

Getting Started with DVCS

This document is meant to help you quickly get up and running using DVCS. Please consult help messages to get full context of a command. To get a list of new DVCS commands, type `p4 help dvcs`. To get more details about a command, please type `p4 help <command name>`.

Download and installation

Before you can run any of the commands listed below you need to download the **p4** and **p4d** executables from the ftp site and put them in your path.

The ftp location of the binaries are listed below:

Darwin

```
ftp://ftp.perforce.com/perforce/r15.1/bin.darwin90x86/p4
ftp://ftp.perforce.com/perforce/r15.1/bin.darwin90x86/p4d
ftp://ftp.perforce.com/perforce/r15.1/bin.darwin90x86_64/p4
ftp://ftp.perforce.com/perforce/r15.1/bin.darwin90x86_64/p4d
```

Linux

```
ftp://ftp.perforce.com/perforce/r15.1/bin.linux26x86/p4
ftp://ftp.perforce.com/perforce/r15.1/bin.linux26x86/p4d
ftp://ftp.perforce.com/perforce/r15.1/bin.linux26x86_64/p4
ftp://ftp.perforce.com/perforce/r15.1/bin.linux26x86_64/p4d
```

Windows

```
ftp://ftp.perforce.com/perforce/r15.1/bin.ntx64/p4.exe
ftp://ftp.perforce.com/perforce/r15.1/bin.ntx64/p4d.exe
ftp://ftp.perforce.com/perforce/r15.1/bin.ntx86/p4.exe
ftp://ftp.perforce.com/perforce/r15.1/bin.ntx86/p4d.exe
```

Installing on Linux and Mac

Download p4 and p4d files for your platform from the ftp site. Perforce applications are typically installed into `/usr/local/bin` for MAC and Linux. Make sure that `/usr/local/bin` is in your path (type `echo $PATH` to inspect)

Alternatively, you can create a perforce directory and place the binaries there. Here are the instructions for this process:

- a. Type `mkdir ~/perforce`
- b. Type `export PATH=~/perforce:$PATH`
- c. download the binaries to `~/perforce`
- d. make the binaries executables : `chmod a+x p4 p4d`

Installing On Windows

Download p4.exe and p4d .exe files for your platform from the ftp site to the following default locations:

64-Bit Platform:

```
C:\Program Files\Perforce\p4.exe
C:\Program Files\Perforce\Server\p4d.exe
```

32-Bit Platform:

C:\Program Files (x86)\Perforce\p4.exe

C:\Program Files (x86)\Perforce\Server\p4d.exe

Make sure that the .exe files are in your path by selecting :
Advanced System Menu-> Environment Variables
and then highlighting the PATH value in System Variables section and editing it appropriately if needed.

Setting up a personal server

To create your own personal server follow the steps below. To create a personal server prepopulated with files from another server, see the section on "Cloning part of a shared server" instead.

- 1) Create a directory on your computer where you want the personal server to live
- 2) Run the following command in that directory:

```
p4 init
```

You can now start adding files to your personal server. The **init** command automatically creates a user, client and a default stream named 'main'. No additional setup is needed.

Submitting changes to your personal server:

You can add, edit, delete, move, or rename files without using p4 add, p4 delete, etc. commands. When you are done with your work, you must run the **reconcile** command before submitting.

```
p4 reconcile  
p4 submit -d "[description]"
```

View the status of files that you have changed

Use the **status** command to show whether the files you want to submit have been reconciled.

```
p4 status
```

Listing streams

Use the following command to list existing streams:

```
p4 switch -l
```

Note: In the list, an '*' following a stream name denotes the current stream

Switching streams

Use the following command to switch to a different stream:

```
p4 switch [stream_name]
```

Note: The command will shelve any unsubmitted changed files in the stream you are switching from and will unshelve those files when you switch back to that stream.

Creating a stream from another stream

The following command creates a new stream from the current stream:

```
p4 switch -c [new_stream]
```

Merging changes from one stream to another

The following command merges changes from the source stream into the user's current stream.

```
p4 merge --from [source_stream]
```

In the case of conflicts, you must run `p4 resolve` before submitting.

Cloning part of a shared server:

To create a personal server prepopulated with files from a shared server, follow the steps below.

Note: the shared server must also be version 2015.1

1) Enable fetch and pull access on the shared server, if not already set:

```
p4 configure set server.allowfetch=2  
p4 configure set server.allowpush=2
```

2) On the shared server run the following command to create a remote:

```
p4 remote [remote_name]
```

The command displays a remote spec form for you to fill out.

3) For the **DepotMap** in the remote spec form, specify which directory paths you want copied from your shared server to a new personal server

- The left side of the mapping defines the location on the personal server where the shared server's files are copied to. The paths specified all begin with `//depot name[/stream name]/`. The depot and stream(s) specified will be created when the clone operation is executed. Only one depot can be specified in a DepotMap but multiple streams can be used.
- The right side of the mapping defines the directory paths of the shared server that are mapped to the streams on your personal server.

Example:

```
//my_depot/main/lib/... //depot/main/lib/...
//my_depot/dev/... //depot/dev/..
```

- 4) Create the personal server on your computer
 - a) Create a directory on your computer where you want the personal server to live
 - b) Run the following command in that directory:

```
p4 -u [user] clone -p [host:port] -r [remote_name]
```

Note: The remote referenced in the clone command is the one that you just created on the shared server. The `-u` flag creates a user with the specified name. The name of the user on the shared server must be the same as the name of the user on the personal server.

Push changes to the shared server

```
p4 push
```

Fetch changes from the shared server

Use when all changes on the personal server have already been pushed to the shared server

```
p4 fetch
```

Use when there are changes on the personal server that have not been pushed to the shared server

```
p4 fetch -u
p4 resubmit -m
```

Note: The `-u` flag will unsubmit any personal changes that are not currently on the shared server. Use the **resubmit** command to then submit the unsubmitted changes after the fetch has completed.