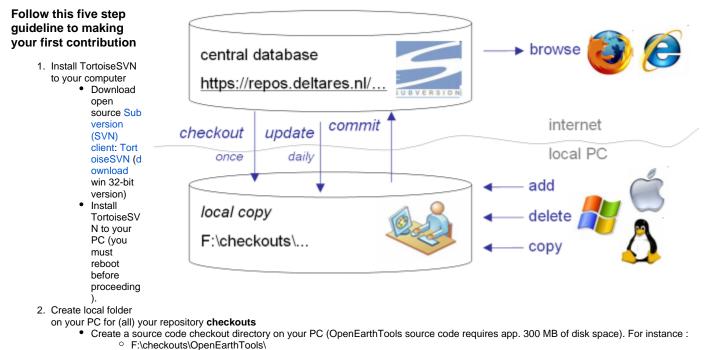
OpenEarth developer in five easy steps

| OpenEarth.nl - OpenEarth.eu: | Home | Data | Products | Tools&tutorials | Forum | Search | Join@LinkedIn | | |
|--|-----------|------|----------|-------------------------------------|------------|----------|-----------------|--------------------|------------------|
| Contents | | | | | | | | | |
| 1 Request your usern 2 Follow this five step contribution 3 Other things you mu | guideline | | | | | | | | |
| | toiseSVN | | | s developed by the ackage DM 1.1 | e Data and | Knowledg | e Management se | ction of the Build | ling with Nature |

Request your username and password first

To join the OpenEarth community request a free username and password by signing up at http://oss.deltares.nl (link in upper right corner). You only need a valid email address..



- In any file explorer (Total Commander recommended) right-click (hold for 1 second) and select SVNCheckout
- Enter the url of the (OpenEarth) repository you want to use. You can find the url you want by **browsing** the repository with a regular webbrowser, and copying the url from the address bar. e.g.
- https://svn.oss.deltares.nl/repos/openearthtools/trunk/
 - For checkout-depth choose 'fully recursive' for OpenEarthTools (not for OpenEarthRawData unless you have tens of Gb free).
 - By default only XBeach is added as external, so you can leave this box unticked.
 - Choose HEAD revision (this is the main OpenEarthTools trunk that is continuously being improved, so please stay updated.)
- 3. Enter your subversion username and password

 \oslash

Deltares users can use their Deltares login (ask the OpenEarth or McTools developers team to be added to the user list, see above).
External users can mail the OpenEarth developers team with a request for external username and password, see #Request your username and password first

If you use total commander, enable "Show overlay icons" in options to see which files were changed.

If you get a question asking for the acceptance of SSL certificates select 'accept permanently'

In some companies/institutes your PC may be behind a proxy server. In this case tick 'Enable Proxy Server' under Settings /Network in SubVersion and add the correct proxy Server address (ask your network administrator).

- 4. Perform an SVN **update** regularly to benefit from updates by co-developers.
 - Right-mouse click on the root directory of your check-out, and choose 'SVN Update' (Figure 1).
 - There is a separate tutorial for dealing with Subversion
- 5. Commit your updates to the repository regularly.
 - Right-mouse click on the root directory of your check-out, and choose 'SVN commit ...' (Figure 1).
 - Do not commit all your updates at once. Commit only one coherent subset at a time, and provide a concise one-line description, to make clear to co-developers what you did. You can see where commits are required where the file/dir icons display a red !-mark (as McTools directory in Figure 1), rather then a green v-mark (as OpenEarthData directory in Figure 1). Note: these handy icons only show up after enabling "Show overlay icons", see above.
 - Do not commit functions that are partly finished, only commit working stuff, because OpenEarthTools should always consists of working stuff.
 - Right-mouse click on the root directory of your check-out, and choose 'TortoiseSVN >' (Figure 1) and then choose from the sub-menu.

Figure 1: After installing TortoiseSVN this menu pops up when clicking your right-mouse button.

- For the Matlab toolbox run openearthtools/matlab/oetsettings.m every time you start Matlab. This will add relevant paths to your matlab path (excl. all hidden directories, and incl. a java path).
- For the Python toolbox run python setup.py develop in the OpenEarthTools.

Other things you must know

- OpenEarth guidelines:
 - matlab coding style

Adding/removing/deleting complete files or directories needs to be done via SVN and NOT via your file browser as TotalCommander.

For Deltares users: as a developer do not use the read-only work-copy on p:\mctools to make changes. Only use your own local checkout, and fix all tiny bugs when you encounter them.