

Using MadCap Flare with Source Control

PRESENTED BY

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UA Europe*



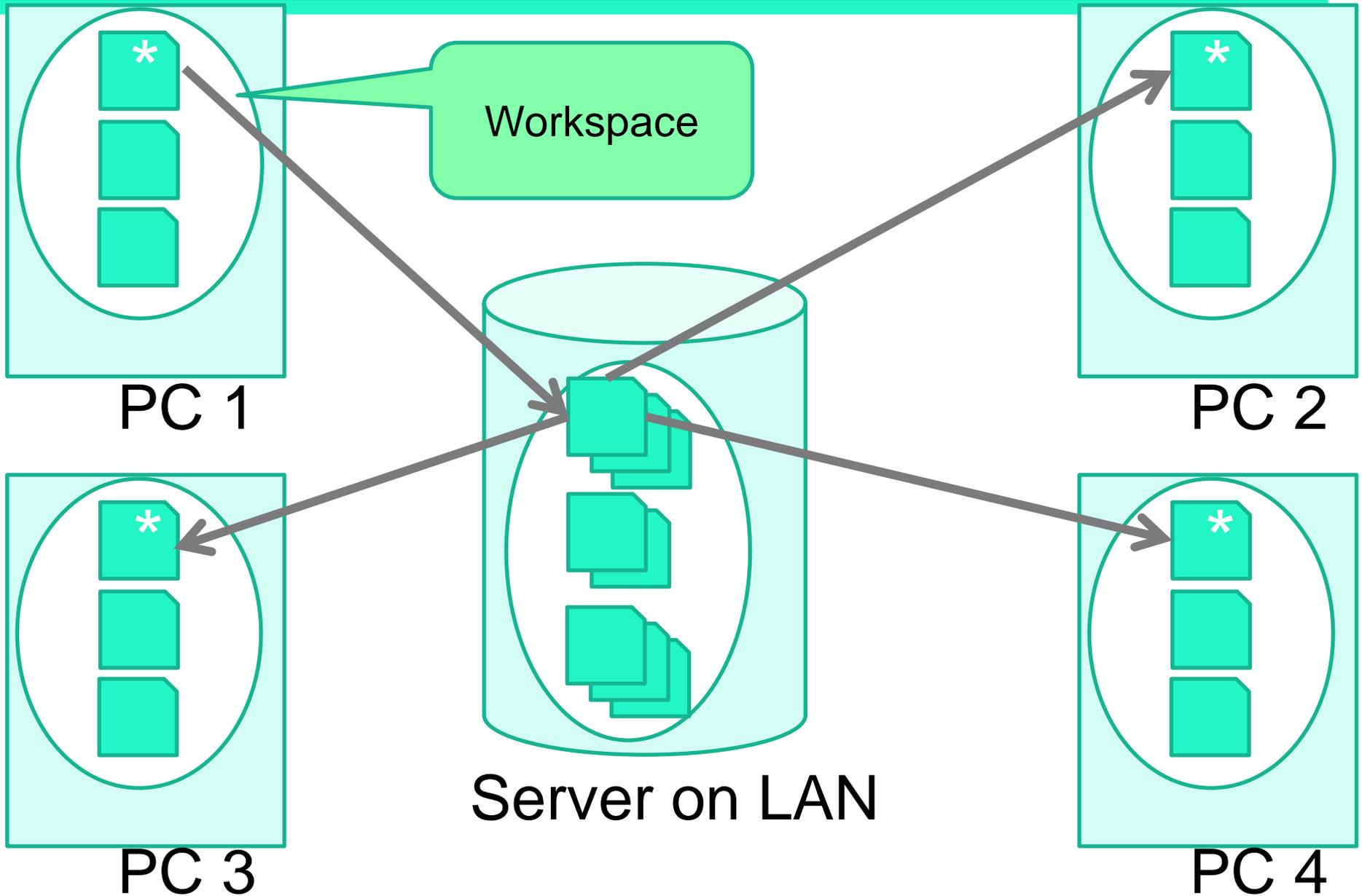
Agenda

- What is Source Control, and what are its key concepts?
- What are the benefits of working with Source Control?
- What Source Control systems are available, and which should I choose?
- What is the flow of information between MadCap Flare and Source Control?
- How do I use Source Control from within Flare?
- How do I tag a version of my project?

Source Control in a nutshell

- A central repository containing a copy of your project, with all previous versions of all project files
- Files are copied from source control to a local Workspace for working on
- All changes are copied back from the local Workspace to source control

Source Control Map



Key benefits of Source Control

- Provides a back-up of your work
- Provides a full audit trail
- Enables you to take snapshots of your project from key dates in the past
- Enables team members to collaborate on single project

Alternatives to Source Control

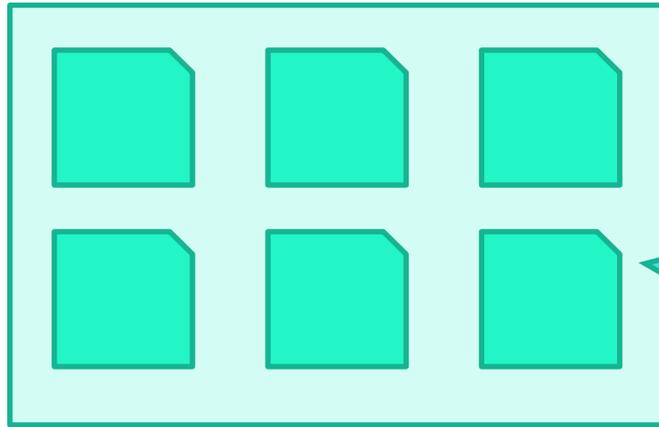
- Take regular back-ups (Zip Project)
- Modular approach
 - Each team member works on own project
 - Projects can be merged during build or at runtime
- Careful team planning and organization
 - Each team member works on shared project in turn (never simultaneously)

Survey of Source Control Systems

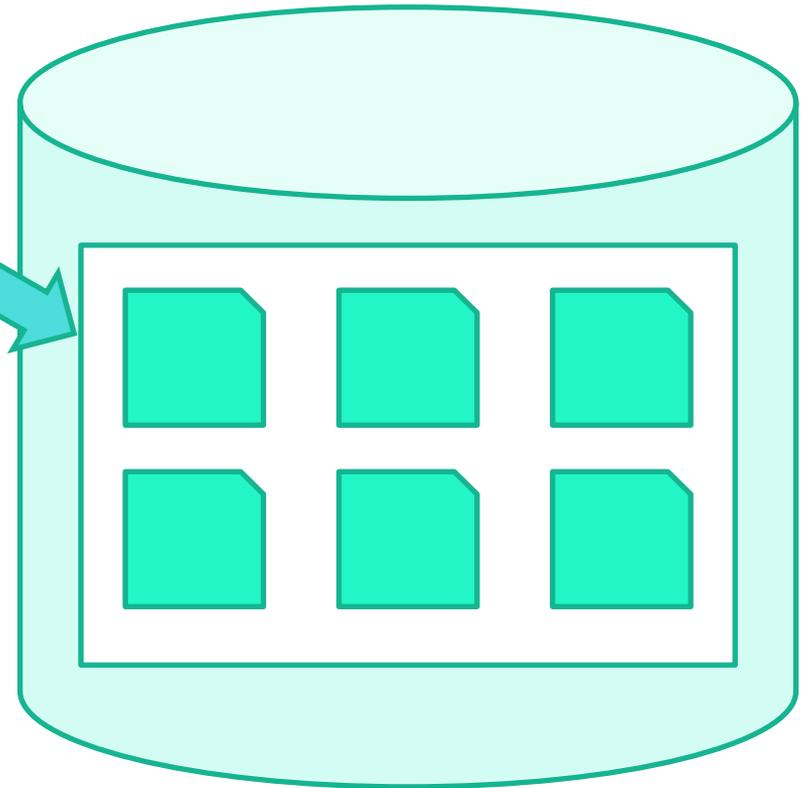
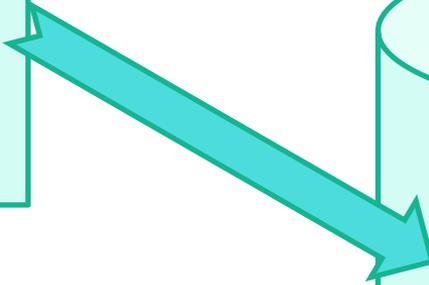
- Microsoft Team Foundation Server (TFS)
- Subversion (SVN)
- Git
- Perforce

Flare's UI adapts to the Source Control System that you are using

Bind project to Source Control

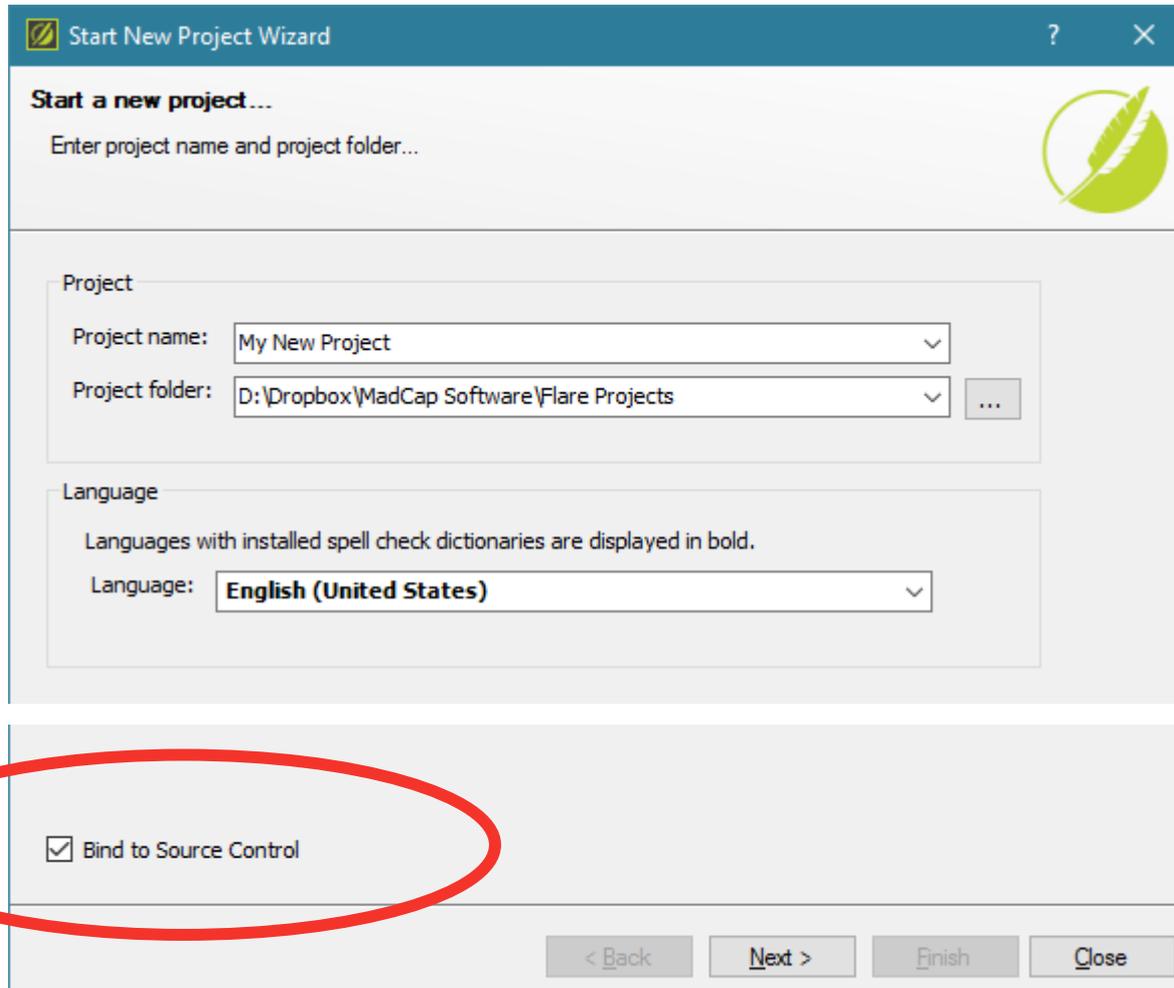


Team Member A



Source Control
Repository

Bind while creating new project



Start New Project Wizard

Start a new project...
Enter project name and project folder...

Project

Project name:

Project folder: ...

Language

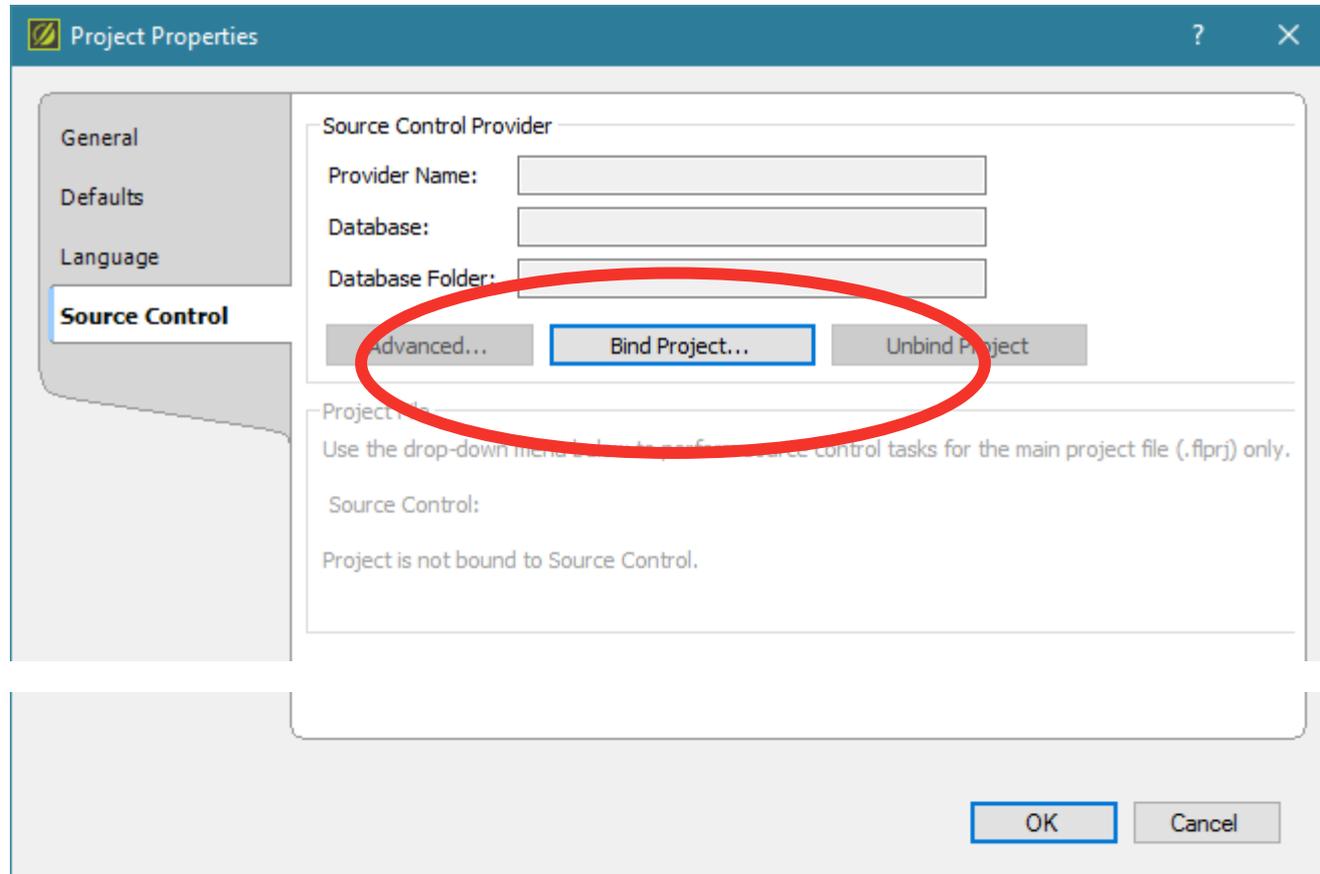
Languages with installed spell check dictionaries are displayed in bold.

Language:

Bind to Source Control

< Back Next > Finish Close

Bind existing project to Source Control



Pick Source Control Provider

Bind Project

Pick the Source Control Provider you will use for this project.

Subversion

Microsoft Team Foundation Server

Subversion

Git

Perforce

Microsoft Visual SourceSafe

Third Party Plug-in

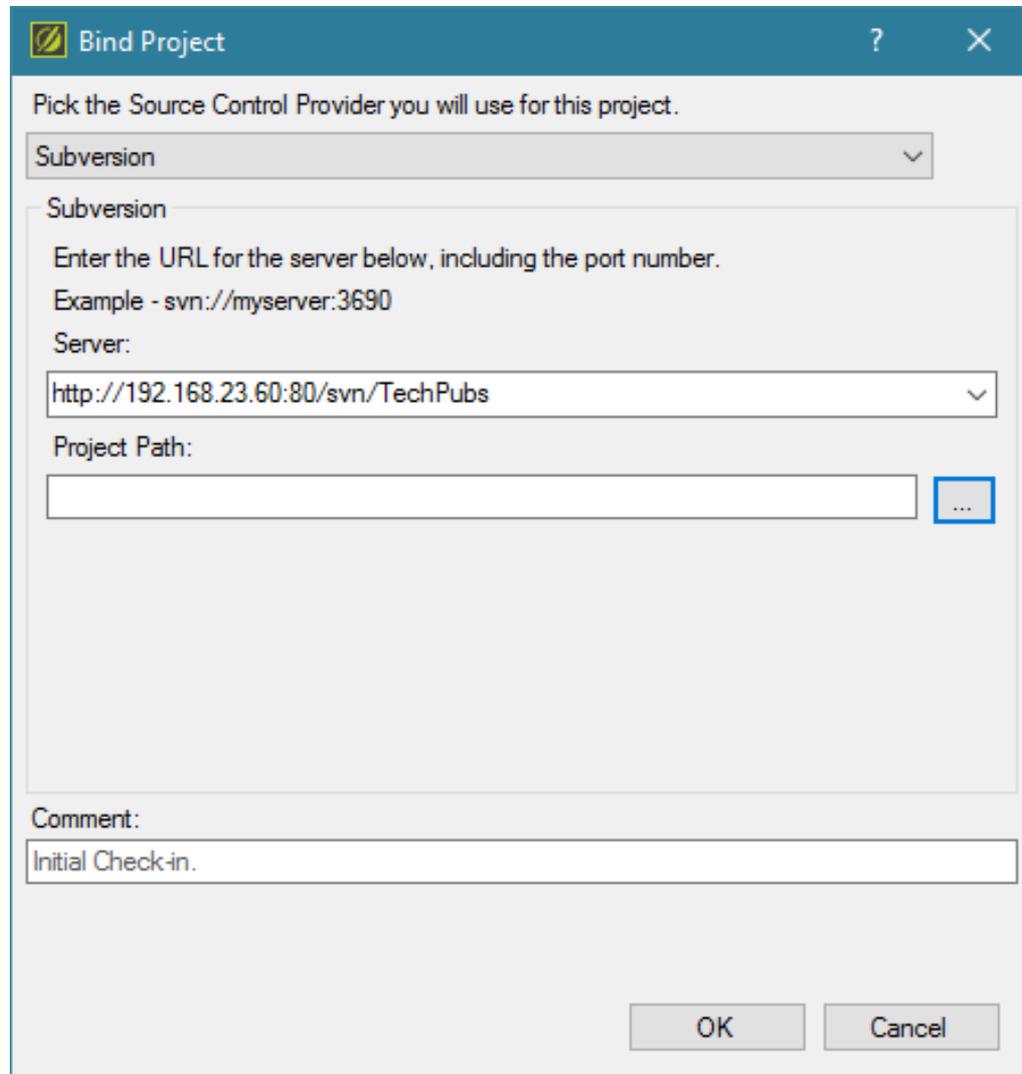
Project Path:

Comment:

Initial Check-in.

OK Cancel

For Subversion: enter server details



Bind Project

Pick the Source Control Provider you will use for this project.

Subversion

Subversion

Enter the URL for the server below, including the port number.
Example - svn://myserver:3690

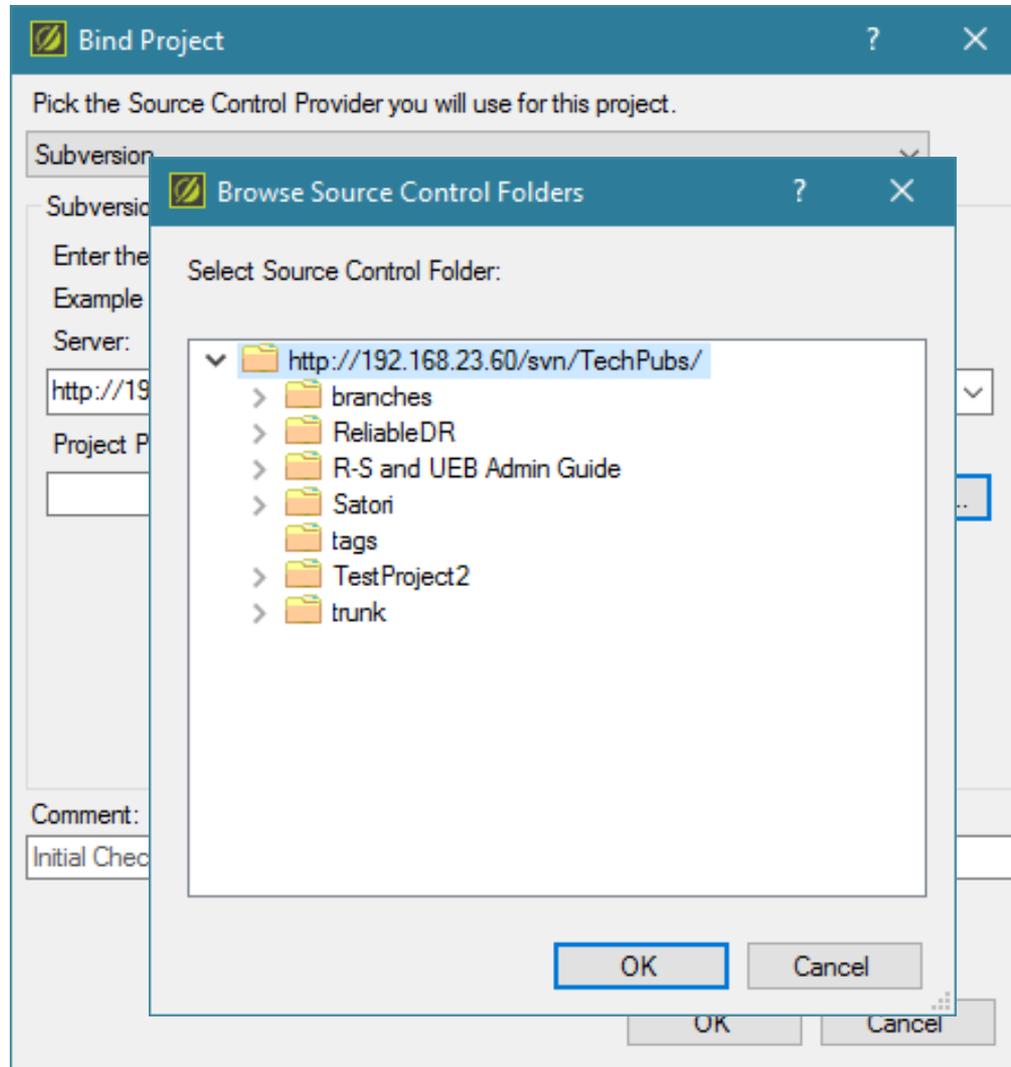
Server:
http://192.168.23.60:80/svn/TechPubs

Project Path:
...

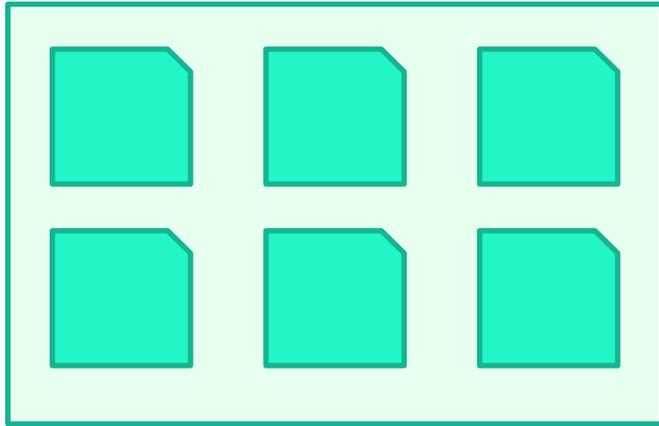
Comment:
Initial Check-in.

OK Cancel

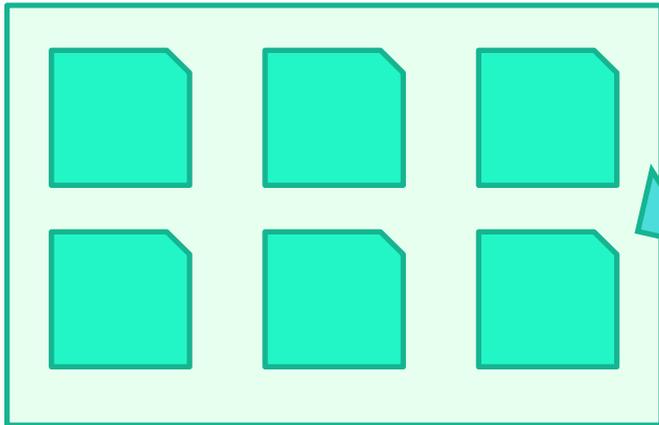
Select Project Path



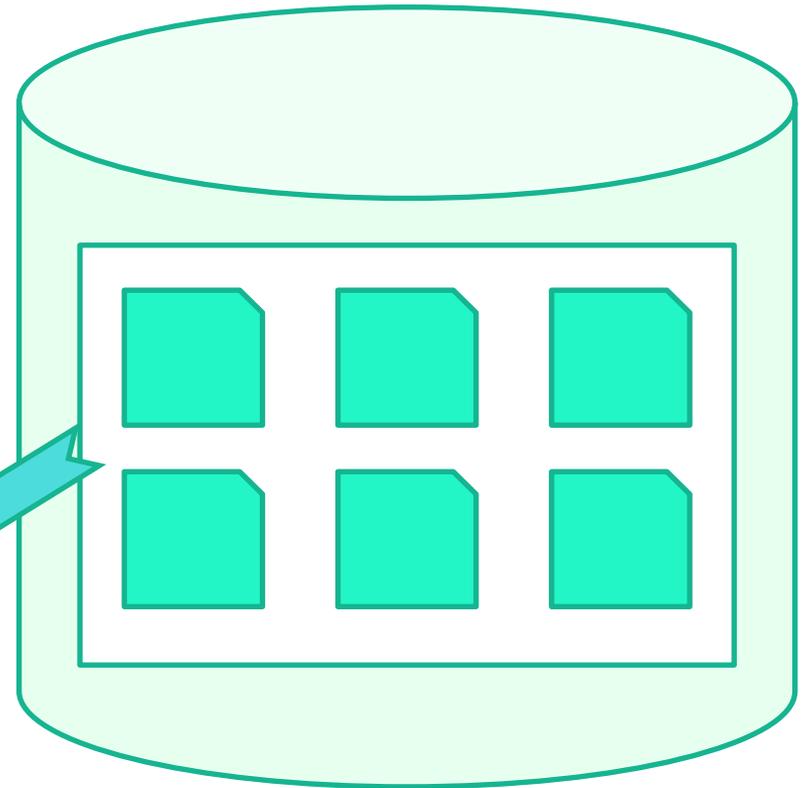
Import Project



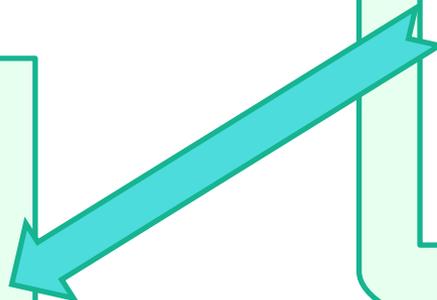
Team Member A



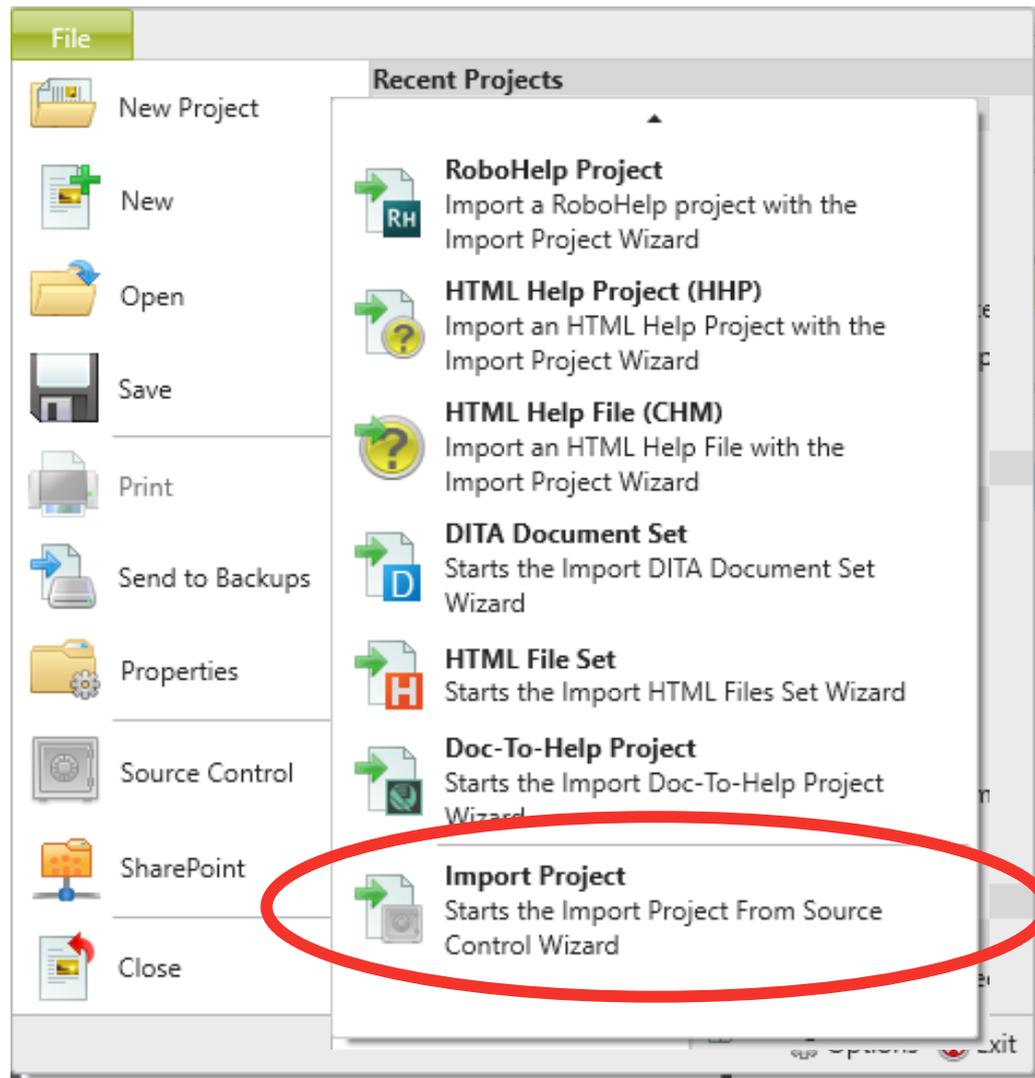
Team Member B



Source Control
Repository



Import Project



Import Project

Import Project From Source Control Wizard

Import project from Source Control...
Select Source Control Provider...

Subversion

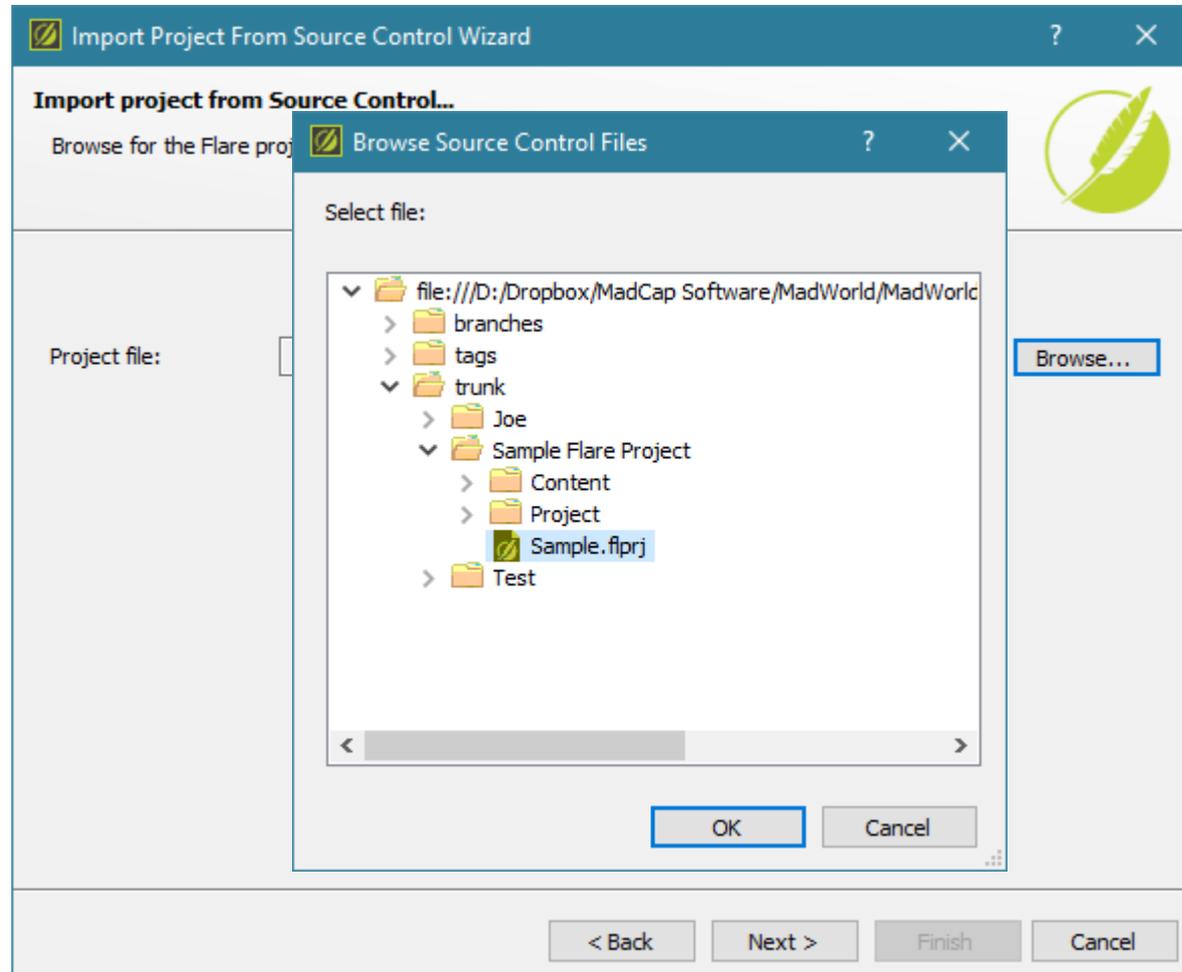
Subversion

Enter the URL for the server below, including the port number.
Example - svn://myserver:3690

Server:
file:///D:/Dropbox/MadCap Software/MadWorld/MadWorld 2016 Presentations/Source Control/SVT

< Back Next > Finish Cancel

Import Project



Import Project

Import Project From Source Control Wizard

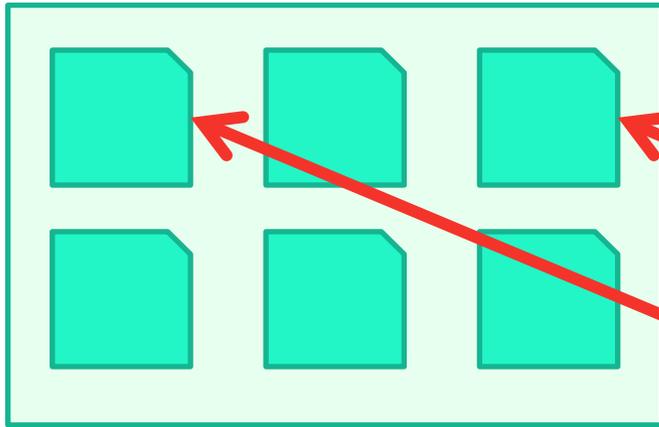
Import project from Source Control...
Enter project name and project folder...

Project name:

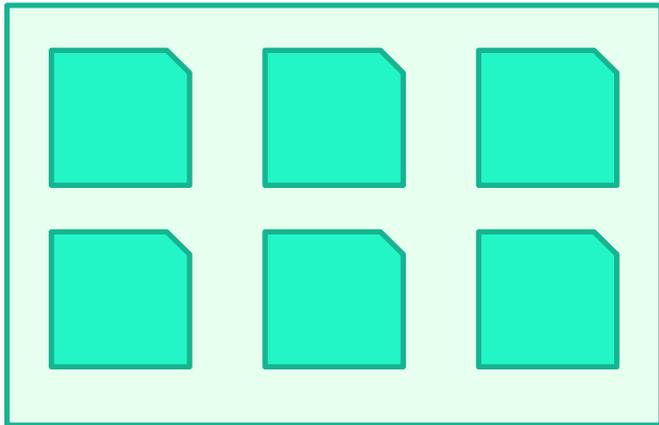
Project folder: ...

< Back Next > **Finish** Cancel

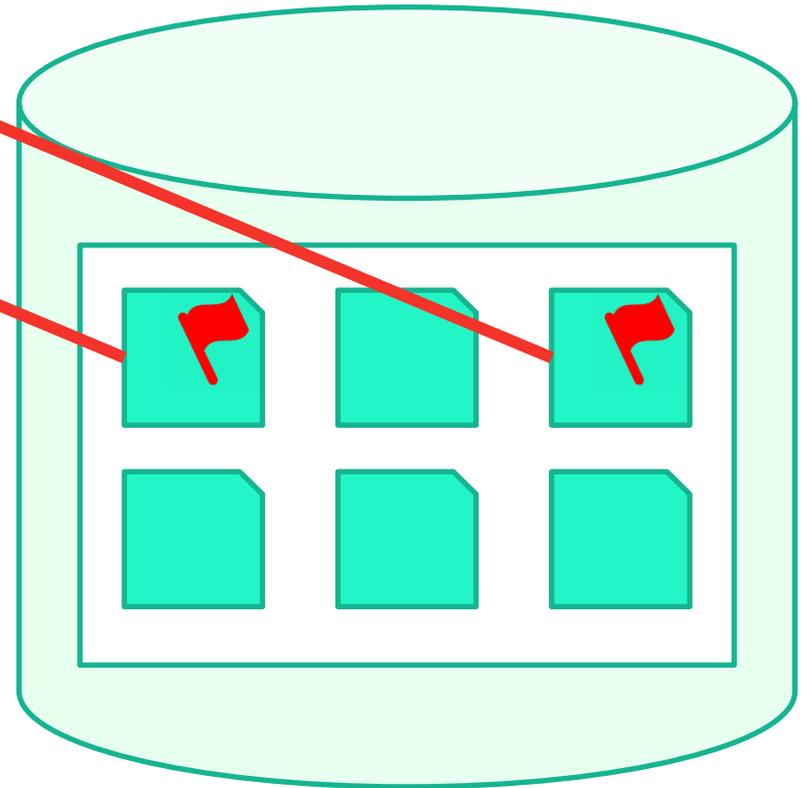
Check Out



Team Member A



Team Member B



Check Out options in Flare

- Allow Flare to check out automatically on Save
- Check out file(s) manually before making changes (not available for SVN or Git)

Check Out on Save

The screenshot displays the MadCap Flare 12 software interface. The title bar indicates the project is 'Sample.flprj - MadCap Flare 12'. The 'File' menu is open, and the 'Save' icon (a floppy disk) is circled in red. The 'Content Explorer' on the left shows a project structure with folders '1Introduction', '2Color', '3Draw lines and shapes', '4Work with Pictures', and '5Help Viewer'. Under '2Color', the file 'Creating custom colors.htm' is selected and highlighted. The main editor window shows the document 'Creating custom colors.htm*' with a preview of the content. The preview includes a green header 'color creati... Creating custom colors' and a paragraph: 'You can create your own custom colors and add them to the palette. New paragraph.' Below the paragraph is a list of three steps: '1. In the color box, click the color you want to change.', '2. On the Colors menu, click Edit Colors.', and '3. Click Define Custom Colors.' The status bar at the bottom shows 'Words: 74 | Font Scale: 120%' and a 'Connected' indicator.

Sample.flprj - MadCap Flare 12

File Home Insert View Project Review Tools Source Control Table Window Help Quick Launch (Ctrl + Q)

Content Explorer

Content

- 1Introduction
- 2Color
 - Copying colors from one area of object
 - Creating an airbrush effect.htm
 - Creating custom colors.htm
 - Filling an area or object with color.htm
 - Painting with a brush.htm
 - Setting the default foreground and background color
 - Working with color.htm
- 3Draw lines and shapes
- 4Work with Pictures
- 5Help Viewer

Creating custom colors.htm* (text markup)

Layout (Web) Medium (default) Page Layout

color creati... Creating custom colors

You can create your own custom colors and add them to the palette. New paragraph.

To create custom colors

1. In the color box, click the color you want to change.
2. On the Colors menu, click Edit Colors.
3. Click Define Custom Colors.

Words: 74 | Font Scale: 120%

Connected

Check Out on Save

The screenshot displays the MadCap Flare 12 interface. The main window shows the 'Creating custom colors.htm' document. The 'Content Explorer' on the left lists the project structure, with 'Creating custom colors.htm' highlighted and circled in red. The main editor area shows the document content, which includes a heading 'color creati... Creating custom colors' and a list of steps for creating custom colors. The status bar at the bottom indicates 'Words: 74' and 'Font Scale: 120%'. A red circle highlights the 'x' icon in the browser tab, indicating a check-out or save action.

Sample.flprj - MadCap Flare 12

File Home Insert View Project Review Tools Source Control Table Window Help Quick Launch (Ctrl + Q)

Content Explorer

- Content
 - 1Introduction
 - 2Color
 - Copying colors from one area of object
 - Creating an airbrush effect.htm
 - Creating custom colors.htm**
 - Filling an area or object with color.htm
 - Painting with a brush.htm
 - Setting the default foreground and background
 - Working with color.htm
 - 3Draw lines and shapes
 - 4Work with Pictures
 - 5Help Viewer

Creating custom colors.htm ✓ x

Start Page x

Layout (Web) Medium (default) Page Layout

(text markup)

color creati... Creating custom colors

You can create your own custom colors and add them to the palette.

New paragraph.

To create custom colors

1. In the color box, click the color you want to change.
2. On the Colors menu, click Edit Colors.
3. Click Define Custom Colors.

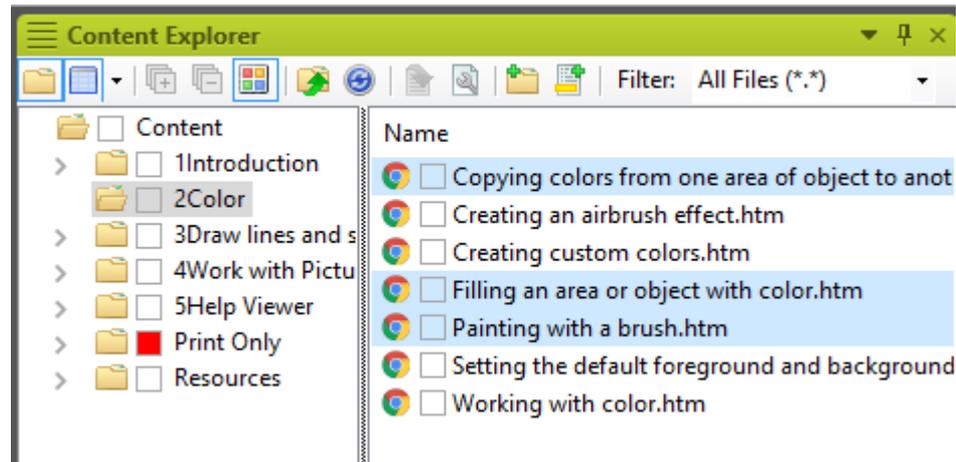
Words: 74 | Font Scale: 120%

Connected

Manual Check Out

- Select file(s) that you wish to check out

Content Explorer
(dual pane view)



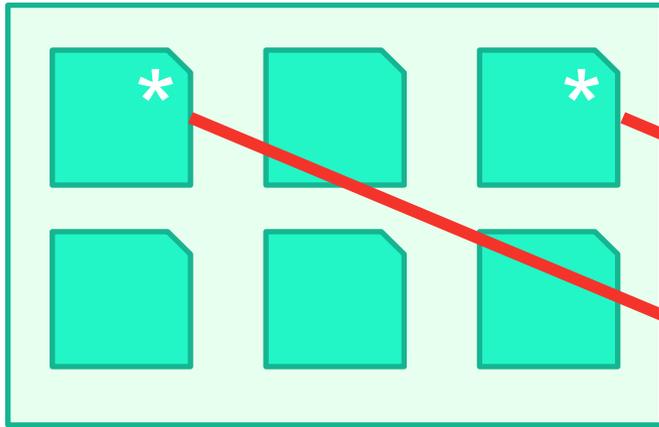
File List

File List

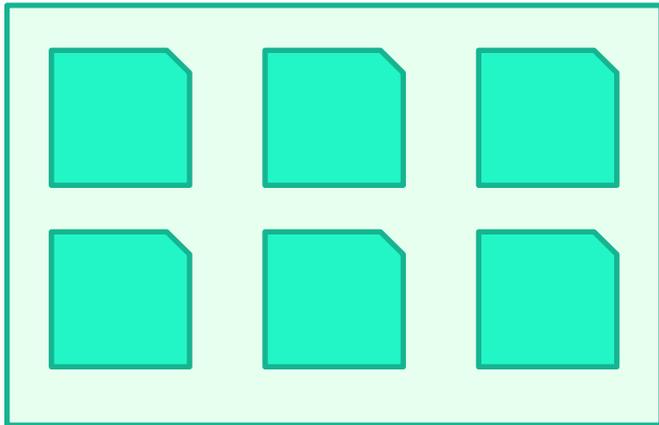
Filter: *.*

	Name	Path	Size	Date Modified	Status
<input type="checkbox"/>	Paint Overview.htm	Content\1Introduction\	1.36 KB	10/11/2015 09:31:16	Committed
<input type="checkbox"/>	Copying colors from one...	Content\2Color\	1.33 KB	23/03/2013 16:49:21	Committed
<input type="checkbox"/>	Creating custom colors.h...	Content\2Color\	1.07 KB	17/03/2016 10:45:02	Committed
<input type="checkbox"/>	Creating an airbrush effe...	Content\2Color\	1.14 KB	23/03/2013 16:49:30	Committed
<input type="checkbox"/>	Working with color.htm	Content\2Color\	514 B...	23/03/2013 16:49:30	Committed
<input type="checkbox"/>	Setting the default foregr...	Content\2Color\	1.5 KB	23/03/2013 16:49:30	Committed
<input type="checkbox"/>	Painting with a brush.htm	Content\2Color\	1.07 KB	04/11/2015 13:50:27	Committed
<input type="checkbox"/>	Filling an area or object ...	Content\2Color\	1.39 KB	23/03/2013 16:49:30	Committed
<input type="checkbox"/>	Drawing a rectangle or s...	Content\3Draw lines and...	2.01 KB	10/11/2015 09:37:50	Committed

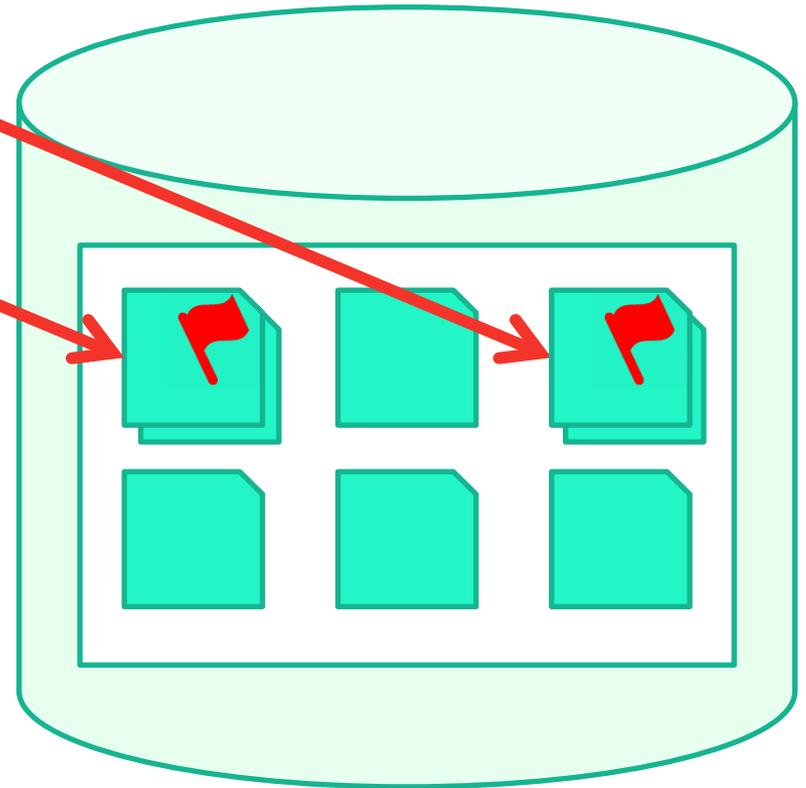
Check In (Commit)



Team Member A

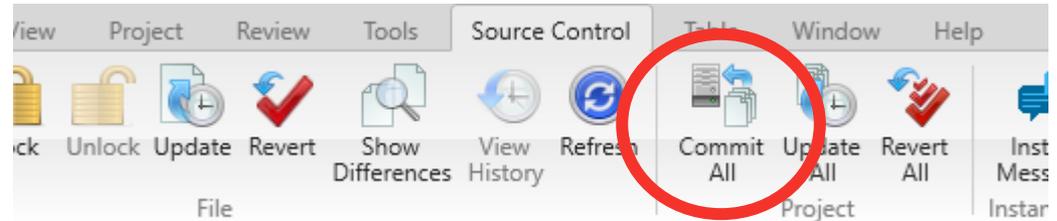


Team Member B



Check In (Commit) options in Flare

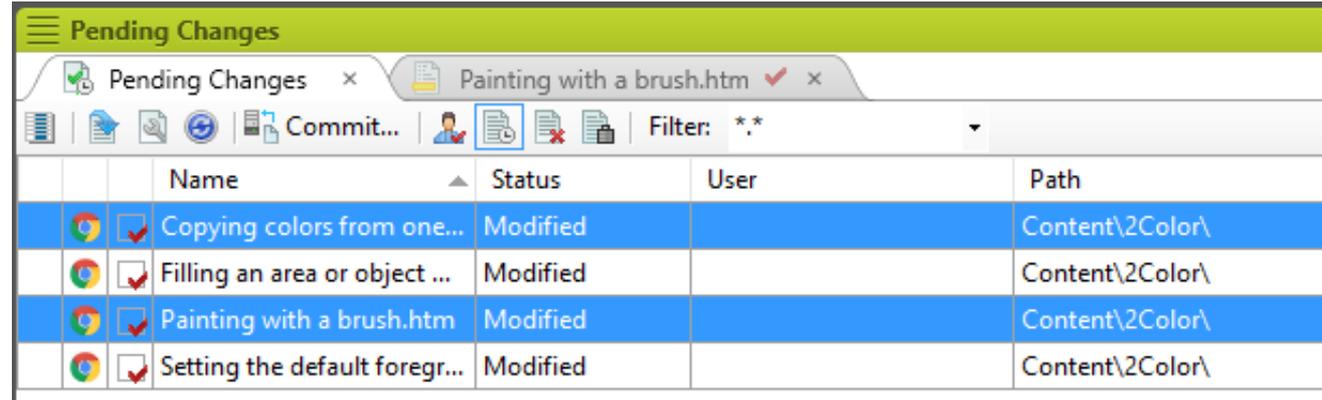
- Commit All



- Commit selected files

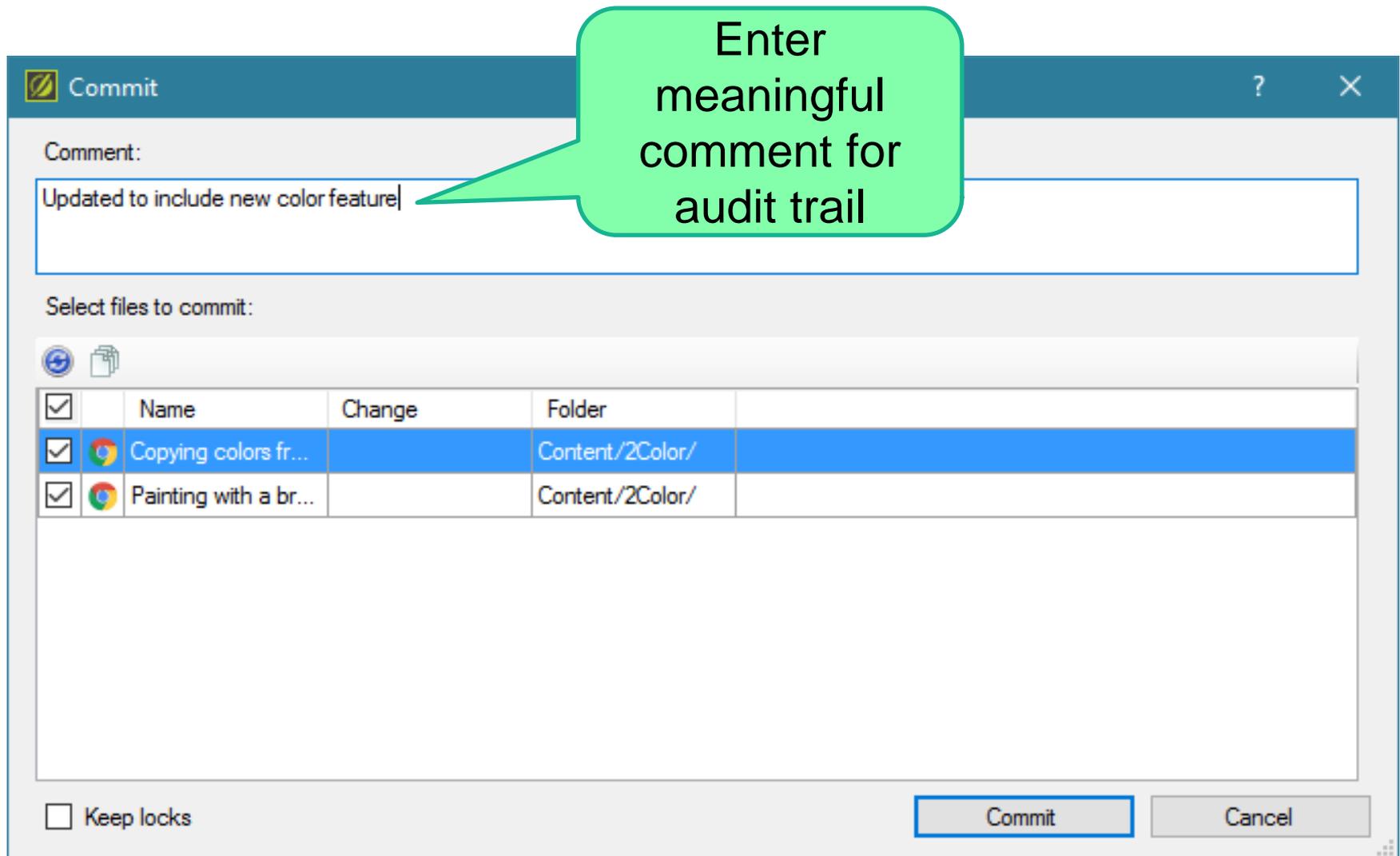


Pending Changes window



Pending Changes				
	Name	Status	User	Path
	Copying colors from one...	Modified		Content\2Color\
	Filling an area or object ...	Modified		Content\2Color\
	Painting with a brush.htm	Modified		Content\2Color\
	Setting the default foregr...	Modified		Content\2Color\

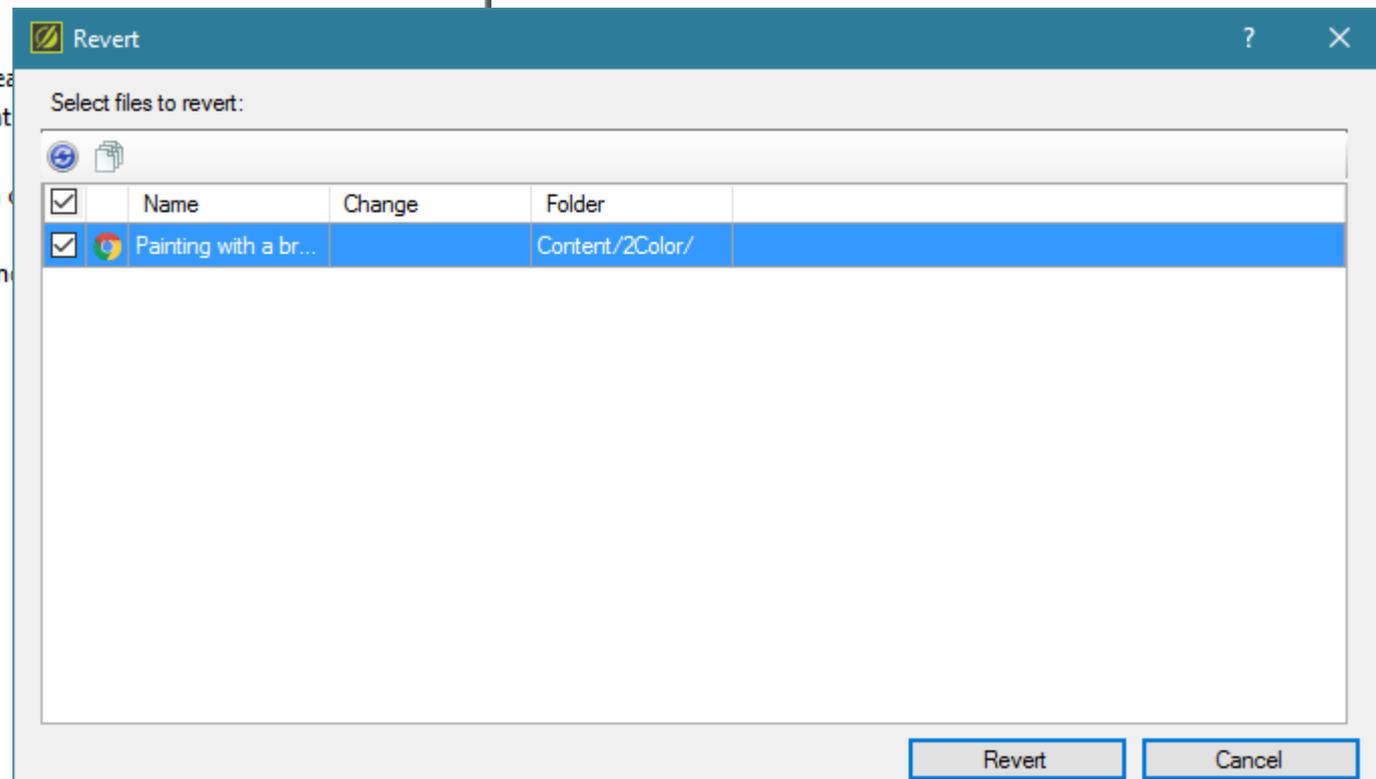
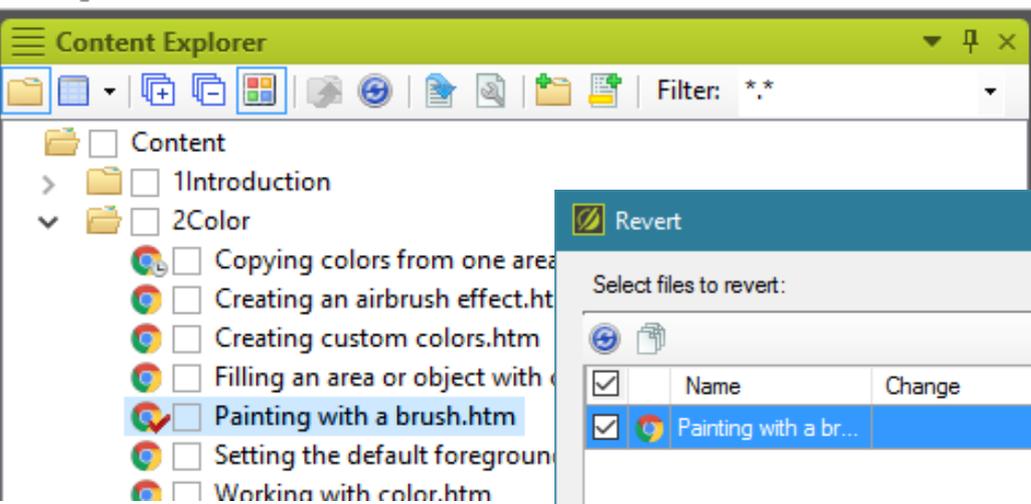
Commit dialog



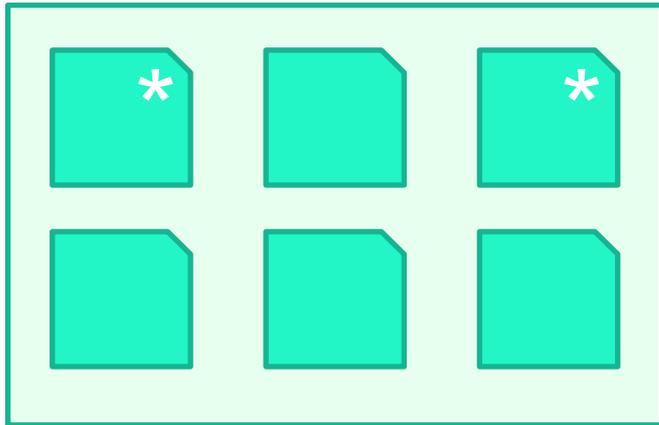
Revert file(s)

- Undoes checkout
- Restores file from last committed version in source control
- This is a way to cancel saved changes

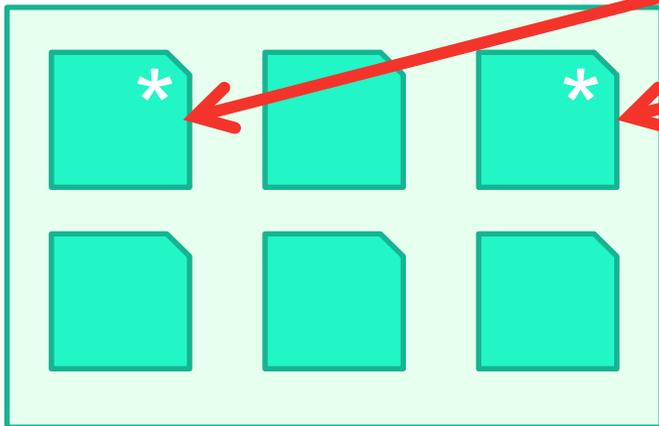
Revert file(s)



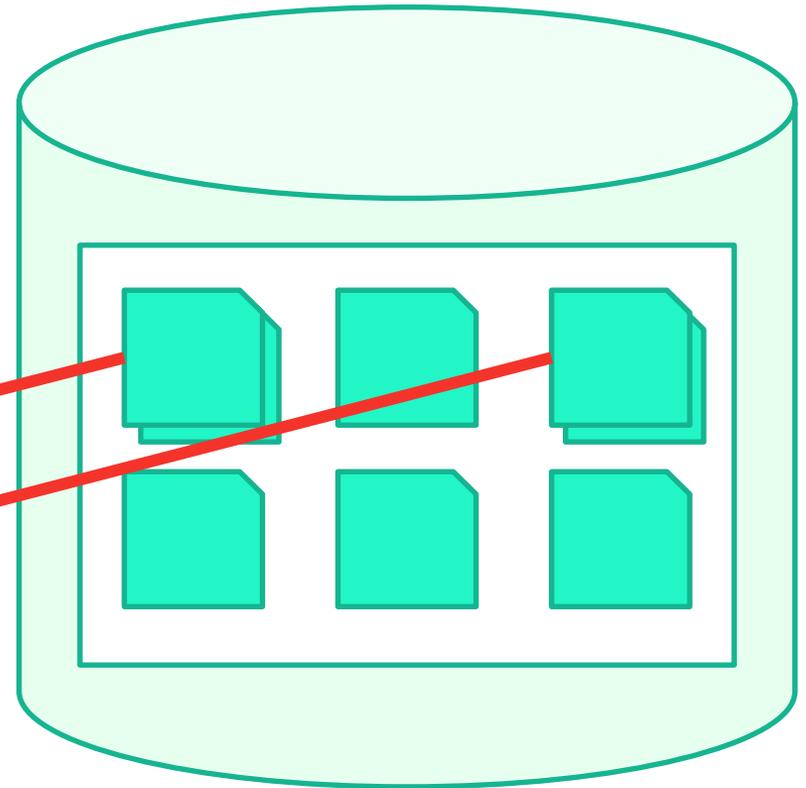
Get Latest Files



Team Member A

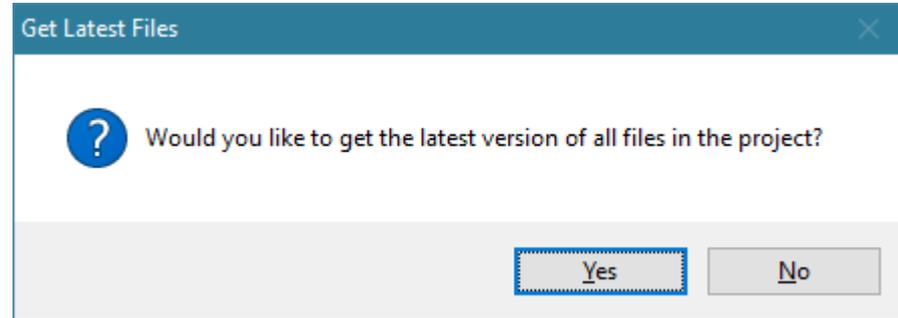


Team Member B

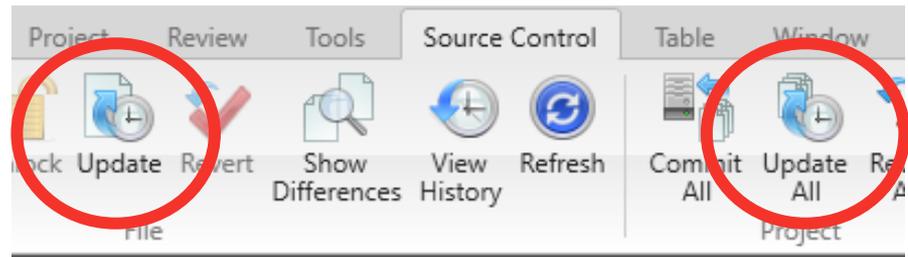


Options for Get Latest File

- On opening project



- Manually for all files or specific files



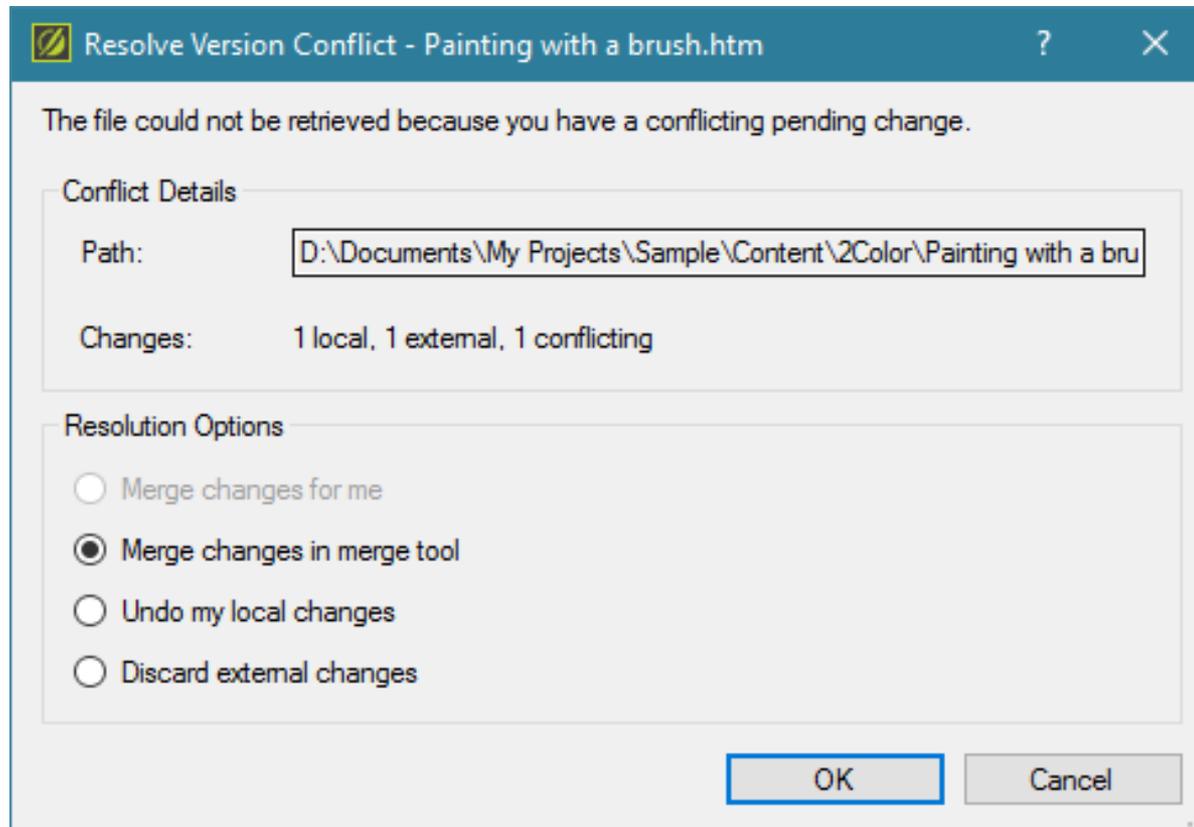
- Automatically on building Target (no conflict resolution)

Target Editor > General

Source Control

- Automatically get latest version of all files before generating the target.

Resolve conflicts



Merge Changes

Merge Changes

Please review each conflict and apply the changes you wish to keep.
Click the Options button to customize the colors in the Differences View.
The lower pane displays the file as it will appear once all changes are made. This area may also be directly edited.

Options... Merge as Text [Icons] [New] Deleted Changed Moved Conflict

Painting with a brush.htm (Local, Version: 24) (text markup) | Painting with a brush.htm (Server, Version: 26) (text markup)

Local Version (24):
paint:br... P
brush
color Painting with a brush enables you to add solid strokes of color.
We prefer yellow.
To paint with a brush
1. In the toolbox, click PaintBrush .
2. Below the toolbox, click a paintbrush shape.

Server Version (26):
paint:br... Painting with a brush
color Painting with a brush enables you to add solid strokes of color.
We prefer red.
To paint with a brush
1. In the toolbox, click PaintBrush .
2. Below the toolbox, click a paintbrush shape.

Merged file: Painting with a brush.htm
MadCap:keyword
paint:br... Painting with a brush
color Painting with a brush enables you to add solid strokes of color.
We prefer yellow.
To paint with a brush
1. In the toolbox, click PaintBrush .

<< Previous Conflict | Next Conflict >> | OK | Cancel

Viewing History



A screenshot of the 'Content Explorer' window. The left pane shows a tree view with folders like '1Introduction', '2Color', '3Draw lines and shapes', '4Work with Pictures', '5Help Viewer', 'Print Only', 'Resources', 'Table Topic.htm', and 'ws_ftp_scheduler.htm'. The file 'Painting with a brush.htm' is selected. A context menu is open over this file, showing options like 'Preview', 'Open', 'Source Control', 'Cut', 'Copy', 'Paste', 'Delete', 'Rename', 'Convert to XML...', 'Send to Folder...', 'Properties', 'View Links', and 'Locate in TOC'. The 'Source Control' option is expanded, showing a sub-menu with 'Project', 'Add...', 'Commit...', 'Lock...', 'Unlock...', 'Update...', 'Revert...', 'Show Differences...', 'View History...', 'Refresh', and 'Pending Changes'. The 'View History...' option is highlighted in blue.

Viewing History

History of: "Content\2Color\Painting with a brush.htm"

Path	Version	User	Date	Action	Comment
file:///D:/Dropbox/...	28	Matthew	2016/03/17 ...	Modified	Updated from review
file:///D:/Dropbox/...	27	Matthew	2016/03/17 ...	Modified	Added new note
file:///D:/Dropbox/...	26	Matthew	2016/03/17 ...	Modified	Updated to include new col...
file:///D:/Dropbox/...	23	Matthew	2016/03/16 ...	Added	Created:Initial Check-in.

Get Selected Version Show Differences Close

Roll back to
selected
version

Compare
current version
with selected
version

Using the Pending Changes Window

View files checked out by other users

View locked files (not checked out)

Commit...

Filter: All Files (*.*)

Name	Status	User
Copying colors from one...	Modified, Locked	matthew
Filling an area or object ...	Locked	matthew
MyGlossary.flglo	Modified	
MyVariables.flvar	Modified	
Painting with a brush.htm	Modified	
Print.fltoc	Modified	
Setting the default foregr...	Modified	
Working with color.htm	Locked	matthew

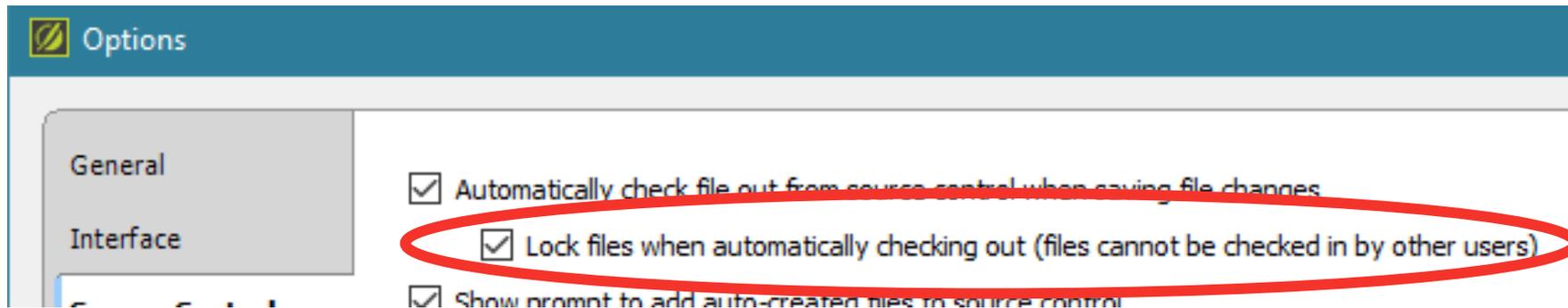
Content\2Color\

To Lock... or not?

- Locking prevents other authors from checking in files
- Some source control systems enable you to lock as you check out
- You can choose to do this by default
- Locking avoids conflicts
- Some source control systems enable you to steal the lock
- Checking in (committing) a file unlocks it by default

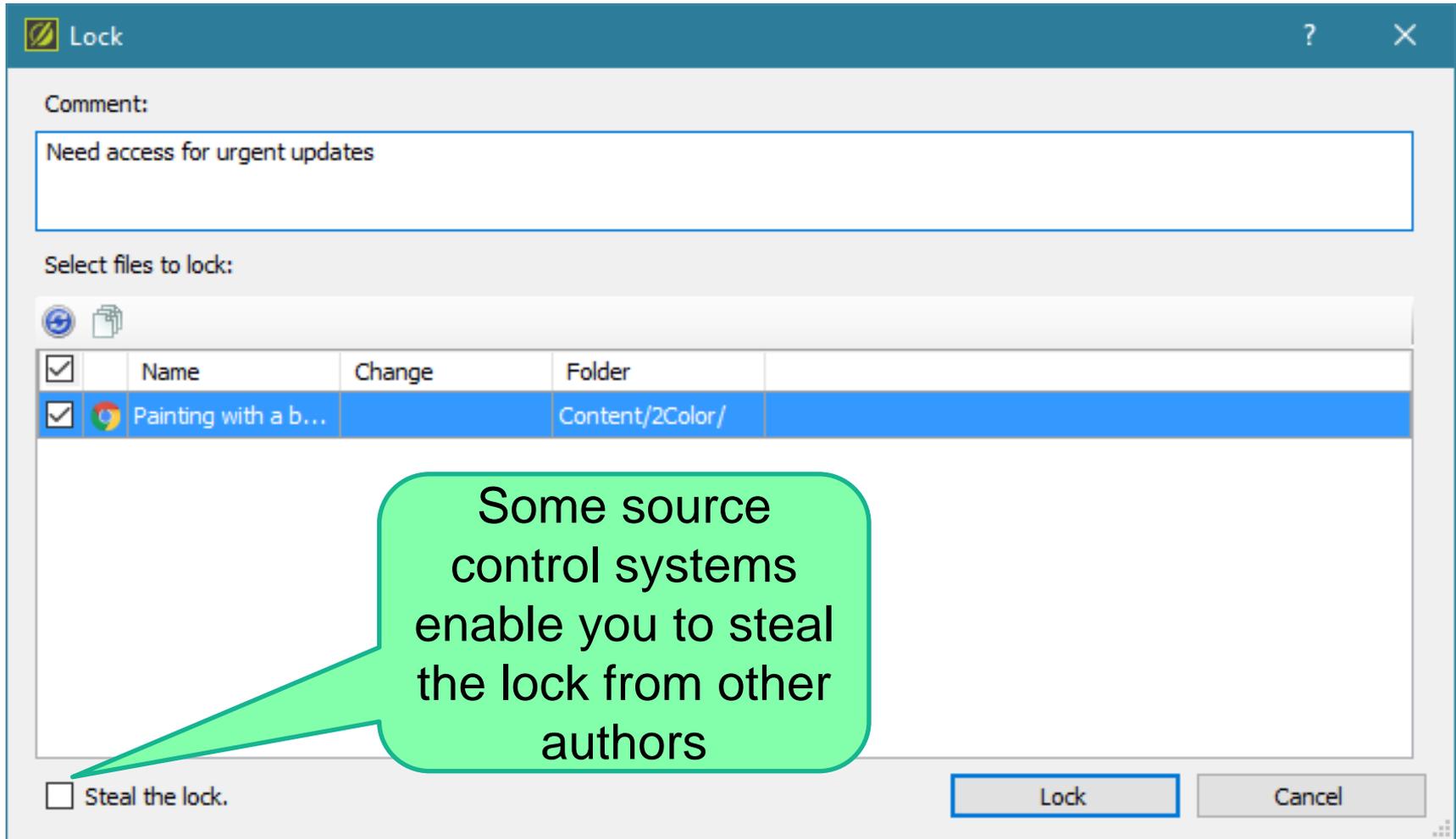
To Lock... or not?

- Some source control systems support Locking
- Locking a file prevents other authors from checking it in, and avoids conflicts
- You can choose to lock files by default for automatic checkouts



- Checking in (committing) a file unlocks it by default

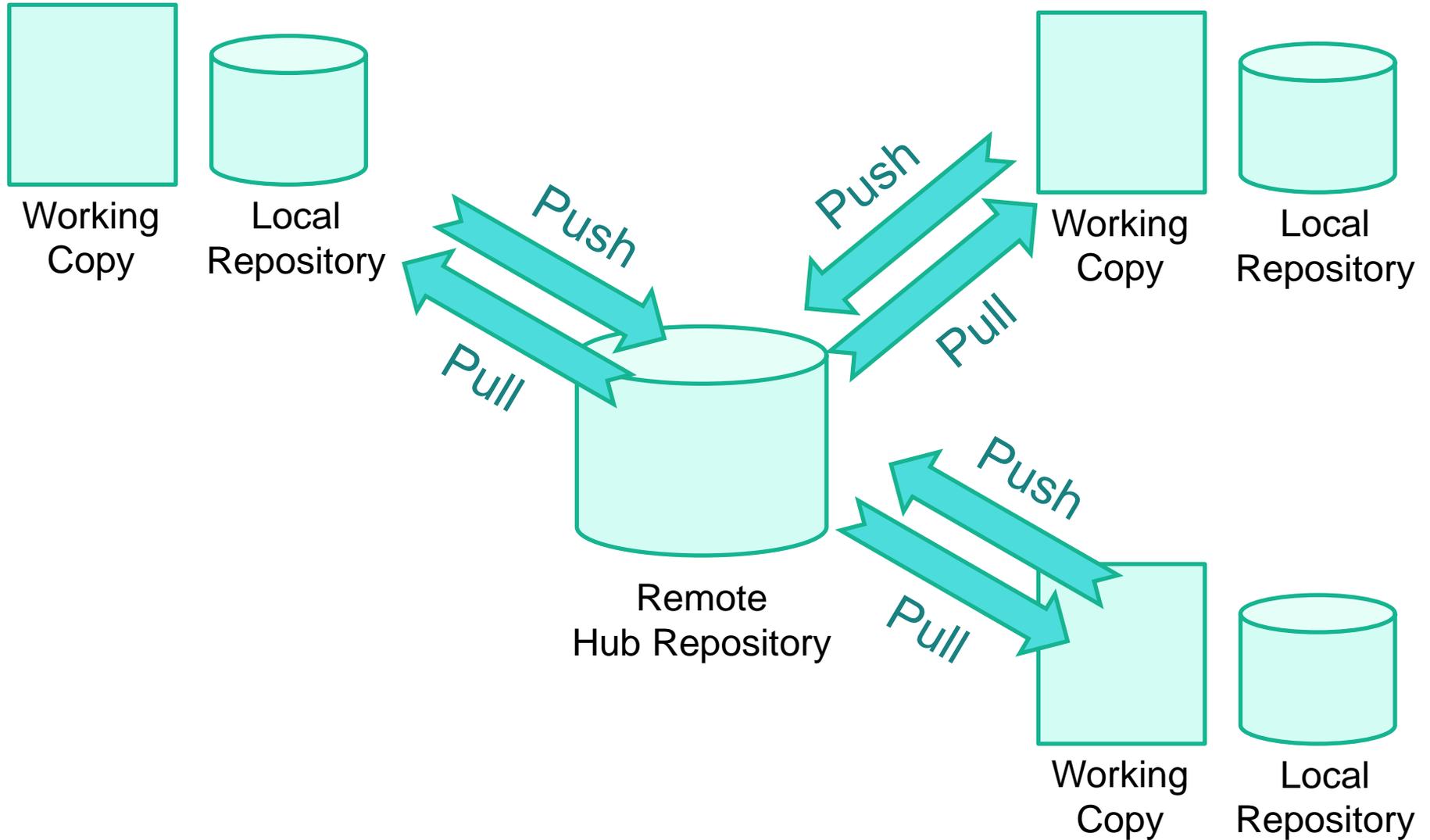
Lock dialog



Distributed only (Git)

- Files are committed to local repository
- Optional:
Coordinate with other authors by Pushing and Pulling from a Remote Database

Distributed only (Git)



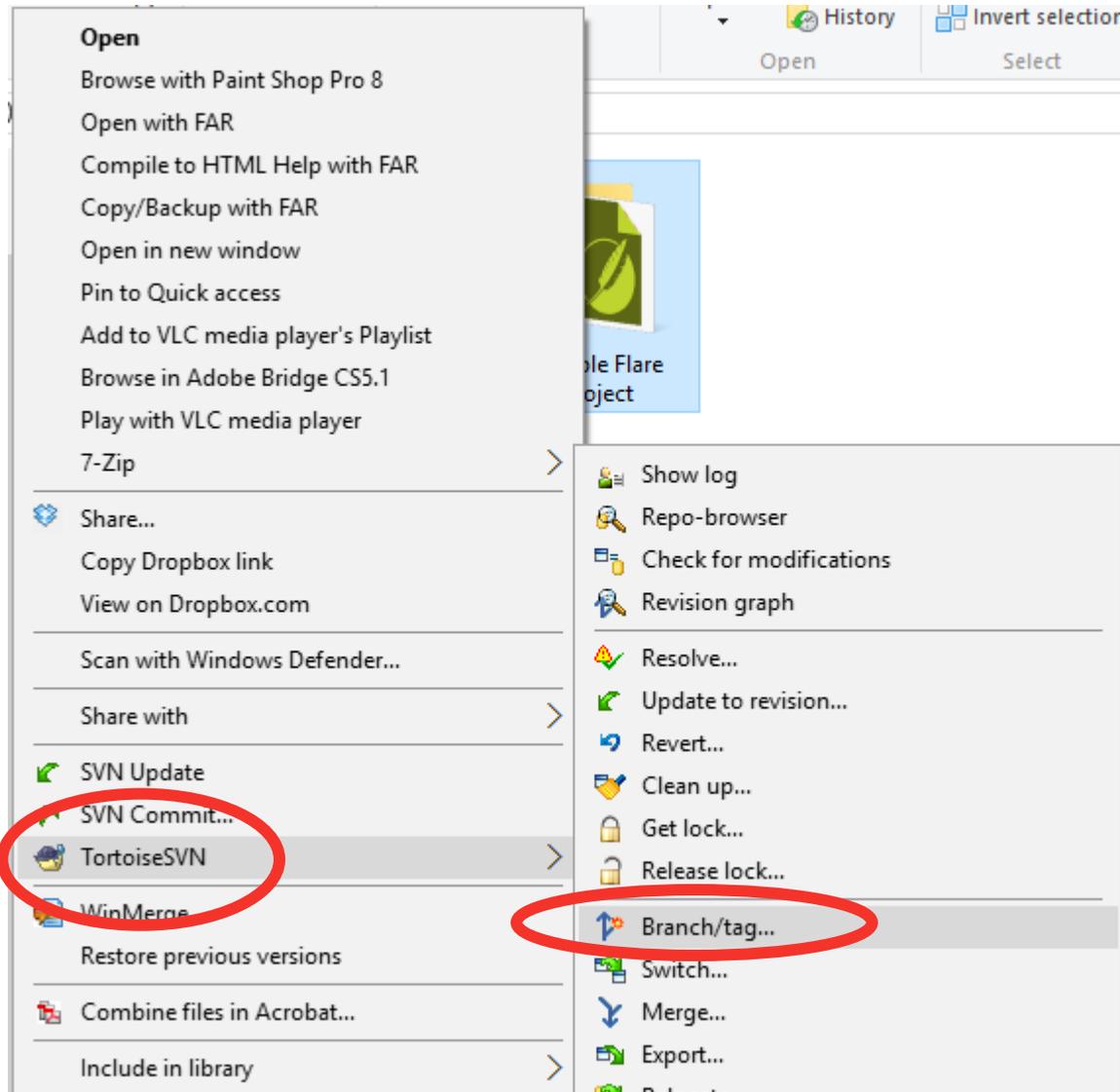
Tagging and Branching

- Tagging is a way of capturing a snapshot of your entire project
- Branching is similar – usually used to add new or trial features that you don't yet want to incorporate in your main project
- Tagging and branching operations take place outside of the Flare UI in your source control client

Tagging workflow

1. Tag project folder using source control client
This creates a new tagged copy in source control
2. In Flare, continue to update project that is bound to main trunk in source control
3. When/if required, create new Flare project by importing project from tagged copy in source control

1. Tag using Tortoise SVN



1. Tag using Tortoise SVN

The image shows two windows from TortoiseSVN. The background window is the 'Copy (Branch / Tag)' dialog, and the foreground window is the 'Copy Finished!' notification.

TortoiseSVN Copy (Branch / Tag) Dialog:

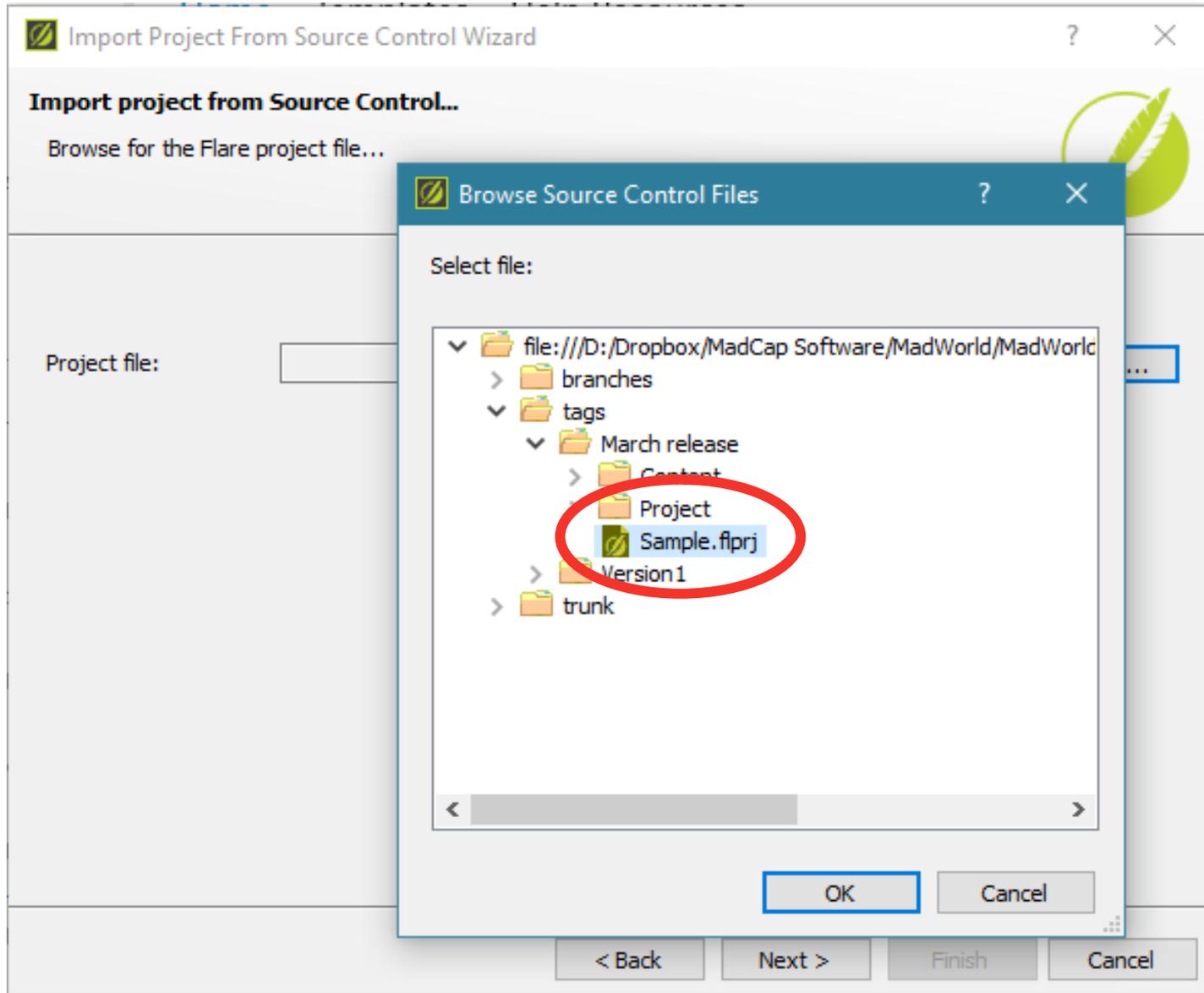
- Repository: D:\Dropbox\MadUsers\Sample Flare Project - Copy (Branch / Tag) - TortoiseSVN
- From WC / URL: file:///D:/Dropbox/MadCap%20Software/MadWorld/MadWorld%202016%20Present.../Sample%20Flare%20Project
- To path: **/tags/March release** (highlighted with a red circle)
- Destination URL: file:///D:/Dropbox/MadCap%20Software/MadWorld/MadWorld%202016%20Present.../March release
- Log message: Recent messages
- Create copy in the repository from:
 - HEAD revision in the repository
 - Specific revision in repository
 - Working copy
- Set explicit revision for these externals:
Check: **All None**
- Table with columns Path and URL. Content: No externals found.
- Options:
 - Create intermediate folders
 - Switch working copy to new branch/tag
- Buttons: OK, Cancel, Help

TortoiseSVN Copy Finished! Notification:

Action	Path
Command	Copy D:\Dropbox\MadUsers\Sample Flare Project to file:///D:/Dropbox/MadCap%20Software/MadW...
Committing transaction...	
Completed	At revision: 36
Notice	Please note:
Notice	Your working copy remains on the previous path. If you want your next changes
Notice	to be committed to the copy or branch you have just created,
Notice	then you need to switch your working copy over to the new URL.
Notice	Use the Switch command to do that.

Buttons: OK, Cancel

3. Import tagged copy



3. *Import tagged copy*

Import Project From Source Control Wizard

Import project from Source Control...
Enter project name and project folder...

Project name:

Project folder:

< Back Next > **Finish** Cancel

Summary

- Source control adds a range of benefits, particularly in team-based authoring environments
- Flare integrates with and adapts to a range of leading source control applications
- Some source control tasks (branching and tagging) must be done outside of the Flare UI

Thanks for attending!
Final questions?

PRESENTED BY

Matthew Ellison

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MADWORLD