Setting up git to use a client-server workflow

Setting up a new local repository

First, start using git in your local directory (skip this if you already have a repository):

```
  cd root_of_project
  git init
  git add .
  git commit -a -m 'initial commit'
```

Setting up a new repository on the server

Then set up an empty repository on your server (skip this if you are given a fresh server repository):

```
  ssh user@server
  mkdir project.git
  cd project.git
  git --bare init
```

The `--bare` tells it to make the server just a repository with no working directory tree.

Linking the client to the server

Then back on the client side, link the two.

If your repository was already linked to a server, first sever that link:

```
  git remote rm origin
```

If not, skip that step. In either case, link the client to the new server:

```
  git remote add origin ssh://user@server/~/project.git
```

Finally, push your local repository to the server. The first time you do this, use the command:

```
  git push -u origin master
```

Using the server repository

Now you are set up. From now on, use "`git push`" to push (committed) changes to the server, and "`git pull`" to merge server changes into your local copy. To start another client, go to where you want it and use:

```
  git clone ssh://user@server/~/project.git [local directory name]
```

If you don't specify `[local directory name]`, it will copy the name from the server.

From then on I mainly use, "`git status`, "`git add`, "`git commit -a`, "`git push`", and "`git pull`". Every few months, you can throw in a "`git repack & git gc`" for good measure.