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## Pull UHSD source code from Github

### Option: Download the zipped UHSDR

- The easiest approach is to download the zipped UHSDR source code from [Github UHSDR repository](#) and unpack.
- If using Eclipse: create a work space pointing at the local directory where UHSDR has been unpacked. Check Eclipse settings after that (active build etc.)

### Option: Use "Github Desktop"

- Download [Github Desktop](#). The .exe file is the executable (portable) program and does not need installation
- Provide your github username and password, clone the [Github UHSDR repository](#)
- Optional: Create a local branch for your source code changes
- If using Eclipse: create a work space pointing at the local directory where UHSDR has been unpacked. Check Eclipse settings after that (active build etc.)

### Option: Use "git" on command line level, Unix style

#### Pull UHSDR from Github

- If git is not installed on your system:

```
$apt-get install git
```

- Clone UHSDR repository:
  - Go to the directory where you want to store the GIT clone, then type

```
$git clone https://github.com/df8oe/UHSDR.git
```

#### Use local UHSDR clone in Eclipse

See also GNU MCU Eclipse [workspace preferences](#)

#### Option: Create work space

- Good if you need new Eclipse settings specially for this Github clone
- There will be a new Eclipse work space assigned to this import. The new work space can have its own Eclipse settings. Everytime you switch to this work space Eclipse will change all settings accordingly.

- Start Eclipse. File→Switch workspace→Other
- Enter directory of local UHSDR clone.
- When using this new work space Eclipse will use settings of UHSDR clone. So please check Eclipse settings (active build, ..)

#### Option: Import UHSDR into eclipse

- Good if this Github clone should work under your standard Eclipse settings
- File→Import, then General→Existing Projects into work space, hit “Next”
- “Select root directory”. Use “browse” button and point to local github mchf root (in my case: \$HOME/uhsdr/UHSDR/mchf-eclipse/)
- Hit “Finish”

## Rebase

you should NOT use merge/pull to integrate changes happening df8oe's active-devel. It is in a way better to use “rebase” as documented on our contribution page. We had very little trouble to follow that approach for the last two years. It also has its issues but in general, once you understand how to operate it, it works quite well. The main benefit of the rebase approach is that it keeps all your “local” changes together on top of the last official release you rebased on. Opposed to the merge approach you have been running, which does mingle your changes with the external changes in the time history.

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