is subject to change.

You can reopen any of your active or stopped codespaces on GitHub.com, in a JetBrains IDE, in Visual Studio Code, or by using GitHub CLI. You can't reopen a codespace that has been deleted. For more information, see "[Understanding the codespace lifecycle](#)."

You can view all your codespaces on the "Your codespaces" page at github.com/codespaces. From this page, you can:

- Open, stop, or delete your codespaces.
- See who owns (and may be billed for) your codespaces: your personal account, or organizations you belong to. For more information, see "[About billing for GitHub Codespaces](#)."
- See the machine type, size, and status of your codespaces.
- Create a new codespace, either by choosing one of GitHub's templates or by clicking **New codespace**. For more information, see "[Creating a codespace from a template](#)" and "[Creating a codespace for a repository](#)."
- Prevent automatic deletion of a codespace. For more information, see "[Configuring automatic deletion of your codespaces](#)."

Resuming a codespace from a repository page


You can quickly resume a codespace when you're viewing a repository on GitHub.com.

- 1 With the repository displayed on GitHub.com, press  (the comma key).

The "Resume codespace" page is displayed. This allows you to resume your most recently used codespace for the currently selected branch of the repository or, if you were viewing a pull request, for the topic branch of the pull request.

Resume codespace

Get started with development in the cloud from an existing repository or a template. [Find out more about codespaces.](#)

 octo-org/octo-repo
My first repo on GitHub!

Previous session found
You recently used a codespace created from this repository. Would you like to resume it or create a new one?

jubilant space guide Last used 7 days ago ...
main

Create a new one **Resume this codespace**

2 Click **Resume this codespace.**

Alternatively, if you want to create a new codespace for this branch of the repository, click **Create a new one.**

Note: If you don't have an existing codespace for this branch, the page is titled "Create codespace" and a button labeled **Create a new codespace** is displayed.

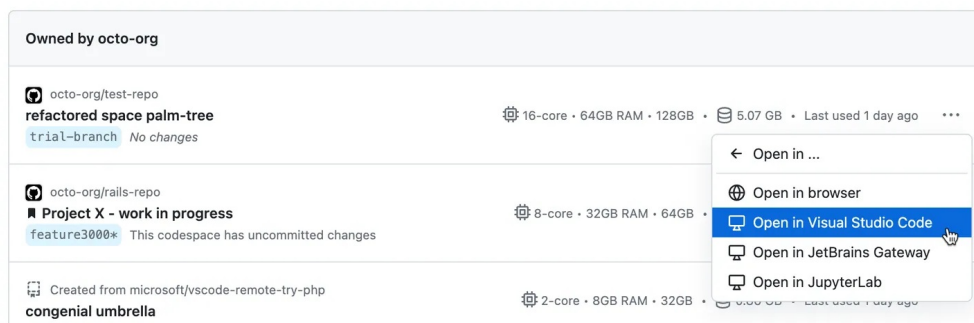
You can bookmark the address of this page if you want to get back to it quickly to resume your codespace. Alternatively you can use the address in a link to provide other people with a quick way of creating and resuming their own codespaces for this repository.

Opening an existing codespace from the "Your codespaces" page

- 1 Navigate to the "Your codespaces" page at github.com/codespaces.
- 2 To open a codespace in your default editor, click the name of the codespace. You can set your default editor for Codespaces in your personal settings page. For more information, see "[Setting your default editor for GitHub Codespaces](#)."

To open the codespace in an editor other than your default:

- a. Click the ellipsis (...) to the right of the codespace you want to open.
- b. Click **Open in**.
- c. Click **Open in APPLICATION**.



You can open the codespace in:

- Your browser
- Visual Studio Code
- JetBrains Gateway
- JupyterLab

If you choose **Visual Studio Code** or **JetBrains Gateway**, you must make sure you have installed the selected application on your local machine.

If you choose **JupyterLab**, the JupyterLab application must be installed in the codespace. The default container image includes JupyterLab, so codespaces created from the default image will always have JupyterLab installed. For more information about the default image, see "[Introduction to dev containers](#)" and [the devcontainers/images repository](#). If you're not using the default image in your dev container configuration, you can install JupyterLab by adding the `ghcr.io/devcontainers/features/python` feature to your `devcontainer.json` file. You should include the option `"installJupyterlab": true`. For more information, see [the README for the python feature](#), in the `devcontainers/features` repository.

Linking to an existing codespace [↗](#)

You can create links to your existing codespaces. This is useful if you have a long-lived codespace that you return to frequently. You can save the link in a location of your choice, as an alternative to using the link on <https://github.com/codespaces>.

Note: You can only open your own codespaces. If someone clicks a link to one of your codespaces they will see a 404 error message.

Create a link using one of the following URL patterns. In these URLs `CODESPACE-NAME` represents the unique name of the codespace, such as `monalisa-project-x-codespace-956j5pp5pjpc79wx`, not the codespace's display name. You can find the name of a codespace by copying the link to the codespace on your <https://github.com/codespaces> page and extracting the codespace name from the URL.




Link opens in	Link syntax
VS Code web client	<code>https://CODESPACE-NAME.github.dev</code>
VS Code web client with a specified workspace	<code>https://CODESPACE-NAME.github.dev?folder=/workspaces/PATH/TO/WORKSPACE/DIRECTORY</code>
VS Code desktop application	<code>https://github.com/codespaces/CODESPACE-NAME?editor=vscode</code>
JetBrains Gateway	<code>https://github.com/codespaces/CODESPACE-NAME?editor=jetbrains</code>

Reopening an existing codespace [↗](#)

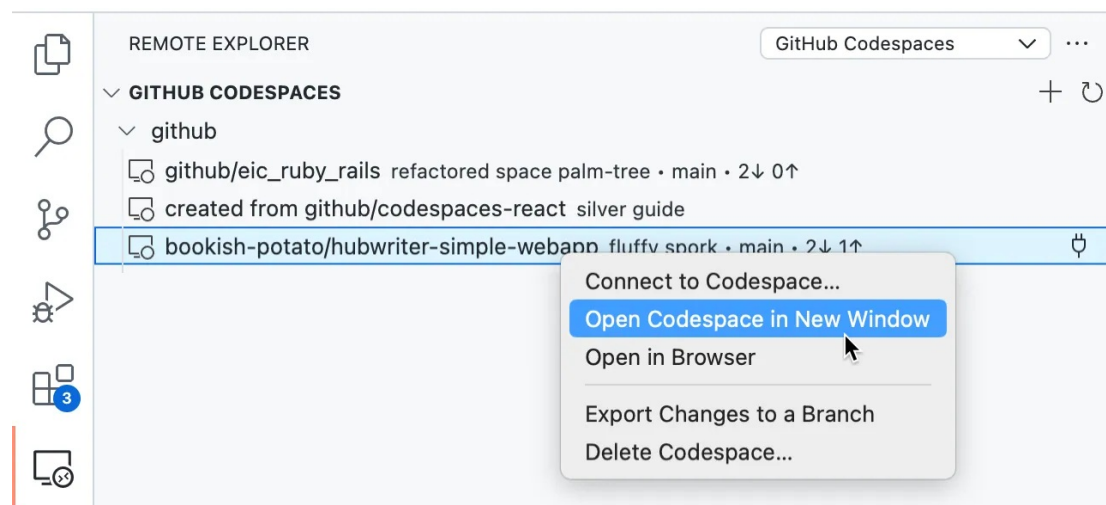
Note: To use GitHub Codespaces in VS Code, you need to install the Codespaces extension. For more information, see "[Using GitHub Codespaces in Visual Studio Code](#)."

- 1 In the VS Code desktop application, open the Command Palette with `Command + Shift + P` (Mac) or `Ctrl + Shift + P` (Windows/Linux).
- 2 Type "Codespaces" and select one of the following commands.
 - To open a codespace in a new window of VS Code, select **Codespaces: Open Codespace in New Window**
 - To open a codespace in the web editor, select **Codespaces: Open in Browser**
- 3 Click the codespace that you want to open.

Select the codespace to connect to

-  **github/eic_ruby_rails** Last used 22 hours ago
 refactored space palm-tree · main* · 2 ↓ 0 ↑ · 32 cores, 128 GB RAM, 128 GB storage
-  **bookish-potato/hubwriter-simple-webapp** Last used 4 days ago
 fluffy spork · main* · 2 ↓ 1 ↑ · 4 cores, 16 GB RAM, 32 GB storage
-  **github/codespaces-react** Last used 4 days ago
 silver guide · main · 2 cores, 8 GB RAM, 32 GB storage

You can also access the commands listed above by navigating to the Remote Explorer view in VS Code and right-clicking the codespace that you want to open.



Note: If the Remote Explorer is not displayed in the Activity Bar:

- 1 Access the Command Palette. For example, by pressing `Shift + Command + P` (Mac) / `Ctrl + Shift + P` (Windows/Linux).
- 2 Type: `details`.
- 3 Click **Codespaces: Details**.

Linking to an existing codespace

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VS Code desktop application	<code>https://github.com/codespaces/CODESPACE-NAME?editor=vscode</code>
JetBrains Gateway	<code>https://github.com/codespaces/CODESPACE-NAME?editor=jetbrains</code>
JupyterLab	<code>https://github.com/codespaces/CODESPACE-NAME?editor=jupyter</code>

Reopening an existing codespace

If you have installed GitHub CLI, you can use it to work with GitHub Codespaces. For installation instructions for GitHub CLI, see the [GitHub CLI repository](#).

1 In a terminal, enter one of the following GitHub CLI commands.

- To open a codespace in VS Code, enter:

Shell



```
gh codespace code
```

Note: You must have VS Code installed on your local machine. For more information, see "[Setting up Visual Studio Code](#)" in the VS Code documentation.

- To open a codespace in the browser, enter:

Shell



```
gh codespace code --web
```

- To open a codespace in JupyterLab, enter:

```
Shell
```

```
gh codespace jupyter
```

Note: The JupyterLab application must be installed in the codespace you are opening. The default container image includes JupyterLab, so codespaces created from the default image will always have JupyterLab installed. For more information about the default image, see "[Introduction to dev containers](#)" and [the devcontainers/images repository](#). If you're not using the default image in your dev container configuration, you can install JupyterLab by adding the `ghcr.io/devcontainers/features/python` feature to your `devcontainer.json` file. You should include the option `"installJupyterlab": true`. For more information, see [the README for the python feature](#), in the `devcontainers/features` repository.

- To access a codespace from the command line, over SSH, enter:

```
Shell
```

```
gh codespace ssh
```

2 Using the arrow keys, navigate to the codespace that you want to open.

3 To open the codespace, press `Enter`.

For more information, see [gh codespace code](#) in the GitHub CLI manual.

Reopening an existing codespace [↗](#)

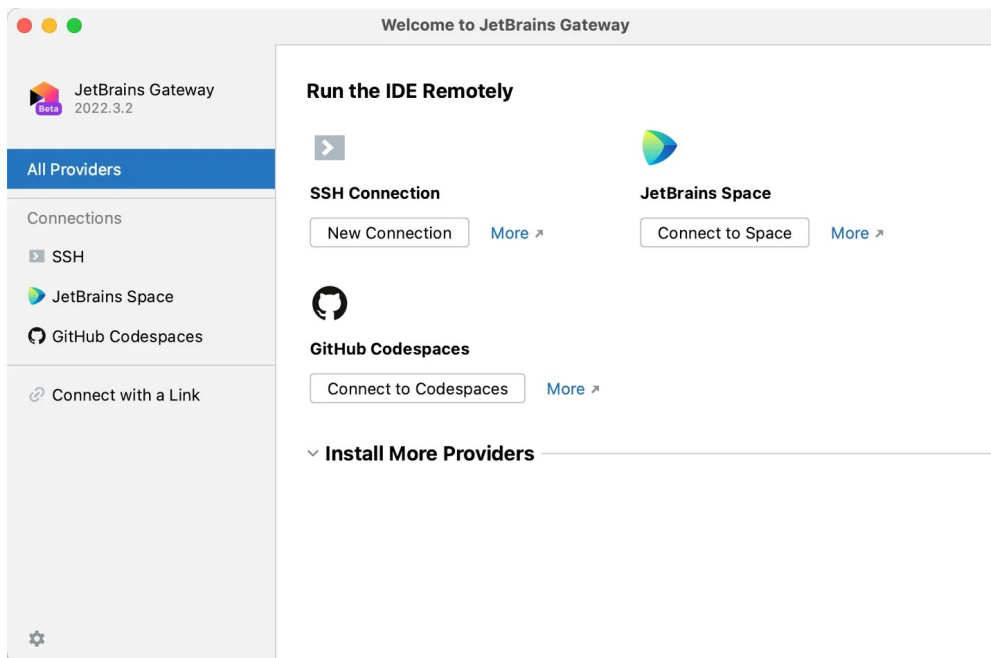
If you have set the JetBrains Gateway as your default editor, then the Gateway will launch automatically when you open a codespace from GitHub.com.

If the JetBrains Gateway is not your default editor, you can still open a codespace in JetBrains by going to the "Your codespaces" page at github.com/codespaces and clicking the ellipsis (...) to the right of the codespace you want to open. For more information, see "[Opening an existing codespace](#)."

Alternatively, you can also open the JetBrains Gateway and select an existing codespace, as described in the following procedure.

1 Open the JetBrains Gateway application.

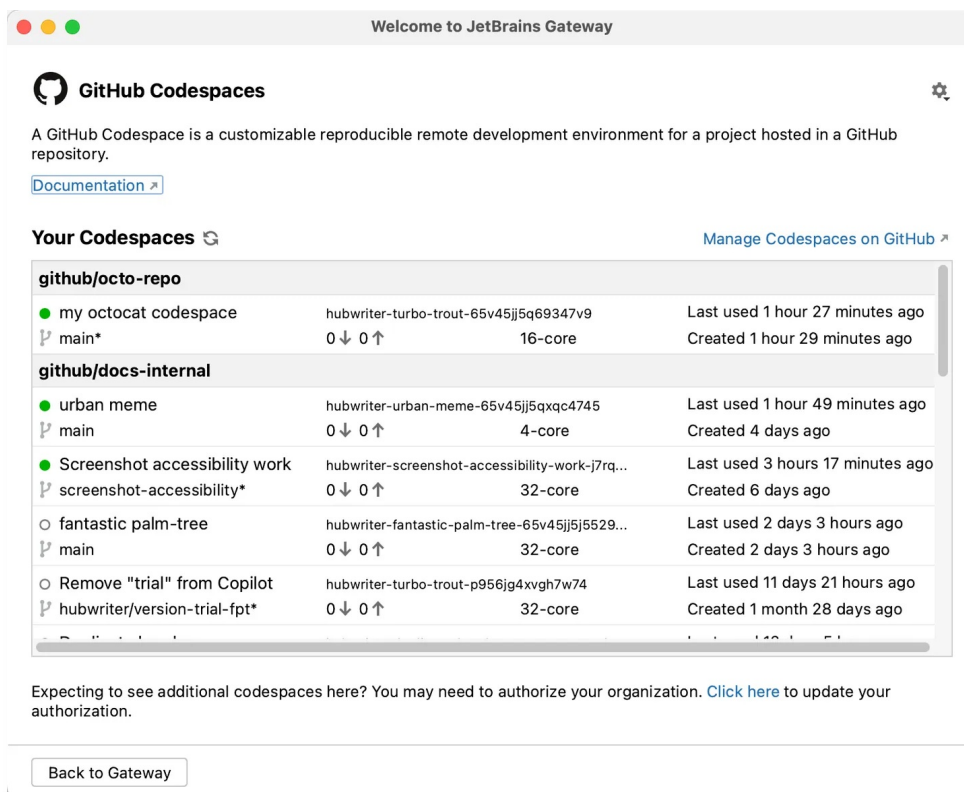
2 Click **Connect to Codespaces**.



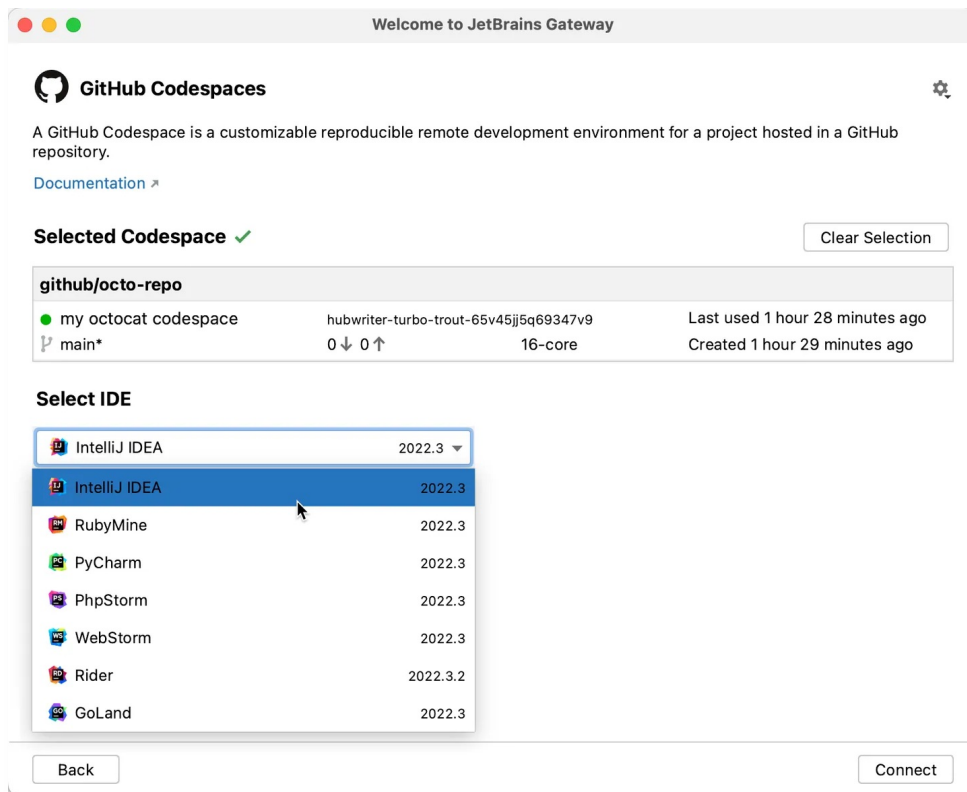
- 3 The first time you connect, you're prompted to choose whether you want to allow GitHub to collect anonymized usage data, to improve functionality and user experience. Click **Allow** or **Deny**.

You can change your choice later, if required, in the settings for the GitHub Codespaces plugin, which you can access within the JetBrains Gateway settings.

- 4 In the "Your Codespaces" list, click the codespace you want to work in.



- 5 In the "Available IDEs" list, click the JetBrains IDE you want to use. The Gateway will remember your choice the next time you connect to a codespace.



6 Click **Connect**.

Notes:

- If you chose Rider as your JetBrains IDE and the repository contains multiple solution files, the "Set Solution Path" dialog is displayed prompting you to choose which solution you want to work in. Choose a solution file from the dropdown menu and click **OK**.

If the repository doesn't have a solution file, Rider opens in a basic project directory view and will have limited capabilities. For instance, you won't get .NET-specific code navigation. If there is just a single solution file in the repository it will be used automatically, without the prompt being displayed. For more information, see "[Create and open projects and solutions](#)" in the JetBrains documentation.

- If you are running a firewall, then the first time you connect to a remote resource you may be prompted to allow the JetBrains Gateway to communicate across your network.

Further reading

- "[Codespaces](#)" (REST API reference)

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