
Subject: Re: Upp moves to SVN
Posted by [iplayfast](#) on Mon, 27 Feb 2006 22:22:32 GMT
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Just to help out people who are unfamiliar with subversion.
To get the source use unodgs's

```
svn co https://svn.sourceforge.net/svnroot/upp <your_local_directory>
```

Under windows to create a patch use the tortoissvn downloaded from
<http://tortoissvn.tigris.org/download.html>.

The program is very easy to use. Use the windows explore to go to where the svn directory is (or will be). Right click on the folder and use the menu selections.

Under Linux it's easist to use the command prompt to make patches. (Although KDE has a plugin for viewing versions as well).

From the <http://www.python.org/dev/devfaq.html#how-to-make-a-patch>
To make a patch use

```
svn diff | tee ~/name_of_the_patch.diff
```

To apply a patch use

```
patch -p0 < name_of_the_patch.diff
```

To undo a patch

```
patch -R -p0 < name_of_the_patch.diff
```

To revert to a prestine copy

```
svn revert <your directory>
```

It is my hope that the upp god-programmers use subversion to submit thier patches as they make them, so we can all retain the most current copy, without having to wait for unodgs to update. Subversion was designed to be used by the maintainers of a project to keep the repository current, as well for the spectators who want to build their copies themselves.

This project has really caught my interest and I'm hoping to make myself more useful to it in the future.