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Title: cvs/ssh/win32 on SourceForge HowTo
Version: 0.3
Date: 03-Jan-2000
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I. Introduction

This document intends to provide a quick and dirty guide to using SSH and CVS on SourceForge in a Win32 environment. These steps worked for me, and it is my hope that they will provide a starting point for others as well. It took a fair amount of trial and error to find two distributions of SSH and CVS that would work together to access the CVS repository on SourceForge. With the setup described below, I am able to access the repository both through a permanent connection through a firewall and via a dialup connection.

II. Files

These are the versions of cvs and ssh that are known to work together:
ssh: ftp://ftp.cs.hut.fi/pub/ssh/contrib/ssh-1.2.14-win32bin.zip
(currently, that link is broken, until mirror location of very ssh-win32 will be found, you can get it as part of http://download.sourceforge.net/sfsetup/sfsetup-v1.2.zip)
cvs: CVS 1.10 (or presumably later) at http://www.cvshome.org/
Additionally, you may want to download a different SSH archive to be able to generate an SSH keypair (Optional). One such archive can be found at http://dome.weeg.uiowa.edu/sos/ssh-without-cygwin.html

III. Setup

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Setup for SSH
1. Create directories for the SSH executables and config files
   md c:\usr\local\bin
   md c:\etc
2. If you don't have a 'home' directory for yourself, create it now. For
   example, my home directory is c:\users\ak. In the home directory,
   create a .ssh directory -- this is where your ssh keys will be stored.
   md c:\users
   md c:\users\ak
   md c:\users\ak\.ssh
3. Unpack the ssh-1.2.14-win32bin.zip archive into c:\usr\local\bin
4. Add c:\usr\local\bin to your path. You may wish to add this to your
   autoexec.bat:
   set path=%path%;c:\usr\local\bin
5. Using your favorite text editor, create a PASSWD file in c:\etc. The
   format of a line the file is:
   keyja:x:1:10:Key, Jay A.:/users/ak:/windows/command.com
The important items are #1, #6. #1 is the login name on the local
machine. #6 is your home directory. #7 is the command shell on your
system (command.com on Win95 and cmd.exe on NT) -- but since it is not
a *NIX shell, it's probably useless to put it in there :-).
6. Set your HOME environment variable (again, remember to add it to
   autoexec.bat as well) to the same directory you entered as item #6 in
   the /etc/passwd file:
   set HOME=c:\users\ak
7. Optional: Generate an ssh keypair. Unfortunately, the ssh-keygen in
   the ssh-1.2.14-win32bin.zip archive doesn't appear to work. You can
   fortunately use the ssh-keygen executable from a different SSH archive.
   This step is not strictly necessary, since you'll have to type in
   either your password or your passphrase every time you use it.
   ssh-keygen
After running this command, verify that identity and identity.pub are
   present in your .ssh directory.
8. Test your connection to SourceForge:
   ssh -l username projectname.sourceforge.net
Of course, substitute your SourceForge username and projectname for
   username and projectname in the command above.
9. Accept the key from SourceForge, and when prompted, enter your
   password for SourceForge.

If you have gotten this far, then SSH is now working and configured on
your system.

CVS setup:
1. Follow the instructions in the README file in the CVS distribution.

Optional steps (not necessary nor even necessarily advantageous):
2. On your user page at SourceForge, you should find a place to upload
   your SSH public key. Copy the file identity.pub into the text entry
   box on the page -- be sure not to add any line breaks or it will not
   work.
3. After the command is done with you should be able to use CVS with

```

3. After the requisite 6 hour wait, you should be able to use CVS with SSH without using your password. Of course, under windows I still haven't found a working ssh-agent for Win32, so you'll have to type your passphrase instead -- since my passphrase is *much* longer than my password, it's easier for me to use the password instead.

IV. Importing your source code

At this point, you should be able to check in your source following the instructions in the CVS documentation on SourceForge.

1. Switch to the root directory of your project on your local hard drive.
2. Check in the initial version of your software to CVS:


```
cvs -d:ext:username@cvs.projectname.sourceforge.net:/cvsroot/projectname import directoryname vendor start
```

 Substitute your username and projectname as before. Directoryname is the name of the new directory that will be created in your CVS repository -- you'll probably want to use your project name for this as well.

History:

```
2000-10-27 : Added alternative link to ssh
v0.3, 03-Jan-2000: Added ":ext:" to -d parameter for the cvs initial import.
v0.2, 15-Dec-1999: Added missing HOME environment variable.
v0.1, 15-Dec-1999: Initial version
```



Show Source

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NewsForge	http://www.newsforge.com/
Geocrawler	http://www.geocrawler.com/

My OSDN	http://www.osdn.com/index.pl?indexpage=myosdn
PARTNERS	http://www.osdn.com/partner_programs.shtml
AFFILIATES	http://www.osdn.com/gallery.pl?type=community
	http://www.osdn.com/
	http://sourceforge.net/
Logout	http://sourceforge.net/account/logout.php
Register New Project	http://sourceforge.net/register/
Account Maintenance	http://sourceforge.net/account/
Change My Theme	http://sourceforge.net/themes/
My Personal Page	http://sourceforge.net/my/
Bookmark Page	http://sourceforge.net/my/bookmark_add.php?bookmark_url=%2Fdocman%2Fdisplay_doc.php%3Fdocid%3D767%26group_id%3D1&bookmark_title=Win32%2FCVS%2FSSH+HowTo
Project Summary	http://sourceforge.net/projects/alexandria/
Project Admin	http://sourceforge.net/project/admin/?group_id=1
Software Map	http://sourceforge.net/softwaremap/
New Releases	http://sourceforge.net/new/
Other Site Mirrors	http://sourceforge.net/mirrors/
Code Snippet Library	http://sourceforge.net/snippet/
Site Docs	http://sourceforge.net/docman/?group_id=1
Discussion Forums	http://sourceforge.net/forum/?group_id=1
Project Help Wanted	http://sourceforge.net/people/
Top Projects	http://sourceforge.net/top/
Site Status	http://sourceforge.net/docman/display_doc.php?docid=2352&group_id=1
Compile Farm	http://sourceforge.net/compilefarm/
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Patches	http://sourceforge.net/tracker/?group_id=1&atid=300001
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Submit new documentation	http://sourceforge.net/docman/new.php?group_id=1
View Documentation	http://sourceforge.net/docman/index.php?group_id=1
Admin	http://sourceforge.net/docman/admin/index.php?group_id=1
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