150 Smoots Getting Started on Linux

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February 17, 2011

1 Repository Access

- **Install** Git packages with `sudo apt-get install git-core git-gui git-doc`. Set up your basic git settings like so.

- **Sign up** for a GitHub account (here) then ask Russell to add your account as a collaborator to the rcoh/SmootLight code repository.

- **Connect** to the SmootLight GitHub code repository. Generate SSH keys and upload the public one to GitHub by following the instructions here.

- **Clone and branch** the code repository; use this cheatsheet for help as necessary.

2 Testing on Pygame

- **Install** Pygame with `sudo apt-get install python-pygame`.

- **Setup** logging by running `./setup.sh`.

- **Run** your LightInstallation code with `python LightInstallation.py`.

3 Repository Check In

- **Stage** files to be committed with `./ga`.

- **Commit** your changes locally with `git commit`.

- **Push** your changes to your branch with `git push origin yourbranchname`.

- **Request a pull** to the source repository by following instructions here.

- **Learn more** about working with remote repositories here.

4 Latex Documentation

- **Install** Latex packages to be consistent with current documentation style. I had to run `sudo apt-get install texlive-fonts-recommended texlive-latex-extra` to successfully convert Russell's .tex to pdf.

- **Edit** the .tex files with any text editor. I use vim for quick edits and gedit with the Latex plugin for autocompletion and quick previews. Get the Latex plugin with `sudo apt-get install gedit-latex-plugin`.

- **Publish to PDF** with `pdflatex yourfile.tex`.

- **View PDF** with `evince yourfile.pdf`.