

CODING Code Repositories Operation Guide Product Documentation





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Operation Guide Code Repository Management Create Repository

Last updated : 2023-12-25 17:08:18

This document describes how to create repositories.

Open Project

Log in to the CODING Console and click the team domain name to go to CODING.
 Click

ī

in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to **Project Settings** > **Projects and Members** > **Functions** to enable the relevant function.

Create Git and SVN Repositories

Create a Git repository

1. In the code repository list, click Create Code Repository in the top-right corner and select Create from Scratch.

2. Select Git as the repository type and enter a valid repository name.

3. We recommend you select the **Generate README File** option. When this is enabled, the Git repository is automatically initialized after creation.

4. We recommend you select **Private Repository**. Enable the **Code Scanning** function as needed to discover and avoid potential code issues.

5. Click Create.

Git / The repository name can contain only letters, digits, underscores (_), 0/100 Repository Description Please enter warehouse description
Repository Description Please enter warehouse description
Please enter warehouse description
Quickly Initialize Repository
Generate a README
Add the .gitignore file. Select the .gitignore file
Make the repository public or not
Private warehouse (only visible to warehouse members, who have access to the warehouse)
Open repository (after open, anyone can access the code repository, please consider carefully!)
Code scanning
1ake the repository public or not Private warehouse (only visible to warehouse members, who have access to the warehouse) Open repository (after open, anyone can access the code repository, please consider carefully!) Code scanning

Note:

After the repository is initialized, you can use Git commands to associate it when a local repository. For details, see Common Git Commands.

Create an SVN repository

CODING supports the creation of SVN repositories. For more information about creating and using SVN repositories, see SVN Repository Usage.

Create from Template

CODING provides a preset code repository module. You can use sample code to learn how the code repository module works with continuous integration and artifacts.

The repository name can contain	only letters, digits, underscores (_),	hyphens (–), and periods (0/100
Repository Description		
Please enter warehouse description	on	
		1
Select preset template * ⑦		
spring-demo o	ruby-on-rails-demo	uby Sinatra-demo
Based on a simple Java web application, take you to experience code function modules.	A simple Ruby on Rails web application that takes you through code modules.	A simple Ruby Sinatra web application that takes you through the code model.
express express-demo	Android Android	flask-demo Flask Python
Based on the simple Node.js web application, take you to experience	Based on simple Android APP, take you to experience code function	The Simple Python Flask web app takes you through code modules.
the code function modules.	modules.	
Make the repository public or not		
Private warehouse (only visible)	to warehouse members, who have a	ccess to the warehouse)
Open repository (after open, an	yone can access the code repository	v, please consider carefully!)
Code scanning		
Enable code scan to discover co	de problems such as security vulnera	abilities and functional defects in
the code. The results will be disp	layed in the merge request details to	assist you in code review. View

Import an External Repository

You can quickly migrate existing Git repositories to the CODING DevOps platform. For details, see Import or Associate External Repository.

Import or Associate External Repository

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Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

 If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and Members > Functions to enable the relevant function.

Import External Code Repositories

CODING-CR provides a quick import function for external open-source repositories and allows you to sync code with external repositories at regular intervals. When creating a code repository, select **Import External Repository** and enter the URL of the open-source Git repository to import.

Git repositor	γ URL *
Please ent	er the warehouse address to clone, such as https://github.com/Coding/WebIDE.git
Repository N	Name *
The reposi	tory name can contain only letters, digits, underscores (_), hyphens (–), and periods ($0/100$
Make the rep Private w Open rep	pository public or not /arehouse (only visible to warehouse members, who have access to the warehouse) rository (after open, anyone can access the code repository, please consider carefully!)
Make the rep	pository public or not varehouse (only visible to warehouse members, who have access to the warehouse) vository (after open, anyone can access the code repository, please consider carefully!)
Make the rep Private w Open rep Code scar Enable con the code. details	pository public or not varehouse (only visible to warehouse members, who have access to the warehouse) pository (after open, anyone can access the code repository, please consider carefully!) ning de scan to discover code problems such as security vulnerabilities and functional defects in The results will be displayed in the merge request details to assist you in code review. View

You can sync the repository with the source repository and the changes made in CODING will be overwritten. You can change the sync frequency or disable auto sync in the repository settings.

 immitian • 	Browse Commit Branch Merge Red	quest Version Compare Settings					
Warehouse Settings	Synchronization information						
Basic Settings	Automatic synchronization of trigger	events					
Deploy Public Key	02:00 - VIII Turn on automatic sync						
File Lock	Save						
Branch Settings	Synchronized records in the last 30 d	ays					
Access Settings	Sync external warehouse addresses : https://github.com/						
Merge Request	Operator	Status	Last sync time				
Version Release	Project Assistant	Success	2021–06–11 10:58:19				
Code Tag	Project Assistant	Fail	2021-06-10 02:01:04				
information	Project Assistant	Fail	2021-06-08 02:01:05				

Associate a Code Repository

The **Associate Repository** function allows you to temporarily store the credentials used to access an external repository in CODING. When using **Continuous Integration** or **Continuous Deployment**, you can directly use the third-party repository as a code source without repeated migration.

Code Repository Associate Repository					+ Asso	ciate Code Repository
Repository Source All - Verification Mode All -	Project module enab	led All - Associated By	All - Search repositorie Q			
Code Repository	Repository Source	Verification Mode	Project module enabled	Associated By	Association Time	Action
			No repository associated			
0–0 repositories, 0 in total						

GitHub, GitLab, private GitLab, Gitee, TGit, and common Git repositories can be associated with CODING repositories. These five repository types support OAuth verification. Common Git repositories support account password verification. After association, repository code will not be stored in the CODING repository.

~ ~~~	\mathbf{O}			G	—	
CODING	GitHub	GitLab	Private GitLab	Gitee	TGit	Common Git Repository
Verification Mo	de	Author	izer			
OAuth	•	Steven	, Refresh OAuth Ve	rification for G	litHub	
Code Reposito	ry *					
	•					

Associate a private GitLab repository

To associate a private GitLab repository, you must create an application in GitLab and then the team admin must bind the private GitLab service. For details, see Bind Private GitLab.

Associate a GitLab SaaS repository

To associate a GitLab SaaS repository, Select **GitLab** as the code source on the **Associate Code Repository** page. Then, click **Verify Now** to go to the GitLab Authorization page and click **Authorize** to complete authorization. After successful authorization, select the code repository to associate.

Associate a GitHub repository

On the **Associate Code Repository** page, select the **GitHub** code source and click **Verify Now** to go to GitHub for OAuth authorization. If authorization fails, this may be because you did not enter your username in GitHub. In this case, go to **Settings** > **Profile** > **Name** and enter your username.

View Repository Details

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This document describes how to view repository details.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to **Project Settings** > **Projects and Members** > **Functions** to enable the relevant function.

On the **Code Repositories** page, click a repository name to go to the repository details page. The details page shows the files and commit history of the master branch by default.

File List

On the repository details page, the file directory and content of the readme file of the master branch are shown by default.

Click any folder in the directory on the left to list all the files in this folder in the **Files** tab on the right. You can add, rename, lock, upload, download, or delete files and folders.





Click any file in the directory on the left to display the content of the file in the **Files** tab on the right. You can edit, rename, lock, download, or delete the selected file and view it in raw form.

← Android-demo -	Browse Submit Branch Merge Request Compare Versions Settings	+ Create Code Repository -
Android-demo	P master ▼	X Clone
> app	File History 1 Code Comparison View by Line	🗷 Edit 🚥
gitignore	Steven Initial commit	Last Commit c9237f504f
🗋 Jenkinsfile	Duild.gradle 558 Bytes 1 // Top-level build file where you can add configuration options common to all sub-projects/modules.	🗈 Lock
M4 README.md	2 3 buildscript {	Copy Path
🗋 build.gradle	4 repositories { 5 google()	Download to
gradle.propert	6 jcenter() 7	🖻 Delete
gradlew	8 } 9 dependencies { classesth icon pedroid tools huildioscale:2.2.1	
gradiew.dat	<pre>11 12 // NOTE: Do not place your application dependencies here; they belong 13 // in the individual module build.gradle files 14 } 15 } 16</pre>	
	17 allyrojects { 18 repositories { 19 google() 20 jcenter() 21 22 }	
	<pre>23 } 24 25 task clean(type: Delete) { 26 delete rootProject.buildDir 27 } 28</pre>	

Note:

Hover over a file or folder in the directory to display the More Actions button. You can also click this button to perform the operations.

Commit History

1. Click the History tab, which shows the commit history of the master branch by default.

2. Commit records are sorted in reverse chronological order. Click the name of a commit record or the SHA ID on the right to go to the **Commits** tab for the current repository and view Commit Details.

Android-demo	Prester → A Search for File → build.gradle	图Clor
app		
gradle/wrapper	File History Code Comparison View by Line	Edit
.gitignore	Committer All * Committed on Start Date * to End Date *	
🗋 Jenkinsfile		
MI README.md	Committed 2022–02–11	
build.gradle	Initial commit	
gradle.propert	Steven Committed 4 minutes ago	C9237T5 U
🗋 gradlew		
🗋 gradlew.bat		
D		

Commit Details

1. On the repository details page, click **Commits** to go to the commit record management page. By default, this page lists the commit records of the master branch in reverse chronological order. You can switch to another branch to view its commit history.

[®] master ▼ Committer All ▼ Com	nitted on Start Date * to End Date *	List *
pdate File README.md Steven Committed 8 minutes ago		⊘ Verified 1c1f67e ↓
itial commit		c9237f5 🗊

2. Click the name or SHA ID of a commit record to open the details page for this record in a new tab. This page lists all the files changed in this commit.



Android-demo - Browse Submit	Branch Merge Request	Compare	Versions	Se	ettings				
- 1c1f67e Diff Patch 1 parent c9237f5									
Update File README.md									Browse Code
Committed 9 minutes ago									
1 file(s) modified. (9 Add Line / 9 Delete Line)						Show All		∳∮ Switch toCommonMode	Advanced Options
V 18 README.md									
. <u>t.</u>									
2				2					
3 [TOC] 4				3	[TOC]				
5 #				5	<pre># Try sample projects</pre>				
6				6					
7				7	This sample code can h omatic packaging and m	nelp you quickl nirroring proce	ly understand ess has been c	a simple Android APP applic configured.	cation. And the aut
8				8					
9				9	Document explanation				

Note:

For line-by-line code comparison, you can use Normal Mode, Side-by-Side Mode, and Advanced Options to locate code differences easily. You can also comment on specific lines of code.

Normal Mode

In normal mode, all files changed in this commit are shown. Expand a file to see specific changes. The specific changes are displayed line by line in a file. Additions are highlighted in green and deletions are highlighted in red.

1 file(s)	modifie	ad. (9 Add Line / 9 Delete Line)	≫ Show All	A Hide All	b ∳ Switch toSide-by-sideMode	Advanced Options
× 10		DE ADME and				
* 10		READINE.md				
	t					
2	2					
3	3	[TOC]				
4	4					
5	-					
6	5	# Iry sample projects				
7		and the second se				
	7	This sample code can belo you quickly understand a simple Android APP application. And the automatic packaging and m	mirroring pro	ncess has been	configured.	
8	8	mes sample core can new you qually understand a sample management of appreciation in a calcomate packagement and	arroring pro	Jeebb Hub been	contragation	
9						
	9	Document explanation				
10	10					
11	11					
12						
		Examples include:				
13	13					
14		* README.md - Z				
		* Jenkinsfile - 用以自动构建和测试的脚本				
16		* app/ - 主代码目录				
	14	* README.md - this file				
		* Jenkinstile - script to automate builds and tests				
		* app/ - main code directory				
1/	17					
	18					
19	10					
20	20					

Side-by-Side Mode



Click **Switch to Side-by-Side** to switch the code comparison mode from Normal to Side-by-Side. This mode gives you a clear view of the content before and after the changes. You can see the lines and content that have been changed. You can choose to browse the files before/after the changes or diff files.

1 file(s) modified. (9 Add Line / 9 Delete Line)	Show All Ali ♦ Switch toCommonM	ode 🌼 Advanced Options
V 18 README.md		
<u>.t.</u>		New Files
2	2	Old Files
3 [TOC]	3 [TOC]	Diff
4	4	DIII
	5 # Try sample projects	
	7 This sample code can help you quickly understand a simple Android APP a omatic packaging and mirroring process has been configured.	pplication. And the aut
8	8	

Advanced Options

Advanced Options include word wrapping, show tabs, and performance mode. You can enable or disable these options as needed.

1 file(s) modified. (9 Add Line / 9 Delete Line)		≽ Show All		↓ ∮ Switch toCommonMode	Advanced Options
V 18 README.md					Word Wrap
1					Show Tabs
2	2				
3 [TOC]	3 [TOC]				
4	4				
5 #	5 # Try sample projects				
6	6				
7 BORRELED BORRELED BORRELED BORRELED BORRELED	7 This sample code can	help you quickl	y understand	a simple Android APP appli	cation. And the aut
	omatic packaging and	mirroring proce	ss has been c	onrigurea.	

Set Basic Repository Information

Last updated : 2023-12-25 17:08:18

This document describes how to set basic repository information.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and
 Members > Functions to enable the relevant function.

Steps

1. Open a project, go to the **Code Repositories** module, and click a repository to go to its details page. In the **Settings** tab, you can configure the settings of the current repository.

Note:

Only project admins can access the Settings page of a repository.

Repository Settings	Basic Settings Code Repository Name	Repository Icon
Basic Settings	HTTPS V https://e.coding.net/StrayBirds/coding-de Android-demo 12 / 100	
Public Deploy Key File Locking	 Modifying the repository name will change the access URL of the repository. The original URL will be inaccessible. Method of modifying the Git repository URL: git remote set–url origin https://e.coding.net/StrayBirds/coding-demo/Android-demo.git 	A
Branch Settings		Change Icon
Access Settings	Repository Description	
Push Settings	Enter the repository description.	
Merge Request		
Version Release	Save	
Code Tag		
Repository Security	Code Repository Capacity	
	Used: 412 KiB; total capacity: 2 GiB	
	Dangerous operation	
	Archive Code Repository	

2. On the **Basic Settings** page, you can modify the name and icon of your repository. Changing the repository name will change its access URL, so the previous URL will no longer work. After you change the name, you must match the new URL in your local repository.





git remote set-url origin https://e.coding.net/codingcorp/coding-help-generator/[ne

In addition, you can add a repository description and view the code repository capacity on this page. If necessary, you can archive, reset, or delete the repository.

Archive Repository

Last updated : 2023-12-25 17:08:18

This document describes how to archive repositories.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to **Project Settings** > **Projects and Members** > **Functions** to enable the relevant function.

Steps

1. To archive a repository, click the corresponding button in the code repository list and then follow the prompts to confirm the operation.

ly Stars Archived All Repositories Not Grou	uped More -			Search repositories Q
Android-demo #9381297 Repository description not provided.	coding-demo #7949437 Repository description not provided.	D dem #8945 Repos	0-g0 i591 itory description not provided.	D demo-tool #8828945 Repository description not provided.
·• ;° ;1 🛠 🗗 🛛	-o ;° ;} ≋ ⊑	··· -0- 82 83	\$ D	 ·• ? ?; \$ @
H helping-test #8210012 Repository description not provided.	H hexo-go #005251 Repository description not provided.	Repository Settings Archive Repository	n-upload 93 pry description not provided.	P php-api #8056942 Repository description not provided.
~ ? îl \$ @	↔ ?? 31 \$ €	Delete Repository	\$ G	 ↔ ?? ?? \$ %
P python-flask-exa Open- sourced #8052072 Repository description not provided.	wiki-go #0775630 Repository description not provided.			
·• ;: ;; \$ · · · · · ·	··· ?' ;:) 😂 🗗			

2. Archived repositories cannot be accessed via Git or web and can only be viewed under the **Archived** category. To restore normal access to the repository, you must unarchive the repository.

Code Repository Associate Repository			
My Stars Archived All Repositories Not Group	ed More -		
A Android-demo #9381297 Repository description not provided.	C coding-demo #7949437 Repository description not provided.		
• F. 11 ŝ @	~ F 11 \$ P		
H helping-test #8210012 Repository description not provided.	H hexo-go #8065251 Repository description not provided.		
◇ ?' ?? \$ ₽	◇ ?' :1 \$ ₽		

Delete and Reset Repository

Last updated : 2023-12-25 17:08:18

This document describes how to delete or reset repositories.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

 If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and Members > Functions to enable the relevant function.

Steps

To reset or delete a repository, click the corresponding button in the code repository list and then follow the prompts to confirm the operation. Deleted repositories are moved to the recycle bin and retained for 30 days. Before they are permanently deleted, project admins can restore them from the recycle bin. After 30 days, they will be permanently deleted and cannot be recovered.

A Android-demo #9381297 Repository description not provided.	C coding-demo #7949437 Repository description not provided.	D demo-go #8945591 Repository description not provided.	D d #8	emo-tool 8828945 epository description not provided.
o ;: ;; \$ 6	 -> °° °3 ≋ ⊡	··· o 2° 33 ⊗ Ca Move to Group >		21 ቆ ₪
H helping-test #8210012 Repository description not provided.	H hexo-go #8065251 Repository description not provided.	Repository Settings Archive Repository Page 4 description not provided.	P P #8	hp-api 8056942 epository description not provided.
o }° }1 \$ 6	 -> }° ;1 \$ ₽	Delete Repository		:1 \$ ₽
P python-flask-exa Open- sourced #8052072 Repository description not provided.	W wiki-go #8775630 Repository description not provided.			
o ;° ;; \$ ₽	 ~ ? ;; \$ G			

Resetting a code repository will reset all the code in it, including code branches, merge requests, and code versions. This operation cannot be undone. The code repository will be emptied.

Deleting a code repository will delete all the code in the repository permanently, including code branches, merge requests, and code versions. This operation cannot be undone. Deleted code repositories cannot be accessed.

Restore Deleted Repository

Last updated : 2023-12-25 17:08:18

This document describes how to restore deleted repositories.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and
 Members > Functions to enable the relevant function.

Steps

Project admins can restore deleted repositories from the recycle bin within 30 days.

1. On the **Code Repositories** page, hover over the More Actions button in the top-right corner and click Recycle Bin.

y Stars Archived All Repositories Not Grou	uped More -		Search repositories.
Android-demo #9381297 Repository description not provided.	coding-demo #7949437 Repository description not provided.	D demo-go #844550 Repository description not provided.	D demo-tool #8828945 Repository description not provided.
~ ;? ;] 응 터 ····	~ ?	·• ?? ;} \$ @	.% \$\$ €
H helping-test #8210012 Repository description not provided.	H hexo-go #8065251 Repository description not provided.	M maven-upload #8066793 Repository description not provided.	P php-api #8056942 Repository description not provided.
수 î? îl 응 ⑮ ····	~ ?	·~ ??]} \$ E1	· 양 않 용 년
P python-flask-exa Open- sourced #8052072 Repository description not provided.	wiki-go #8775630 Repository description not provided.		
◇ ?? ?? \$ ₽	-> ;° ;1 ≋ ⊡		

2. In the recycle bin, select the repository to restore and click **Restore** to restore the repository.

← Recycle Bin ⑦				
Repository Name	Delete Operator	Deleted At	Remaining Time	Action
♦ coding-demo	😝 Steven	2022-02-11 11:31:41	30 天	Restore
1 in total.				

Manage Code Repository Cards

Last updated : 2023-12-25 17:08:18

This document describes how to manage code repository cards.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

 If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and Members > Functions to enable the relevant function.

By default, each code repository is displayed as a card. You can use the quick actions on cards to group and sort repositories.

Group and Sort

On the **Code Repositories** page, you can create repository groups and add multiple repositories to them in batch. Go to **Manage Groups** to adjust the order of repository groups.

Stars Archived All Repositories No	ot Grouped More -		Search repositories Q
A Android-demo #3381237 Repeatitory description not provided.	Create Group Manage Groups Batch Operate Repor	Image: Displaying the second secon	D demo-tool #8828945 Repository description not provided. ◆ % % % % %
H helping-test #e210012 Repository description not provided.	H hexo-go #8065251 Repository description not provided.	maven-upload #8056793 Repository description not provided.	P php-api #8056942 Repository description not provided.
P python-flask-exa Open- sourced #8052072 Repository description not provided.	···· ···	···· • • • • • • • • • •	···· • * * * * * * * * * *
◊ ¥ 33 \$ 6			

You can add a repository to a group via the More Actions button.

My Stars Archived All Repositories	Not Grouped More -
A Android–demo #9381297 Repository description not provided.	C coding-demo #7949437 Repository description not provided.
-œ ;º ;1, 祭 ⊡	···
H helping-test	Repository Settings .go
Repository description not provided.	Archive Repository ory description not provided.
-	Reset Repository Delete Repository
P python-flask-exa Open- sourced	wiki-go #8775630
#8052072 Repository description not provided.	Repository description not provided.
······································	··· · · · · · · · · · · · · · · · · ·



Repository card quick actions

Each repository card has built-in quick actions that allow you to quickly perform operations as shown below:

My Stars Archived All Repositories Not	Grouped More -
A Android–demo #9381297 Repository description not provided.	C coding-demo #7949437 Repository description not provided.

Hover over a card and click the star button in the top-right to star the repository.

My Stars Archived All Repositories Not Gro	ouped More -	St/
A Android–demo #9381297 Repository description not provided.	C coding-demo #7949437 Repository description not provided.	4
Repository description not provided.	Repository description not provided.	

Drag the cards to change their order.

My Stars Archived All Re	positories Not Grouped More -	
A Android–demo #9381297 Repository description not pr	ovided.	☆
	··· 양 양 왕 중 명	

Click the switch display mode button in the top-right to switch between list and card display.

Stars Archived All Repositories	Not Group	More -		Search repositories Q
A Android-demo #9381297 Repository description not provided.		c coding-demo #7949437 Repository description not provided.	 demo-go #8945591 Repository description not provided. P 21 25 E1	 D demo-tool #822945 Repository description not provided.
H helping-test #8210012 Repository description not provided.		H hexo-go #8065251 Repository description not provided.	M maven-upload #8066793 Repository description not provided.	P php-api #8056942 Repository description not provided.
⊙ ;' ;1 ≋ ⊡		·o· ;? ;} \$ @	 - % % ≋ ₽	 - · · · · · · · · · · · · · · · · · · ·
P python-flask-exa Open- sourced #8052072 Repository description not provided.		wiki-go #8775630 Repository description not provided.		
o ;° ;1 \$ ₽		↔ ;º ;; \$ 5		

Manage Repositories Via Local Command Lines

Last updated : 2023-12-25 17:08:18

This document describes how to use the local command line to manage repositories.

Open Project

Log in to the CODING Console and click the team domain name to go to CODING.
 Click

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in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and
 Members > Functions to enable the relevant function.

Get Data from Remote Repository

You can use the git clone command to clone a remote repository to your local device and automatically associate it.





git clone [remote-name]

Push Data to Remote Repository

Use git push [remote-name] [branch-name] to push data from a local repository to a remote repository. For example, git push learn-git master will push data from the local repository to the "master" branch of the remote repository.

Rename Remote Repository

Use the git remote rename [old-name] [new-name] command to modify the local nickname of a remote repository. For example, to change the repository name from learn-git to origin, run the following code:



git remote rename learn-git origin

After you rename the remote repository, remember to use the new name when you need to specify the repository name in a Git command.

Disassociate Remote Repository

To disassociate the remote repository "origin", run the following command:



git remote rm origin

Note:

This command disassociates the remote repository from the local repository, and does not delete the remote repository data. For more information about Git commands, see Common Git Commands.

SVN Repository Usage Create SVN Repository

Last updated : 2023-12-25 17:08:18

This document describes how to create an SVN repository.

Open Project

Log in to the CODING Console and click the team domain name to go to CODING.
 Click

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in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and
 Members > Functions to enable the relevant function.

Steps

CODING supports native SVN repositories. On the client, use SVN+SSH protocol to connect to the CODING server. All data is transmitted through SSH encrypted channels.

1. Open a project and click **Code Repositories** on the left navigation bar to open the Code Repository Management page.

2. In the upper-right corner of the page, click **Create Code Repository**, and then select **SVN Repository** as the repository type.

Reposi	itory Type *		Repo	itory Nar	ne *										
🗾 s	SVN Rep	/	The	repositor	y name sł	nould be a d	combination	of letters, nu	mbers, un 0,	/100					
🚸 G R	Git Repository	ion													
S B	SVN Repository	y des	escriptio	٦.											
Quickly Cre nstruc	y Initialize Re eate Recomm	posite	itory ed SVN	Repositor	y Layout (tags, branc	shes, and tru	nk) SVN Re	epository	k					
Quickly	y Initialize Re eate Recomm ctions	posite endeo cel	itory ed SVN	Repositor	y Layout I	tags, branc	thes, and tru	nk) SVN Re	epository	1					
Quickly Cre nstruc Crea	y Initialize Re eate Recomm tions ate Can	eposite endec	itory ed SVN	Repositor	y Layout I	tags, branc	ches, and tru	nk) SVN Re	epository	li					
Quickly Creationstruct	y Initialize Re eate Recomm titions ate Can	e posit e ended	itory ed SVN	Repositor	y Layout I	tags, branc	thes, and tru	nk) SVN R	epository						
Quickly Crea	y Initialize Re eate Recomm tions	eposite lended	itory ed SVN	Repositor	y Layout (tags, branc	ches, and tru	nk) SVN Re	apository	1					

3. If you select Create Recommended SVN Repository Layout, the system will automatically create the tags, branches, and trunk directories. This is the recommended directory layout for most SVN repositories. After completing warehouse initialization, you can view SVN repository content in the Browse Code interface.

 SVN-Test branches trunk tags 	head v D / SVN-Test File		Checkout			
	Name	Committer	Last Updated	Submit		
	branches	Steven	2022/02/11	r1	Initial project layout	
	🖿 trunk	Steven	2022/02/11	r1	Initial project layout	
	tags	Steven	2022/02/11	r1	Initial project layout	

The **Browse Code** interface displays the SVN URL of the repository:





svn://subversion.e.coding.net/StrayBirds/svn
CV/NL Toot					
> branches	head 🔻 🗀 /				
> trunk	SVN-Test				Checkout
> Lags	File				Check out Repository
	Name		Last Updated Sub	omit	• When you use the client to clone code, the username that appears on your device is the
	branches	Steven	2022/02/11 r1	Initial project	¹ email」 you entered in CODING personal settings.
	trunk	Steven	2022/02/11 r1	Initial project	HTTPS - https://svn.coding.net/StrayBirds/coding_demo/SVN-Test
	tags	Steven	2022/02/11 r1	Initial project	layout

Note:

Currently, you must create SVN repositories in a project. You cannot create an SVN repository in a Git repository.

Access SVN Repository

Last updated : 2023-12-25 17:08:18

The SVN repository service currently supports most mainstream SVN clients. We recommend you use the latest stable version of the client.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click

in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

 If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and Members > Functions to enable the relevant function.

Mac Environment

In a Mac environment, you can use Homebrew to install the SVN client.

1. Run the following command to install Homebrew:





/usr/bin/ruby -e "\$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/m

2. After you install Homebrew, input the following command in your terminal to install SVN:





brew install subversion

3. Run the svn --version command to verify that SVN has been correctly installed:





svn, version 1.9.7 (r1800392)
compiled Feb 28 2018, 15:54:50 on x86_64-apple-darwin17.3.0
Copyright (C) 2017 The Apache Software Foundation.
This software consists of contributions made by many people;
see the NOTICE file for more information.
Subversion is open source software, see http://subversion.apache.org/
The following repository access (RA) modules are available:

- * ra_svn : Module for accessing a repository using the svn network protocol.
- with Cyrus SASL authentication
- handles 'svn' scheme



```
* ra_local : Module for accessing a repository on local disk.
- handles 'file' scheme
* ra_serf : Module for accessing a repository via WebDAV protocol using serf.
- using serf 1.3.9 (compiled with 1.3.9)
- handles 'http' scheme
- handles 'https' scheme
The following authentication credential caches are available:
* Plaintext cache in /Users/Liwenqiu/.subversion
* Mac OS X Keychain
```

4. Run the command svn checkout svn://subversion.e.coding.net/example/example-project

(replacing the URL with your SVN repository URL) to check out the SVN repository:



5. Then, you can use the add and commit commands to add content to the repository:

	: ~/Documents/Coding/svn-project/t
~/Documents/Coding/svn-project/trunk /	svn status
? README.md	
? src	
~/Documents/Coding/svn-project/trunk 🗸 🗸	svn add <u>README.md</u> <u>src</u>
A README.md	
A src	
A src/main.c	
~/Documents/Coding/svn-project/trunk /	svn commit -m "First commit"
Adding README.md	
Adding src	
Adding src/main.c	
Transmitting file datadone	
Committing transaction	
Committed revision 2.	
~/Documents/Coding/svn-project/trunk / 🗸	

6. In addition to using SVN protocol, you can use svn+ssh protocol to access the repository, as shown below:



Cornerstone Tool

You can use SVN repositories through Cornerstone.

1. Open Cornerstone and click Add Repository to add an SVN repository reference (replacing the URL with your SVN repository URL):





Paul.	/svii-project
	svn:// @subversion.coding.n
Title:	svn-project (subversion.coding
	ACCOUNT INFORMATION
	Specify the account you use to acce fields blank when using a tunnel that agent (such as SSH with private key
Name:	
Password:	•••••
	Save name and password in
Paste URL F	Reset

Then, you can view the repository content.

Check Out New Folder	Tag Branch	Corne	rstone	2	→ Import Export
svn-project (subversion.coding.net)	< > svn-project				
	● ✓ Latest in Repository (HEAD)	E ALL MOST	RECENT TOD	AY THIS WEEK	THIS MONTH
	Name	∧ ● Date Modified		Size Kind	
	branches	Today	21:17	Folder	
	tags	Today	21:17	Folder	
	▶ 🚞 trunk	 Today 	21:21	Folder	



2. Use Check Out to check out the repository, edit the files, and use Commit to commit the changes, as shown below:

Check Out New Folder	Tag Br	≰⊉ anch	Revert	Corner Update	stone	© Merge	Import Export
svn-project (subversion.coding.net)	< Cancel					Com	mit
subversion.coaing.net/ /svn-project	LOG MESSAGE						
	amend main.c						
	CHANGES						
	Name		^ ► � L	ocation			
	🗹 🖻 main.c		> M /	Users/	/Doc	cuments/Coding/svr	n-project/src
	OPTIONS						
	Before continuing:	Pup script:	None			^	
	After committing:	Run script:	None				
	Arter committing.	Supported script typ	bes include	Perl, Pyth	on, AppleS	 cript, Unix shell script 	s and Automator a
		Unlock files af	ter commi	t			
+~							

Windows Environment

In Windows, we recommend you use TortoiseSVN.

1. After downloading and installing the tool, right-click on any file directory.

sk (C:) > Workspace > SVN	Give access to	/
	Undo Rename	Ctrl+Z
Name		
	C .	
	🐔 TortoiseGit(T)	> ^p
	SVN Checkout	
		>
	New	>
	Properties	

Select Checkout to check out the SVN repository (replace the URL with your SVN repository URL).



2. The first time you use Checkout , you must enter your username and password. Select Save authentication to save the authentication information so you will not have to enter your password next time.



3. Open the checked-out folder and create a README.md file.

<u>R</u> ecent	t messages			
hanges made (doul heck: All None	ble-click on fi	le for diff):	d Added Delet	ed Modi
hanges made (doul heck: <u>All N</u> one Path	ble-click on fi Non-versi Extension	le for diff): ioned Versione Status	d Added Delet Property status	ted Modif
hanges made (doul heck: <u>All N</u> one Path V I README.md	ble-click on fi Non-versi Extension .md	le for diff): ioned Versione Status non-versioned	d Added Delet Property status	ed Modi Lock
hanges made (doul Theck: <u>All N</u> one Path I README.md	ble-click on fi Non-versi Extension .md	le for diff): ioned Versione Status non-versioned	d Added Delet Property status	ted Modif Lock
hanges made (doul Check: <u>All N</u> one Path I README.md	ble-click on fi Non-versi Extension .md	le for diff): ioned Versione Status non-versioned	d Added Delet Property status	ted Modif

Right-click on a blank space and select SVN commit... to save the new file to the version repository:

Action Command	Path Commit to svn://subversion.e.coding.net/ /s	rep
Adding Sending content	C:\Workspace\svn-repo\README.md	
Committing transaction Completed	At revision: 2	

Linux Environment

On a Linux system, you can use the system's package management tool to install SVN.

Install with yum in Fedora





\$ sudo yum install subversion

Install with apt-get in Ubuntu or Debian





\$ sudo apt-get install subversion

After installation, use svn checkout / commit to access the SVN repository.

Note:

This method is similar to the command line used in Mac systems.

"Negotiate authentication mechanism" error when using the SVN command line in Ubuntu

You may see the following error when using the SVN command-line client in Ubuntu:





svn: E210007: Cannot negotiate authentication mechanism

This occurs because the SVN authentication process uses the SASL library, so you need to run the following command to install the dependent library required to use SASL authentication:





\$ sudo apt-get install cyrus-sasl2-dbg

Manage SVN Directory Permissions

Last updated : 2023-12-25 17:08:18

This document describes how to manage SVN repository permissions.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to **Project Settings** > **Projects and Members** > **Functions** to enable the relevant function.

SVN code repositories support permission control. Admins can set directory permissions for individual users. Admins can set three types of permissions for repositories and subdirectories:

Read-only: Users can check out and view the specified directory, but cannot write to it.

Read/Write: Users can check out, view, and write to the specified directory.

No permission: Users cannot check out, view, or write to the specified directory.

Set Permissions

1. Because each user has read/write permission for a repository by default, to set permission control for a directory in an SVN repository, you must click the More button for the directory and select **Permissions**.

← SVN-Test -	Browse Submit Settings				Create Code Repository
SVN-Test branches	head 💌 🗖 /				
Permission	SVN-Test				Checkout 🗸
/ ags	File				
	Name	Committer	Last Updated	Submit	
	branches	Steven	2022/02/11	r1	Initial project layout
	🖿 trunk	Steven	2022/02/11	r1	Initial project layout
	tags	Steven	2022/02/11	r1	Initial project layout

2. On the permission settings page that appears, you can add individual users and corresponding permissions for this directory.

**	/branches				+ User Permissions	+ User Group Permissions	Create Code Repository
C	User/User Group		Permission		Action		Checkout ∨
>				No data available.			
	Disable						
		trunk	Steven	2022/02/11 r1	Initial project layout		
		tags	Steven	2022/02/11 r1	Initial project layout		

3. After you configure permission control for a directory, the directory is shown in a different color. Directories for which you have not configured permission control are shown in black, and all users have **read/write** permission for this directory.

Read/Write: black (default)

Read-only: yellow

No permission: gray

← SVN-Test -	Browse Submit Settings				Create Code Reposit	ory
 SVN-Test branches 	head 🔻 🗀 /					
Permission	SVN-Test				Checke	out 🗸
	File					
	Name			Submit		
	branches	Steven	2022/02/11	r1	Initial project layout	
	🖿 trunk	Steven	2022/02/11	r1	Initial project layout	
	🖿 tags	Steven	2022/02/11	r1	Initial project layout	

Permission Precedence

In some scenarios, different permission settings may be configured for a parent directory and its subdirectories. For example, a user may have read-only permission for the parent directory and read/write permission for a subdirectory. For an SVN repository, the precedence rules for parent directory permissions and subdirectory permissions are as follows:

If permissions are set for the parent directory but not its subdirectory, the subdirectory inherits the permission settings of the parent directory.

If permissions are set for both the parent directory and subdirectory, the subdirectory permissions take precedence. For example:

1.1 If there is **read/write** permission to the parent directory and **read-only** permission to the subdirectory, the effective permission for the subdirectory is **read-only**.

1.2 If there is **read-only** permission to the parent directory and **read/write** permission to the subdirectory, the effective permission for the subdirectory is **read/write**.

1.3 If there is **read/write** or **read-only** permission to the parent directory and there is **no permission** to the subdirectory, the effective permission for the subdirectory is **no permission**.

SSH Protocol Usage Configure SSH Public Keys

Last updated : 2023-12-25 17:08:18

This document describes how to configure SSH public keys.

Open Project

Log in to the CODING Console and click the team domain name to go to CODING.
 Click

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in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

 If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and Members > Functions to enable the relevant function.

Function Overview

SSH stands for Secure Shell. It is an encryption protocol used for network communication. SSH provides a secure data transmission environment in a public network environment. It is generally used to log in to a remote host and push/pull code.

You can add an SSH public key to a code repository, where it is called a **public deploy key**. Then, this key will grant read-only permission for this project by default. If you add the key to a personal account, it is called an **SSH public key**. It grants read/write permission to all projects under the account. The same SSH public key cannot be added to code repositories or personal accounts more than once.

Generate Public Key

Here, we use the ssh-keygen tool to generate an SSH public key. Run the following command:





ssh-keygen -m PEM -t rsa -b 4096 -C "your.email@example.com" // Creates a new SSH Enter file in which to save the key (/Users/you/.ssh/id_rsa): [Press enter] // We Enter passphrase (empty for no passphrase): // Here, just press Enter. If you set

Note:

If you need multiple SSH key pairs, when you are prompted to Enter file in which to save the key, enter a new file name, so the existing key pair will not be overwritten. For more information about SSH, see Wikipedia. After the operation succeeds, you will see the following information:





Your identification has been saved in /Users/you/.ssh/id_rsa.

- # Your public key has been saved in /Users/you/.ssh/id_rsa.pub.
- # The key fingerprint is:
- # 01:0f:f4:3b:ca:85:d6:17:a1:7d:f0:68:9d:f0:a2:db your.email@example.com

Add Public Key

You can add a public key to a code repository or personal account.

Associate public key with code repository

1. Go to the key pair address generated above (generally ~/.ssh/) and find the public key file with the puble extension. Use the cat command to output all content and copy the content.

• • •	:~/.ssh		て第1
<pre> cd ~/.ssh</pre>		🚽 < SIGINT(2) 🛶 🤇 11119 🗸	16:56:27
<pre>~/.ssh ls</pre>		11120	16:56:35
go go.pub id_rsa	ld_rsa.pub known_hosts	11121	16.56.36
ssh-rsa		11121	10.30.30
Contraction of the Contraction o			-
performance of the second second			
The selecter begins to be the selection			

2. Open the code repository and go to **Settings** > **Public Deploy Key**. Click **Add Public Deploy Key** and paste the full text of the public key.

Repository Settings	Public Deploy The public deploy used as the perso	The public deploy key is used to deploy a project, which only grants access to this code repository. You can set the permission to read-only (default) or read/write. The deploy key cannot be used as the personal public key. Click here to set the personal public key.	e permission to read-o	only (default) or read/write.The	New Public Deploy K
Basic Settings Public Deploy Key	Name	 Before you add a deploy key, confirm the key belongs to the company (team) not an individual. This public key will not be deleted after the individual leaves the company (team). 	Added At	Valid Until	Action
File Locking					
Branch Settings	SSH Public Key	Name			
Access Settings	 SHA256:jok3Fl MD5:98:ab:2b: 	You can use a custom public key name or leave it empty.			
Push Settings		Public Key Content *			
Merge Request		Copy an ssh-rsa public key in the following format: ssh-rsa AAAAB3NzaC1yc2EAAAADAQABAAABAQDHI6/Zs8DVJduqR0DH08s5JDT4SpnXS+jvLJkA			
Version Release		uji2G3nBYTdtjfvMx6i6ei6Lxv3MMecogYyujhtx/k9111+8ZqFpJAywNTfNuw/JILaH989QLdM 7F2NaJi3GN48484Z6KKvBXyQ09HIG/oCNYDYp/78kd0kz8b0ghIXG3M8YRHd5udV6VFK 05-00HU9NT5-559/15762NH1/137k/147k/147010http/10201kbb0/0201kb100/021k104/021641414145545			
Code Tag		/+pt0vzK01RgZ/ibhVkFaAmx0CWxTSNstqAIYd+z01/688IUIIWqfbzMe7FSp4CLezIIn8UIowb			
Repository Security		8xw+yRcYMl2Lqon coding@MBP			
		Valid Until			
		2022-05-11 - Permanent			
		Grant Write Permission			
		Out the Oracle			

Note:

Public deploy keys have read-only permission to the project by default. Select **Grant Push Permission** in the public deploy key settings to obtain push permission.

3. Then, the first time you attempt to connect from your local device, run the public key authentication command: ssh

-T git@e.coding.net



Associate public key with personal account

1. Go to the key pair address generated above (the default address is generally ~/.ssh/) and find the public key file with the pub extension. Use the cat command to output all content and copy the content.

	:~/.ssh	¥7
<pre> cd ~/.ssh</pre>		SIGINT(2) - 11119 16:56:27 11120 16:56:35
go go.pub id_rsa <mark>~/.ssh</mark> cat <u>id_rsa.pub</u> ssh-rsa	id_rsa.pub known_hosts	11121 16:56:36
Condition of the Condit		

2. Log in to CODING, click your profile photo in the upper-right corner, and go to **Personal Account Settings** > **SSH Public Keys**. Then, click **Create Public Key**.

Personal Account Settings	Added Public Keys ③ Listed Public Keys Add Public Keys	Steven Team Owne
Account Information	You can access and push code over SSH arter an SSH public key is added. Click here to see now to use an SSH public key	Personal Account Settings
Personal Account	Public Key Name: new-file Edit	Service Subscription Invite Member
Email Settings	Public Kay Fingerprint: a1:b9:65:66:28:bf:39:d6:d1:56:2e:e6:4a:25:82:a6 Adada A: 2021-05-11	Language English(U Work Order Center
Template Settings	Public Key Name: CloudStudio PublicKey Edit	Help Center
🖌 SSH Public Key 2	Public Key Fingerprint: a5:3b:b6:4c:a3:a1:96:2e:1b:8d:e2:7d:05:4f:03:d8	Sian out
🖲 GPG keys beta	Added At: 2021-12-24	
Access Token	CODING's SSH public key fingerprint	
🛛 Two-fa	 SHA256;jok3FH7q5LJ6qvE7iPNehBgXRw51ErE77S0Dn+Vg/lk (RSA) 	
Notification	 MD5:98:ab:2b:30:60:00-82:86:bb:85:db:87:22:c4:4f:b1 	
P Bind Settings		
Conen Ecosystem		

- 3. Follow the instructions to paste the public key content you copied and enter a name for the public key.
- 4. Then, the first time you attempt to connect from your local device, run the public key authentication command: ssh

-T git@e.coding.net .



<pre>> ssh -T git@e.coding.net</pre>	SIGINT(2) 🛶 🔇	11127	10:
and the second			
		11127	10:

Key Fingerprint Authentication

Last updated : 2023-12-25 17:08:18

This document describes how to use key fingerprints for code repository authentication. This ensures that the connected remote repository is a genuine CODING repository.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click

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in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to Project Settings > Projects and
 Members > Functions to enable the relevant function.

Function Overview

Code security is always essential. To ensure that the remote repository you are connecting to is an authentic CODING code repository, SSH key fingerprints are now provided for authentication. You simply need to run the command locally and verify the returned result to determine the authenticity of the remote repository.

Verify SHA256 Fingerprint

View the e.coding.net SHA256 fingerprint in the local .ssh/know_hosts file. If the return value is jok3FH7q5LJ6qvE7iPNehBgXRw51ErE77S0Dn+Vg/Ik , this indicates you have connected to the correct CODING server. You can view the result of the command on the terminal.





ssh-keygen -lf ~/.ssh/known_hosts

<pre>ssh-keygen -lf ~/.ssh/known_hosts</pre>	
256 SHA256:Bdo9PWvc9YJra+FK28v7oxW0dghA/DI3ZLT3BhDz/nQ []:12400 (ECDSA)
256 SHA256:V8qgXUfieT6Q//G/miMxK+8Dx05gS/2NaNpPYAU629s []:28954 (ECDSA)
256 SHA256:ox9ko2YsRDgwp4C9im0Tha9FWxAXhfe7H7yLIXhcT5A []:11900 (ECDSA)
256 SHA256:u2Xk2ekDfmrav2FAlTPPnGX9seyiZEk0vsFiGyp/EKo ¯]:28524 (ECDSA)
256 SHA256:za8qm0BYDLKBCx+hG4gT4/0iq06ZR/w00JhMoqJIWtA	ECDSA)
2048 SHA256:jok3FH7q5LJ6qvE7iPNehBgXRw51ErE77S0Dn+Vg/Ik e.coding.net,	(RSA)

Verify MD5 Fingerprint

View the e.coding.net MD5 fingerprint in the local .ssh/know_hosts file. If the return value is 98:ab:2b:30:60:00:82:86:bb:85:db:87:22:c4:4f:b1, this indicates you have connected to the correct CODING server. You can view the result of the command on the terminal.





ssh-keygen -E md5 -lf ~/.ssh/known_hosts

ssh-keygen -E md5 -lf ~/.ssh/known_hosts	
256 MD5:cd:aa:1f:f5:f7:4d:44:a9:37:93:7d:22:94:6a:bb:b9 []:12400 (ECDSA)
256 MD5:72:c3:89:c4:3e:d3:9d:6d:3e:d8:bc:af:bf:91:61:ce []:28954 (ECDSA)
256 MD5:81:e4:07:c6:ec:38:5c:1a:da:03:d9:fb:34:83:9f:5c [⁻ :11900 (ECDSA)
256 MD5:b1:ea:db:6b:04:36:d7:b5:03:57:28:7b:85:33:f4:7e []:28524 (ECDSA)
256 MD5:20:8f:38:63:70:15:70:cc:a7:81:79:ff:ea:e5:11:98	(ECDSA)
2048 MD5:98:ab:2b:30:60:00:82:86:bb:85:db:87:22:c4:4f:b1 e.coding	g.net, (RSA)

Push/Pull Code Via SSH Protocol

Last updated : 2023-12-25 17:08:18

This document describes how to use SSH protocol to push/pull code.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select Code Repositories.

4. If Code Repositories is not shown on the left, the project admin needs to go to **Project Settings** > **Projects and Members** > **Functions** to enable the relevant function.

CODING supports pushing/pulling code via SSH protocol.

1. Refer to Configure Public Keys to generate a public key and add it to a code repository or personal account.

2. Copy the SSH URL on the code repository's Browse page.

Android-demo	😵 master 👻 🏠 Searc	ch File 🗸 🛛 Search file	s by keyword		岩 Clon
 app gradle/wrapper 	File History 2			Clone Report	sitory itory cloning, the username prompted by the terminal is the mobile number or emai
.gitignore	Steven Update File READMI	E.md		address you set in	the personal settings on CODING.
🗋 Jenkinsfile	app	Steven	Initial commit	SSH 💌	git@e.coding.net:StrayBirds/coding-demo/Android-demo.c
MI README.md	gradle/wrapper	Steven	Initial commit	HTTPS	
build.gradle	.gitignore	Steven	Initial commit	SSH	4 hours
aradiew	D Jenkinsfile	Steven	Initial commit		4 hours
gradlew.bat	MI README.md	Steven	Update File README.md		4 hours
settings.gradle	build.gradle	Steven	Initial commit		4 hours
	gradle.properties	Steven	Initial commit		4 hours
	🗋 gradlew	Steven	Initial commit		4 hours
	gradlew.bat	Steven	Initial commit		4 hours
	settings.gradle	Steven	Initial commit		4 hours

3. Run the git clone + repository URL command on your local machine to pull code.

• •	:/Vol	imes/CODING-Help/new-file	て第1
/Volumes/CODING-Help/new-file 🏼 🥇	master 🕇 👌 git cl	one git@e.coding.net:Stra	yBirds/coding-demo/python
-flask-example.git			
Cloning into 'python-flask-example			
remote: Enumerating objects: 8, do			
remote: Counting objects: 100% (8/	8), done.		
remote: Compressing objects: 100%	(8/8), done.		
remote: Total 8 (delta 0), reused	0 (delta 0), pack-		
Receiving objects: 100% (8/8), don			
/Volumes/CODING-Help/new-file 🎽	master + ?		11141 11:35:16

Branch Management Create Branch

Last updated : 2023-12-25 17:08:18

This document describes how to create branches in code repositories.

Open Project

Log in to the CODING Console and click the team domain name to go to CODING.
 Click

ī

in the upper-right corner to open the project list page and click a project icon to open the corresponding project. 3. Select **Code Repositories** in the menu on the left and click **Branches** to go to the branch management page. Branches are a common function in Git. The common development approach is to retain one trunk (or master branch), while each development or bug fix task is carried out on its own branch. When finished, the branches are merged back into the trunk. Because development directly on the trunk is very risky, the branch can be viewed as a safety valve, which isolates different development tasks. It can ensure that the stability of the master version is not compromised, while allowing different people to focus on different development tasks.

Note:

Below, we will refer to branches in CODING code repositories as remote branches and branches in local Git repositories as local branches. You can run commands on your local terminal to quickly create branches. For details, see Common Git Commands.

1. Go to the code repository details page and click the **Branches** tab to see all branches in the remote repository. Here, you can create branches and enable protected branches. The branch list tab displays the number of additional or missing commits relative to the default branch at present.



Active Branch Protected Branch All Branc	ches Stale Branch Searching for	or branch. Q Consistent with the default branch.	Branch Configurat
P master Default Branch Updated At 4 hours ago		0 0	1c1f67e 🗊 Create Merge Request
total 1			

2. Click **Create Branch** in the upper-right corner and follow the instructions in the pop-up window to enter the relevant configuration information. The master branch is used as the source by default, and a new branch is derived from this source.

Protected Branch All E	Create Branch	Branch Configuration
master Default Branch	Enter a branch name. (Recommended to use the Git branch naming convention) 0/255	1c1f67e 🕄 Create Merge Request
	Create Source	
tal 1	Create a branch by selecting a branch, tag, or commit ID.	
	Create a new branch master based on the current status by default.	
	Branch remarks	
	Please enter branch remarks (cannot exceed 100 characters)	
	Confirm Cancel	

3. When creating a branch, you can add a simple description to indicate the purpose of the branch. When the branch name cannot fully indicate its purpose, add additional information in the Branch Note.

Active Branch Protected Branch All Branches Stale Branch Searching for branch Q Image: Protected Branch Image: P	Branch Configuration
master Default Branch updated At 4 hours ago Branch remarks: A new remark	1c1f67e Image: Create Marge Request . ▲ Edit Remark
in total 1	
	⊥ Download Brand
Set Default Branch

Last updated : 2023-12-25 17:08:18

This document describes how to set default branches.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project. 3. Select **Code Repositories** in the menu on the left and click **Branches** to go to the branch management page. Unless you specify a different branch, the default branch in a repository is the base branch for pull requests and code commits. To modify the default branch, go to **Settings** > **Branch Settings**. Only project admins have permission to change the default branch.

	Branch Configuration		
Configuration			
lacio sottinge	28 moster		
basic settings	The default branch is considered the base branch in your repository, as	ainst which all pull requests and code commits are automatically made. u	nless you specify a different branch
eploy Public Key			need you opening a american branch.
File Locking	Protection branch rule		+ Add branch ru
Branch Configuration	After the protected branch is enabled, create a merge request and invit	e other members to review the code. The other members can merge the	pranches themselves after they $\ \ \lceil allow \ merge floor$.
Access Configuration	Protection branch rule	Protect the number of branches	Operation
Push Setting		No data.	
Verge Request			
Intrion Poloana	Hidden branch		+ Add hidden branc
	Note: The priority of the hidden branch access permission is User > Us which the member belongs.	er Group > All users. If a member belongs to multiple user groups, the bra	nch access permission is based on the user group t
Code Tag			
Marahousa socurity			
warenouse security			
warehouse security			

Set Protected Branch

Last updated : 2023-12-25 17:08:18

This document describes how to set protected branches.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project. 3. Select **Code Repositories** in the menu on the left and click **Branches** to go to the branch management page. Branch protection is a special function CODING uses to limit Git code permissions. Selected branches can be protected from unreported and unauthorized changes.

When you enable branch protection, protected branches are marked with a green shield in the branch list. To modify a protected branch, members must create a new branch and modify it. Then, they submit a merge request to invite other members to review the code. If the review result is Allow Merge, the merge operation can be performed.

Repository Configuration	Branch Configuration Default Branch
Basic settings	₽° master v
Deploy Public Key	The default branch is considered the base branch in your repository, against which all pull requests and code commits are automatically made, unless you specify a different branch.
File Locking	Protection branch rule + Add branch rule
Branch Configuration	After the protected branch is enabled, create a merge request and invite other members to review the code. The other members can merge the branches themselves after they fallow merge].
Access Configuration	Protection branch rule Protect the number of branches Operation
Push Setting	No data.
Merge Request	Hidden branch + Add hidden branche
Version Release	Note: The priority of the hidden branch access permission is User > User Group > All users. If a member belongs to multiple user groups, the branch access permission is based on the user group to
Code Tag	which the member belongs.
Warehouse security	
	No hidden branch currently

Set Protected Branch Rules

In a code repository, go to **Settings** > **Branch Settings**. There, you can use **wildcards** to intelligently set protected branches. Branches that match the set name rules are judged to be protected branches.

Android–demo -	Browse Commit Branch Merge Request Version Compare Settings
Repository	Add protects branch rules
Configuration	
Basic settings	Branch rule name
Deploy Public Key	master Add
File Locking	Match to 1 protection branches
Branch Configuration	master
Access Configuration	
Push Setting	Forbid Forced Push
Merge Request	Git push -f cannot be used to forcibly change branch history.
Version Release	Enable Status Check
Code Tag	If you select this option, all merge requests on this branch are allowed only after all CI tasks pass the status checks.
Warehouse security	View CI trigger rule configuration documentation.

Disallow Force Push: Enabled by default. Even users with permission to perform git push cannot use git push -f to force modify the branch commit history. We strongly recommend you enable this option when multiple people collaborate on a branch. This ensures that users must use new commits to change the branch history, rather than modifying previous commits.

Enable Status Check: By setting the specification check conditions or setting a code scanning scheme in the CI, merges are allowed only after the CI is successful. For more information, see Continuous Integration > Trigger Rules.

Automatically Add Branch Admin as Reviewer: When this option is enabled, the relevant branch admins are automatically set as reviewers for all merge requests involving protected branches. When the number of branch admins exceeds the Number of Reviewers Authorizing Merge, an appropriate number of reviewers are randomly selected from among the branch admins. For example, if there are three branch admins and the number of reviewers is 2, the system randomly selects two of the three admins as reviewers.

Enable Review by Code Owner: When this option is enabled, for merge requests involving protected branches, any modification must be reviewed by the relevant code owner before the merge is allowed. For more information, see Code Owner.

Number of Reviewers Authorizing Merge: This is used to set the number of branch admins that must authorize a merge request. If no branch admins are set for a protected branch, a merge request must be authorized by one ordinary member before the merge is allowed.

Specify Branch Admins

Branch Admin is optional. After an admin is added, the admin must Allow Merge for every merge request. By default, admins are restricted by the conditions of protected branches, and they need to create merge requests to modify the branches. Select **Allow Direct Push** to allow admins to directly modify the content of protected branches.



If members do not have permissions for a branch (e.g., when they are not admins of a protected branch), they will receive the following error message when they try to push to this branch.



Set Hidden Branch

Last updated : 2023-12-25 17:08:18

This document describes how to set hidden branches.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.
3. Select **Code Repositories** in the menu on the left and click **Branches** to go to the branch management page.
To control access permissions to a single branch, you can make any branch other than the default branch a hidden branch. Only authorized users and user groups can access hidden branches, ensuring the security of the code.
1. On the details page of a code repository, click **Settings** > **Branch Settings** to go to the branch settings page.

Repository Configuration	Branch Configuration Default Branch		
Basic settings	😵 master 👻		
Deploy Public Key	The default branch is considered the base branch in your repository, again	ast which all pull requests and code commits are automatically made, unless yo	u specify a different branch.
File Locking	Protection branch rule		+ Add branch ru
Branch Configuration	After the protected branch is enabled, create a merge request and invite	ther members to review the code. The other members can merge the branches	themselves after they rallow merge.
Access Configuration	Protection branch rule	Protect the number of branches	Operation
Push Setting	master	1	Modify Delete
Merge Request			
Version Release	Hidden branch		+ Add hidden branc
Code Tag	Note: The priority of the hidden branch access permission is User > User which the member belongs.	Group > All users. If a member belongs to multiple user groups, the branch acc	ess permission is based on the user group t
Warehouse security			
		No hidden branch currently	

2. Click **Add Hidden Branch**, select or enter the branch, and click **Save**. When a branch is hidden, it is shown in the hidden branch list.

3. Use Add User Group or Add Member to specify the users that are allowed or denied access to the branch.

Hidden branch		
Note: The priority of the hidden bran	anch access permission is User > User Group > All users. If a member belongs to multiple us	er groups, the branch access permission is based on the user group
which the member belongs.		
°₽ master	✓ Save	+ Add a user group or 🔒 D

Note:

The priority of hidden branch access permissions is as follows: user > user group > all users. If a member belongs to multiple user groups, the member can access a hidden branch if any of their groups has access permission. For example, if User A belongs to User Group 1 (allowed access to the dev/001 branch) and User Group 2 (denied access to the dev/001 branch), User A can access the dev/001 branch.

Use Code Owner Mechanism

Last updated : 2023-12-25 17:08:18

This document describes how to use the code owner mechanism.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project. 3. Select **Code Repositories** in the menu on the left and click **Branches** to go to the branch management page. The code owner mechanism must be used together with **Branch Protection**. Place the declaration file **CODEOWNERS** in a code repository to declare the owner of the code files in this repository. Generally, the code owner is the project owner.

When the target branch of a merge request is a protected branch and the files changed in the request involve the paths or files set in the declaration file, the merge request details will list the corresponding owners and their review statuses.

~	Merge Status Check: Success A merge check succeeded	0
	✓ coding-deploy syntax check — Build succeeded	Deta
6	The target branch has no scan task	
	Code scanning can find code defects and security vulnerabilities hidden in the merged code, and help you evaluate the quality of the merged code.	Go to enable [
	No violations found in R&D specifications	
	Normal merge operation	
8	Code Owner: 🖗	
	The change content matches 1 code owner of the target branch, and 0 code owners have passed the review.	
	E charts/repos/** — Not yet reviewed	(



In the figure above, the CODEOWNER file declares that the owner of the files in the charts/repos/** path is Sally. When a merge request is submitted for a protected branch and it involves changes to files in the chars/repos/ path, Sally is automatically added as a reviewer for this request.

Note:

You can use the continuous integration plugin to automatically add reviewers. For details, see Automatically Add Merge Request Reviewers.

In the **protected branch** settings, toggle on Enable Review by Code Owner. Then, code owners must Allow Merge for every merge request that changes code under their jurisdictions.



Declaration file URL

By default, CODEOWNERS files are searched for layer by layer from the following locations. The file name must be in uppercase, and the search will stop when one file is found.

Root directory

docs/ directory

Declaration file format reference

The declaration file is a normal text file. Blank lines and lines starting with # are ignored. Each line uses the following format:



pattern email email ...

pattern indicates a file path mode. email is the owner's email. You can enter multiple owners separated by spaces. Sample file:





Declares all files with the extension .js
*.js yourname@coding.net

Declares the files in the build/logs/ directory (including subdirectories) under /build/logs/ yourname@coding.net

Declares all files in docs/ folders (not including subdirectories)
docs/* yourname@coding.net

Declares all files in the docs/ folder (including subdirectories) under the root
/docs/ yourname@coding.net



Merge Request and Code Review Adjust Merge Request Settings

Last updated : 2023-12-25 17:08:18

This document describes how to adjust the settings of merge requests in a code repository.

Open Project

Log in to the CODING Console and click the team domain name to go to CODING.
 Click

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in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, click **Code Repositories** > **Merge Requests**.

Project admins can configure the basic settings as well as default merge modes and target branches of merge requests in **Settings** > **Merge Requests**.

riopoolitory	merge Request
Configuration	
	Basic settings
Basic settings	Delete Source Branch by Default
Deploy Public Key	If this option is selected, the source branch will be deleted by default when the merge request is
File Locking	executed. However, this option is not required. Deselect this option to retain the source branch.
Branch Configuration	Fast–Forward Merge by Default
Access Configuration	If this option is selected, the merge request will be performed in fast-forward mode by default. However, this option is not required. Deselect this option to cancel the fast-forward mode.
Push Setting	Automatically cancel merge authorization when the merge request source branch has new
Merge Request	commits.
Version Release	If this option is selected, the original merge authorization will be automatically cancelled when new commits are pushed to the source branch of the merge request.
Code Tag	
Warehouse security	Merge method ⑦
	Direct Merge by Default Squash Merge by Default Squash Merge Only
	Default Target Branch of Merge Request
	۶۶ master 💌
	This branch is selected as the target branch by default when a merge request is created.

Delete Source Branch by Default

If this is enabled, the source branch will be deleted after it is merged into the target branch.

Fast-Forward Merge by Default

If this is enabled, when there is a direct linear path from the source branch to the target branch, the source branch will directly point to the target branch without a merge commit. This process is called the fast-forward merge.

Merge Mode

Three merge modes are available for a source branch with multiple commits:

Direct Merge by Default: Creates a merge commit.

Squash Merge by Default: Combines multiple commits of a source branch into one commit, which can be canceled by users.

Only Squash Merge: Force combines multiple commits of a source branch into one commit, which cannot be canceled.

Default Target Branch

The default target branch for merge requests. We recommend you set the master branch as the default target branch for merge requests.

Merge Branch

Last updated : 2023-12-25 17:08:18

This document describes how to merge branches.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.
3. Select **Code Repositories** in the menu on the left and click **Branches** to go to the branch management page.
If a multi-branch development workflow is used, we recommend you set the master branch as a protected branch.
Developers can create temporary develop branches and initiate merge requests for them. After continuous integration (CI) and code reviews, developers can merge the develop branch into the master branch.

Create Merge Request

You can manually create merge requests on the command line or CODING DevOps platform. Create via the command line:





git push origin local-branch:mr/target-branch/local-branch

Create manually:

1. On the details page of a code repository, go to the **Merge Requests** tab and click **Create** in the upper-right corner.



Android-demo - Browse Commit Branch Merge Request Version Compare Settings	+ Create Merge Request
Open • Open Closed All Target Branch All • Initiated By All • Tag All • Reviewer All •	Title or Description Q ByUpdate Time - =
C A new MR #100 New-Branch → master ⊖ 0 comments	Waiting for branch administrator review Steven Create At 3 minutes ago
totall	

2. Specify a source branch and target branch for the merge request. If no conflicts are found after the source branch is compared with the target branch, the system will indicate that they can be merged. You can view the differences between the files on the **File Changes** tab.

Note:

You can specify the default target branch for merge requests in merge request settings.

- Android-demo - Browse Commit Branch Merge Requ	lest Version Compare Settings
#100	
new MR	
aiting for branch administrator review merge the branch New-Branch 🗊 to the branch	1. master 🗊
verview 1 Submission Record 1 File Modification 1	
Description A Modify	
Project-level merge request page default template format, mine has the higher	t priority
Change description	
Change 1	
Change 2	
Change N	
undete contice	
update service	
Service	Order
Service Name 1	1
Service Name 2	2

3. Enter a title, a description, and associated resources for the merge request.

Note:

If the source branch is not ahead of the target branch, merge requests cannot be created.

Resolving Requests That Cannot Be Automatically Merged

If a conflict is found after the source branch is compared with the target branch, the system will indicate that they cannot be automatically merged. You can view the file changes on the **Compare** tab. Resolve the conflicts to continue



merging the branches.

reate Merge Request										
elect the source and target b	oranches of th	he merge request and	view commits a	nd file change	es. After the	e merge, the	target branch wil	include the cha	anges of the source	brand
Source Branch:New-Bra	 Merg 	ged to Target Brancl	n:master	- Ex	change	× Automati	c Merge Not Allo	ved		
(i) New–BranchRelative to	themasterCa	annot automatically me	erge.							
U New-Dranenneiative to	themasterot	annot automatically me	ige.							

For example, if a conflict is found when merging branch-01 into master , you can switch to the master branch locally and run the command:





git merge branch-01

Find the file with conflicts. The conflicts will be highlighted in the file. You will be prompted to select which content to keep. Select the content you want to keep and save the file before committing it again, and then switch to the branch-01 branch and enter the command:





git merge master

Then, push the modified code to the remote repository.

Initiate Review



When initiating a branch merge request, we recommend that you allow the relevant personnel to review the code to ensure code quality.

Note:

If the target branch of a merge request is a protected branch, the branch admins will be added as reviewers by default. To change the settings, see Branch Protection Rules.

#101		
R test		
iting for review by project members merge the branch issue/801 🗊 to the branch. mast	er ()	
erview 2 Submission Record 1 File Modification 1		+2 🚥
Description 🖉 Modify		Initiated By
Project-level merge request page default template format, mine has the highest pr	iority	Steven
		Reviewer
Change description		No data is selected.
		Quick Filter
Change 1 Change 2		o admilk
Change N		Follower
		No data is selected.
update service		
Service	Order	
Service Name 1	1	
Service Name 2	2	
One in the set of the		

After the reviewers have completed the merge request review, the review result will be shown on the details page of the merge request.

Check Merge Status

In addition to the common manual code reviews mentioned above, we provide an integrated code review solution with automated tool and CODING Continuous Integration. The code is scanned based on pre-defined rules. When there is an issue with the code quality, the code will not be merged. Only code that has passed checks by the automated tool can be merged, significantly improving the efficiency of code reviews.

Enable status check

Status checks can only be enabled for a protected branch. After the option is selected, merging is allowed only after all status checks (CI tasks) have been run and passed.

Active Branch Protected Branch All Branches Stale B	ranch Searching for branch Q	Branch Configurati
Updated At 19 minutes ago	٥ ٥	aa4507b 🕽 Create Merge Request
n total 1		

Select the CI trigger rule **Trigger Build on Merge Request** to trigger a build task after a merge request is created.

G	Overview	🗲 tcr–example 🗵 📔 Basic Info 🛛 Process Configuration 🛛 Trigger Rule Variable and Cache Notification
\leq	Collaboration	
	Repository	CODING continuous integration allows build jobs to be triggered in several ways.View the full help document.
٢	Code Scanner beta >	Code Source Auto Execution Upon Code Updates
00	CI ~	Trigger Select the event for which you want to trigger continuous integration.
	Build Job	pushing to master
	Build Node	 Trigger a build when pushing a new tag.
Ŷ	CD >	Trigger a build when pushing to the branch.
	Artifact Management	$ullet$ Perform the build when the branch or tag rules are met. $ar{O}$
Ł	Test Management >	^refs/((heads/.*))(tags/.*))
.8	Document >	Merge Request
		The merge request trigger will build the results after the source and target branches are merged, which helps you find errors in integration as early as possible. View the full help document.
		✓ Trigger a build when creating a merge request
		✓ Trigger the build when merging the merge request
		✓ Trigger the build when changing the source branch
		✓ Trigger the build when changing the target branch
		✓ Auto Cancellation of Duplicate Merge Requests ⑦

View status check result

After you have completed the above configuration, you can see the status of the merge check if the build task was correctly triggered. If your page is not similar to the following image, you may need to select **Trigger Build on Merge Request** in the CI build task.

Android-demo - Browse Commit Branch Merge Request Version Compare Settings	
Image: The set of the se	
Test points to note 2 Test points to note N	
✓ Associate Resource 0 + Add Resources	
Click + in the upper right corner to associate project resources (such as iterations, tasks, and merge requests) and add external links.	
The merge request branch does not conflict with the target branch. The merge request can be automatically merged to the target branch.	
The target branch does not enable code scanning The merge request does not trigger the scanning task, and the code defects and security vulnerabilities hidden in the merged code cannot be found to help you evaluate the quality of the merged code	Go to Enable 🛂
The protection branch waits for project member authorization There is no branch administrator and you need {0} project member's authorization to merge ③	
Close	👍 o 👎 o
✓ Activities Logs All (View Logs Only) (View Comments Only)	
+ Steven The merge request is created.	2022-02-11 15:56:59
∠ Steven The description is updated.	2022-02-11 16:03:35

You can click the Refresh button in the upper-right corner to get the latest status. If the check result is successful, a prompt at the bottom will indicate that the branches have been merged. If the result is failed, the merge will be rejected. Status checks can be:

In progress: Wait for the build to finish.

Successful: The merge request can be merged.

Failed: Error occurred during the build process and the merge check failed. You can modify and push the code and trigger new build tasks until the build is completed successfully.

Exception: Exception occurred during the build process. You can try manually triggering it.

If multiple status checks are used, the branches can only be merged after all status checks are passed. You can also view status check processes in Browse Code, Commit History, and the branch list.

Coding-help-generator - Browse	Commit Branch M	Merge Request Version C	Compare Settings		New Code R	epository 👻
f coding-help-generator	💡 master 👻	✿ Find Files ∨	enter to find files			l Clone
 scaffolds scripts 	File History 136	0		E	Cloud Studio 🕅 Create me	rge request
source themes/coding-help .fnlint.json	scaffolds	Merge Status Check: Success A merge check succeeded		C		2 years ago
	scripts	✓ dev — Build	succeeded	Detail 05.24 -> 06.01	pdate-time2 -> master)	9 month ago 2 years ago
International I	themes/co	ding-help		Accept Merge Request #769 : ci: lint filename slug	(mr/master/issue/765	20 days ago
MI OPENAPI-README.md	git_pre_co	ommit	**	ci: lint filename slug		1 years ago
MI README.md	.gitignore			Accept Merge Request #266 : docs: lint markdown	(commit-standary -> m	2 years ago 2 years ago
🗋 api-Jenkinsfile	🗋 🗋 Jenkinsfile		**	refactor: #546 use changeRequ	uest	9 month ago
generate-overview.js	MI OPENAPI-	README.md	100	docs: api docs: readme		2 month ago 6 month ago
package-lock.json package.json	C _config.ym	I	**	fix: #261 hexo chinese anchor U	JRL	2 month ago
🗋 yarn.lock	🗋 api-Jenkin	sfile	1.8*	Accept Merge Request #420 :	(mr/master/issue/419	9 month ago

Confirm Merge

The target branch of the merge is a protected branch

If the initiator of the merge request is a branch admin, they can perform the merge on their own. If the initiator is an ordinary member, the merge can be completed only after it has passed a review by a branch admin.

The target branch of the merge is not a protected branch

The initiator can initiate and complete a branch merge without review or authorization.

Note:

To learn how to modify the default branch and set protected branches, see Set the Default Branch or Set Protected Branches.

Delete source branch

When merging branches, select Delete Source Branch to delete the source branch after the merge.

Accept Merge Request #101: (is	ue/801 -> master)			
Merge Request: MR test				
Created By: @Steven				
Accepted By: @Steven				
URL: https://straybirds.co	ing.net/p/coding-demo/d/Andr	oid-demo/git/merge/101		
Delete Source Branch	✓ Fast–Forward Merge			

Fast-Forward merge

A merge commit record will be created by default during a non-fast-forward merge. If **Fast-Forward Merge** is selected, the remote repository will determine if the fast-forward rules are met. If the rules are met, this merge will not create a new merge commit record. If this mode is not selected, previous development records will be kept and a new merge record will be created during the merge. This option is equivalent to adding the __ff parameter when using

git merge .

Note:

You can enable deletion of the source branch and fast-forward merge by default for merge requests in merge request settings.

Review Merge Request

Last updated : 2023-12-25 17:08:18

This document describes how to review merge requests.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, select **Code Repositories** > **Merge Requests**.

Before creating a merge request or performing a merge, developers can update the title and description, add other project members as reviewers, and associate resources in the project (such as tasks, files, merge requests, and Wiki pages). You can also automatically add reviewers using the CI plugin.

Note:

If the target branch of a merge request is a protected branch and admins have been configured for the protected branch with **Automatically Add Branch Admin as Reviewer** enabled, the specified number of branch admins will be automatically added as reviewers.

Review Content

After a reviewer receives a review notification, they should generally focus on the following:

The title, description, and associated resources of the merge request can clearly describe the code modification. The reviewer can communicate and check with the initiator using comments.

Review (comment) code at the line level for the committed file changes.

Start Review

Code reviewers can comment on a code file line by line on the **File Changes** tab of **Merge Requests**. When you hover over a line in a code file, a plus sign + will appear. Click the plus sign to comment on the code. After entering a comment:



Click **Comment** to post the comment.

Click **Start Review** to post the comment and change the request status to **Reviewing**.

3 #101		
IR test		
Vaiting for branch administrator review merge the branch issue/801 🗊 to the branch. master 🧊		
verview 2 Submission Record 1 File Modification 1		+2
S Unfold All 🕿 Collapse All 🕴 Switch To CommonMode O Advanced Options		view
2 README.md		Viewed ···
19	19	
20	20	
21 Open this project directly with Android Studio to compile and run.	21 Open this project directly with Android Studio to compile and run. 22	
	23 Testing.	
	Sometning wrong.	
		∞ \(\phi\) (\$\mathcal{O}\$) \(\overline\)
	Comment Cancel	

After the comment is posted, the comment and review status (if any) will be shown in the action log on the overview page of the merge request.

#101		
R test		
aiting for branch administrator review merge the branch issue/801 🕤 to the branch. master 🧊		
rerview 2 Submission Record 1 File Modification 1		+2
S Unfold All		view
2 README.md		Viewed ···
19	19	
20	20	
21 Open this project directly with Android Studio to compile and run.	21 Open this project directly with Android Studio to compile and run.	
	23 Testing.	
	Comething upper	
	Something wrong.	
		0 V U O
	Comment Cancel	

Track File Viewing Progress

When you need to review multiple code files, click *Viewed* after you have finished reviewing a file to mark your progress. The file viewing progress bar will be automatically updated.

Note:

Marking a file as **Viewed** does not affect the review status and only serves to track the file viewing progress. It only applies to the current user.

3 #101	
/IR test	
Waiting for branch administrator review merge the branch issue/801 🗊 to the branch. master 🧃	
Verview 3 Submission Record 1 File Modification 1	+2
Sunfold All Recollapse All	1/1 viewed
2 2 README.md	Show Comment Viewed
10	19
20	20
21 Open this project directly with Android Studio to compile and run.	21 Open this project directly with Android Studio to compile and run.
	22 23 Testing.
	Steven a minute ago
	Something wrong.

Complete Review

After you have reviewed all code files, click **Complete Review** in the upper-right corner to publish the review result and end the review.

Note:

The number to the right of **Complete Review** indicates the total number of code comments on the current page.

Comment: Comment is required.

Allow Merge: Comment is optional. The review result is published as Allow Merge.

Require Changes: Comment is optional. The review result is published as **Require Changes**.



Please enter a comment			
		(୭ > (µ ⊙
• Comment			
Submit Reviewer Comments			
Allow Merging			
Submit review feedback and allow merg	ges		
Need Improvement			
Submit review feedback and require rev	visions to be completed befor	re merging is allo	wed
Complete Review Cancel			

After a review is completed, the comment or review result will be shown in the action log on the overview page of the merge request.

ble merg	pe feature/add-chars () vo master ()
	Please keep checking
	> find-common-chars.js
	✓ fixed-pointers.js
	<pre>1 /** 2 * @param {TreeNode} root 3 * @return {boolean}</pre>
	9 mins ago OK.
	Reply
	marked as processed

If the target branch of a merge request is a protected branch, the review status of the merge request will be shown (if one of the results is **Require Changes**, the review status will be failed).

If the review result is **Allow Merge**, the result will be shown in the branch status as a tag, regardless of whether the target branch is a protected branch.

← test-0 - Browse Commit Branch Merge Request Version Compare Settings	
11 Merge feature/add-chars into master	
Mergeoble merge feature/add-chars J into master J	
 Associated resources I + Add resources Click the *+* in the upper right corner to associate project resources (iterations, tasks, merge requests, etc.) and add external links 	
The source branch of the merge request does not conflict with the target branch Auto-merge can work	
The target branch does not have code scanning enabled The merger request does not trigger the scanning task, and the code defects and security vulnerabilities hidden in the merged code cannot be found to help you evaluate the quality of the merged code Go to enable	Z
review result: Not Passed 1 review finding: Needs improvement, 1 review finding: Merge allowed	
S May Review Results: Needs Improvement	
 Protect branch: wait for other members to authorize The target branch has a protected branch and has a branch administrator: the branch administrator can merge any MR, and the MR initiated by a non-administrator needs to be authorized by at least one branch administrator before it can be merged by itself 	
Undo Allow Merge merge branch 🗾 Close	

Versions and Tags Manage Version Release

Last updated : 2023-12-25 17:08:18

This document describes how to use the version release feature in a code repository.

Open Project

Log in to the CODING Console and click the team domain name to go to CODING.
 Click

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in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, click **Code Repositories** > **Versions** to go to the version page.

In the code repository management list, click a specific code repository and go to the details page, and then click **Versions** > **Version Release** to go to the version release list.

- Android-demo - Browse Commit Branch Merge Request Version Compare Settings	+ Create Code Version
Version Release Tag All - Status All - Owner All - Tag All - Creation Date Start Date - to End Date -	Title or Description Q ByUpdate Time -
▷ First Version #102 Ø v1.0 ↔ aa4507b4 ③ □ Today	Pre-relea Steven Created Ata few seconds
r total 1	

The version release list displays code versions released in a project with their tag names and committed versions by descending order of creation time.

Create Code Version

1. On the version management page, click the Create Code Version button in the upper-right corner.

Note:

You can set the default release branch on the repository settings page.

2. Enter a tag version, release title, and version description. You can upload files smaller than 100 MB and associate resources in the project (such as tasks, files, Wiki pages, and merge requests). Only new tag names are allowed and you need to select a source for new tag versions (branch, tag, or revision number).

Create Code Version Release						summary.
ag Version *	Create Source *					The version format is Major.Minor.Patch. The version num is incremented as follows:
Please enter the label version	🐉 master 👻					 Major version when you make incompatible API change Minor version when you add functionality in a backware compatible manner.
/ersion Release Title						 Patch version when you make backwards compatible b fixed
Enter the version release title.						Additional labels for pre-release and build metadata are available as extensions to the Major.Minor.Patch format.
Description						
Write Preview		H B I	∂ " <> ⊠	@ # .′ ?	Template	
Demo						
Searching						
Overview						
Collaboration						
Repository						
Code Scanner						
CI						
CD						
CD Artifact Management						
CD Artifact Management Test Management						

3. After entering the above information, you can mark the version as a pre-release, and then create the code release. After the code version is created, the version list will be similar to the following image. The latest release is the latest official version release.



Edit Code Version

Click any code version in the version release list and go to the details page. The release creator or project admins can click the Edit Version Description button to edit all information except the tag name.



6 #102	
irst Version	
Pre-r 💵 Released At 5 minutes ago 🗞 v1.0 🗢 aa4507b4	
Description Ø Modify	
lo description	
Reference 0	+ Add Resou
lick "+" to associate project resources (iteration, task, merge request, etc.)and add external links.	
Download	+ Upload

Delete Code Version

On the details page of a code version, the release creator or project admins can delete the version by clicking on the Delete icon.

Note:

You can also delete the linked version tags when deleting a version. You can only use or create a tag with the same name after you have deleted the version tag.

∲ #102 Eiret Vareion	Delete V
Proc. 🔹 💀 Released At 5 minutes ago 🛛 🔖 v1.0 🐟 aa4507b4	
Description / Description / Description	
vo description	
Reference 0	+ Add Resource
Click "+" to associate project resources (iteration, task, merge request, etc.)and add external links.	
Download	+ Upload File
Source Code (zin)	

Set the Default Release Branch

Project admins can specify the default branch for version releases in **Settings** > **Version Release**.

← Android-demo →	Browse Commit Branch Merge Request Version Compare Settings
Repository	Version Release
Configuration	Default Branch of Version Release
Basic settings	Ş9 ▼ Save
Deploy Public Key	Search Q branch by default when a version release is created.
File Locking	8° master
Branch Configuration	8° New-Branch
Access Configuration	۶۶ issue/801
Push Setting	
Merge Request	
Version Release	
Code Tag	
Warehouse security	

Manage Version Tag

Last updated : 2023-12-25 17:08:18

This document describes how to manage version tags.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project.
3. Select **Code Repositories** in the menu on the left and click **Branches** to go to the branch management page.
If a multi-branch development workflow is used, we recommend you set the master branch as a protected branch.
Developers can create temporary develop branches and initiate merge requests for them. After continuous integration (CI) and code reviews, developers can merge the develop branch into the master branch.

In the code repository management list, click a specific code repository to go to the details page, and then click **Versions** > **Tags** to go to the version tag management list.

Commit Branch Merge Request Version Compare Settings	+ Create Ta
Version Release Tag	
 ✓ v1.0 •••• → aa4507b [®] zip [®] tar.gz [®] Version Description [®] 23 minutes ago 	Modify Version Descript
in total 1	

All tags in the repository are displayed in the tag list by descending order of creation time. The tag names, tag descriptions, and versions are displayed in the tag list, which also provides entries to download versions as .zip and tar.gz files and delete tags. Click a tag name or version number to go to the details page of the code version.

Create Tag
In the tag management list, click **Create Tag** in the upper-right corner. Enter a tag name, select the code version (branch, tag, and revision number) for the tag, and enter a tag description to create a new tag.

Note:

You can Set Protected Tags on the repository settings page to standardize the tag operations of members.

Create Tag			The version format is Major.Minor.Patch. The version numb incremented as follows:
ag Version *	Create Source *		 Major version when you make incompatible API changes. Minor version when you add functionality in a backwardt
Please enter the label versi			compatible manner. 3. Patch version when you make backwards compatible bu
Description			fixes. Additional labels for pre-release and build metadata are
Add extra notes (Markdown is n	ot supported)		

View Release Info of a Tag

If a code version is linked to the tag, click **Version Description** to view the release details. Click **Edit Version Description** to edit the release information.

Version Release	Tag						
Second aa4507b	🆺 zip	🎦 tar.gz	Version Description	🕓 a few	seconds ago		
✓ v1.0 ···· -0- aa4507b	🖺 zip	🖹 tar.gz	Version Description	🕓 28 mi	nutes ago		
1 – 2 , in total 2							

If a tag is not linked to any release, you can click **Create Version Description** to create a release for the tag.

Android-demo - Browse Commit Branch Merge Request Version Compare Settings	+ Create Tag
Version Release Tag	
	Modify Version Description
	Modify Version Description
1 – 2 , in total 2	

Delete Tag

Only code tags not linked to a release can be deleted on the **Tags** page by the tag creator or admin.

 node-express-example - 	Browse	Commit Branch	Merge Request	Version	Compare	Settings
Version Release Label						
🗝 8541b4f 🎧 🖺 zip 🖺 tar.gz	Version description	🕓 9 mins ago				
⊘ release1 ····						
8541b4f 🧊 🖺 zip 🖺 tar.gz	🕓 16 mins ago	ت				
⊘ realease ····						
8541b4f 🧊 🖺 zip 🖺 tar.gz	🕓 18 mins ago					
⊘ release01 …						
8541b4f 🧊 🖺 zip 🖺 tar.gz	e Version description	③ 30 mins ago				
1 – 4 , Total 4						

Note:

If a tag is associated to a release, the tag can only be deleted by deleting the linked version in Version Release.

Allow Deletion and Force Push of Git Tags

Project admins can check the checkbox to allow deletion and force push of Git tags in **Settings** > **Code Tags**. If this is disabled, no project member can delete Git tags or force push Git tags for modification, and tags cannot be deleted on the webpage.

Repository	Code Tag
Configuration	✓ Allow Deleting or Forcibly Pushing Git Tags
Basic settings	If this option is not selected, all project members cannot delete tags or use the client to forcibly push code to modify Git tags. Additionally, the tags in the webpage code version component or be deleted.
Deploy Public Key	
ile Leeking	Protection label rules + Add label
lie Locking	Protection tags are used to control that the specified tag mode can only be created or updated by authorized tag administrators.
Branch Configuration	Protection label rules Operation
Access Configuration	No data.
Push Setting	
lerge Request	
ersion Release	
ode Tag	

Set Protected Tags

Protected tags are used to standardize the creation, update, or deletion of tags by specific members. After protected tag is enabled, only configured tag admins can create tags that match the tag rule. If *-release is set as a branch protection rule, non-admins will be prompted with the following when pushing the tag xxx-release via Git:

▶ oit pushtao origin xxxx-release	
Total 0 (dalta 0) naucad 0 (dalta 0) nack-naucad 0	
iotat o (uetta o), ieuseu o (uetta o), pack-ieuseu o	
remote: [err=32] You have no permission to update protected tag (refs/tags/xxxx-release).	
remote: (refs/tags/xxxx-release), https://coding.net/h	elp/doc/git/git-branch.html#
remote: error: nook declined to update refs/tags/xxxx-release	
To https://e.coding.net/vcs-test/coding-demo/coding-demo.git	
! [remote rejected] xxxx-release -> xxxx-release (hook declined)	
error: failed to push some refs to 'https://e.coding.net/vcs-test/coding-demo/coding-demo.git'	

They will also be unable to create tags or versions in Coding for Web.

Create Code Version Releas	se									summary.
ag Version *	Create Source *									The version format is Major.Minor.Patch. The version numbe incremented as follows:
xxx-release										 Major version when you make incompatible API changes. Minor version when you add functionality in a backwards compatible manner.
ersion Release Title										 Patch version when you make backwards compatible bug fixes.
Enter the version release title.										Additional labels for pre-release and build metadata are available as extensions to the Major.Minor.Patch format.
escription										
escription Write Preview Please enter a description here (N	farkdown is supported)	НВ	I Ø	u	■ := :	= v (9 #	/ 0 '	Template	
vrite Preview Please enter a description here (N	farkdown is supported)	н в	IØ	и К		≡ ♥ (D #	/ 0	Femplate	
Vescription Vrite Preview Please enter a description here (N	farkdown is supported)	H B	I Ø	። ቀ ወ e to uploa	⊞ ≔ ≋ d it	= 2 (Ð #	. 0	remplate	
Vescription Vrite Preview Please enter a description here (N	farkdown is supported) Click here All file formats are su	H B or drag and drop a oported. The size of a sin	I Ø	∝ ψ ⊠ a to uploa nnot exceed		=	⊉ #	. 0	"emplate	
escription Write Preview Please enter a description here (N	farkdown is supported) Click here Ail file formats are su	H B or drag and drop a opported. The size of a sin	I Ø	∾ ب⁄> ا⊠ e to uploa nnot exceed	■ III II d it 100 MB.	= . (⊉ #	/ 0	Template	

Sample scenario

A team uses tags as triggers for CI builds. In other words, pushing tags such as v1.0-release is used as a release command in production branches.

Protected tags can be used to only allow the tag admins to create these tags for release and keep the versions organized.

Code Repository Security Inspect Repository Security Risks

Last updated : 2023-12-25 17:08:18

This document describes how to check for security risks in a code repository.

Open Project

Log in to the CODING Console and click the team domain name to go to CODING.
 Click

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in the upper-right corner to open the project list page and click a project icon to open the corresponding project.

3. In the menu on the left, click **Code Repositories** > **Settings** to go to the repository security page.

Project admins can view existing security risks in **Settings** > **Repository Security**.

← Android-demo -	Browse Commit Branch Merge Request Version Compare Settings
Repository	Warehouse security ⑦
Basic settings	In order to improve the security level of the warehouse, it is recommended that you fix the following risks.
Deploy Public Key	Submitter and submit author check for Git submissions are not
File Locking	turned on
Branch Configuration	Confirm that the mailboxes of the submitter and submitting author have been verified by coding, which can reduce malicious push to a certain
Access Configuration	extent.
Push Setting	CPC public key is pat upleaded
Merge Request	After uploading the GPG public key, you can use the private key to sign Go upload
Version Release	the submission to ensure the credibility of the submission.
Code Tag	
Warehouse security	Protecting branch Master has the following risks
	Code owner review is not turned on

The following checks on code repositories are available:

Whether the check of the Git committer and author is enabled.

Whether a GPG public key has been uploaded.

Whether a protected branch has been set. Whether branch admins have been set and review by the code owner has been enabled for protected branches.

Note:

To keep your repository secure, we recommend you configure the relevant features with reference to Push Settings, Using GPG to Sign Commit Records, and Protected Branch.

Set Repository Access Method

Last updated : 2023-12-25 17:08:18

This document describes how to set the access mode for a repository.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project. 3. In the menu on the left, select **Code Repositories** > **Settings** to go to the access settings page of the repository. Project admins can select whether to make the code repository public and whether to allow access to the code repository via HTTPS or SSH in **Settings** > **Access Settings**.

Anaroid-demo -	Browse Commit Branch Merge Request Version Compare Settings
Repository	Access Configuration
Configuration	✓ Allow HTTPS Access to Code Repository
Basic settings	✓ Allow SSH Access to Code Repository
Deploy Public Key	Open Source Code (After the source code is opened, anyone can access the code repository. Please exercise caution.)
File Locking	Save
Branch Configuration	
Access Configuration	
Push Setting	
Merge Request	
Version Release	
Code Tag	
Warehouse security	

Sign Git Commits with GPG

Last updated : 2023-12-25 17:08:18

This document describes how to sign commits with GPG.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click

ī

in the upper-right corner to open the project list page and click a project icon to open the corresponding project. CODING allows you to use GPG for Git commit signature verification. Verified commits will be tagged with **Verified**, which ensures that code is committed from reliable sources and enhances code security.

To sign Git commits with GPG: Step 1: Generate a GPG key pair Step 2: Add a GPG public key in your personal account settings Step 3: Associate with the local Git repository Step 4: Sign Git commits Step 5: Verify signatures

Step 1: Generate a GPG Key Pair

1. Download and install GPG. If you are using macOS, use the brew package management tool to run the following command:





brew install gpg

2. Run the following command to generate a GPG key pair (public key/private key):





gpg --full-gen-key

Note:

In certain scenarios, such as if you are using Windows Gpg4win or other macOS versions, use the gpg --gen-

key command to generate a key pair.

As the command is interactive, you need to specify the algorithm, validity period, your real name and email address, a password, etc.

Key type: Select the key type or press Enter to select the default type (RSA and RSA).

Elliptic curve: Press Enter to select the default Curve 25519 .

Validity: Specify the validity period of the key as needed or press Enter to select the default `Never expire`. Email address: Enter the email address configured in your CODING account.

3. Run the following command to list the GPG key you just created (replace "your_email" with the email address entered in Step 3):



gpg --list-secret-keys --keyid-format LONG "your_email"

4.Copy the GPG key ID that starts with sec. In the following example, copy 4AEA00A342C24CA3:





```
sec ed25519/4AEA00A342C24CA3 2021-09-14 [SC]
6DE3507E82DEB6E8828FAAC34AEA00A342C24BD4
uid [ ultimate ] your_name "your_email"
ssb cv25519/812B586FD245B560 2021-09-14 [E]
```

5.Export the public key of that ID (using the above ID as an example):





gpg --armor --export 4AEA00A342C24CA3

6.After the public key is generated, add it to your CODING account.

Step 2: Add a Public Key in Your Personal Account Settings



1. After you have logged in to CODING, click your profile photo in the upper-right corner and select Personal

Account Settings.

- 2. In the navigation bar on the left, select **GPG Public Key** to go to the public key management page.
- 3. Click Add Public Key and paste the exported GPG public key in the text box, and then click OK.

Personal Account Settings	GPG public key	
Account Information	After adding a GPG public key, you can add a	Add the GPG public key
Personal Account		Public Key Content *
mail Settings		Paste the PUBLIC KEY starting withBEGIN PGP PUBLIC KEY example:
		BEGIN PGP PUBLIC KEY BLOCK mQINBGETaVoBEADLQ9iLEC7Mri5zjL9pgiNgooqL4gDy2s1SfBIH/oL
emplate Settings		UNMN4eL220LyxtK6RKXEMIZ7+CRTA4Gxl1efS0o1oL+oGi
l Public Key		pmC9d7NnjaJ3SbfHtG7uu9j6QkNKw3fWjry0W3M3z6Z6KV8UXs6jg,
/S beta		=atpj END PGP PUBLIC KEY BLOCK
「oken		
fa		Confirm Cancel
ification		public key.
d Settings		
Dpen Ecosystem		

After the public key is added, the verification status of the email address, key ID, and subkey will be shown.



GPG Public Key

After adding the GPG public key, you can add a GPG signature to the commit

Email Address Verified
Key ID
 subkey
Added at 2021-09-14

Note:

If the status of the email address is Not Verified, the email address is not configured in the CODING account. Add the email address in **Personal Account Settings** > **Email Settings**.

Step 3: Associate with the Local Git Repository

1. Run the following command to list the GPG key you created (replace "your_email" with the email address entered when generating the key):





gpg --list-secret-keys --keyid-format LONG "your_email"

2. Copy the GPG key ID that starts with sec . In the following example, copy 4AEA00A342C24CA3 :





3. Configure the key in the local Git repository to sign the commits with it:





git config --global user.signingkey 4AEA00A342C24CA3

You have now successfully associated the GPG key with the local Git repository. After modifying code locally, you can sign your Git commits to verify the committer.

Step 4: Sign Git Commits

Use the -s parameter when running a Git commit command.

1. When you need to commit changes after editing code locally, add the -s parameter to the git commit command:



git commit -S -m "your_commit_message"

If you do not wish to enter the -s flag every time, you can use the following command to allow Git to sign commits automatically:





git config --global commit.gpgsign true

2. When asked, enter the password specified when generating the GPG key.

Step 5: Verify Signature

After pushing the signed commit to the CODING code repository, you can check the verification status of the commit on the **Commits** tab in the code repository.

Overview	rode-express-example Browse Commit Branch Merge Request Version Compare Settings
Collaboration	S ⁹ master
Repository	Corrected mistakes
Code Scanner beta >	Committed At 2 hours ago 🗙
∞ CI >	Updated contents
Application managem I	Committed At 2 hours ago 🗙
Artifact Management	Updated contents
👗 Test Management >	Committed At 3 hours ago 🗙
Document >	Updated contents
	Committed As 3 hours ago 🗙
	Merge branch 'master' of https://e.coding.net/
	Committed At 4 hours ago 🗙
	This is a test
	Committed As 4 hours ago

Commit verification statuses are described below:

Verification Status	Description
Verified	Signed with a GPG private key that corresponds to a public key in a CODING account, and the email address for the public key has been verified.
Not Verified	Signed with a GPG private key that does not correspond to a public key in a CODING account or the email address for the public key has not been verified (if the email address is Not Verified, go to Personal Account Settings > Email Settings to add the email address).
No verification status tag	Not signed with a GPG private key

Delete a GPG Public Key

If your GPG public key has been compromised or is no longer used, you can delete the public key in **Personal** Account Settings > GPG Public Key.

Personal Account Settings	GPG Public Key After adding the GPG public key, you can add a GPG signature to the commit
Personal Account	Email Address
Email Settings	Key ID subkey
Profile	Added at 2021-09-14
E Template Settings	
💰 SSH Public Key	
🎤 GPG keys beta	
🔀 Access Token	
V Two-fa	
Notification	
<i>i</i> Bind Settings	
Open Ecosystem	

After the public key is deleted:

Verified commits will change to a Not Verified status.

Future commits using this GPG private key (git commit -S -m) will stay unverified.

Unsigned commits (git commit -m) will not be verified and will not have a verification status tag.

Â	Overview	Commit Branch Merge Request Version Compare Settings
Z	Collaboration	Some Committed By All Committed On Start Date Committed On Start D
	Repository	Corrected mistakes
٢	Code Scanner beta	Committed At 2 hours ago 🗙
00	CI >	Corrected mistakes
Ø	Application managem	Committed At 2 hours ago 🗙
	Artifact Management	Updated contents
Ł	Test Management	Committed At 3 hours ago 🗙
.8	Document >	Updated contents Committed At 3 hours ago ×
		Committed At 4 hours ago X

Note:

If you have enabled Git automatic signing, run the git config --global commit.gpgsign false command to disable automatic signing. Otherwise, commits pushed to the remote repository will still be **Not Verified** after the GPG public key is deleted.

Fix GPG Signing Errors

If the following error occurs when using git commit -S -m, see Fix GPG Signing Errors and modify the relevant configurations.





error: gpg failed to sign the data fatal: failed to write commit object

Enable Verification of Committers and Commit Messages

Last updated : 2023-12-25 17:08:18

This document describes how to enable verification of committers and commit messages in a code repository.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click

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in the upper-right corner to open the project list page and click a project icon to open the corresponding project. Project admins can enable verification of Git committers and authors in **Settings** > **Push Settings**.

Repository	Push Settings
Settings	Verify that the email addresses of the committer and author of the Git commit match the email address set in the CODING personal account
Basic Settings	Disallow force push.
Public Deploy Key	Git Commit Message Verification Rule
File Locking	Enter a valid regular expression, such as ^fix #[A-Z]+-[0-9]+
Branch Settings	0 / 256
Access Settings	After settings are saved, all Git commit messages pushed to this repository must match the regular
Push Settings	expression. Otherwise, they will not be pushed. If no rule is specified, commit messages are not verified.
Merge Request	Save
Version Release	
Code Tag	

Project admins can also set rules for Git commit messages. Commits that do not conform to the rules will be rejected. For example, the rule ^fix #[0-9]+ requires that the commit message must include the associated project issue. ^fix #630 indicates that the commit is associated to issue 630 in the project.

Note:

To learn how to automatically associate issues in commit messages, see Committing Files.

Lock Files and Folders

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This document describes how to lock files and folders in a code repository.

Open Project

1. Log in to the CODING Console and click the team domain name to go to CODING.

2. Click



in the upper-right corner to open the project list page and click a project icon to open the corresponding project. CODING allows you to lock files or paths of the **Default Branch (usually the master branch)** in code repositories. Only the user who locked the file can modify (edit or delete) it. If a user locks a path, all files in the path will be locked and can only be modified by the user who locked it.

Permission Description

Project admins can enter the project, click **Project Settings** in the lower-left corner, and go to **Projects and Members** > **User Groups** to set permissions for the repository. After setting the permissions, add team members to the relevant user groups to control the permissions to code repositories in the project.

← Settings	Knowledge manag	Visit knowledge			
Project & Member			✓ Project Anno ⑦ ✓ Classificatio ⑦ ✓ Team Filter ⑦ ✓ Component 0	0	
Collaboration Project Announcement	Set		Image: Project Colla Image: Associated dep Image: WebHook Image: Project Token Image: Template Mana Image: Compass config Image: Compass config		\checkmark
Developer Options	Code Repository Pe	ermission @			
	Repository Name	Access Permission	Feature Permission		Select All
	* All Code Reposit	Access the cod	 ✓ Write Code t ③ ✓ Create a reposit ✓ Version Rele ③ ✓ Protected Bran ✓ Deploy Public Key ✓ Unlock File 		\checkmark
	Artifact Repository Onited configure all p	Permission roducts warehouse permission	ons Specified products warehouse configuration access		
	Artifact Repository Name	Feature Perm	ission	Select All	
	* all products in th	V Pull Arti	ifact 🕲 🛛 🗹 Delete produ 🕲 📝 Push Artifact 🕲		
	Back				

A project member with permission to Access Code Repositories can lock files or paths on the Browse page.

Locked files or paths can be unlocked on the Browse page.

A user can only unlock files or paths they locked; a member with permission to **Unlock Locked Files** can unlock files or paths locked by another user.

Lock a File

Go to the Browse page of a project repository and select a file. Click the More Actions button in the upper-right corner and select Lock.



A padlock icon will appear after the file is locked. Only the member who locked this file can edit or delete it.



Lock a Folder

Select a folder in a repository, click the More Actions button in the upper-right corner, and then select Lock to lock all files in the path.

Android-demo	😢 master 👻 🏠 Searc	h for File 🗸 app		器 Clon
app				
> 🖿 src	File History 1			+ Create
.gitignore	50 Steven Initial commit			Z Rename Last Commit c9237f504
build.gradle	\$			Q Unload
proguard-r		Steven	Initial commit	Download
gradle/wrapper	- sic	0.000011		🛱 Delete
🗋 .gitignore	.gitignore	Steven	Initial commit	
🗋 Jenkinsfile	Duild.gradle	Steven	Initial commit	6 hours
MI README.md	proguard-rules.pro	Steven	Initial commit	6 hours
build.gradle				
gradle.propert				
🗋 gradlew				
🗋 gradlew.bat				
settings gradle				

Lock Result

A locked file can only be edited/deleted by the user who locked the file. Only the user who locked the path can create/edit/delete files in it. If another user tries to modify the locked file by pushing, the push will fail.

Counting objects: 3, done.
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 290 bytes 290.00 KiB/s, done.
Total 3 (delta 2), reused 0 (delta 0)
remote: Permission denied. Your edited files are locked.
remote:
remote:
remote: pom.xml
remote: error: hook declined to update refs/heads/master
To https://e.coding.net/
! [remote rejected] master -> master (hook declined)
error: failed to push some refs to 'https://e.coding.net/
ubuntuaVM-0-14-ubuntu:~/temp/spring-demo\$

In a merge request, if the target branch is the default branch and the directory to be written includes a locked file or path, the merge can only be performed by the user who locked the file or path. Other members cannot merge the branches.



Unlock a Locked File or Folder

A project member can unlock files or folders they locked on the Browse page; a member with permission to **Unlock Locked Files** can unlock files or folders locked by another user.

Android-demo	😢 master 👻 🏠 Searc	h for File 🗸 app			∦ Clone
iii app	Ella History (1				Create
> 📕 src	- History				Denomo
.gitignore	5 Steven Initial commit			Last Commit c9237f504	lock
🗋 build.gradle	4			۵. ۱	Upload
🗋 proguard-r	src	Steven	Initial commit	۵. ۵	Download
gradle/wrapper	C) citignore	Steven	Initial commit	a 1	Delete
.gitignore		0101011			
D Jenkinsfile	build.gradle	Steven	initial commit		6 nours a
MI README.md	proguard-rules.pro	Steven	Initial commit		6 hours a
build.gradle					
gradle.propert					
🗋 gradlew					
🗋 gradlew.bat					
settings.gradle					

Project admins can view locked files/folders in **Settings** > **File Locking**. Click **Delete** to unlock the file or folder.

Repository	File locked					
Settings	Only files in the default branch can be locked.					
Basic Settings	File or Folder	Added by	Added At	Action		
Public Deploy Key	README.md	Steven	2022-02-11	Delete		
File Locking	app/	Steven	2022-02-11	Delete		
Branch Settings						
Access Settings						
Push Settings						
Merge Request						
Version Release						

Git Basics Common Commands

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This document describes the common Git commands.

Create Repository





\$ git clone <url> \$ git init

- # Clone a remote repository
- # Initialize a local repository

Modify and Commit





```
$ git status
                                  # View status
$ git diff
                                  # View changes
$ git add .
                                  # Track all files with changes
$ git add <file>
                                 # Track a specific file
$ git mv <old><new>
                                 # Rename a file
$ git rm <file>
                                  # Delete a file
$ git rm --cached <file>
                                  # Stop tracking a file without deleting it
$ git commit -m "commit messages" # Commit all updated files
$ git commit --amend
                                  # Modify the last change
```

View Commit History



\$ git log
\$ git log -p <file>
\$ git blame <file>

View commit history
View the commit history of a specific file
View the commit history of a specific file as a list

Revert





```
$ git log --before="1 days" # Show commits created 1 day ago
```

- \$ git reset --hard HEAD # Discard all uncommitted modifications in the working \$ git checkout HEAD <file> # Discard uncommitted modifications in a specific file

Branch and Tag




\$ git	branch	#	Show all local branches
\$ git	checkout <branch tag=""></branch>	#	Switch to a specific branch and tag
\$ git	branch <new-branch></new-branch>	#	Create a new branch
\$ git	branch -d <branch></branch>	#	Delete a local branch
\$ git	tag	#	List all local tags
\$ git	tag <tagname></tagname>	#	Create a tag based on the latest commit
\$ git	tag -d <tagname></tagname>	#	Delete a tag

Merge and Rebase



\$ git merge <branch>
\$ git rebase <branch>

- # Merge a specific branch to the current branch
- # Rebase a specific branch to the current branch

Remote Operations





\$ git	remote -v	# View remote repository information
\$ git	remote show <remote></remote>	# View the information of a specific remote repos
\$ git	remote add <remote> <url></url></remote>	# Add a remote repository
\$ git	fetch <remote></remote>	# Fetch code from a remote repository
\$ git	<pre>pull <remote> <branch></branch></remote></pre>	# Download code and merge
\$ git	<pre>push <remote> <branch></branch></remote></pre>	# Upload code and merge
\$ git	<pre>push <remote\\> :<branch pre="" tag<=""></branch></remote\\></pre>	g-name\\> # Delete a remote branch or tag
\$ git	pushtags	# Upload all tags

For more information, see the Git Documentation.

LFS Support

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This document describes how to use the Git Large File Storage (LFS) extension.

Feature Overview

CODING supports the Git LFS extension. You can use Git LFS to commit large files of any size without occupying Git repository storage space.

Install

Note:

The Git LFS plugin requires Git 1.8.5 or later.

Linux

1. Download the git-lfs installation package.





curl -s https://packagecloud.io/install/repositories/github/git-lfs/script.deb.s

2. Install git-lfs .





sudo apt-get install git-lfs

3. Deploy the LFS tool to Git.





git lfs install

Мас

1. Install Homebrew.





/usr/bin/ruby -e "\$(curl -fsSL https://raw.githubusercontent.com/Homebrew/instal

2. Install git-lfs .





brew install git-lfs

3. Deploy the LFS tool to Git.





git lfs install

Windows

- 1. Download and install the Windows installer.
- 2. Run the Windows installer.
- $3. \ Run \$ git lfs install in the command line.

How to Use

For Git commands, see Common Git Commands.

Track files

Git LFS does not process large files by default. Use the git lfs track command to track large files.

Track a single file

Use the command git lfs track "coding.png" to track the file "coding.png".

Track files with a specific extension

Use the command git lfs track "*.png" to track files with the ".png" extension. This tracks both existing and future files with the ".png" extension.

View tracked file patterns

Run the git lfs track command:





Listing tracked patterns
 *.png (.gitattributes)

Commit large files

You need to commit the ".gitattributes" file to the repository when committing code. After the commit is complete, run the git lfs ls-files command to view the tracked LFS file list.





f05131d24d * cat.png 7db207c488 * dog.png

After the code is pushed to the remote repository, tracked LFS files will be shown after "Git LFS":





\$ git push origin master Git LFS: (2 of 2 files) 12.58 MB / 12.58 MB Counting objects: 2, done. Delta compression using up to 8 threads. Compressing objects: 100% (5/5), done. Writing objects: 100% (5/5), 548 bytes | 0 bytes/s, done. Total 5 (delta 1), reused 0 (delta 0) To https://e.coding.net/coding/coding-manual.git 67fcf6a..47b2002 master -> master



Clone a remote repository containing Git LFS files

Use the git lfs clone command to clone a remote repository containing "Git LFS" files to a local machine.



\$ git lfs clone https://e.coding.net/coding/coding-manual.git Cloning into 'coding-manual' remote: Counting objects: 16, done. remote: Compressing objects: 100% (12/12), done. remote: Total 16 (delta 3), reused 9 (delta 1) Receiving objects: 100% (16/16), done. Resolving deltas: 100% (3/3), done. Checking connectivity...done. Git LFS: (4 of 4 files) 0 B / 100 B

Note:

To learn more about how to use Git LFS, run the git lfs help command. If you need to store files from the original repository in LFS, see the tutorial.

Go Get Support

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Feature Overview

Golang Get utilizes a code management tool to remotely pull or update code packages and their dependencies and automatically compiles and installs them. The entire process is as simple as installing an application. The **go get** command can be used for multiple code repositories in CODING. The following is a quickstart guide.

Getting Started

Suppose a user has a code repository called Repo A with a Git HTTPS URL:

https://e.coding.net/{team}/{project}/{repo}.git (the curly braces are variables). Using the
repository https://e.coding.net/baulk/jackson/mux.git as an example:

The user can configure module names using the following command.





go mod init e.coding.net/baulk/jackson/mux

To obtain a module using go get:





go get e.coding.net/baulk/jackson/mux

The modules of sub-repositories can be obtained when multiple repositories are used:





go get e.coding.net/baulk/jackson/mux/dev

The Git HTTPS clone URL of some repositories is: https://e.coding.net/{team}/{project}.git. The user can configure module names using the following command:





go mod init e.coding.net/team/project

To obtain a module using go get:





go get e.coding.net/team/project

Note:

Sub-modules cannot be directly obtained for such repositories. Use e.coding.net/team/project/project as the module name to obtain modules and their sub-modules.

Personal Settings Access Token

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A personal access token is similar to the special passwords for applications in certain systems. You can use the generated token to access specific APIs to create applications or scripts.

Procedure

- 1. Log in to the CODING Console and click Use Now to go to CODING page.
- 2. Hover over your profile photo in the upper-right corner and click **Personal Settings**.
- 3. In the menu on the left, click **Access Token**.

Create an access token

1. Click Create Token, enter a token description, and select the access permissions for the token.

2. Click **Create Token**. When submitting the request, you will need to enter the service password to verify your identity.

- 3. Click **OK** to create the access token.
- 4. After submitting the request, you will be brought back to the list of access tokens, and the new token will be shown. Note:

The token will only be shown once. As a security precaution, copy and paste it into your application or script and do not save a copy. If you are using the token for testing purposes, generate a new token after the testing and paste it into the final application or script.

Edit an access token

- 1. Click Edit on the right of the token to enter the Edit page.
- 2. You can edit the token description and permissions.
- 3. Click **Update Token** and enter the service password to verify your identity.
- 4. Click **OK** to complete editing the token.

Note:

If you have lost or forgotten the token, click **Regenerate** on the Edit page to update the token.

Delete an access token

- 1. Click **Delete** on the right of a token to delete it. You can also click **Remove All** to remove all access tokens.
- 2. Enter the service password to verify your identity, and then click $\boldsymbol{\mathsf{OK}}$ to delete the token.



Note:

If a token is no longer used, we recommend you delete the token to prevent it from being compromised.

SSH Public Keys and Project Tokens

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In CODING, SSH public keys have different permission scopes depending on the usage scenario. This document describes the differences between SSH public keys and project tokens.

Function Overview

SSH public key files associated with a CODING account are referred to as **SSH Public Keys**. After they are configured, they have read and write permissions to all projects. If they are associated with a certain project, they are referred to as **Project Tokens**. After they are configured, they have read-only permission to the project by default.

Generate a Public Key

Run the following commands:





ssh-keygen -m PEM -t rsa -b 4096 -C "your.email@example.com"
Creates a new ssh key, using the provided email as a label
Generating public/private rsa key pair.
Enter file in which to save the key (/Users/you/.ssh/id_rsa): [Press enter] // We
Enter passphrase (empty for no passphrase): // Press Enter without entering a pas

If you need multiple SSH key pairs (you may be working with multiple code hosting platforms), when you are prompted to "Enter file in which to save the key", enter a new file name, so the default key pair will not be overwritten. After the operation succeeds, you will see the following information:





Your identification has been saved in /Users/you/.ssh/id_rsa.

- # Your public key has been saved in /Users/you/.ssh/id_rsa.pub.
- # The key fingerprint is:
- # 01:0f:f4:3b:ca:85:d6:17:a1:7d:f0:68:9d:f0:a2:db your.email@example.com

Add the SSH Public Key

1. Enter "open ~/.ssh" in the terminal, open the "id_rsa.pub" file with a text editor, and copy all the content. (id_rsa.pub

is the default name of the generated public key. Open the corresponding file if you used a different name.)

2. Click your profile photo in the upper-right corner of the page and select Personal Account Settings. Go to

Personal Account Settings > Personal Settings > SSH Public Keys.

Account Information Personal Account set Service Subscription Personal Account set Service Subscription Public Key Fingerprint: 31:19:65:66:28:bf:39:d6:d1:56:2e:e6:4a:25:82:a6 Adsed At: 2021-06-11 Work Order Center Public Key Fingerprint: 31:19:65:e6:21:bf:39:d6:d1:56:2e:e6:4a:25:82:a6 Adsed At: 2021-06-11 Work Order Center Public Key Fingerprint: 35:3b:106:4c:a3:a1:96:2e:1b:8d:e2:7d:05:4f:03:d8 Adsed At: 2021-02-41 Vork Order Public Key Fingerprint: 35:3b:106:4c:a3:a1:96:2e:1b:8d:e2:7d:05:4f:03:d8 Adsed At: 2021-02-44 Sign out Sign out Sign out Vork Order Adsed At: 2021-02-44 Sign out Sign	Personal Account Settings	Added Public Keys Addeublic Keys Usted Public Keys Usted Public Keys Usted Public Keys Usted Public Keys	Rteg Steven Team Owner	
Personal Account Public Key Name: new-file Service Subscription Public Key Fingerprint: al:b9:65:66:28:bf:39:d6:d1:56:22:e6;4a:25:82:a6 Invite Member Addad A2: 2021-05-11 Conguage En Public Key Name: CloudStudio PublicKey Edit	ccount Information		Personal Account Settings	
Email Settings Public Key Fingerprint: a1:b9:65:66:28:bf:39:d6:d1:56:2e:e6:4a:25:82:a6 Inguage Ingua	Personal Account	Public Key Name: new-file Edit ····	Service Subscription Invite Member	
Added A: 2021-06-11 Work Order Center I ramplate Sattings Public Key Name: CloudStudio PublicKey Edit SH Public Key Public Key Fingerprint: 35:3b:b6:4c:a3:a1:96:2e:1b:8d:e2:7d:05:4f:03:d8 Update Log • Adsed A: 2021-12-24 Sign out CODING's SSH public key fingerprint SH4256:jok/SH7q5L/Bqc#7iPNahBg/XNv5ErE7750Dn+Vg/kk (RSA) Yoo-fa • SH4256:jok/SH7q5L/Bqc#7iPNahBg/XNv5ErE7750Dn+Vg/kk (RSA) Yothfication • MD5598.ab:2b:30:00:00:28:26:bb:85:db:87:22:cc4.4tb1	Email Settings	Public Key Fingerprint: a1:b9:65:66:28:bf:39:d6:d1:56:2e:e6:4a:25:82:a6	Language English(US	
1 Template Sattings Public Key Name: CloudStudio PublicKey Edit Help Center Update Log Update Log Update Log Sign out 2 GPG Keys Beta CODING's SSH public key fingerprint <	ofile	Added At: 2021-05-11	Work Order Center	
Y SNP Public Key Public Key Fingerprint: 35:3b:b6:4c:a3:a1:96:2e:1b:8d:e2:7d:85:4f:83:d8 Uddate Log • Added A: 2021-12-24 Sign out B Access Token CODING's SSH public key fingerprint Sign out • SHA256jck3FH7q5Lu6qvE7IPNahBgXRw5IEFE77S0Dn+Vg/lk (RSA) ND5:98:ab:2b:30:60:00:82:86:bb:85:db:87:22:c44/fb1 Sign out] Template Settings	Public Key Name: CloudStudio PublicKey Edit ····	Help Center	
Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24 Added Al: 2021-12-24 Control of a status al: 2021-12-24	SSH Public Key	Public Key Fingerprint: a5:3b:b6:4c:a3:a1:96:2e:1b:8d:e2:7d:05:4f:03:d8		
Access Token CODING's SSH public key fingerprint Two-fa SH4256ijck3FH7q5JLl6qvE7IPNahBgXRw5ErE77S0Dn+Vg/lk (RSA) Notification MD598ab/2b/3060-008266b/b/65/b/87/22c44/tb1	GPG keys beta	Added At: 2021-1224	0.51.001	
Two-fa • SHA258jck3FH7q5LJ6qvE7iPNehEgXRw51ErE7750Dn+Vg/k (RSA) Notification • MD5:98:ab:2b:30:60:00:82:86:bb:85:db:87:22:c4:4f:b1 Bind Settings • MD5:98:ab:2b:30:60:00:82:86:bb:85:db:87:22:c4:4f:b1	Access Token	CODING's SSH public key fingerorint		
Notification • MD5:98:ab:2b:30:60:00:82:86:bb:85:db:87:22:e44fb1 P Bind Settings • MD5:98:ab:2b:30:60:00:82:86:bb:85:db:87:22:e44fb1	Two-fa	 SHA256:jok3FH7q5LJ6qvE7iPNehBgXRw51ErE77S0Dn+Vg/lk (RSA) 		
Bind Settings	Notification	 MD5:98:ab:2b:30:60:00:82:86:bb:85:db:87:22:c4:4f:b1 		
	Bind Settings			
) Open Ecosystem	Open Ecosystem			

3. Paste the content copied in Step 1 into the **Public Key** field and enter a key name.

4. Set the validity of the public key. You can select a specific expiration date or set it to Never expire.

ou can access and push code over SSH afte	Add Public Key	
	Public Key Name	
Public Key Name: new-file	(Optional) Custom public key name	
Public Key Fingerprint: a1:b9:65:66:28: Added At: 2021-05-11	Public Key Content *	
Public Key Name: CloudStudio PublicKey Public Key Fingerprint: a5:3b:b6:4c:a3: Added At: 2021-12-24	Paste the public key starting with ssh-rsa, such as ssh-rsa AAAAB3NzaC1yc2EAAAADAQABAAABAQDHI6/Zs8DVJduqR0DH08s5JDT4SpnXS+jyLJkAuji2 G3nBYTdtffvMkki6ei6Lxv3MMecogYyujh lx/k9111+8ZqFpJAywNTfNuw/JiLaH989QLdM7F2NaJi3OHV8484Z6KKvBXyO99HIG/oCNYDY p/78kd0kz8b0ghtXG3M8YRHd5udv6VErK S5qQHH9WTsEaF2VZJrEPalYULHXJ7pikuKmvZ8CVlyqhPxCbHG4wdKprATpdpiax1l5mmH/+p t0vzK01RgZ/ibhVkFaAmxOCWxTSNstqAl Yd+z01/688IUIIWqfbzMe7FSp4CLezIIn8Ulowb8xw+yRcYMI2Lqon coding@MBP	
SHA256:jok3FH7q5LJ6qvE7iPNehBgXRw5 MD5:98:ab:2b:30:60:00:82:86:bb:85:db:87	Public Key Valid Until 2022-05-11	
	Confirm Cancel	

5. Click **Add** and enter the password to add the public key.

6. Then, run a test in the command line. You will need to trust the host when establishing a connection for the first time. Run the ssh -T git@e.coding.net command. You can also verify whether the connection with a CODING remote repository is correct using Key Fingerprint Authentication.

Add the Public Deploy Key

1. Enter "open ~/.ssh" in the terminal, open the "id_deploy.pub" file with a text editor, and copy all the content. (The public deploy key here is named "id_deploy.pub". You can customize the name when generating the public deploy key.)

2. In the target project, go to the code repository > Public Deploy Key and click Create Public Deploy Key.

Repository Settings	Public Deploy The public deploy used as the perso	The public deploy key is used to deploy a project, which only grants access to this code repository. You can set the permission to read-only (default) or read/write. The deploy key cannot be used as the personal public key.Click here to set the personal public key		e permission to read–only (d	efault) or read/write.The	New Public Deploy Ke
Public Deploy Key	Name	 Before you add a deploy key, confirm the key belongs to the company (team) not an individual. This public key will not be deleted after the individual leaves the company (team). 		Added At	Valid Until	Action
File Locking	_					
Branch Settings	SSH Public Key	Name				
Access Settings	 SHA256:jok3Fl MD5:98:ab:2b: 	You can use a custom public key name or leave it empty.				
Push Settings		Public Key Content *				
Merge Request		Copy an ssh-rsa public key in the following format; ssh-rsa				
Version Release		AAAAB3NzscTvpc2EAAAADAQABAAABAQDHib/ZssBVJduqR0DH08s5JDT4SpnXS+jyLJkA ujl2G3nBYTditfWka6i6ei6Lxx3MMecogYvujhk/k9111+82qFpJAywNTNtwr/JLaH989QLdM T25Nb10214 84 2782/w3V-000HiC (ComVTV-c784W-9LbaPk024V24W9LbaPk024V24W7LbaPk024V24				
Code Tag		S5qQHH9WTsEaF2VZjrEPalYULHXJ7pikuKmwZ8CVlyqhPxCbHG4wdKprATpdpiax1i5mmH				
Repository Security		/+pt0vzk01RgZ/ibhVkFaAmx0CWxTSNstqAIYd+z01/688IUIIWqfbzMe7FSp4CLezIIn8UIowb 8xw+yRcYMI2Lqon coding@MBP	,			
		Valid Until				
		2022-05-11 · Permanent				
		Grant Write Permission				
		Confirm Cancel				

3. Paste the content copied in Step 1 into the **Public Key** field and enter a key name.

4. Click **Create** and enter the password to add the public deploy key.

Note:

Public deploy keys have read-only permission to the project by default. Select **Grant Push Permission** to obtain push permission.