

Subversion Quick Guide

This document tells you how to set up a subversion repository, start a SVN server and access that repository on OSX for working with Coda.

1. Download the OSX Subversion binaries from <http://www.collab.net/downloads/community>, double click to install.
2. Create a repository (generally for one project) by typing: `svnadmin create /Users/path-to-repository-bin/repository-name`
3. Go to that directory in Finder and edit `conf/svnserve.conf` :: add `anon-access = none` where it counts to stop stupid people from accessing the repository, remove comments to `password-db = passwd` and change the realm to `realm = Project-Name Repository`. The realm for projects accessible by the same members should be the same so they can share the `passwd` file.
4. Edit `passwd` :: by adding `username = password` per account. Yes, plaintext passwords. More secure access is available in the external documentation.
5. Start the SVN server by typing: `svnserve -d -r /Users/path-to-repository-bin`. The `-r dir` option is so you can access the repository by typing the name of the repository folder instead of the whole absolute path. More options are available, such as setting the listening port of that SVN server.
6. Download / open Port Map (<http://www.codingmonkeys.de/portmap>) to redirect default TCP port 3690 (or whatever you set it to) from public to local. Do note that Airport routers will block this port even if your server is in the DMZ. You *must* use Port Map or hard-redirect the port in Airport Admin.
7. Access your repository from your SVN client (e.g. Coda) on any computer by typing: `svn://WAN-ip-address (or localhost, if server is on local computer) /repository-name`. No need to specify a port since the SVN protocol is being used. Use the username and password provided in step 4 above.