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shows log messages from the repository. **svn move** The **svn move** command moves a file from one directory to another (or renames it). **svn merge** The **svn merge** command combines two different versions into your working copy. **svn revert** The **svn revert** command reverts changes in your working copy, as well as property changes. If you've accidentally deleted an **svn** repository folder, such as "my_program", and want to bring it back (the older version is, after all, stored in the **svn** repository): **svn copy -r** from-svn-url-to-svn-url -m "message" The revision version number you want to copy should be one where the folder (or file) you accidentally wiped out still exists. **svn commit -m** "message" Where the message string is one that explains what changes have been made, why you are committing the file or what purpose a new file serves. **svn update** It will merge changes made to the file in the repository with the changes you have on your machine. It means that changes to the same file on the same lines had been committed to the **svn** repository as what you have been working on. In general, you would do: `my/local/path/>svn update -r {2008-04-26}` (Or `svn updated -r12345`, where 12345 is a revision number. `mv my_program my_program.bak` Finally, checkout the a copy of the program from the **svn** repository, that will be stored on your machine in my_program: 5. As explained here, **svn switch** **svn status** If you do an "svn status" in a folder, it recursively lists all the Modified (M), Deleted (D) and Added (A) files. However, conflicts may arise if any of the lines that have been modified on your machine have been changed in the repository since you last checked it out/**svn**-updated it. But if the password is saved, you automatically end up committing under the other user's name anyway. The second is the file as it is in the **svn** repository.) Open up the file that's in conflict in an editor. We've also included the Helix Core P4 command equivalent, if you're considering migrating to Helix Core. **SVN Commands Cheat Sheet****TaskSVN Commands****Helix Core P4 Commands**Create a new depot/**repo.svn**admin create**p4 depot**Add files to the depot/**repo.svn import****p4 reconcile**, then **p4 submit**Discard changes made to open files and revert back to latest synced version.**svn checkout -r url://path/to/repop4 revert**Copy files into the client workspace.**svn checkout p4 sync**, then **p4 edit**Send changes to the depot.**svn commit****p4 submit**Open files in a client workspace to add them to the depot.**svn add** , then **svn commit****p4 add** , then **p4 submit**Remove a file.**svn delete p4 delete** Obtain list of files in a repository.**svn list****p4 files**Compare files on the client workspace with revisions in the depot.**svn diff p4 diff** Display information about the workspace files.**svn status****p4 fsstat**, **p4 opened**, **p4 have**, **p4 files**Display information about the current client and server.**svn info****p4 info**Provide information on changelists and changelists' files.**svn log****p4 describe**Move a file.**svn move****p4 move**Combine two different revisions.**svn merge****p4 merge**Discard changes made to an open file.**svn revert p4 revert** Obtain and update changes from the depot/**repo** to the client workspace.**svn update****p4 sync**Store files without submitting.**svn shelve****p4 shelve**Request help.**svn help****p4 help**You can compare more commands at Mapping Subversion Terms and Commands to Perforce.**Switch From SVN Commands to P4 Commands****Helix Core** and **SVN** can both handle large files better than **Git**. Once you've finished editing out the conflicts in the file, you have to set the file's status to resolved for it to be up to date (and updateable with **svn**): **svn resolved** If you now try **svn update** on the file, it should no longer be marked as being in conflict. (If you had done an "svn update" on files that turned out to conflict, the action would have created a couple of additional versions of the file: conflict-filename.mine and conflict-filename. And they do have many basic, similar commands. Check that only the new code you have added is the sum total of the differences. **SVN** will refuse to commit it because it's already got .**svn** folders. For example, you can use **svn revert** to undo **svn add**.**svn update**The **svn update** command updates your working copy with changes from the repository.**svn shelve**The **svn shelve** command stores your changes without submitting them.**svn help**The **svn help** command provides a summary of available commands.Are you using the right tool?Discover the reasons why teams prefer Perforce Helix Core vs. An **svn update** merges the repository's changes with the local changed code, or shows places where conflicts have arisen (conflicts are shown with a C next to the files you tried to update). (This happens with checking out tutorial collections, rebuilding them and then wanting to commit them as model-collections for nightly diffof testing) The solution is explained at **svn export /path/to/old/working/copy /path/to/plain/code** And then just delete the old working copy. For more revision formats, check the **SVN** manual online.) If there were conflicts, delete everything and checkout the older version: `my/local/path/>svn co -r {2007-10-01}` . An example situation: `my/full/path>svn diff file.txt` Output: Index: file.txt

Cannot display: file marked as a binary type. For example: **svn help commit** Will tell you that to commit changes, you do "svn commit [path] -message "" If, when doing an "svn status" of a folder you find any files marked with a C, then it means such files are in conflict with their corresponding versions in the **svn** repository. Because the commands are similar, it's easy to get started. Your own changes take precedence and these are preserved. To find out the list of changes made to code in a file: **svn annotate** The above will list the code changes with NUMBERS in front of each line. To perform these **svn** operations on more than 1 file in one go, separate them by spaces: **svn diff** **svn update** **svn diff** **svn commit -m** "message" How to add a file (not for creating new folders in the **svn** repository): **svn add** **svn commit -m** "This new file will do something useful" You can add more than one file at a time: **svn add** **svn commit -m** "These new files work together to add some extra functionality" To remove a file from the repository, you need to give it the url of the file in the repository: **svn remove -m** "I deleted this file for a reason" Aliases for **svn remove** are "svn delete" and "svn rm". (And thereafter compile your **greenstone 3** up again with a normal "ant install".) You may want to do this if a regular text file in the **svn** repository is marked as a binary file and therefore won't let you do an "svn diff" to compare the text contents. On Windows: set EDITOR=Notepad On Linux: export EDITOR=emacs To start editing the **svn** externals property at this folder (.) level, type the following in the terminal: **svn propedit** **svn:externals** . But this is where the similarities end. Find out why **SVN** teams are migrating to Helix Core — and why your team should, too.**Switch to Helix Core**More on **SVN:TortoiseSVNSVN Branching**How to Use **SVN** (and When to Migrate) This page is in the 'old' namespace, and was imported from our previous wiki. **svnversion** . For this you would do: **ant -Dbranch.revision=** eg. **ant prepare -Dbranch.revision=15190** This will do an **ant prepare/ant install/ant** command using the revision number specified. If you ever encounter a file in conflict and you view it in an editor, you will see that conflicted lines will be marked with `====` and `>>>>`. To switch over to your username: **SVN: switching active user on checked out repository** For version 1.7 on Windows, it's under %APPDATA%\Subversion\auth. Now, we need to check out our own **svn**-managed copy: Move up out of the local my_program directory and make a back-up copy of original program folder, just in case: 3. Usually, this happens when you don't know the password. That will put your folder and its contents into the **svn** repository inside a similarly named folder. To overwrite local file(s) with the one in the repository, do an "svn revert"--you would do this if you want to go back to the version of the file in the repository (you will lose all changes you had made since the last commit): **svn revert** ... If more than one file needs to be removed, you need to perform the **svn** remove operation for each file one after another. Simply use the **svn list** repository command, and you'll get a list of all repositories and their contents.Of course, this is just one of many useful **SVN** commands you should know. Many teams have switched from **SVN** to Helix Core. a. It will also show up files that are in conflict (C) and those about which **svn** does not know (?). Both the changes you made and the conflicting changes in the repository will be embedded inside such special marks. You need to know the urls of the components you want to checkout. 4. To update the local file(s) with just the changes made in the repository, do an "svn update": **svn update** ... Then you would do either of the following: **svn checkout url** **svn co url** The above will check it all out into a default folder name. Deal with marked sections as appropriate: decide which parts you want to keep, which should be removed or how to combine (the best of) both. (You can't remove several files from the repository at the same time in one line.) **svn info** Gives info about the current checkout, such as the repository URL and the last revision at the current **SVN** folder level. **svn diff** This **diff** now shows up the differences between your current file and what's there now in the repository. We recommend checking for more up-to-date information using the search box. Make sure that not else exists at this level or in subfolders that needs committing—else it will be accidentally committed too—and then run a simple **svn commit -m** "The **svn** externals property changed for this folder to grab files/folders from elsewhere" . You can alternatively provide an optional folder name at the end of the command, to check the contents out into: **svn checkout gs3-svn** This will check out **Greenstone 3** into a folder called **gs3-svn**. E.g. if editing the **GS3/gsbuidl**'s **svn** externals property to tell it to grab setup scripts from **greenstone 2**, the entries to be made for this at the **gs2build** level in the editor would be: `./greenstone2/setup.bash` `setup.bash` `./greenstone2/setup.bat` `setup.bat` `./greenstone2/setup.csh` `setup.csh` Finally, you need to commit the property changes made at the current level (.) to the repository. In the example, it is the editor "emacs". You'd want to do this if the folder was already checked out from **SVN** and you want to commit it or a modified version of it to a new location on **SVN**. For example, **svn annotate** **GathererProg.java** | less To find the message added into the log for making a change **svn log** That will give all the messages for all the code changes. When you're committing code from another **GS** developer's account, you may need to change user. In order to set up or adjust the **svn:externals** property on a folder, so it knows upon checkout which other folders and files to grab from **SVN** as its subelements: Use a terminal to set up an editor to adjust the **svn** externals property. Get it free for up to 5 users.**SWITCH FROM SVN TO HELIX CORE**Basic **SVN** CommandsHere are the basic **SVN** commands that every developer and admin should know.**svn admincreate**The **svn admincreate** command creates a new, empty repository. **svn import**The **svn import** command commits an unversioned tree of files into a repository (and creates intermediate directories, if needed). **svn checkout**The **svn checkout** command checks out a working copy from the repository. To deal with conflicts (C), see a later section. So in that case, do **svn info** at any subfolder's level to get its revision version. **Subversion.Perforce** vs. To see what modifications were made to individual files marked with an M, you'd do an "svn diff": **svn diff** **svn help** **svn help** [item] eg. Beware that subfolders may be a different **SVN** revision number, for example if you **svn** updated them more recently. **cd .** Doing an "svn update" may indicate files are in conflict as well. The program folder on your hardrive, called "my_program" for instance, may contain all the directories (e.g. src, lib, bin) and loose files (e.g. build.xml and *.bat, *.sh scripts). You can update an entire directory (and subdirectories) by moving into that directory and typing: **svn update** Note that **svn diff** does not connect to the repository! It compares your file against the file you had downloaded, not the file as it exists at the moment in the **svn** repository. **svn help status** The last gives instructions on how to use an **svn** command. Comparing versions: comparing current folder contents with contents of an older revision: `my/local/path->svn diff -r {2008-04-26}` Search for all occurrences of `>>>` or `====`. **SVN** externals grab folders and files located in another part of the **SVN** repository, which is handy if you want to avoid duplication. The first is your local version containing the changes you made. **svn co** Your program folder is just as before, except that it's now managed with **svn**. On Windows you might set this to Notepad for instance. **SVN** commands allow you to work more efficiently in Subversion.Example: How to Display List of **SVN** RepositoriesFor example, using **SVN** commands can help you display a list of **SVN** repositories. **SVNSVN** Commands Cheat SheetNeed a handy **SVN** commands cheat sheet to reference?Here, we've compiled a quick reference guide to every **SVN** command you'll need to know.

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