

150 Smoots Getting Started on Linux

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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*.