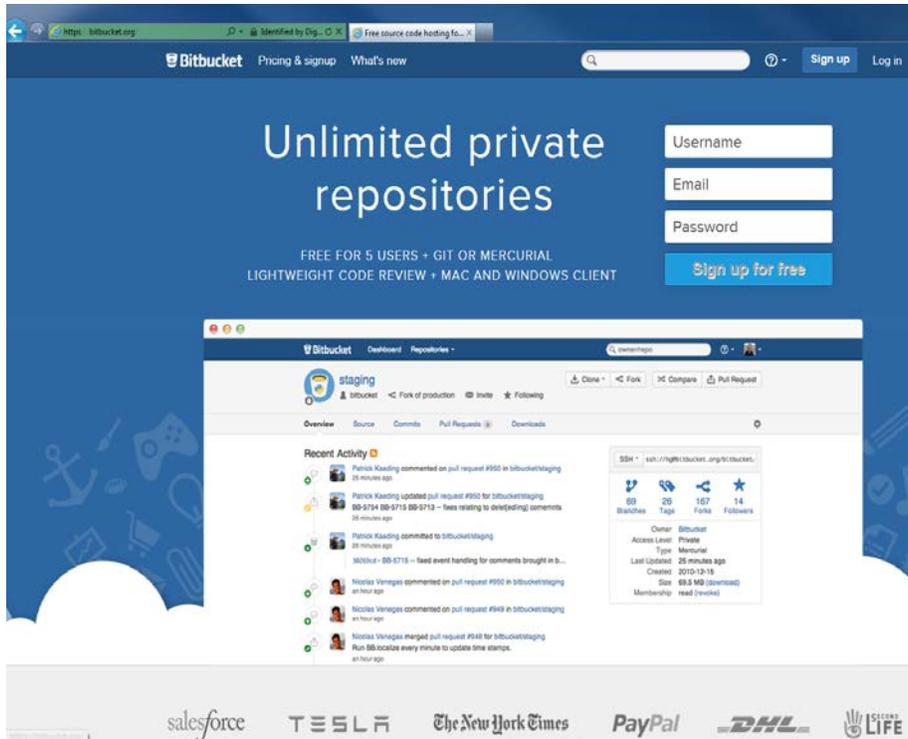


Version Control With TortoiseHG (Mercurial) and Bitbucket

The Initial Setup

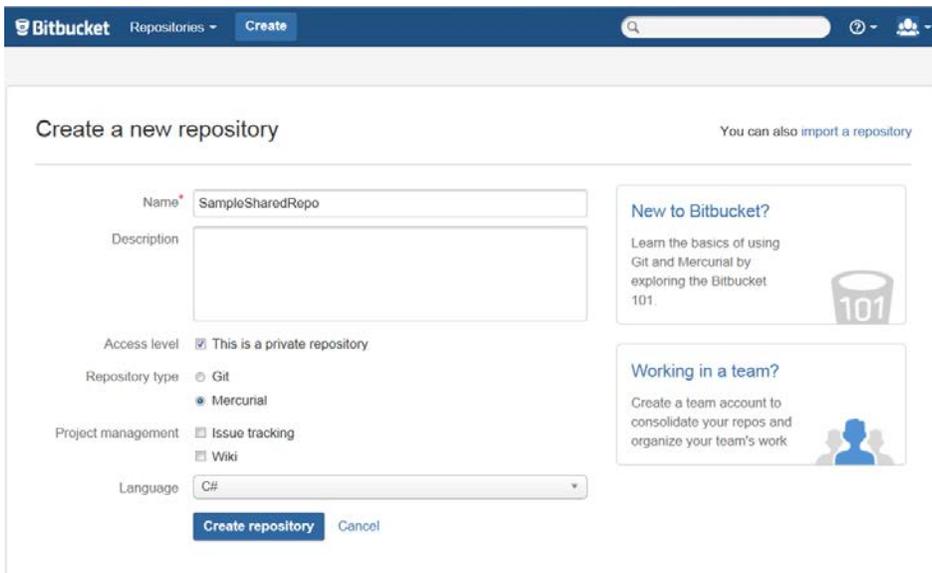
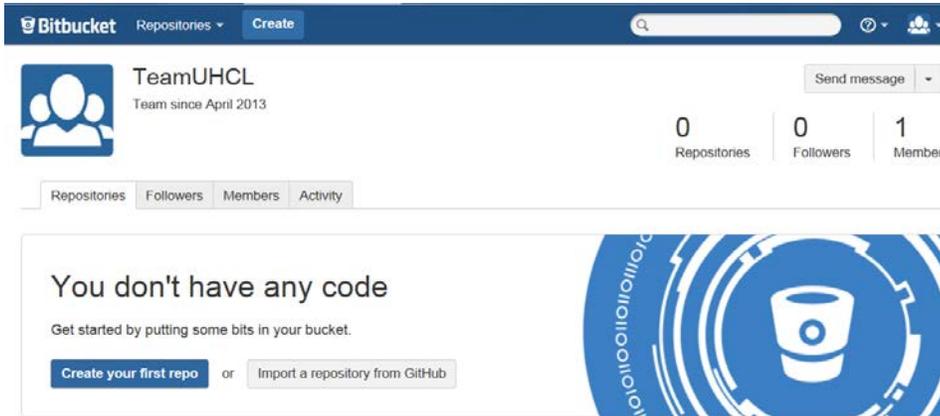
1. Create Bitbucket Account
2. Log on to <https://bitbucket.org>



3. Each member in the team will need an individual account
4. For team, create a team account as follows and add the team members

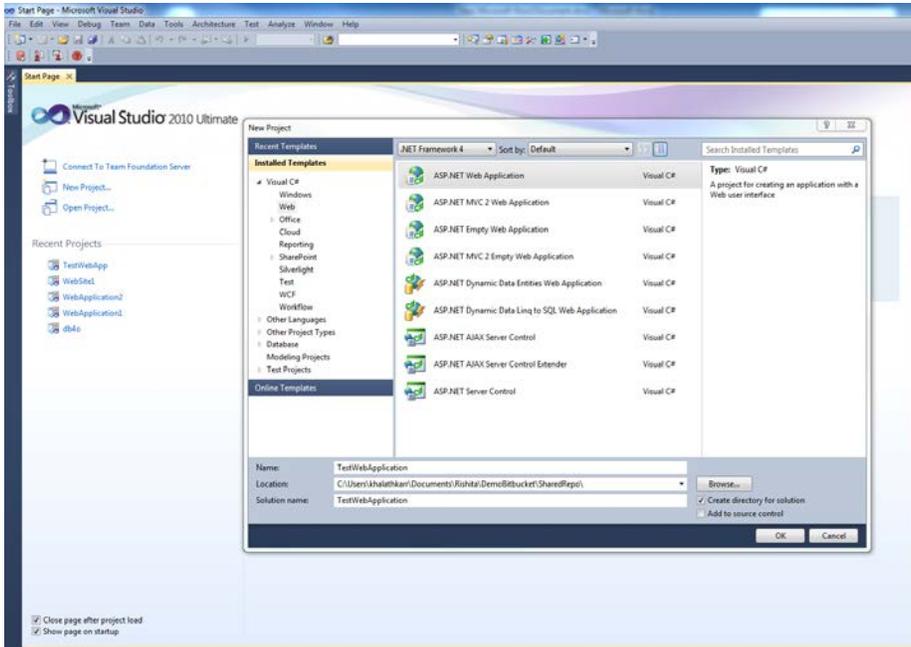
A screenshot of the Bitbucket sign-up form for a team account. The form is titled "Sign up for free" and has "Account type" set to "Team". The "Display name" is "TeamUHCL", "Username" is "teamuhcl", and "Email" is "xxxx@gmail.com". There are fields for "Password" and "Password (again)". To the right, under "Individual vs team account", it lists "All plans include:" (Unlimited repositories, Unlimited public collaborators, Unlimited disk space) and "Teams include:" (Create team-owned repositories, Delegate administration, Send email invitations, Manage repository access via groups). At the bottom, there is an "Add team members" section with an input field and an "Add" button, and "Sign up" and "Cancel" buttons.

5. Create a team repository, enter the required details like the name, type and language
Choose Mercurial for Repository Type.



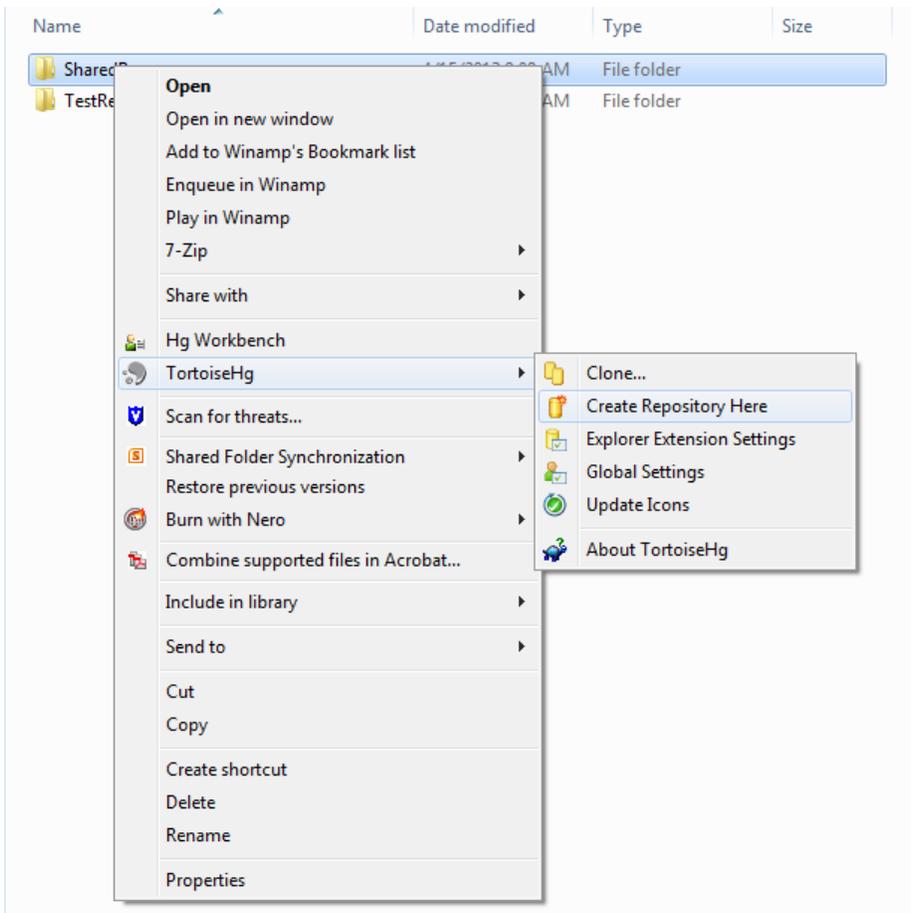
6. Download and install TortoiseHg from <http://tortoisehg.bitbucket.org/>, if not already present.
7. Create the initial application set up for the team. Here a sample asp.net web application is shown

8. Choose an appropriate folder for the application and create the project in this folder.



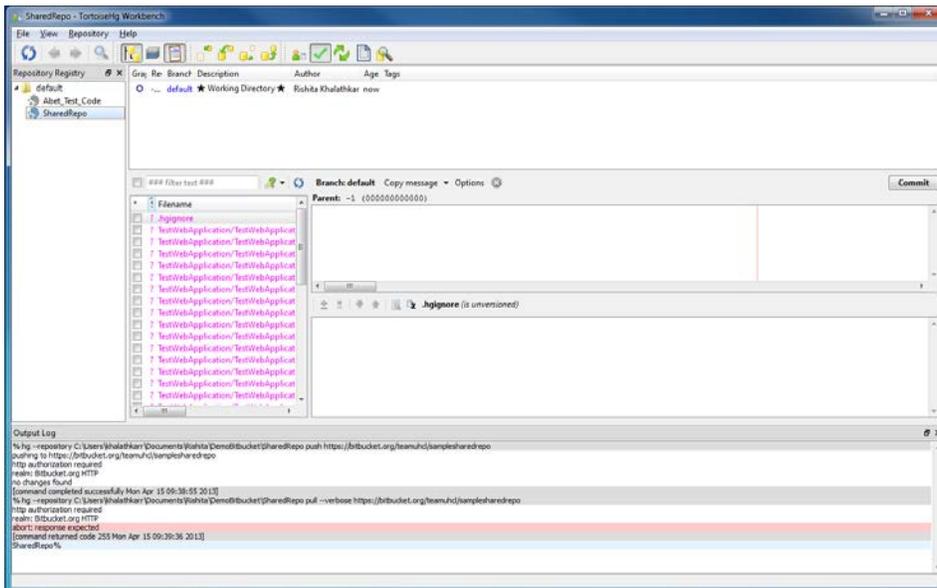
9. After the project is created, browse to the folder where it is created.

10. Right click ->TortoiseHg->Create Repository Here

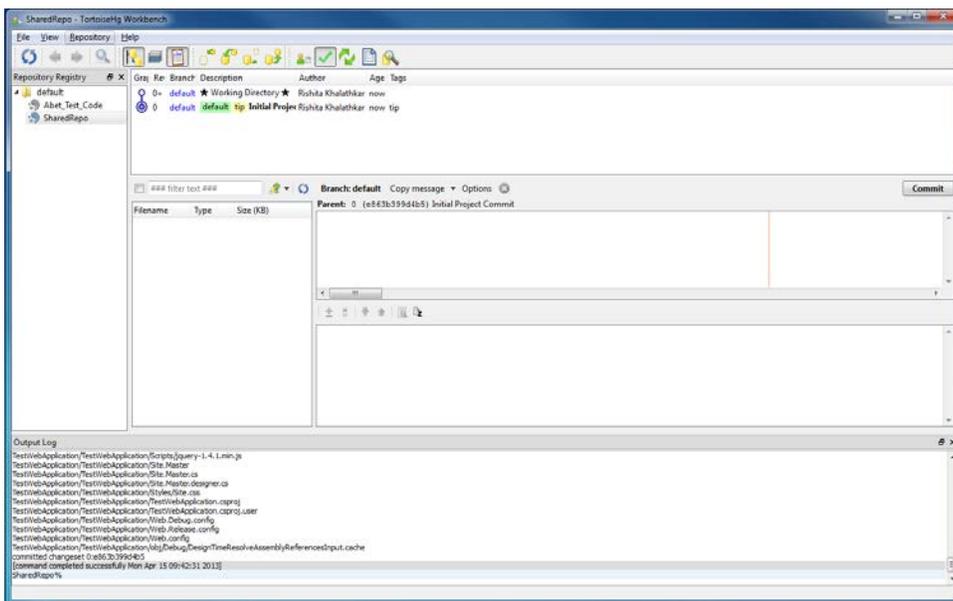


11. Open this folder Right click ->Hg Workbench. Tortoise Hg workbench opens. Select the current repository and click on commit

12. As this is the initial commit, generally all files are selected



Enter an appropriate comment and commit

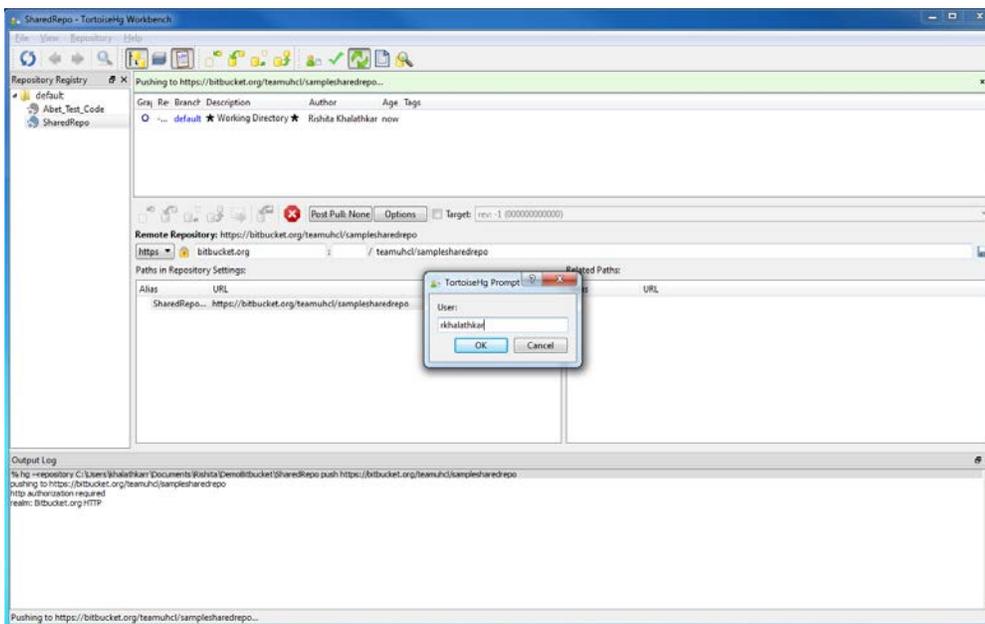
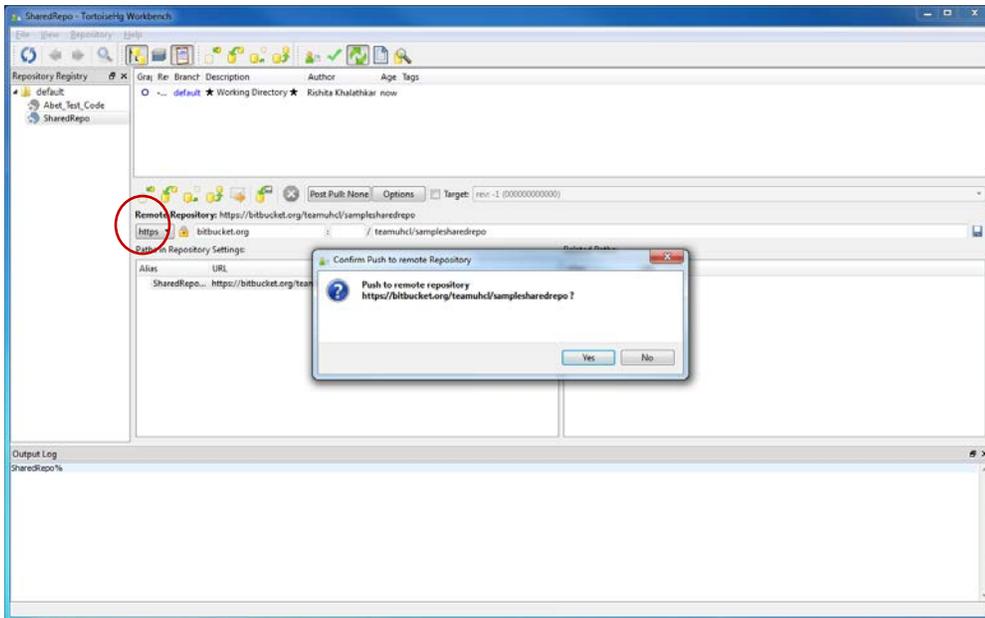


13. Now click on Sync

Remote repository options are shown

Choose https and enter the online Bitbucket repository path here and give a suitable name to this path.

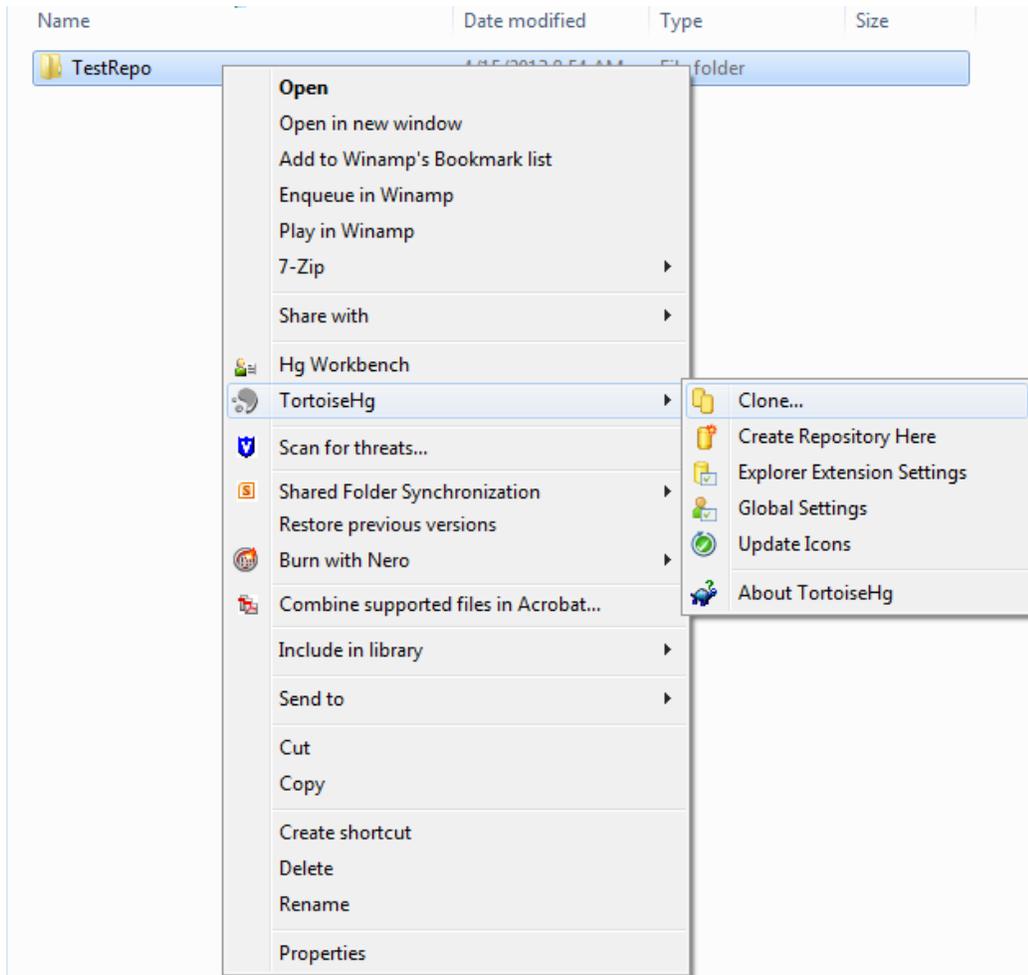
14. Push changes to the online repository , username and password will be prompted. Only the users added to this team project are allowed



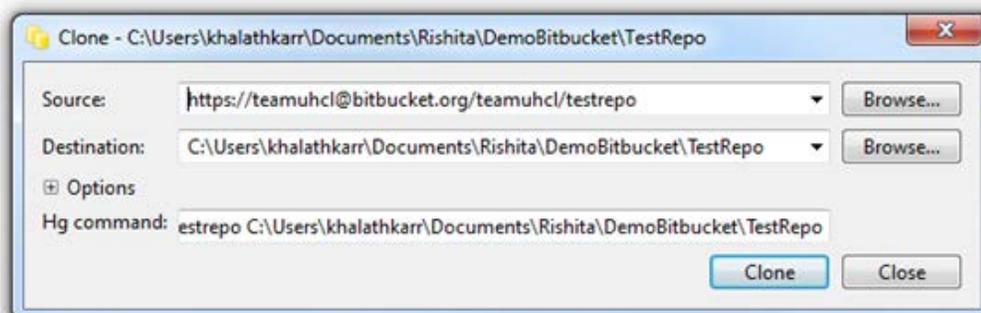
15. After, this has been successful; the commit can be seen on the Bitbucket repository page.

Updating the local repository without making any changes on your end

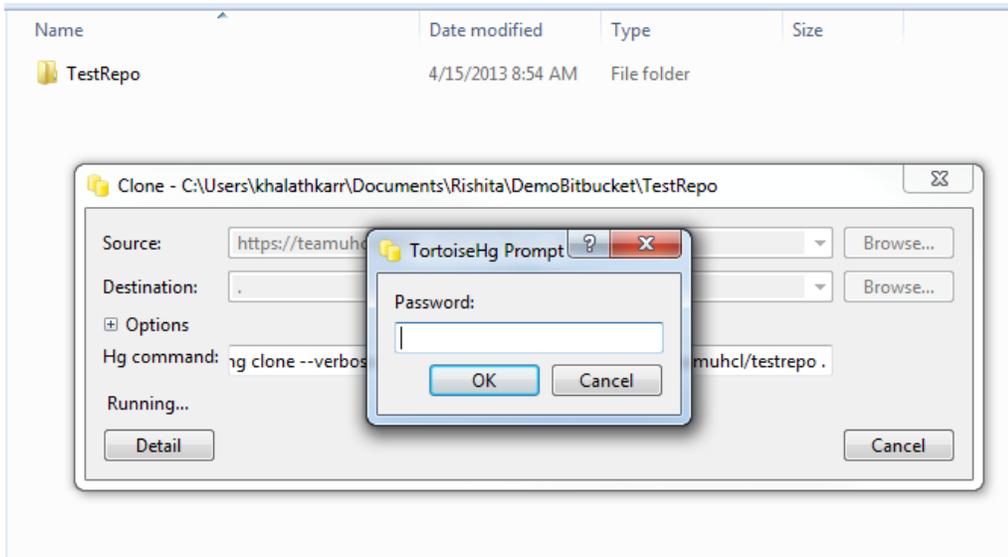
1. The user, who needs to clone this remote repository, creates a folder on his local machine. The local machine should have Tortoise Hg installed.
2. On the folder right click->Tortoise Hg -> Clone...



3. Enter the source path as the online Bitbucket repository path. Destination is the current folder



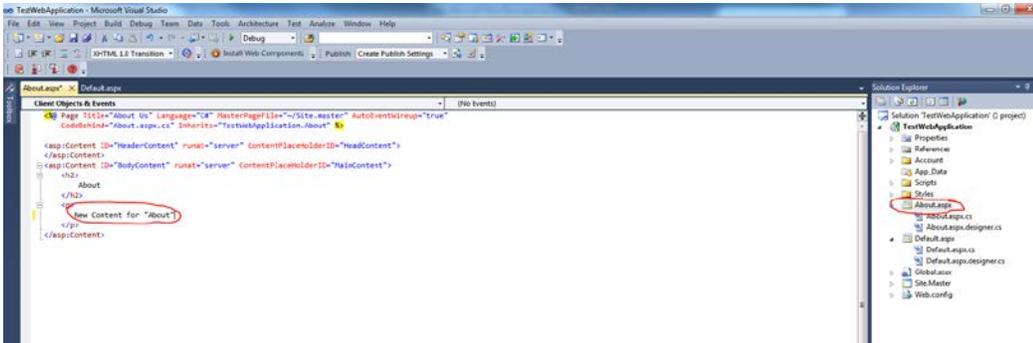
4. Enter team password



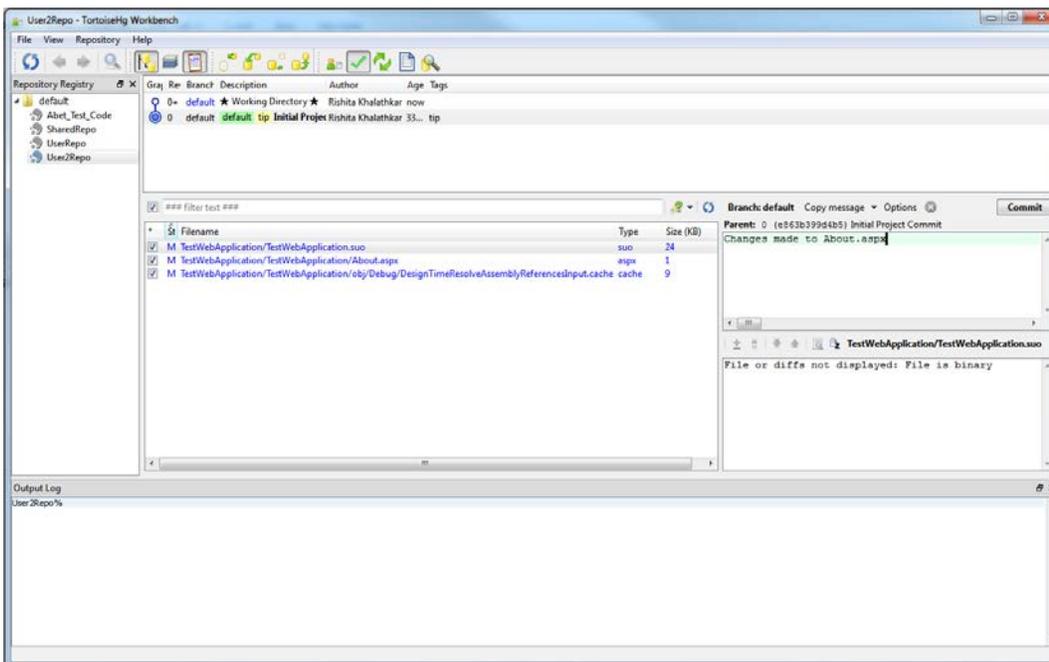
5. All the files from remote server will be now downloaded to the folder

Version Control With TortoiseHG (Mercurial) and Bitbucket Updating the repository after adding files/making changes

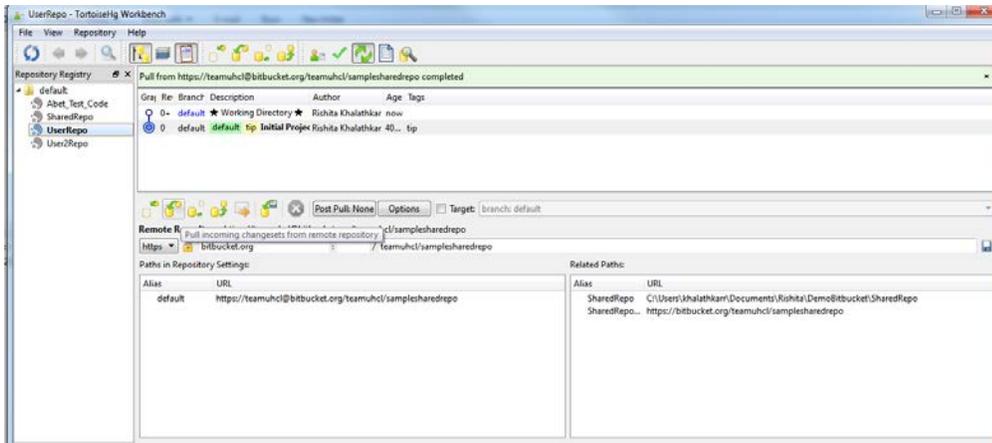
1. Once the files are downloaded from remote repository, changes can be made or new files can be added
2. Change files and save it.



3. Open the tortoise Hg workbench. Select the current repository.
4. Click commit. The modified files are displayed. Select the required files enter an appropriate comment and commit.



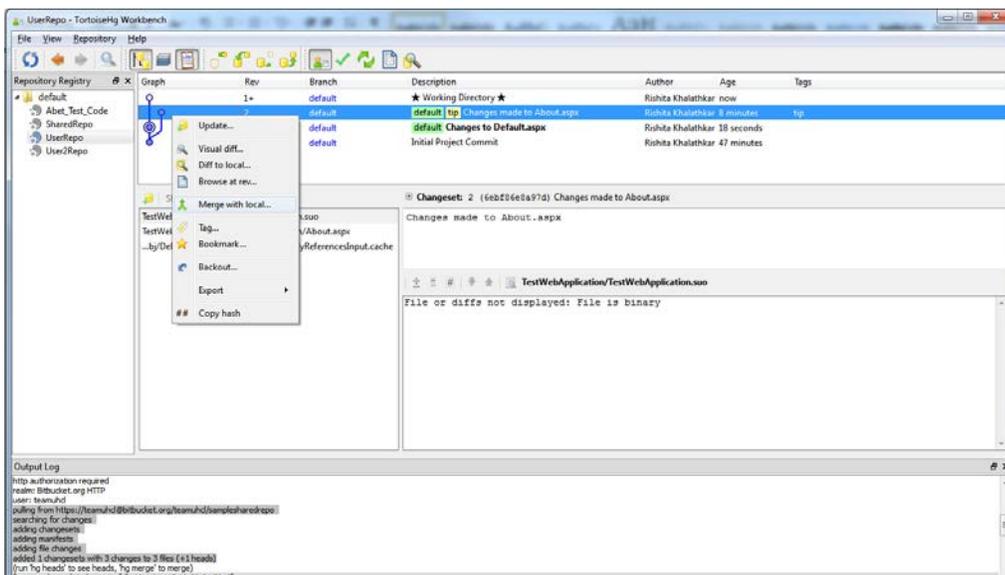
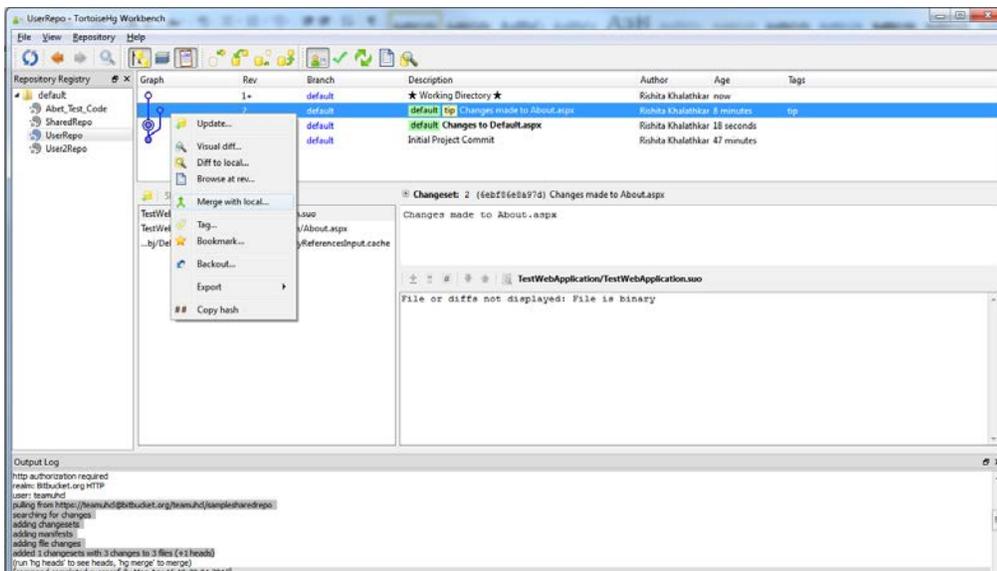
5. Now pull changes from remote repository



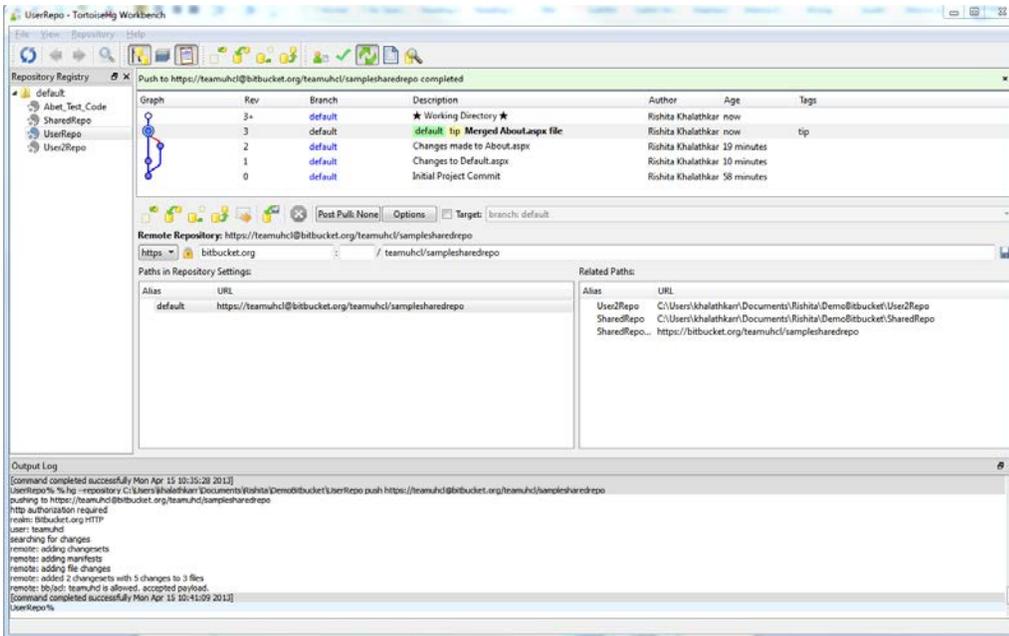
All the changes will be pulled.

Resolving conflicts

6. On this pulled version, merge changes with local and commit the appropriate one.

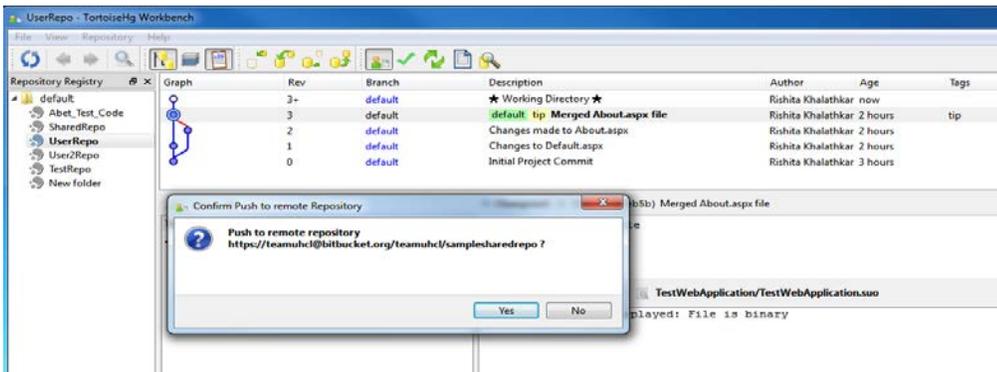


7. At this point, the local version is in sync with the remote version



8. Now, the local changes need to be pushed to the server.

9. Now push changes to repository



10.. Once the push is successful, all the changes will be seen in the BitBucket repository page.