HelixCore

Using Helix Server for Distributed Versioning

2017.2

October 2017

PERFORCE

www.perforce.com

Contents

How to use this guide

This guide tells you how to use the distributed versioning features of Helix Server. Distributed versioning allows you to work disconnected from a shared central server. If you're new to version management systems, you don't know basic Helix Server concepts, or you've never used Helix Server before, read *Solutions Overview: Helix Version Control System* before reading this guide.

Feedback

How can we improve this manual? Email us at manual@perforce.com.

Other documentation

See https://www.perforce.com/support/self-service-resources/documentation.

Syntax conventions

Helix documentation uses the following syntax conventions to describe command line syntax.

Notation	Meaning
`literal`	Must be used in the command exactly as shown.
italics	A parameter for which you must supply specific information. For example, for a *serverid* parameter, supply the ID of the server.
[`-f`]	The enclosed elements are optional. Omit the brackets when you compose the command.
...	■ Repeats as much as needed: • `alias-name[[$(arg1)... [$(argn)]]=transformation` ■ Recursive for all directory levels: • `clone perforce:1666 //depot/main/p4... ~/local-repos/main` • `p4 repos -e //gra.../rep...`
element1 | *element2*	Either *element1* or *element2* is required.

What's new in this guide

For a list of all new functionality and major bug fixes in Helix Server 2017.2, see the Release Notes.

1 | Introduction

This book, *Using Helix Server for Distributed Versioning*, covers the following topics:

- Starting up a personal server — either empty or populated with files
- Fetching and pushing files between servers
- Branching
- Understanding remotes
- Rewriting history
- Mapping of Git commands to Helix Server commands

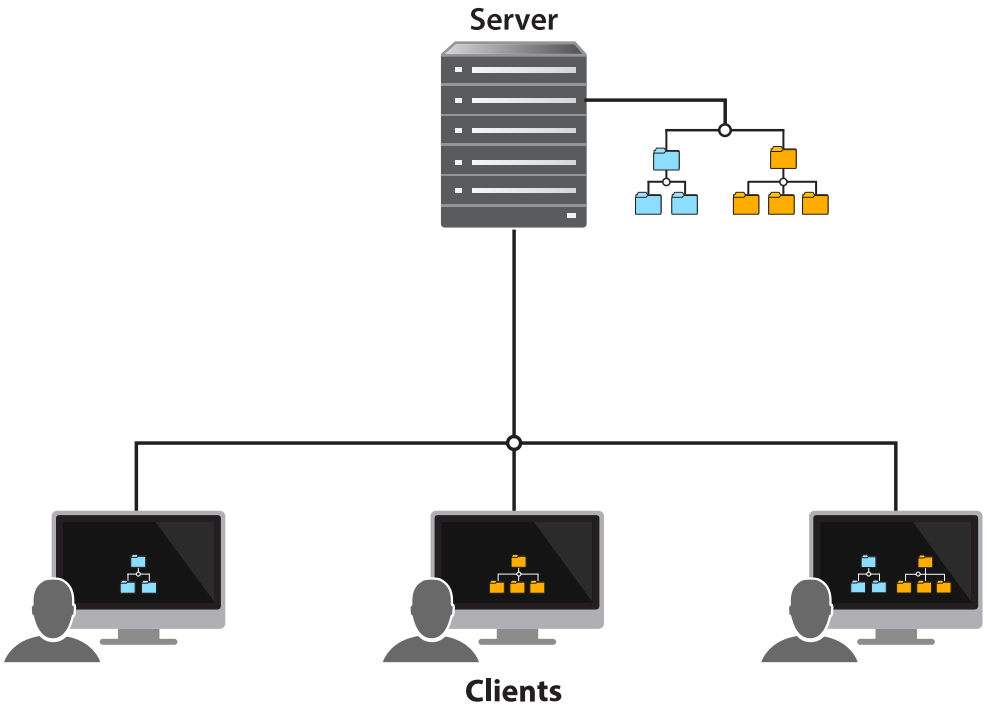
Centralized and distributed architecture

Before you start to work with distributed versioning, it's important to understand certain basic concepts — including distributed versioning architecture and how servers relate to one another in this architecture.

Solutions Overview: Helix Version Control System explains that version control systems can implement either a centralized model or a distributed model. Helix Server supports both of these models, as well as configurations that are a hybrid of the two.

In a *centralized* model, users interact directly with a shared server, checking out files, working in those files, and then checking them back in to the shared server.

The following diagram illustrates the centralized model:

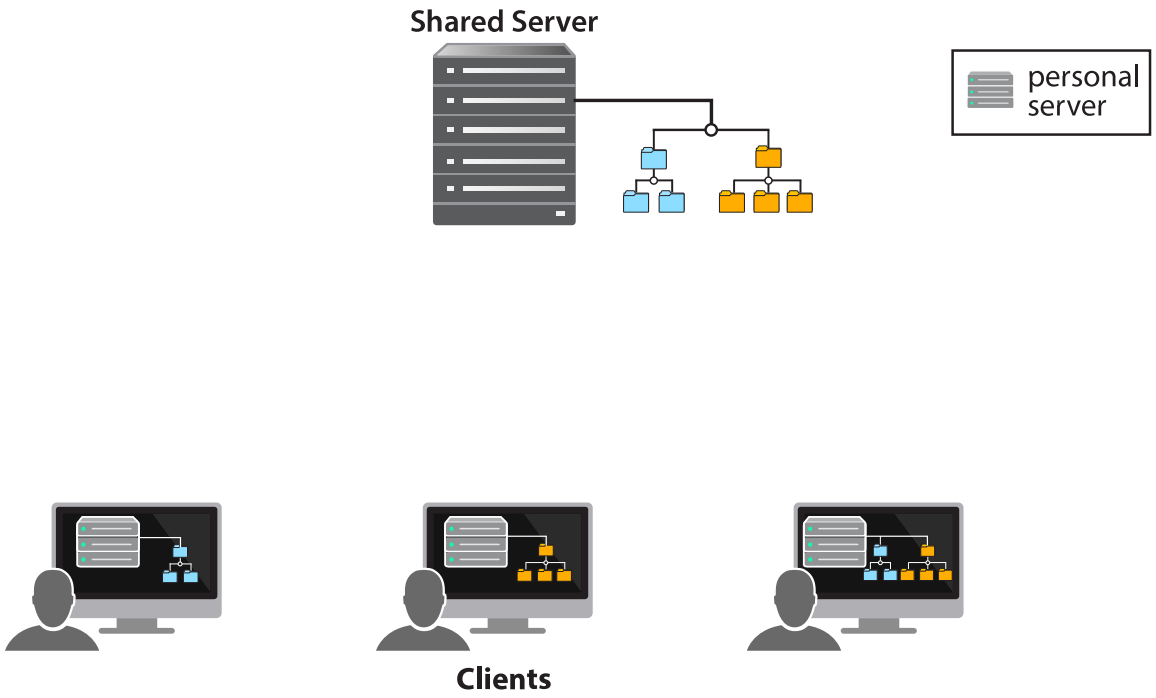


Note
The client is a program — the Helix Server command line client, P4V, and P4Connect are some examples — that users interact with. Clients, in turn, interact with servers, which also interact with each other.

As you can see, some clients access subsets of the files stored on the shared server while others access all files stored on the server.

The *distributed* model gives users access to a repository of archived files — and changes to those files — from a server *running on their local machine*. This means that the entire history of a file is contained on each user's machine. A user can manage versioned content without interacting with any other Helix Versioning Engine, also called Helix Server or `p4d`, or even connecting to a network, unless desired. A user can also rewrite and revise history to discard unwanted intermediate changes. The distributed model allows users to work experimentally, to try out changes and branch new streams, without interfering with others' work, and without the need for a network connection.

The following diagram illustrates the distributed model:

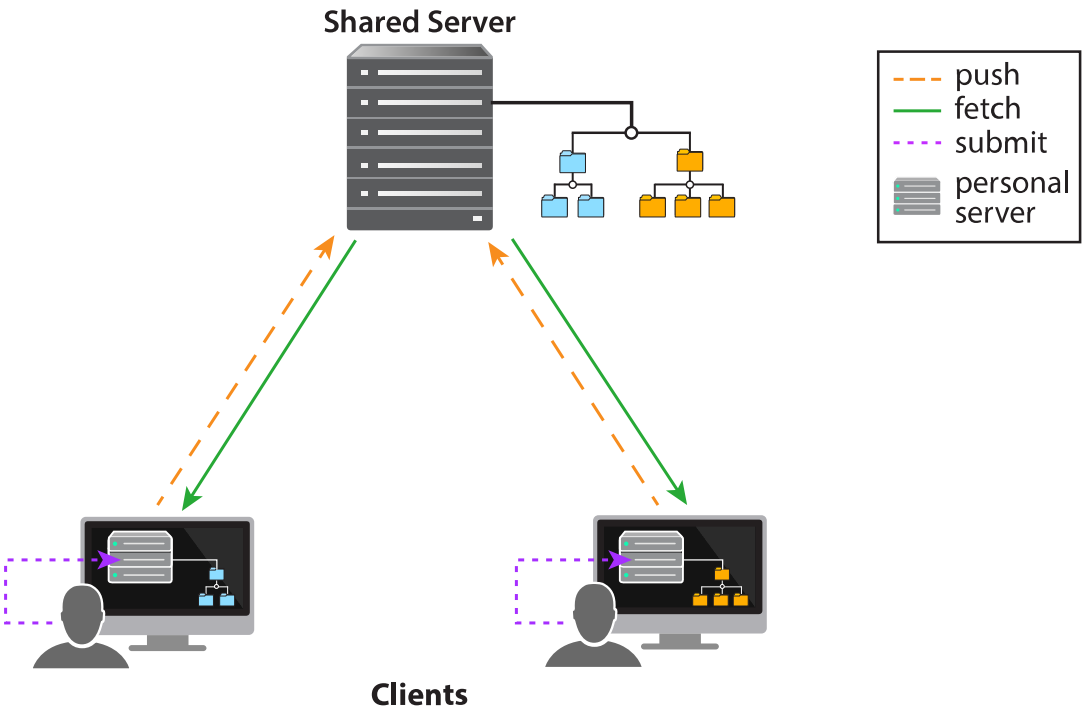


In the distributed model, a user can work on their individual server — disconnected from the network — until they're ready to copy content to a shared server, making the content available to other users.

Moreover, unlike other version control systems — such as Git — users can copy a subset of the shared server's content to the server on their own machine, rather than copying the entire shared server repository.

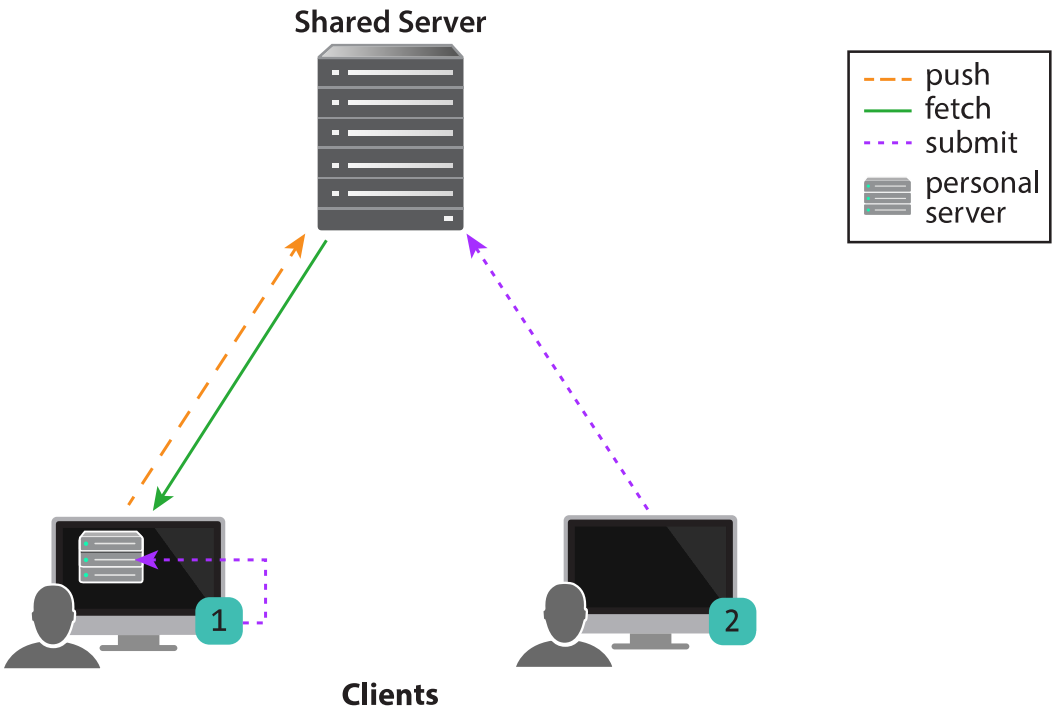
In this model, users first submit changes to their personal server and then push changes to a shared server. A different user can then fetch — that is, copy — those changes from the shared server to their personal server.

In the diagram below, each user is fetching just a subset of files: the user on the left is fetching just the blue files, while the user on the right is fetching just the orange files. Each client is submitting changes to its respective personal server and then pushing changes to and fetching changes from the shared server.



The distributed versioning model also provides a *hybrid* workflow that includes both centralized and distributed client-server relationships. The hybrid workflow allows users both to share their work with each other — by connecting their individual server to a shared server — and to interact directly with a shared server without an intervening individual server.

The following diagram illustrates a hybrid configuration:



In addition, Helix Server distributed versioning allows synchronization of content across multiple offices or teams. You use the `p4 fetch` and `p4 push` commands if the servers are networked or the `p4 zip` and `p4 unzip` commands if they're not. Synchronization of content across sites is covered in the "Managing Distributed Development" section of the *Helix Versioning Engine Administrator Guide: Fundamentals*.

How servers relate to each other

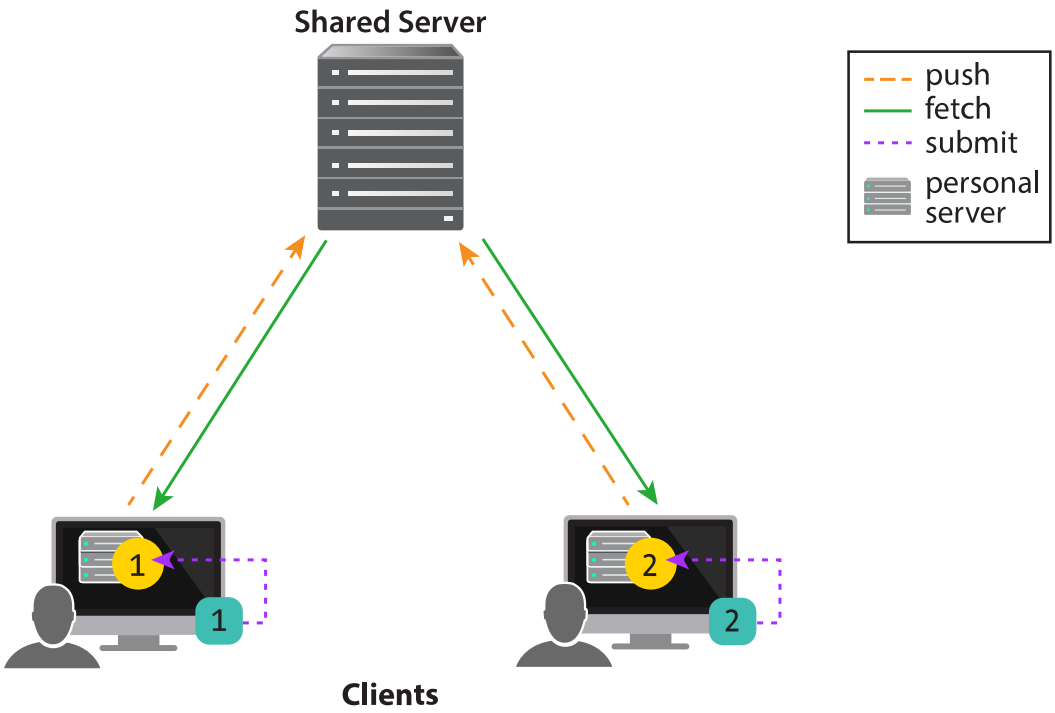
There are two ways of thinking about relationships between servers in a distributed versioning environment; understanding these distinctions is important for using server commands correctly:

1. From the point of view of intended use
2. In the context of client-server architecture

From the point of view of *intended use*, the servers are either *personal* servers or *shared* servers:

- A personal server runs on an individual user's machine; a shared server is the server in which individual users store their changes so that other users have access to these changes.
- A personal server is intended to be used by a single user, while a shared server is intended to be used by multiple users concurrently.

In the next diagram, Client 1 and Client 2 are using the shared server concurrently; both are interacting with the shared server via their respective personal servers.



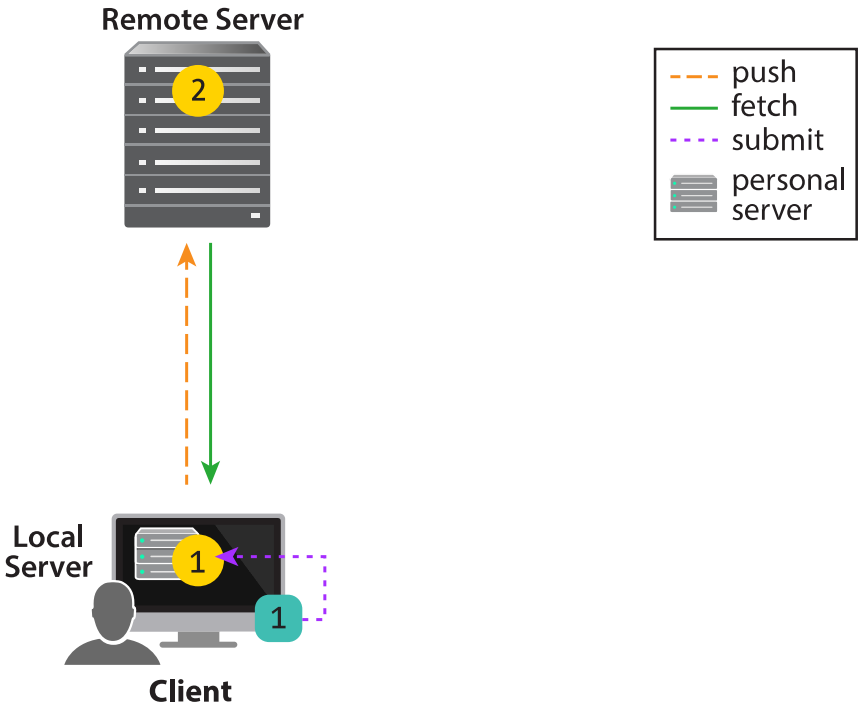
Client 1 interacts with Server 1 — a personal server — which in turn interacts with the shared server. Likewise with Client 2.

In the context of *client-server architecture*, the servers are either *local* servers or *remote* servers:

- A local server is a server running on the same machine as your client.
- A remote server is a server your local server is talking to in order to do what it needs to do.

In the next diagram, Client 1 and Server 1 are running on the same machine.

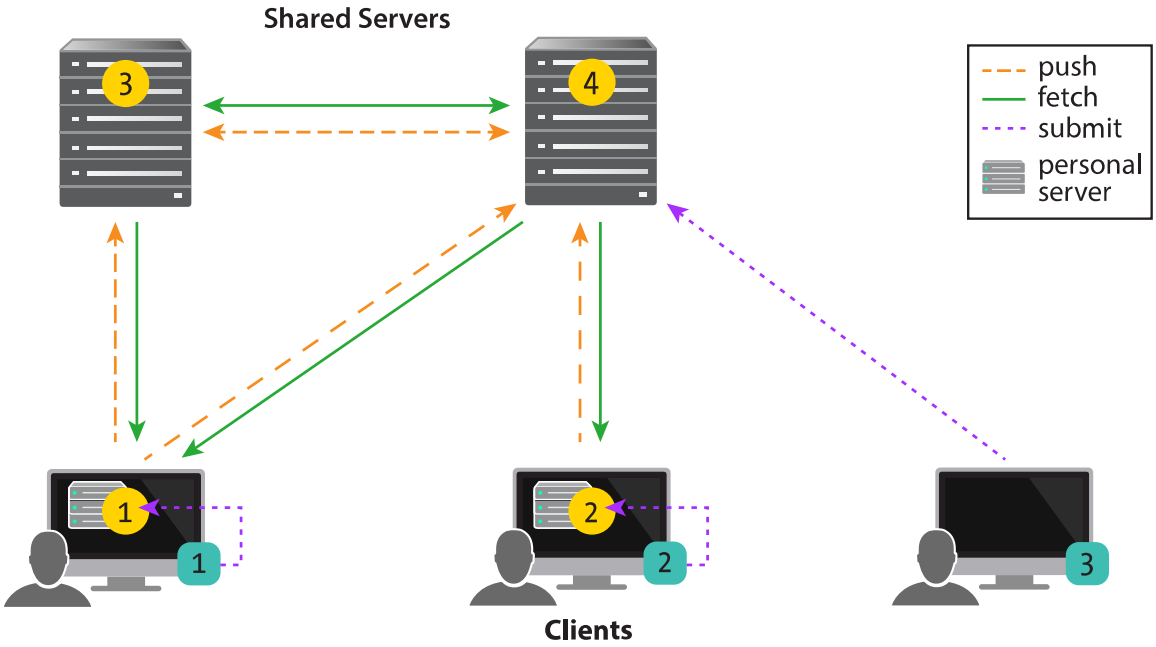
From the point of the view of Client 1, Server 1 is a local server and Server 2 is a remote server.



Throughout this guide, the name we use to refer to a server depends on which name makes sense in the context of the discussion.

Putting it all together

In the following diagram, Client 1 and Server 1 are running on the same machine and Client 2 and Server 2 are running on the same machine:



Server-to-server relationships

Server 1 and Server 2 are **personal servers**. Server 3 and Server 4 are **shared servers**.

Server 1 pushes changes to and fetches changes from Server 4. So does Server 2. Server 2 could fetch the changes Server 1 pushed, enabling the two personal servers to share content.

Shared servers 3 and 4 fetch and push changes from and to each other.

Client-to-server relationships

From the point of view of Client 1, Server 1 is a **local server** and Servers 3 and 4 are **remote servers**.

From the point of view of Client 2, Server 2 is a local server and Server 4 is a remote server.

Client 3 is interacting with Server 4 without an intervening personal server; the two servers are relating within a centralized architecture, rather than a distributed architecture.

Command line aliasing

> **Note**
> As with classic Helix Server commands, you have the option of applying aliases to personal server commands, to do such things as:

- abbreviation
- creating more complex commands
- automating simple multi-command sequences
- providing alternate syntax for difficult-to-remember commands

For more information, see P4 Command Reference.

2 | Installation of the Helix Versioning Engine

Mac OS X

1. Open a web browser.
2. Navigate to http://www.perforce.com/downloads.
3. Download the `helix-versioning-engine-{x86,64}.{tgz,zip}` file.
4. Extract the Helix Versioning Engine (`p4d`) and Helix Server Command Line (`p4`) from the `tgz`/`zip` file.
5. Open a Terminal window.
6. Make the downloaded files executable:

```
$ chmod +x Downloads/p4*
```

7. Move the files into a common execution path:

```
$ sudo mv Downloads/p4* /usr/local/bin/
```

Linux without OS-specific packages

1. Open a web browser.
2. Navigate to http://www.perforce.com/downloads.
3. Download the `helix-versioning-engine-{x86,64}.{tgz,zip}` file.
4. Extract the Helix Versioning Engine (`p4d`) and Helix Server Command Line (`p4`) from the `tgz`/`zip` file.
5. Open a Terminal window.
6. Make the downloaded files executable:

```
$ chmod +x Downloads/p4*
```

7. Move the files into a common execution path:

```
$ sudo mv Downloads/p4* /usr/local/bin/
```

Linux with OS-specific packages

1. Open a web browser.
2. Navigate to http://package.perforce.com
3. Follow the instructions to configure a package repository and install OS-specific packages.

Windows

> **Note**
> You need administrator privileges to install the server.

1. Open a web browser.
2. Navigate to http://www.perforce.com/downloads.
3. Download the Helix Server Command Line installer.
4. Run the installer you downloaded.
5. Accept all of the defaults.

This gives you the `p4d` executable (Helix Versioning Engine) and the `p4` executable (Helix Server Command Line).

3 | Initializing a Server

This section describes how to start up a personal server, presenting two different approaches.

1. The first approach initializes an empty server. Choose this if you want to work in isolation on a personal server, developing and possibly branching code, and versioning locally. See "Run p4 init" on the next page.
2. The second approach copies content from another (shared) server to populate the newly initialized server with files and history; this is known as *cloning*. This approach is best when working collectively on an existing project; users work on a set of project files that are managed on a shared server. The users make changes to the files on their personal server and then push the changes to a shared server, which then makes these changes available to other project users. At any given time, users can fetch the latest content from the shared server. See "Run p4 clone" on page 21.

Initialize an empty server

Use this approach if you want to work in isolation on a personal server, developing and possibly branching code.

In this workflow, you invoke the `p4 init` command in your working directory to initialize a personal server and set it up with everything needed to start versioning files.

Read this first

In order to fetch from or push to a shared server, the case sensitivity of your personal server must match that of your shared server. When you run `p4 init`, Helix Server attempts to set the case sensitivity of your personal server to match that of the shared server specified in your current `P4PORT` setting.

If you know which shared server your personal server will be fetching from and pushing to, run `p4 init -p`, passing in the address of the shared server. This tells the Helix Versioning Engine to discover the shared server's case sensitivity and Unicode support settings and apply them to your personal server; this makes the two servers compatible.

If Helix Server can't discover a shared server, the `p4 init` command will fail. You must then run this command:

```
$ p4 init -Cx
```

where `C0` sets the server to case-sensitive and `C1` sets it to case-insensitive; set the option to match the case sensitivity of the shared server with which you're communicating.

Similarly, in order to fetch from or push to a shared server, the Unicode support of your personal server must match that of the shared server. When you run `p4 init`, Helix Server attempts to set the Unicode support of your personal server to match that of the shared server specified in your current `P4PORT` setting. If Helix Server can't discover a shared server, Unicode support defaults to off. If you later want to turn Unicode support on, you can run this command:

```
$ p4d -xi -r /users/username/dvcsdir/.p4root
```

Run p4 init

Here is the `p4 init` command syntax:

```
p4 [-u user] [-d dir] [-c client] init [-h -q] [-c stream] [-Cx] [-xi -n] [-p]
```

`p4 init` includes a number of command-line arguments:

- To configure your personal server without Unicode support, pass the `-n` option.
- To have Helix Server create the personal server's files in a directory other than the current directory, specify the directory with the `-d` option.
- Use the `-q` option to suppress informational messages.
- Use the `-c [stream]` option to create the specified stream as the mainline stream rather than the default `//stream/main`.

Directories and files

The `p4 init` command creates the following directories and files in the directory in which the command is invoked:

- `.p4root` - A directory containing the database files that will contain the metadata about files checked into Helix Server.
- `.p4ignore` - A list of files Helix Server shouldn't add or reconcile.
- `.p4config` - A file containing configuration parameters for the client-server connection.

In addition, the `p4 init` command does the following:

- Creates a `P4CLIENT` workspace. Note that the client option `allwrite` is set by default, making files writable without the need to check them out with `p4 edit` first. You must, however, issue a `p4 reconcile` command before shelving or submitting files.
- Creates a stream depot.
- Creates an initial stream, called `main`.

Add files

At this point, you are ready to add files to your server. You can create them, copy them and then run `p4 reconcile` — or `p4 rec` for short — to mark all of your source files to be added to Helix Server and then `p4 submit` to submit them. If you are new to Helix Server, see the "Managing Files and Changelists" chapter of the *Helix Versioning Engine User Guide*.

Prepare to fetch and push content between servers

If you subsequently want to push your work to a shared server or fetch files from a shared server, you must create a remote spec with the `p4 remote` command. See "Fetching and Pushing" on page 23 and "Understanding Remotes" on page 38 for more information.

Initialize a server and populate it with files

This approach is best when working collectively on an existing project; users work on a set of project files that are managed on a shared server.

To start this process, users invoke the `p4 clone` command to obtain from the shared server a copy of the files associated with the project. This is a convenient way to ensure that users receive the set of files they need to participate in the project.

The user can then work on these files and periodically push changes back to the shared server from which the files were cloned. They can also periodically fetch to get the latest changes made by others to the shared server files.

Run p4 clone

Here is the `p4 clone` command syntax:

```
p4 [-u user] [-d dir] [-c client] clone [-m depth] [-v] -p port -r
remote
p4 [-u user] [-d dir] [-c client] clone [-m depth] [-v] -p port -f
filespec
```

`p4 clone` includes a number of command-line arguments:

- The `-d` option specifies the directory where you want to create the server's files. If you don't specify this option, the files are created in the current directory.
- The `-p` option specifies the address of the shared server you wish to clone from. The `-p` preceding `P4PORT` is optional. If not specified, `p4 clone` uses the shared server specified by the `P4PORT` environment variable. See "P4PORT meaning before and after a clone" on the next page for a discussion of how `P4PORT` has a different meaning before and after a clone.

- The `-m` option performs a shallow fetch; only the last number of specified revisions of each file are fetched.
- The `-r` option specifies the remote spec installed on the shared server to use as a template for the clone and stream setup. You can obtain the name of the desired remote from the shared server administrator or run the `p4 remotes` command against the shared server to obtain a list of candidates to choose from. At the time of cloning, Helix Server will copy the remote from the shared server to the personal server and name it `origin`. For more information on remotes, see "Understanding Remotes" on page 38.
- The `-f` option specifies a filespec in the shared server to use as the path to clone; this path will also be used to determine the stream setup in the personal server. You can specify the `-f` option or the `-r` option but not both.

  It is optional to specify the `-f` string on the command line. Instead, you can simply follow `*`p4 clone`*` with `_filespec_`.
- The `-v` option specifies verbose mode.
- The `-c` option lets you customize the name of the stream that `p4 clone` creates.

P4PORT meaning before and after a clone

When you clone from a shared server to create a personal server, the `P4PORT` argument you pass to the `p4 clone` command specifies the address of the shared server you wish to clone from. If you don't pass a `P4PORT` value via the `-p` option, Helix Server uses the value of `P4PORT` set in the current command environment to identify the address of the shared server you wish to clone from.

After a clone, `P4PORT` refers to the personal server's `P4PORT` setting in its `P4CONFIG` file.

Directories and files

The `p4 clone` command creates all the directories and files that the `p4 init` command creates. In addition, `p4 clone` creates a remote called `origin` on the personal server. A remote is a mapping of files on a personal server to files on a shared server and is required for fetching, pushing, and cloning; it describes exactly which files should be copied from a personal server to a shared server or vice-versa. It is described in detail in "Understanding Remotes" on page 38.

Get the latest changes

To update your personal server with the latest changes from the shared server, run `p4 fetch`. See "Fetching and Pushing" on page 23 for more information.

4 | Fetching and Pushing

Fetching and pushing lie at the heart of a collaborative distributed workflow; they enable users to perform a number of major tasks:

- To copy changelists from a personal server to a shared server
- To fetch changelists from a shared server that were pushed there by other personal servers
- To obtain and work with a subset of a shared server's entire repository.
- To copy work between two personal servers

Administrators can also use fetching and pushing to copy changelists between shared servers.

Fetch and push are to the distributed versioning model what sync and submit are to classic Helix Server's central server model.

Clone and fetch are supported by all replica types (readonly, build farm, forwarding replica, edge server, workspace server, standby, forwarding standby, etc.). All forwarding replica types (edge, forwarding, forwarding-standby, workspace) support push by automatically forwarding the push to the commit server. Replicas of type readonly, build farm, and standby refuse push.

The `p4 fetch` command copies the specified set of files and their history from a remote server into a local server. The `p4 push` command copies the specified set of files, and their history from a local server to a remote server. Both commands are atomic: either all the specified files are fetched or pushed or none of them are.

If a `p4 push` command fails after it has begun transferring files to the remote server, it will leave those files locked on the remote server. The `p4 opened` command will display `locked`, and the files cannot be submitted by any other user. If the `p4 push` command cannot be quickly retried, you can use the `p4 unlock -r` command to unlock the files on the remote server.

The `p4 push` command is not allowed if there are unsubmitted changes in the server from which you're pushing; use `p4 resubmit` to resubmit those changes first, or discard the shelves with `p4 shelve -d` if they are not wanted. For more information on `p4 unsubmit` and `p4 resubmit`, see "Rewriting History" on page 48.

To monitor the progress of the fetch or push, pass the `-I` option to the command:

```
$ p4 -I fetch
$ p4 -I push
```

Configure security for fetching and pushing

In order to fetch and push between servers, the respective servers must have authentication and access permissions configured correctly:

- The user name on the remote server must be the same as the user name on the local server. This will be the case by default unless you have specified the `RemoteUser` field in the remote server's remote spec.
- The user must exist on the remote server.
- The user must have read (fetch) and write (push) permission on the remote server.
- The server.allowpush and server.allowfetch configuration settings must be set to on (they're off by default) on both the remote server and the local server. See the command `p4 help configurables` for more information.
- The user must be logged into the remote server via `p4 login -r`.

Specify what to copy

As described in "Understanding Remotes" on page 38, you typically specify which files will be pushed or fetched by listing depot paths in the `DepotMap` field of the remote spec. You can further narrow the set of files to be fetched or pushed with one of two command-line arguments: one specifying a filespec pattern and the other specifying a stream (with the `-S` option).

If a filespec or stream name is provided, and the remote spec uses differing patterns for the local and remote sides of the DepotMap, the filespec argument or stream name must specify the files using the local server's depot syntax. Note that the filespec must always be provided using depot syntax, not client syntax nor filesystem syntax. For more information, see "Understanding Remotes" on page 38.

- To specify a remote you pass the `-r` option and the name of the remote to the `p4 fetch` or `p4 push` command. If `-r` is not specified, the default is `-r origin`:

  ```
  $ p4 fetch -r markm-remote
  ```

- To specify a filespec you pass a filespec pattern to the `p4 fetch` or `p4 push` command.

  ```
  $ p4 fetch //depot/projectx/...
  ```

- To specify a stream you pass the `-S` option to the `p4 fetch` or `p4 push` command. Note that the stream must be listed in a depot mapping in your remote spec.

  ```
  $ p4 fetch -S //stream/dev
  ```

  where `dev` is the name of the stream on your local server

Note that when you specify a filespec or a stream, Helix Server cannot use the performance optimization provided by the remote spec.

Unlike other versioning engines such as Git, you do not have to fetch or push the entire contents of the remote server's repository; rather, you can fetch or push whatever subset of the repository you like. You specify this subset in the remote spec or at the command line of the fetch or push command.

Fetch a limited subset of history

If you have a server with a lot of history you may only want to fetch the latest few revisions to save on local storage. To do so, use the `-m N` option:

```
$ p4 fetch -m 5
```

This specifies that the server perform a shallow fetch, fetching only the last 5 revisions of each file. You can also take a slice of your history as noted above.

What do fetch and push copy?

In addition to the specified set of files, the changelists that submitted those files, and integration records, fetching and pushing to a server also copies the following:

- attributes
- any fixes associated with the changelists, but only if the job that is linked by the fix is already present in the local server

> **Note**
> Zipping and unzipping files also copies attributes and fix records.

Attribute interoperability with 15.1

2015.1 DVCS servers don't support fetching and pushing of attributes. If you try to push files with attributes from a 2015.1 server to a 2016.1 server, the 2016.1 server will detect that the attribute data was not provided and not include any attributes on the pushed files.

If a 2016.1 server tries to push files with attributes to a 2015.1 server, the 2015.1 server quietly ignores the attributes data.

Fetching, pushing, and changelists

When changelists are added to the target server during a fetch or a push, they are given new change numbers but they retain the same description, user, date, type, workspace and set of files.

When the files are added to the target server during a fetch or a push, they are kept in their same changelists, as new revisions starting after the current head. The new revisions retain the same revision number, file type, action, date, timestamp, digest, and file size.

Although the changelists are new submitted changelists in the target server for a fetch or a push, none of the submit triggers are run in the target server. For more information about submit triggers, see "Using triggers to customize performance" chapter in the *Helix Versioning Engine Administrator Guide: Fundamentals*.

If a particular changelist includes some files that match the filespec or stream restriction, and other files that do not, then only the matching files are included in the fetch or push. Note that if a remote spec is also provided, only the files that match the restriction and are mapped by the remote spec are included in the fetch or push. In other words, not all files in the changelist will necessarily be fetched or pushed. For example, consider the following `DepotMap` in a remote spec:

```
//stream/main/p4/... //depot/main/p4/...
```

Suppose you have a changelist with the following files:

```
//stream/main/p4/foo
//stream/jam/bar
```

Only `//stream/main/p4/foo` will be pushed or fetched, as it matches the remote spec mapping.

Fetch and push a shelved changelist

The Helix Server allows you to fetch, push (and zip) a shelved changelist instead of one or more submitted changelists. This gives you more flexibility if your workflow typically involves shelved changelists.

> **Note**
> Both the local and the remote server must be version 2016.1 or higher to support copying a shelved changelist.

Copying a shelf always results in the creation of a new shelf in the destination server; existing shelves, even if similar, are not overwritten.

There are two key differences between copying a submitted changelist and copying a shelved changelist:

- To copy a submitted changelist, you must have write access to the changelist's files; by contrast, need to have *open* access to the shelf's files in the target server. As a reminder, *open* access means the user can open add, edit, delete, or integrate the files.
- The resulting new shelf is owned by the user who issued the push, fetch, or zip command, even if the shelf copied was owned by a different user.

Track a changelist's identity from server to server

As described earlier, a changelist gets renumbered each time it gets fetched, pushed, or unzipped; as a result, it quickly becomes difficult to determine which changelist is which across a series of servers. Changelist 12 on one server may not be the same as changelist 12 on another server.

Helix Server includes a global changelist ID feature which allows you to assign to a changelist a permanent ID that remains the same from server to server. This is an opt-in feature. There are two workflows for enabling global changelist IDs. They are summarized in the following subsections:

Workflow 1: Let Helix Server generate global changelist IDs

The majority of Helix Server users will likely choose to have global changelist IDs system-generated.

To have Helix Server generate the IDs for you, follow these steps:

On a personal server:

1. **Run the `p4 configure` command to set `submit.identity` to whichever of the three possible formats you prefer:**
   - `uuid`: a universally-unique identifier
   - `checksum`: a checksum
   - `serverid`: a combination of the serverid + changelist number

   This causes Helix Server to generate a global changelist ID and write it to the `Identity` field of the change spec for the changelist in question, each time a change is submitted. For more information, see the description of the `submit.identity` configurable in the "Configurables" chapter of the *P4 Command Reference*.
2. **Run `p4 submit` to submit the changelist. Once you've done this, the changelist ID appears in the `Identity` field of the change spec.**
3. **Run `p4 describe` *`changelistnumber`* to find out what changelist ID was generated.**

Workflow 2: Enter global changelist ID manually

Choose this workflow if you want to customize your global changelist ID names. For example, you may want to name a changelist according to the bug it corresponds to in your bug database.

On a personal server:

1. **Run `p4 submit` to submit your changelist.**
2. **Edit the change spec to set the value of the `Identity` field to the desired value.**
3. **Run the `p4 push`, `p4 fetch`, or `p4 unzip` command.**

On the shared server:

1. **Run `p4 describe -I` *`changelistID`* to retrieve the changelist number of the changelist that was pushed, fetched, or unzipped.**

Track who pushed, fetched, or unzipped a changelist

Helix Server includes a feature — relevant only for users of Helix Server's distributed versioning features (DVCS) — that lets you distinguish between who created a particular changelist and who pushed, fetched, or unzipped it later. This gives you more visibility into scenarios in which one user pushes, fetches, or unzips another user's work.

You use the change spec's `ImportedBy` field — via the `p4 change` command — to specify the name of the user who ran the `p4 fetch`, `p4 push`, or `p4 unzip` command that imported this changelist into the shared server.

The `ImportedBy` field is filled in at the point when Helix Server stores the changelist in the target shared server.

Fetching and pushing fixes

If you plan to share fixes — that is, jobs associated with changelists — between servers when fetching and pushing (as well as zipping and unzipping) you must ensure that:

- The two servers have identical job specs
- You have manually copied the jobs you plan to push, fetch, zip, or unzip from one server to the other. You do this with the `p4 job` command.

  In the example below, `p_server` is pushing a job to `s_server`: You generate the job output by running `p4 job -o` and specifying the `s_server` name and port number and then pass the job form into `s_server` by running `p4 job -i`.

  ```
  $ p4 -p s_server:1667 job -o JobName | p4 job -i
  ```

Fetching and pushing integration history

When you merge from one stream to another, you must have both streams mapped in the remote spec in order to push or fetch integration history.

Consider the following example:

1. **You clone from a shared server to create a personal server and the following remote spec, called `origin`:**

   ```
   # A Helix Remote Specification.

   RemoteID:       origin

   Address:        p4demo:1666

   Owner:  jschaffer

   Options:        unlocked nocompress

   Update: 2015/06/29 13:14:26
   ```

```
Access: 2015/06/29 13:14:57

Description:
        Created by Joe_Coder.

LastFetch:      default

LastPush:       12305

DepotMap:

        //talkhouse/main/... //depot/Talkhouse/main-dev/...
        //talkhouse/release1.0/... //depot/Talkhouse/rel1.0/...
```

2. **In the personal server, branch a development stream (`dev`), make changes to some files in that stream and submit them.**
3. **Merge changes from the `dev` stream to the `main` stream.**
4. **Run `p4 push`.**

You will observe that although the files were pushed to the shared server, the integration history was not.

To ensure that integration files are pushed or fetched, both the merge source and the merge target must be included in the remote spec.

1. **Modify the remote spec to add a line under `DepotMap` for development stream `//talkhouse/dev/...`:**

```
DepotMap:
        //talkhouse/main/... //depot/Talkhouse/main-dev/...
        //talkhouse/dev/... //depot/Talkhouse/jschaffer-dev/...
        //talkhouse/release1.0/... //depot/Talkhouse/rel1.0/...
```

2. **Run `p4 push`.**
3. **Observe that both files and integration history were pushed to the shared server.**

Configure server to limit storage of archive revisions

Recall that server files have two portions: the file data itself — known as the *archive* or *archive file* — and the file's metadata — information describing the file, such as its size and its owner.

Because digital asset archives take up substantial storage space, it would be convenient to control how many revisions of the archive you store locally when you fetch the digital asset files to your personal server. Moreover, because source code doesn't impose this same storage burden, it would be equally helpful to control the source code archive files separately from the digital assets when fetching quantities of archives.

The `ArchiveLimits:` field in the personal server's remote spec allows you to do just this. Using `ArchiveLimits:`, you specify how many revisions of a file or files archive(s) you want to store locally with a fetch. This is regulated at the level of one or more files, so if you store your digital asset files in separate subdirectories from source code files, you can impose the archive limits on just the digital asset files, leaving source code files unaffected.

`ArchiveLimits:` does not affect the fetched files' metadata; the fetch stores metadata for the entire history of the files.

If you don't set `ArchiveLimits:` the server defaults to storing all archive revisions.

> **Note**
> `ArchiveLimits:` are applied during the `p4 fetch` operation only. However, since they apply to `p4 fetch`, they also affect `p4 clone`, if they are set in the remote spec invoked by `p4 clone`.

ArchiveLimits: entries

An `ArchiveLimits:` entry consists of a sequence of one or more lines of the form `filespec depth`, where:

- `filespec` is a file or subdirectory of files
- `depth` dictates how many relative revisions of the archive files to store

The `depth` field can be a non-negative integer, or the special word `all`, which tells the server to store all revisions of the file or files specified in that line's `filespec`. Setting `depth` to `0` tells the server not to store any archives for files specified in this line's `filespec`.

The integer value `0` means that a fetch will not store any archive files, just metadata, for the files specified in the `filespec` entry on this line.

A positive integer *N* means that no more than *N* archives should be stored for each file in this section of your repo. For example, suppose you have a file whose latest revision is 17 and the `depth` setting for the `ArchiveLimits:` entry governing this file is `2`. This means that when the file is fetched, the server will store the archive for revisions 17 and 16 only.

Recall that since `ArchiveLimits:` behavior operates at the level of a filespec, you can separate what the server does with digital assets files from what it does with source code simply by:

1. storing the digital assets files in a distinct folder from the source code files
2. describing `ArchiveLimits:` behavior for each of these folders on separate lines

Consider the following sample `ArchiveLimits:` entry:

```
ArchiveLimits:
    //.../*.zip 1
    //.../*.iso 0
    //.../*.rpm 0
    //depot/main/.../*.zip 3
    //depot/rel*/.../*.zip all
    //depot/.../*.mp4 2
```

This would result in the server behavior summarized in the following table:

File or files	Server behavior
`//depot/main/my/proj/component/MyClass.java`	All revisions of the archive file are stored on the server
`//artifacts/Windows/Windows10.iso`	No archive is ever stored for this file
`//depot/main/my/proj/builds/myProj.zip`	The three most recent revisions of the archives are stored on the server
`//depot/dev/my/proj/builds/myProj.zip`	Only the most recent revision of the archive is stored on the server
`//depot/rel1.0/my/proj/builds/myProj.zip`	All revisions of archives are stored on the server

Per-server identities

There are distributed versioning scenarios in which you want to fetch and push from/to multiple shared servers and you need to use a different Helix Server identity for each server. You can specify the identity Helix Server should use for a particular shared server in the `RemoteUser` field of that shared server's spec. The `p4 fetch` and `p4 push` command then use that identity for authentication against that shared server.

When things go wrong

Fetch and push have a couple of failure scenarios that require action on the part of the user or shared server administrator.

Access denial

If there are permissions or authentication problems for any of the reasons outlined in the section "Configure security for fetching and pushing" on page 23, the fetch or push will fail with a message from the shared server. The user or shared server administrator must then address the problem before the user can attempt the fetch or push again.

History does not fit

A fetch is only allowed if the files being fetched fit cleanly into the personal server, building precisely on a shared common history. If there are any conflicts or gaps, the fetch is rejected. Otherwise, the changelists from the shared server become new submitted changelists in the personal server.

If the fetch fails, this is probably because you have attempted to fetch revisions from the shared server to your personal server that are in conflict with revisions you've submitted to your personal server.

"Rewriting History" on page 48 explains what to do to resolve this situation.

> **Note**
> As a best practice, you should generate a report of conflicts before attempting a fetch, with the `-n` command-line option.

Support for exclusive locking in personal servers

There are certain types of files that cannot be merged and therefore must only be changed by one user at a time. Examples include binary files, Microsoft Word files, and digital assets such as 3D models. In Helix Server, to ensure that only one user at a time writes changes to a file, you assign the file the filetype `+l`. This gives the user a global exclusive lock on the file when they open it for edit.

You can enable the support of exclusive locking in personal servers for the **`p4 edit`**, **`p4 delete`**, and **`p4 revert`** commands. To do this, pass the **`--remote=`*`remote`*** option, where *remote* specifies the shared server from which you cloned the locked file. The lock is held in the shared server. All personal servers which cloned the file from the shared server must observe this lock restriction.

> **Note**
> For exclusive locking to work, the shared server must be configured as a commit server. For instructions on how to do this, see "Create commit and edge server configurations" in the *Helix Versioning Engine Administrator Guide: Multi-Site Deployment*.

Once you have the locked file in the shared server:

- you can safely change the file, submit your changes, and push to the shared server; your lock releases automatically at the end of the push
- no other user is allowed to either edit that file or push it from their personal server

Exclusive locking works as follows for each of the three commands:

- For `p4 edit`, the `--remote=remote` option opens the file for edit in your personal server, and additionally — if the file is of type `+l` — takes a global exclusive lock on the file in the shared server from which you cloned the file. That global exclusive lock is retained until you push the updated file to the shared server, or until you use `p4 revert --remote=remote` to revert the file.
- For `p4 delete`, the `--remote=remote` option opens the file for delete in your personal server, and additionally — if the file is of type +l — takes a global exclusive lock on the file in the shared server from which which you cloned the file. That global exclusive lock is retained until you push the deleted file to the shared server, or until you use `p4 revert --remote=remote filename` to revert the file.
- For `p4 revert`, the `--remote=remote` option reverts the named file in your personal server, and additionally — if the file is of type `+l` — releases the global exclusive lock on the file in the shared server from which you cloned the file.

Using triggers with fetch and push

Helix Server triggers are user-written programs called by a Helix Versioning Engine when certain operations are performed. You use triggers to extend or customize Helix Server functionality. Triggers are of different types, depending on the event that causes the trigger to execute.

The trigger types in the list below have been defined to help you customize the processing done in committing changes in a distributed versioning environment. These three types may be invoked during the execution of the `p4 push`, `p4 fetch`, or `p4 unzip` commands.

- Use push-submit triggers to customize processing during that phase of the `push`/`fetch`/`unzip` command when metadata has been transferred but files have not yet been transferred.
- Use push-content triggers to customize processing during that phase of the `push`/`fetch`/`unzip` command when files have been transferred but their contents have not yet been committed.
- Use `push-commit` triggers to do any clean up work or other post processing work after changes have been committed.

> **Note**
> Push triggers are disabled by default for the `p4 unzip` command. See the `p4 unzip` command in the *P4 Command Reference* for instructions on how to enable push triggers.

For more information, see "Triggering on pushes and fetches" in the *Helix Versioning Engine Administrator Guide: Fundamentals*.

5 | Streams and Branching

Streams are the Helix Server term for branches. They are variant versions of a body of code. You can read more about them in the "Streams" chapter of the *Helix Versioning Engine User Guide*.

When using a personal server created by `p4 init` or `p4 clone`, Helix Server uses streams as containers for your code. Helix Server will create a stream named `main` to contain the content created or cloned. If, in working with your personal server, you need to create new streams — also known as branching — you can do so with the `p4 switch` command. You can then use merge and copy as normal to move individual changes between streams.

> **Note**
> Although you can switch between streams on a shared server, you cannot use `p4 switch` to create new streams on shared servers.

> **Note**
> DVCS does not support task streams.

List streams

To display the current stream, issue `p4 switch` with no options.

```
$ p4 switch
main
```

`main` is the default stream created by the `p4 clone` command.

Pass the `-l` option to `p4 switch` to list all known streams.

```
$ p4 switch -l
main *
```

The asterisk indicates the current stream. As we haven't yet created any other streams, `main` is the only one listed and is the current stream.

Create streams

`p4 switch -c` ***stream*** creates a new stream and populates it with a copy of all the files in the current stream.

```
$ p4 switch -c dev
dev
```

A quick comparison reveals that the two streams contain identical files:

```
$ p4 diff2 //stream/main/... //stream/dev/...
==== //stream/main/a/test1.txt#1 (text) - //stream/dev/a/test1.txt#1
(text) ==== identical
==== //stream/main/a/test2.txt#1 (text) - //stream/dev/a/test2.txt#1
(text) ==== identical
```

The `-P parent` option specifies that `p4 switch -c` should create a new stream with the specified stream as its parent, rather than the default of the current stream; thus the new stream will be populated with the files from the specified parent stream, rather than the files from the current stream.

```
$ p4 switch -P main -c child_of_main
child_of_main
```

As the following output demonstrates, `//stream/main` is the parent of `//stream/child_of_main`:

```
$ p4 stream -o //stream/child_of_main
# A Helix Stream Specification.
#
#  Stream:       The stream field is unique and specifies the depot path.
#  Update:       The date the specification was last changed.
#  Access:       The date the specification was originally created.
#  Owner:        The user who created this stream.
#  Name:         A short title which may be updated.
#  Parent:       The parent of this stream, or 'none' if Type is mainline.
#  Type:         Type of stream provides clues for commands run
#                between stream and parent.  Five types include
'mainline',
#                'release', 'development' (default), 'virtual' and 'task'.
#  Description:  A short description of the stream (optional).
#  Options:      Stream Options:
#                       allsubmit/ownersubmit [un]locked
#                       [no]toparent [no]fromparent mergedown/mergeany
#  Paths:        Identify paths in the stream and how they are to be
#                generated in resulting clients of this stream.
#                Path types are share/isolate/import/import+/exclude.
#  Remapped:     Remap a stream path in the resulting client view.
#  Ignored:      Ignore a stream path in the resulting client view.
#
# Use *'p4 help stream'* to see more about stream specifications and
```

```
command.

Stream: //stream/child_of_main

Update: 2015/02/06 10:57:04

Access: 2015/02/06 10:57:04

Owner:  jschaffer

Name:   //stream/child_of_main (created by switch command)

Parent: //stream/main

Type:   development

Options:      allsubmit unlocked toparent fromparent mergeany

Paths:
        share ...
```

Switch between streams

To switch between streams issue this command:

```
$ p4 switch other_stream
```

When switching to a different stream, the `p4 switch` command first runs `p4 reconcile` to determine which files have been modified in the current stream. It then shelves any changed files for safekeeping.

After switching to a new stream, `p4 switch` syncs your client workspace to the head of the new stream, and unshelves any files that were open in the default changelist the last time you used that stream.

> **Note**
> You cannot switch to a new stream if files are open in a numbered changelist. If files are open in the default changelist, they will be shelved and reverted prior to switching to the new stream, and will be automatically unshelved when switching back to this stream.

The shelving process stores files in the depot from a pending changelist without submitting them. If you decide that the change you were making in a particular stream, actually belongs in a different stream, you can run `p4 switch -r stream_name` to apply the changes on the current stream to the stream specified in the switch command.

```
$ p4 switch -r stream_name
```

Here's the list of all of our streams:

```
$ p4 switch -l
child_of_main
dev *
gui
main
```

Here's the stream we're currently in:

```
$ p4 switch
dev
```

Here are the files currently in `//stream/dev`:

```
$ p4 files //stream/dev/...
//stream/dev/dvcs_commands/remote.xml#1 - branch change 43 (text)
//stream/dev/dvcs_commands/remotes.xml#1 - branch change 43 (text)
//stream/dev/dvcs_commands/resubmit.xml#1 - branch change 43 (text)
//stream/dev/dvcs_commands/switch.xml#1 - branch change 43 (text)
//stream/dev/dvcs_commands/unsubmit.xml#1 - branch change 43 (text)
//stream/dev/dvcs_commands/unzip.xml#1 - add change 44 (text)
//stream/dev/dvcs_commands/zip.xml#1 - edit change 45 (text)
//stream/dev/dvcs_user_guide/00_preface.xml#1 - edit change 46 (text)
```

Now we open new files in `dev`:

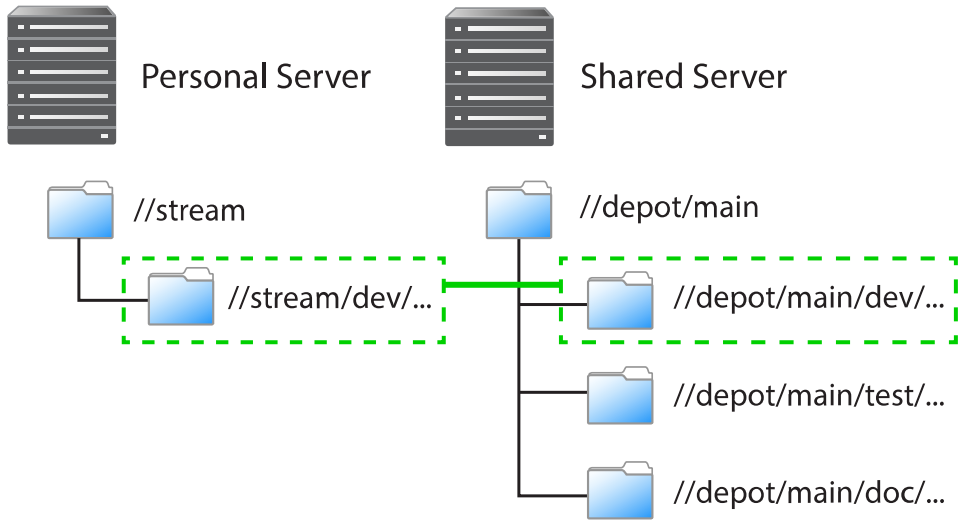
```
$ p4 add a b c
```

If we then issue the following command, we switch to the `gui` stream but bring over the content that was changed in `dev`:

```
$ p4 switch -r gui
$ ls
a b c remote.xml remotes.xml switch.xml zip.xml
```

6 | Understanding Remotes

A remote describes how depot files are mapped between a personal server and a shared server. A remote spec — which describes a remote — is created by the user and has a unique name. A remote is used with the `p4 push`, `p4 fetch`, and `p4 clone` commands to describe source and target directories. The following picture illustrates mapping depot files between a personal and a shared server:



As depicted in the figure above, a remote holds file mappings between depot paths on the shared server and depot paths on the personal server.

- For fetch and clone operations, it defines the files from the remote server that you want in your personal server and specifies where you want them to reside.
- For a push operation, it defines the files from the personal server that you want in the shared server and specifies where you want them to reside.

Remotes provide a convenient way to give you the exact files you need to work on a particular project. You can simply clone from a shared server, specifying the remote id of the remote that maps the desired files. These files are then copied to your personal server. Once they've cloned, you can use `p4 fetch` to refresh the files initially obtained with the `p4 clone` command. Over time, you can edit remote specs to account for the addition of new streams or the removal or old streams.

Using remotes allows you to fetch a subset of all the files on the shared server. This is in contrast to other distributed versioning systems, such as Git, which require that you fetch all files.

Note that when you clone a set of files from a shared server by specifying a remote, Helix Server creates a new remote named `origin` and copies the remote into your local system. Future invocations of `p4 fetch` do not need to pass in `-r` remote, as `origin` is now assumed to be the remote.

There are two different scenarios in which remotes are created:

- You create a remote on a shared server so that other users can clone from this server and obtain the files they need to work on a project. Note that to create a remote on a shared server, you must have an access privilege of `open` or greater. While this task typically falls in the domain of an administrator, it does not require administrator privileges.
- You — an individual user — create one or more remotes on your personal server so that you can eventually push your work to and fetch files from one or more shared servers.

You would create a remote on a shared server to dictate which subset of the shared server's repository a personal server retrieves when it clones from the shared server. After cloning, you use the `origin` remote on your personal server. You can then either edit the `origin` remote or create a different remote to control which streams the personal server fetches and pushes when using that remote.

Choose a remote

How you choose a remote depends on whether you're doing your initial clone or your daily fetching and pushing.

If you're cloning, run the `p4 remotes` command on the shared server from which you're cloning and choose the remote you want to work with. To look at the details of each remote, run `p4 remote -o`. Alternatively, you can obtain the id of the remote from a shared server administrator or project leader.

If you want the content of just one depot path, pass the filespec of the path by running `p4 clone -f`.

In a typical use case, you've cloned from a shared server and the remote has been copied to your personal server and named `origin`. Because `origin` is the default remote, you don't have to pass a remote id during subsequent fetches and pushes.

In the more complicated case, you're pushing to or fetching from multiple shared servers, in which case you would run `p4 remotes` on your personal server and choose from among the remotes based on which shared server you're fetching from or pushing to. Again, you can use `p4 remote -o` to get the details of each remote.

Create a remote

Remotes are described by *remote specifications* or *remote specs* for short. To create a remote, run the `p4 remote` command. This puts the remote specification or *spec* into a temporary file and invokes the editor configured by the environment variable `P4EDITOR`. You then edit the file to specify depot mappings and other information. Saving the file creates the remote spec.

To modify the remote, invoke `p4 remote` with the `remoteID` of the remote you want to modify; make changes in the editor to the remote spec and then save the file.

Example

In the following example, we get a list of remotes from a shared server, clone from the shared server using one of those remotes, show the resulting remote in the personal server — with the `p4 remotes` command — and then demonstrate that the path listed in the remote spec corresponds to the path passed to the clone command:

1. First, we query a shared server for a list of remotes:

```
$ p4 -p perforce:1666 remotes
bpendleton-dev  'To clone bpendleton's dev branch, use this remote
spec. '
h_dev localhost:1666 'Created by hmackiernan. '
markm-remote2  'Created by markm. '
mw-dvcs localhost:1666 '[dvcs] Map main server components.  Created
by mwittenberg. '
p4-client localhost:1666 'Created by cmclouth. '
```

2. Then we choose a remote and pass it to the clone command:

```
$ p4 clone -p perforce:1666 -r markm-remote2
Helix db files in '/Users/jschaffer/.p4root' will be created if
missing...
Helix Versioning Engine info:
       Server initialized and ready to use.
Remote origin saved.
main

Changes were successfully fetched.
Remote origin saved.
Server jschaffer-dvcs-1422657971 saved.
```

3. Next we run `p4 remotes` against the personal server to show that we now have a remote called "origin," which is the renamed remote we cloned from the shared server:

```
$ p4 remotes
origin perforce:1666 'Description '
```

4. Next, we write the contents of the remote we passed to `p4 clone` to standard output to show the depot paths it specified in the `DepotMap` field:

```
$ p4 -p perforce:1666 remote -o markm-remote2
# A Helix Remote Specification.
#
#  RemoteID:           The remote identifier.
#  Address:            The P4PORT used by the shared server.
#  Owner:              The user who created this remote.
#  RemoteUser:         The user to use when connecting to the shared
server.
#  Options:            Remote options: [un]locked, [no]compress.
#  Update:             The date this specification was last
modified.
#  Access:             The date of the last 'push/fetch' on this
remote.
#  Description:        A short description of the shared server
(optional).
#  LastFetch:          The last changelist that was fetched.
#  LastPush:           The last changelist that was pushed.
#  DepotMap:           Lines to map local files to remote files.
#  ArchiveLimits:      Limits on the number of files fetched
(optional).

RemoteID:       markm-remote2

Owner:  markm

Options:        unlocked compress

Update: 2014/12/11 11:15:15

Description:
        Created by markm.
```

```
LastFetch:      default

LastPush:       default

DepotMap:
        //depot/main/p4/msgs/... //depot/main/p4/msgs/...
```

5. Finally, we write the contents of the origin remote spec to standard out to demonstrate that the depot paths it specifies in the `DepotMap` field are identical to those of `markm-remote2`:

```
$ p4 remote -o origin
# A Helix Remote Specification.
#
#  RemoteID:    The remote identifier.
#  Address:     The P4PORT used by the shared server.
#  Owner:       The user who created this remote.
#  Options:     Remote options: [un]locked, [no]compress.
#  Update:      The date this specification was last modified.
#  Access:      The date of the last 'push/fetch' on this remote.
#  Description: A short description of the shared server (optional).
#  LastFetch:   The last changelist that was fetched.
#  LastPush:    The last changelist that was pushed.
#  DepotMap:    Lines to map local files to remote files.

RemoteID:     origin

Address:      perforce:1666

Owner:  jschaffer

Options:      unlocked nocompress

Update: 2015/01/30 14:46:51

Description:
        Description

LastFetch:    996270

LastPush:     4024

DepotMap:
        //depot/main/p4/msgs/... //depot/main/p4/msgs/...
```

Notice that the `LastFetch` and `LastPush` values have changed to non-zero numbers to reflect the highest changelist numbers most recently fetched and pushed.

A closer look at a remote spec

The following is a sample remote spec, describing a remote named `server-main-darwin`:

```
# A Helix Remote Specification.

RemoteID:       server-main-darwin

Owner:  bruno

Options:        unlocked compress

Update: 2014/11/21 08:21:32

Description:
        A fairly complete set of the mainline code for the widget, with
the
        test harness limited to the darwin platform. Fetch or clone from
        this remote spec if you want to build and work with the mainline
        widget code on a darwin machine.

LastFetch:      default

LastPush:       default

DepotMap:
        //stream/main/widget/... //depot/main/widget/...
        //stream/main/widget-test/server/... //depot/main/widget-
test/server/...
        //stream/main/widget-test/bin/... //depot/main/widget-test/bin/...
        -//stream/main/widget-test/bin/arch/... //depot/main/widget-
test/bin/arch/...
        //stream/main/widget-test/bin/arch/darwin90x86_64/...
//depot/main/widget-test/bin/arch/darwin90x86_64/...
        //stream/main/widget-doc/code/... //depot/main/widget-doc/code/...
```

The following table describes the remote spec in more detail:

Entry	Meaning
`RemoteID`	The remote identifier.
`Address`	The `P4PORT` used by the shared server.
`Owner`	The user who created this remote.
`Options` (`[un]locked`, `[no]compress`)	The `unlocked` option setting means people other than the owner can update the spec. The `compress` option setting means that when files are fetched or pushed they're compressed, as a performance optimization. You would only set this option to `uncompress` if you were fetching or pushing binary files that were already in a compressed format.
`Update`	The date this specification was last modified.
`Access`	The date of the last push or fetch on this remote.
`Description`	A short description of the shared server (optional).
`LastFetch`	The last changelist that was fetched. If set to default, means no fetches have yet occurred.
`LastPush`	The last changelist that was pushed. If set to default, means no pushes have yet occurred.
`DepotMap`	The lines to map local files to remote files. The file paths on the left-hand side are on the personal server. The file paths on the right-hand side are on the shared server.

Remote specs give you the full power of Helix Server client view syntax. For details, see the section "Defining client workspaces" in the chapter Configuring P4 in the *Helix Versioning Engine User Guide*. Below is some basic information about creating a remote spec.

Specify mappings

Remote specs consist of one or more mappings. Each mapping has two parts:

1. The left-hand side specifies one or more files on the personal server.
2. The right-hand side specifies one or more files on the shared server.

Although the two sides don't have to name identical paths, they can.

Enclose paths with spaces in quotation marks.

Using wildcards in remote specs

To map groups of files in remote specs, you use Helix Server wildcards (`*`, `...`). Any wildcard used on the remote side of a mapping must be matched with an identical wildcard in the mapping's local side. You can use the following wildcards to specify mappings in your remote spec:

Wildcard	Description
`*`	Matches anything except slashes. Matches only within a single directory. Case sensitivity depends on your platform.
`...`	Matches anything including slashes. Matches recursively (everything in and below the specified directory).

Now consider another remote spec's simple depot path:

```
//stream/main/... //depot/main/...
```

All files in the shared server's depot path are mapped to the corresponding locations on the personal server. For example, the shared server file `//depot/main/widget-test/server.txt` is mapped to the personal server file `//stream/main/widget-test/servert.txt`.

Mapping part of the depot

If you are interested only in a subset of the depot files on the shared server, map only that portion. Reducing the scope of the personal server's files also ensures that your commands do not inadvertently affect the entire depot. To restrict the personal server scope, map only part of the shared server depot to the personal server.

Example **Mapping part of the shared server depot to the personal server**

```
Remote Spec:
        //stream/main/... //depot/main/widget-doc/code/...
```

In this case, Helix Server will map only the shared server files under the code subdirectory to the personal server's `//stream/main` directory.

Mapping files to different locations on the personal server

Remote specs can consist of multiple mappings; these map portions of the shared server file tree to different parts of the personal server. If there is a conflict in the mappings, later mappings have precedence over earlier ones.

Example **Multiple mappings in a single personal server**

The following remote spec ensures that release notes in the remote `p4-doc` folder reside in the personal server in a top-level folder called doc:

```
Remote Spec:
        //stream/main/src/... //depot/main/p4/...
        //stream/main/doc/... //depot/main/p4-doc/relnotes/...
```

Excluding files and directories

Exclusionary mappings enable you to exclude files and directories from being mapped to a personal server. To exclude a file or directory, precede the mapping with a minus sign (`-`). Whitespace is not allowed between the minus sign and the mapping.

Example **Using a remote spec to exclude files from a personal server**

Suppose you're working on a game project and you don't need the art files to be local:

```
Remote Spec:
        //stream/main/... //my_game/...
        -//stream/main/art/... //my_game/art/...
```

Forward login to shared server

You can log into a shared server from a personal server without needing to know the shared server's `P4PORT` setting.

To do this, issue the following command:

```
$ p4 login -r remotespec
```

where *remotespec* is the spec corresponding to the server you want to log into.

If `RemoteUser` is specified in the remote spec, the login is performed for that user.

7 | Rewriting History

Helix Server allows you to rewrite the history of the changes in your server. There are two reasons why you would want to rewrite history:

1. To resolve conflicts between a personal server's file history and a shared server's file history that arise when fetching or pushing.
2. To revise local work: correcting mistakes, clarifying intent, and streamlining the local commit history by consolidating intermediate changes.

The tangent depot

As part of rewriting history, Helix Server makes use of *the tangent depot*; the tangent depot is a system-generated, read-only location in which the `p4 fetch -t` command stores conflicting changes. The `p4 fetch -t` command automatically creates the tangent depot named `tangent` if one does not already exist. This is further explained in the next section, "Resolve conflicts by rewriting local history" below.

For more information on the various kinds of depots, including the tangent depot, see the `p4 depot` chapter in the *P4 Command Reference*.

Resolve conflicts by rewriting local history

If there are conflicts between a personal server's file history and a shared server's file history, a fetch will fail and report the conflict. This happens when you've changed some files in your personal server at the same time that someone else has changed those files in the shared server.

In this situation, you run `p4 fetch -t`. This does the following:

1. Relocates conflicting changelists to the tangent depot.
2. Fetches the remote work from the shared server.

You then run `p4 resubmit -m` to resubmit and automatically merge the conflicting local changes.

If your conflict(s) involved the same line or lines then `p4 resubmit -m` fails and you need to:

1. **Run `p4 resolve` to resolve the conflict(s).**
2. **Run `p4 resubmit -Rm` to resume the resubmit.**

Consider the following example:

1. User A clones from a shared server, bringing down revision 4 of `//stream/main/foo.c` (`//stream/main/foo.c#4`).
2. User A edits `foo.c` and then submits it, creating `//stream/main/foo.c#5`.

3. In the meantime, User B, has made two edits to `//stream/main/foo.c` and pushed them to the shared server. The shared server is now at revision 6 (`//stream/main/foo.c#6`).
4. User A attempts to push their change to the shared server, but the push fails because the file version history doesn't fit.
5. User A must now run `fetch -t`, which relocates User A's revision 5 to the tangent depot, and fetches revisions 5 and 6 from the shared server.
6. User A now runs `resubmit -m`. User A's change, originally numbered 5, is submitted as revision 7.
7. User A pushes their change to the shared server. The push succeeds.

Rewrite history to revise local work

This section examines two scenarios in which you might want to revise local work by rewriting history.

Scenario 1: You forgot to map a file

Suppose you wrote a new class in C++: `src/module/UserUtils.cpp` and it uses the header file `inc/UserUtils.h`. You then issue this command:

```
$ p4 submit UserUtils.cpp
```

Your build script complains about the missing include file `UserUtils.h`. To fix this, you would issue the following commands:

```
$ p4 unsubmit UserUtils.cpp
$ p4 resubmit -e
```

Now `UserUtils.cpp` is open. You would then run:

```
$ p4 add -c NNN UserUtils.h
$ p4 resubmit -Re
```

Where *NNN* is a changelist number.

Now the permanent history shows that your change contains both `UserUtils.cpp` and `UserUtils.h`.

Scenario 2: Combine two changes to remove "noise" from the history

Suppose you add a feature in change *NNN*. A reviewer finds a problem with it, so you make another change to fix the problem. Then you realize that the second change is just adding *noise* to the history.

To fix this, you would do the following:

(We assume your first change is *NNN* and your second change is *MMM*)

1. Unsubmit both changes:

```
$ p4 unsubmit //...@NNN,@MMM
Change MMM unsubmitted and shelved
Change NNN unsubmitted and shelved
```

2. Start the partially-interactive resubmit process:

```
$ p4 resubmit -e
```

   Now change *NNN* is open for edit.

3. Make the change you originally made in changelist *NNN*.
4. Update the change description:

```
$ p4 change NNN
```

5. Resume the resubmit process:

```
$ p4 resubmit -Re
```

   Now the second change is open for edit but you don't need it. You can demonstrate this to yourself by running `p4 resolve`, `p4 diff`, and `p4 revert -a` to see that nothing is changed by the second change.

6. Delete the second change:

```
$ p4 shelve -d -c MMM
$ p4 change -d -c MMM
```

   Alternatively, to delete the second change you could run `p4 resubmit -i` and choose `d`.

8 | Git:Helix Server Command Mappings

The following table maps Git commands to their corresponding Helix Server commands:

Git Command	Helix Server Command
`git add`	`p4 reconcile`
`git branch`	`p4 switch -l`
`git checkout --orphan new_branch`	`p4 switch -cm new_stream`
`git checkout branch`	`p4 switch stream`
`git clone repository`	`p4 clone -p host:port -r remote`
`git commit`	`p4 submit`
`git init`	`p4 init`
`git merge branch`	`p4 merge --from stream`
`git pull`	`p4 fetch -t -r remote -S stream`
`git pull --all`	`p4 fetch -t`
`git push`	`p4 push -r remote -S stream`
`git push --all`	`p4 push`
`git rebase`	`p4 unsubmit` followed by `p4 resubmit`
`git remote`	`p4 remotes`
`git remote add new_ remoterepository`	`p4 remote new_remote`
`git status`	`p4 status`
`git checkout -b new-branch`	`p4 switch -c new-branch`

For more details on Helix Server commands, see the *P4 Command Reference*.

Glossary

A

access level

A permission assigned to a user to control which commands the user can execute. See also the 'protections' entry in this glossary and the 'p4 protect' command in the P4 Command Reference.

admin access

An access level that gives the user permission to privileged commands, usually super privileges.

archive

1. For replication, versioned files (as opposed to database metadata). 2. For the 'p4 archive' command, a special depot in which to copy the server data (ersioned files and metadata).

atomic change transaction

Grouping operations affecting a number of files in a single transaction. If all operations in the transaction succeed, all the files are updated. If any operation in the transaction fails, none of the files are updated.

B

base

The file revision, in conjunction with the source revision, used to help determine what integration changes should be applied to the target revision.

binary file type

A Helix Server file type assigned to a non-text file. By default, the contents of each revision are stored in full, and file revision is stored in compressed format.

branch

(noun) A set of related files that exist at a specific location in the Perforce depot as a result of being copied to that location, as opposed to being added to that location. A group of related files is often referred to as a codeline. (verb) To create a codeline by copying another codeline with the 'p4 integrate', 'p4 copy', or 'p4 populate' command.

branch form

The form that appears when you use the 'p4 branch' command to create or modify a branch specification.

branch mapping

Specifies how a branch is to be created or integrated by defining the location, the files, and the exclusions of the original codeline and the target codeline. The branch mapping is used by the integration process to create and update branches.

branch view

A specification of the branching relationship between two codelines in the depot. Each branch view has a unique name and defines how files are mapped from the originating codeline to the target codeline. This is the same as branch mapping.

broker

Helix Broker, a server process that intercepts commands to the Helix Server and is able to run scripts on the commands before sending them to the Helix Server.

C

change review

The process of sending email to users who have registered their interest in changelists that include specified files in the depot.

changelist

A list of files, their version numbers, the changes made to the files, and a description of the changes made. A changelist is the basic unit of versioned work in Helix Server. The changes specified in the changelist are not stored in the depot until the changelist is submitted to the depot. See also atomic change transaction.

changelist form

The form that appears when you modify a changelist using the 'p4 change' command.

changelist number

The unique numeric identifier of a changelist. By default, changelists are sequential.

check in

To submit a file to the Helix Server depot.

check out

To designate one or more files for edit.

checkpoint

A backup copy of the underlying metadata at a particular moment in time. A checkpoint can recreate db.user, db.protect, and other db.* files. See also metadata.

classic depot

A repository of Helix Server files that is not streams-based. The default depot name is depot. See also default depot and stream depot.

client form

The form you use to define a client workspace, such as with the 'p4 client' or 'p4 workspace' commands.

client name

A name that uniquely identifies the current client workspace. Client workspaces, labels, and branch specifications cannot share the same name.

client root

The topmost (root) directory of a client workspace. If two or more client workspaces are located on one machine, they should not share a client root directory.

client side

The right-hand side of a mapping within a client view, specifying where the corresponding depot files are located in the client workspace.

client workspace

Directories on your machine where you work on file revisions that are managed by Helix Server. By default, this name is set to the name of the machine on which your client workspace is located, but it can be overridden. Client workspaces, labels, and branch specifications cannot share the same name.

code review

A process in Helix Swarm by which other developers can see your code, provide feedback, and approve or reject your changes.

codeline

A set of files that evolve collectively. One codeline can be branched from another, allowing each set of files to evolve separately.

comment

Feedback provided in Helix Swarm on a changelist or a file within a change.

commit server

A server that is part of an edge/commit system that processes submitted files (checkins), global workspaces, and promoted shelves.

conflict

1. A situation where two users open the same file for edit. One user submits the file, after which the other user cannot submit unless the file is resolved. 2. A resolve where the same line is changed when merging one file into another. This type of conflict occurs when the comparison of two files to a base yields different results, indicating that the files have been changed in different ways. In this case, the merge cannot be done automatically and must be resolved manually. See file conflict.

copy up

A Helix Server best practice to copy (and not merge) changes from less stable lines to more stable lines. See also merge.

counter

A numeric variable used to track variables such as changelists, checkpoints, and reviews.

D

default changelist

The changelist used by a file add, edit, or delete, unless a numbered changelist is specified. A default pending changelist is created automatically when a file is opened for edit.

deleted file

In Helix Server, a file with its head revision marked as deleted. Older revisions of the file are still available. in Helix Server, a deleted file is simply another revision of the file.

delta

The differences between two files.

depot

A file repository hosted on the server. A depot is the top-level unit of storage for versioned files (depot files or source files) within a Helix Versioning Engine. It contains all versions of all files ever submitted to the depot. There can be multiple depots on a single installation.

depot root

The topmost (root) directory for a depot.

depot side

The left side of any client view mapping, specifying the location of files in a depot.

depot syntax

Helix Server syntax for specifying the location of files in the depot. Depot syntax begins with: //depot/

diff

(noun) A set of lines that do not match when two files are compared. A conflict is a pair of unequal diffs between each of two files and a base. (verb) To compare the contents of files or file revisions. See also conflict.

donor file

The file from which changes are taken when propagating changes from one file to another.

E

edge server

A replica server that is part of an edge/commit system that is able to process most read/write commands, including 'p4 integrate', and also deliver versioned files (depot files).

exclusionary access

A permission that denies access to the specified files.

exclusionary mapping

A view mapping that excludes specific files or directories.

F

file conflict

In a three-way file merge, a situation in which two revisions of a file differ from each other and from their base file. Also, an attempt to submit a file that is not an edit of the head revision of the file in the depot, which typically occurs when another user opens the file for edit after you have opened the file for edit.

file pattern

Helix Server command line syntax that enables you to specify files using wildcards.

file repository

The master copy of all files, which is shared by all users. In Helix Server, this is called the depot.

file revision

A specific version of a file within the depot. Each revision is assigned a number, in sequence. Any revision can be accessed in the depot by its revision number, preceded by a pound sign (#), for example testfile#3.

file tree

All the subdirectories and files under a given root directory.

file type

An attribute that determines how Helix Server stores and diffs a particular file. Examples of file types are text and binary.

fix

A job that has been closed in a changelist.

form

A screen displayed by certain Helix Server commands. For example, you use the change form to enter comments about a particular changelist to verify the affected files.

forwarding replica

A replica server that can process read-only commands and deliver versioned files (depot files). One or more replicat servers can significantly improve performance by offloading some of the master server load. In many cases, a forwarding replica can become a disaster recovery server.

G

Git Fusion

A Perforce product that integrates Git with Helix, offering enterprise-ready Git repository management, and workflows that allow Git and Helix Server users to collaborate on the same projects using their preferred tools.

graph depot

A depot of type graph that is used to store Git repos in the Helix Server. See also Helix4Git.

group

A feature in Helix Server that makes it easier to manage permissions for multiple users.

H

have list

The list of file revisions currently in the client workspace.

head revision

The most recent revision of a file within the depot. Because file revisions are numbered sequentially, this revision is the highest-numbered revision of that file.

Helix Server

The Helix Server depot and metadata; also, the program that manages the depot and metadata, also called Helix Versioning Engine.

Helix TeamHub

A Perforce management platform for code and artifact repository. TeamHub offers built-in support for Git, SVN, Mercurial, Maven, and more.

Helix4Git

Perforce solution for teams using Git. Helix4Git offers both speed and scalability and supports hybrid environments consisting of Git repositories and 'classic' Helix Server depots.

I

integrate

To compare two sets of files (for example, two codeline branches) and determine which changes in one set apply to the other, determine if the changes have already been propagated, and propagate any outstanding changes from one set to another.

J

job

A user-defined unit of work tracked by Helix Server. The job template determines what information is tracked. The template can be modified by the Helix Server system administrator. A job describes work to be done, such as a bug fix. Associating a job with a changelist records which changes fixed the bug.

job specification

A form describing the fields and possible values for each job stored in the Helix Server machine.

job view

A syntax used for searching Helix Server jobs.

journal

A file containing a record of every change made to the Helix Server's metadata since the time of the last checkpoint. This file grows as each Helix Server transaction is logged. The file should be automatically truncated and renamed intoa numbered journal when a checkpoint is taken.

journal rotation

The process of renaming the current journal to a numbered journal file.

journaling

The process of recording changes made to the Helix Server's metadata.

L

label

A named list of user-specified file revisions.

label view

The view that specifies which filenames in the depot can be stored in a particular label.

lazy copy

A method used by Helix Server to make internal copies of files without duplicating file content in the depot. A lazy copy points to the original versioned file (depot file). Lazy copies minimize the consumption of disk space by storing references to the original file instead of copies of the file.

license file

A file that ensures that the number of Helix Server users on your site does not exceed the number for which you have paid.

list access

A protection level that enables you to run reporting commands but prevents access to the contents of files.

local depot

Any depot located on the currently specified Helix Server.

local syntax

The syntax for specifying a filename that is specific to an operating system.

lock

1. A file lock that prevents other clients from submitting the locked file. Files are unlocked with the 'p4 unlock' command or by submitting the changelist that contains the locked file. 2. A database lock that prevents another process from modifying the database db.* file.

log

Error output from the Helix Server. To specify a log file, set the P4LOG environment variable or use the p4d -L flag when starting the service.

M

mapping

A single line in a view, consisting of a left side and a right side that specify the correspondences between files in the depot and files in a client, label, or branch. See also workspace view, branch view, and label view.

MDS checksum

The method used by Helix Server to verify the integrity of versioned files (depot files).

merge

1. To create new files from existing files, preserving their ancestry (branching). 2. To propagate changes from one set of files to another. 3. The process of combining the contents of two conflicting file revisions into a single file, typically using a merge tool like P4Merge.

merge file

A file generated by the Helix Server from two conflicting file revisions.

metadata

The data stored by the Helix Server that describes the files in the depot, the current state of client workspaces, protections, users, labels, and branches. Metadata includes all the data stored in the Perforce service except for the actual contents of the files.

modification time or modtime

The time a file was last changed.

N

nonexistent revision

A completely empty revision of any file. Syncing to a nonexistent revision of a file removes it from your workspace. An empty file revision created by deleting a file and the #none revision specifier are examples of nonexistent file revisions.

numbered changelist

A pending changelist to which Helix Server has assigned a number.

O

opened file

A file that you are changing in your client workspace that is checked out. If the file is not checked out, opening it in the file system does not mean anything to the versioning engineer.

owner

The Helix Server user who created a particular client, branch, or label.

P

p4

1. The Helix Versioning Engine command line program. 2. The command you issue to execute commands from the operating system command line.

p4d

The program that runs the Helix Server; p4d manages depot files and metadata.

pending changelist

A changelist that has not been submitted.

project

In Helix Swarm, a group of Helix Server users who are working together on a specific codebase, defined by one or more branches of code, along with options for a job filter, automated test integration, and automated deployment.

protections

The permissions stored in the Helix Server's protections table.

proxy server

A Helix Server that stores versioned files. A proxy server does not perform any commands. It serves versioned files to Helix Server clients.

R

RCS format

Revision Control System format. Used for storing revisions of text files in versioned files (depot files). RCS format uses reverse delta encoding for file storage. Helix Server uses RCS format to store text files. See also reverse delta storage.

read access

A protection level that enables you to read the contents of files managed by Helix Server but not make any changes.

remote depot

A depot located on another Helix Server accessed by the current Helix Server.

replica

A Helix Server that contains a full or partial copy of metadata from a master Helix Server. Replica servers are typically updated every second to stay synchronized with the master server.

repo

A graph depot contains one or more repos, and each repo contains files from Git users.

reresolve

The process of resolving a file after the file is resolved and before it is submitted.

resolve

The process you use to manage the differences between two revisions of a file. You can choose to resolve conflicts by selecting the source or target file to be submitted, by merging the contents of conflicting files, or by making additional changes.

reverse delta storage

The method that Helix Server uses to store revisions of text files. Helix Server stores the changes between each revision and its previous revision, plus the full text of the head revision.

revert

To discard the changes you have made to a file in the client workspace before a submit.

review access

A special protections level that includes read and list accesses and grants permission to run the p4 review command.

revision number

A number indicating which revision of the file is being referred to, typically designated with a pound sign (#).

revision range

A range of revision numbers for a specified file, specified as the low and high end of the range. For example, myfile#5,7 specifies revisions 5 through 7 of myfile.

revision specification

A suffix to a filename that specifies a particular revision of that file. Revision specifiers can be revision numbers, a revision range, change numbers, label names, date/time specifications, or client names.

S

server data

The combination of server metadata (the Helix Server database) and the depot files (your organization's versioned source code and binary assets).

server root

The topmost directory in which p4d stores its metadata (db.* files) and all versioned files (depot files or source files). To specify the server root, set the P4ROOT environment variable or use the p4d -r flag.

service

In the Helix Versioning Engine, the shared versioning service that responds to requests from Helix Server client applications. The Helix Server (p4d) maintains depot files and metadata describing the files and also tracks the state of client workspaces.

shelve

The process of temporarily storing files in the Helix Server without checking in a changelist.

status

For a changelist, a value that indicates whether the changelist is new, pending, or submitted. For a job, a value that indicates whether the job is open, closed, or suspended. You can customize job statuses. For the 'p4 status' command, by default the files opened and the files that need to be reconciled.

stream

A branch with additional intelligence that determines what changes should be propagated and in what order they should be propagated.

stream depot

A depot used with streams and stream clients.

submit

To send a pending changelist into the Helix Server depot for processing.

super access

An access level that gives the user permission to run every Helix Server command, including commands that set protections, install triggers, or shut down the service for maintenance.

symlink file type

A Helix Server file type assigned to symbolic links. On platforms that do not support symbolic links, symlink files appear as small text files.

sync

To copy a file revision (or set of file revisions) from the Helix Server depot to a client workspace.

T

target file

The file that receives the changes from the donor file when you integrate changes between two codelines.

text file type

Helix Server file type assigned to a file that contains only ASCII text, including Unicode text. See also binary file type.

theirs

The revision in the depot with which the client file (your file) is merged when you resolve a file conflict. When you are working with branched files, theirs is the donor file.

three-way merge

The process of combining three file revisions. During a three-way merge, you can identify where conflicting changes have occurred and specify how you want to resolve the conflicts.

trigger

A script automatically invoked by Helix Server when various conditions are met. (See "Helix Versioning Engine Administrator Guide: Fundamentals" on "Using triggers to customize behavior")

two-way merge

The process of combining two file revisions. In a two-way merge, you can see differences between the files.

typemap

A table in Helix Server in which you assign file types to files.

U

user

The identifier that Helix Server uses to determine who is performing an operation.

V

versioned file

Source files stored in the Helix Server depot, including one or more revisions. Also known as a depot file or source file. Versioned files typically use the naming convention 'filenamev' or '1.changelist.gz'.

view

A description of the relationship between two sets of files. See workspace view, label view, branch view.

W

wildcard

A special character used to match other characters in strings. The following wildcards are available in Helix Server: * matches anything except a slash; ... matches anything including slashes; %%0 through %%9 is used for parameter substitution in views.

workspace

See client workspace.

workspace view

A set of mappings that specifies the correspondence between file locations in the depot and the client workspace.

write access

A protection level that enables you to run commands that alter the contents of files in the depot. Write access includes read and list accesses.

Y

yours

The edited version of a file in your client workspace when you resolve a file. Also, the target file when you integrate a branched file.

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