Tortoise Git

TortoiseGit provides overlay icons showing the file status, a powerful context menu for Git and much more! It is under active development and free of charge. Assuming you've downloaded the tortoise git client from here: tortoisegit.org/download: run the installer, spam the next button, all the default options are fine, get it installed.

Installation

Download it from the official website here: tortoisegit.org/download and for your correct architecture. Tortoise Git is one of the tools that still support x86-platform. If you are curious you can also find some older builds that will run under Windows XP - even not recommended.

Assure you also installed the git-tools and Tortouise Git can find `git.exe`. If all worked fine you can see the GIT-extension right in your explorer context-menu. The additional git-tools are free to download from here. If you need 32bit git-tools then take them from https://github.com/git-for-windows/git/releases

Sidenote You don't need any SSH keys for github access

Fork Batocera

I assume you've created a Github account - if not then don't hestiate and https://github.com/signin. If you have your own account it is time to Fork Batocera. Therefore visit the developers page https://github.com/batocera-linux/batocera.linux/ and click on the fork icon. This will mirror the current batocera-repository into your github account. The reason is that you can't alter the code directly from the main-location, so you kindly ask for a change by a so called **Pull Request**. The developers will check your code and merrily add it, if code quality is fine and the added software is dedicated for free usage (MINT or GNU licencse for example)

Download Batocera

From the context-menu, click on a folder where you want to download the whole GIT-Repro, source adress is your github account. Usually it looks like `https://github.com/<username>/batocera.linux`. It will take a while do download the whole repro from there you have physical access all Batocera-files. It is time to start our first Pull Request

The 1st Pull Request



You click on your file-repro in from context-menu you select: **Create new Branch** A windows will popup from where you enter the name of the branch (only a-z and score is allowed, no whitespace), hit **Okay**. A new windows will appear (that is the info the new branch is created) and hit **Close**.

Give the branch a usefull name, it is much more easier to understand from first view what your patch will do. As it's your first commit why not give it this name: `my-1st-commit`

So what you've done now is to tell your local git that you work on a new branch. That means all things you change will not affect the master/main code. This is super cool because you can always switch back to the original state. You will see that you are working in a new branch if you click on your git-directory so you maybe already mentioned: `master` changed to `your-branch-name`



From there you make your change. You can alter a file, add new images. Add new emulators and so on....

I've added a new file `A new file.txt` in this example. Just copied it from my windows explorer inside the code folder

1. Right click on your repo located in windows
2. Select **Commit to: my-1st-commit**
3. A new windows appears, showing you are indeed in the branch **my-1st-commit**, enter a usefull message. One line is needed at least ad will be the headline of the later followed PR, the other lines are here for a further description.
4. Check the file you want to upload, if it's a new added then you have to highlight the checkbox and then...
5. Hit **Commit**



1. Click Push
2. Click OK
3. Click Close



Now the changes are uploaded to your code space. Github will now automatically push it to Batocera. So go to https://github.com/batocera-linux/batocera.linux/pulls and you will see a

highligted bar, telling you that there are changes made from your branch. Click **Compare & Pull Request** and from there you see exactly same text, you've entered into TortoiseGit in the Web Interface, too.

Read again, check your comments and your code base and then finally click **Create Pull Request** - you are now set

Working in space

Before we start be sure that we always start the most updated Batocera version. Therefore go to your repro under `https://github.com/<username>/batocera.linux` and hit the `Sync Fork` icon. From there

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