## **CodeArts Repo**

## **FAQ**

Issue 01

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# Managing Repositories

How Can I Set Multiple SSH Keys on My Computer?

How Can I Prevent Unauthorized Code Replication?

How Do I Upgrade TLS?

Should I Set a Public SSH Key for Each Repository?

Can All Users Upload and Download Code with the Same SSH Key?

Will the System Remove Deleted Project Members from Repositories and SSH Keys Created by Them?

How Can I Make a Repository Private or Public?

SSH Function Upgraded

## 1.1 How Can I Set Multiple SSH Keys on My Computer?

#### Scenario

Developers generate only one public SSH key named **id\_rsa** and submit it to multiple websites.

However, one public SSH key cannot be shared by two accounts in a website. In this case, you need to generate two SSH keys.

#### **Procedure**

**Step 1** Generate two different SSH keys in the local Git repository.

ssh-keygen -t rsa -C "email"
Generating public/private rsa key pair.
Enter file in which to save the key (~/.ssh/id\_rsa):< Type two file names before pressing Enter. >
Enter passphrase(empty for no passphrase):<Enter your custom password before pressing Enter.

□ NOTE

To generate two SSH keys, name two different file names github\_1 and github\_2.

**Step 2** Upload the two keys to the two accounts respectively.

Print the content of the \*.pub file and paste it to the service website. Take note of the two usernames and their mappings to the keys.

#### Step 3 Edit the ~/.ssh/config file.

Host dc\_1
HostName \*\*\*\*\*\*\*.com
IdentityFile ~/.ssh/dc\_1
PreferredAuthentications publickey
User username1
Host dc\_2
HostName \*\*\*\*\*\*\*.com
IdentityFile ~/.ssh/dc\_2
PreferredAuthentications publickey
User username2

Note that **Host** and **HostName** should be set to different values.

- HostName: Enter the service address.
- Host: Enter an alias for each key. The aliases will be used when you access the service.
- **IdentityFile**: Enter the location of each SSH key file. SSH key files can be stored in any directory you want.

#### **Step 4** Read and write code.

In cases where only one SSH key is set, the SSH URL obtained from the service web page can be directly used to communicate with the service.

```
git@****.com:name/repo.git
```

However, with two SSH keys on your computer, you need to replace the service address in the URL with a corresponding alias configured previously based on which account you are using.

```
git@dc_1:name/repo.git or git@dc_2:name/repo.git
```

----End

### 1.2 How Can I Prevent Unauthorized Code Replication?

#### **Symptom**

- Many development activities take place in the cloud.
- Cloud can be accessed anytime, anywhere.

#### **Analysis**

- The common process of using CodeArts is as follows:
  - a. Create a repository in CodeArts and maintain it as the latest version.
  - All developers involved can download the code for local development, and push the code to the server after development and testing is completed.
  - c. Pushed code is merged to the main branch after passing code reviews.
- Potential risks:

A version of code is stored on the local computer of each developer involved. Code leak is possible if the code is copied to other devices or uploaded to web disks without permissions.

It is difficult to control operations on local computers.

#### Solution

- Block USB ports and disable Bluetooth usage.
- Install monitoring software to restrict uploads.
  - Monitor and prevent uploads of specific files, especially code files that are renamed, compressed, or mixed with other files.
  - Monitor and prevent uploads to specific websites, such as unknown network services, emails, and self-built servers.
  - Monitor and record all computer operations as evidences for lawsuits if code leaks happen.

## 1.3 How Do I Upgrade TLS?

#### **Symptom**

CodeArts Repo aims to provide secure, reliable, stable, and fast code hosting services, and always puts the code security first.

In 2018, CodeArts Repo announced the drop of TLSv1.0. Since January 11, 2019, TLsv1.0 is no longer supported in the following aspects:

• TLSv1: All HTTPS web, API, and Git connections to CodeArts Repo.

#### **Analysis**

- Many clients can automatically switch to use new algorithms.
- The few clients affected are legacy systems that are no longer maintained and continue to connect to Git or CodeArts Repo APIs using TLSv1.0.

#### Solution

- If the Git Bash installed on your computer is earlier than 2.6.0, upgrade it to the **latest version**. The latest Git supports TLSv1.2 by default.
- You can run the following command to check the TLS version of the local Git Bash:

git config http.sslVersion

If the version is TLSv1.0, run the following command to upgrade it to TLSv1.2: git config --global http:sslVersion tlsv1.2

**Table 1-1** Known incompatible clients

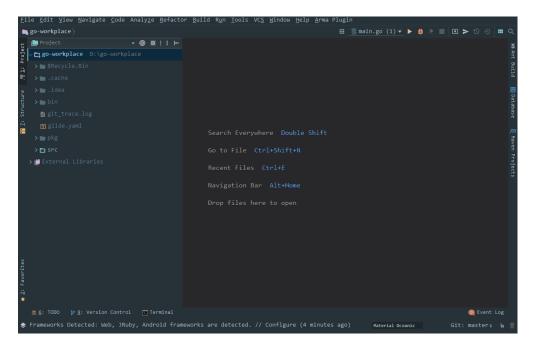
Client	Description
Git Credential Manager for Windows < v1.14.0	TLSv1.2 is not supported. Upgrade the Git client to the latest version. Select to install the Git Credential Manager during the upgrade.

Client	Description	
Git on Red Hat 5	<ul><li>TLSv1.2 is not supported.</li><li>Upgrade to a later version.</li></ul>	
Git on Red Hat 6	Upgrade to 6.8 or a later version.	
Git on Red Hat 7	Upgrade to 7.2 or a later version.	
JDK 7	TLSv1.0 is used in JDK 7 by default. Any client, such as Eclipse JGit, running on an earlier version of JDK is affected. This can be resolved by enabling TLSv1.2 in JDK 7.	
JDK 6 and earlier versions	<ul><li>TLSv1.2 is not supported.</li><li>Upgrade to a later version.</li></ul>	
Visual Studio	<ul> <li>Visual Studio comes with specific versions of Git for Windows and Git Credential Manager for Window (GCM).</li> <li>Microsoft has updated the latest version of Visual</li> </ul>	
	<ul> <li>Studio 2017 to work with the TLSv1.2 Git server.</li> <li>We recommend that Visual Studio users upgrade to the latest version by clicking the in-product notification flag or checking for updates directly from the IDE.</li> </ul>	
	Microsoft has provided additional guidance on the Visual Studio developer community support forum.	

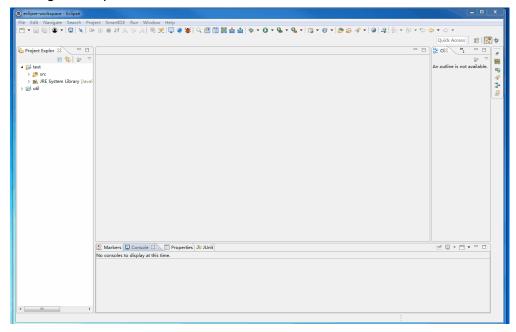
### **Third-party Git GUIs**

If you use a third-party Git client, such as Eclipse, JetBrains, SourceTree, VSCode, Tower, or TortoiseGit, you are advised to download the latest Git Bash and use the native Git instead of the built-in type in the tool.

Settings in IDEA



• Settings in Eclipse



## 1.4 Should I Set a Public SSH Key for Each Repository?

No.

An SSH key is used to establish a secure connection between a computer and CodeArts Repo. After you create an SSH key pair on your computer and add the public SSH key to your account in CodeArts Repo, you can use the key to access all repositories under the account on your computer.

# 1.5 Can All Users Upload and Download Code with the Same SSH Key?

No.

An SSH key is used to establish a secure connection between a computer and CodeArts Repo. Different users should configure an SSH key on their own computers before connecting to CodeArts Repo via SSH.

# 1.6 Will the System Remove Deleted Project Members from Repositories and SSH Keys Created by Them?

No.

Deleted project members are removed from repositories, but the SSH keys created by them are not. Nonetheless, the removed members can no longer access the project and repositories.

## 1.7 How Can I Make a Repository Private or Public?

Yes. On the repository details page, choose **Settings** > **General Settings** > **Repository Information** and set **Visibility**.

## 1.8 SSH Function Upgraded

Some insecure encryption algorithms have been removed from the SSH function of CodeArts Repo.

Key Exchange (KEX) and Message Authentication Code (MAC) no longer support the following algorithms:

#### KEX:

- diffie-hellman-group18-sha512
- diffie-hellman-group-exchange-sha1
- diffie-hellman-group-exchange-sha256

#### MAC:

- hmac-md5
- hmac-md5-96
- hmac-sha1-etm@openssh.com
- hmac-sha1-96-etm@openssh.com
- hmac-md5-etm@openssh.com
- hmac-md5-96-etm@openssh.com
- umac-64@openssh.com

#### umac-128@openssh.com

Upgrade your code commit tool (such as Git Bash, Eclipse, and Idea) to the latest version. By default, the new version uses algorithms that are more secure.

If you have any questions, contact technical support.

# **2** Using Repositories

Do I Need to Set Both an SSH Public Key and HTTPS Password Before Uploading or Downloading Code?

How Can I Secure the SSH Keys?

Can I Set an SSH Key for Each Branch?

How Do I Clear Repository Resources?

How Do I Modify a Historical Commit Message?

# 2.1 Do I Need to Set Both an SSH Public Key and HTTPS Password Before Uploading or Downloading Code?

No.

You can use either SSH or HTTPS to communicate with CodeArts Repo for code upload or download.

- If you select SSH, generate a key add it to the system.
- If you select HTTPS, generate a password using CodeArts Repo. Directly obtain the HTTPS password.

## 2.2 How Can I Secure the SSH Keys?

- 1. You can set a passphrase for SSH keys during the key generation.
- 2. In CodeArts Repo, an SSH key corresponds to only one username and is visible only to that user.

## 2.3 Can I Set an SSH Key for Each Branch?

No. This export is not supported in CodeArts Repo.

You cannot add an SSH key for each branch in CodeArts Repo.

SSH keys are global credentials for accessing code repositories. Therefore, you cannot restrict access to a specific project or branch by setting SSH keys.

For example, if each of project members pulls a branch for development, it is impossible to set an SSH key for each branch to control the operation permissions on it.

## 2.4 How Do I Clear Repository Resources?

You can use the following four methods to clear repository resources.

- On the repository details page, choose Code > branches. In the branches list, select an unnecessary branch and click to delete the branch from CodeArts Repo. Then clone or pull code from the cloud repository to delete the branch from the local host. You can also manually run the -d command in local repository to delete the branch.
- On the repository details page, choose **Code** > **Tags**. In the tag list, select an unnecessary tag and click to delete the tag from CodeArts Repo. Then clone or pull code from the cloud repository to delete the tag from the local host. You can also manually run the **-d** command in local repository to delete the tag.
- On the repository details page, choose Settings > Repository Management > Space Freeing to run background clean-up tasks, including compressing files and removing unused objects.
- Choose **Settings** > **Repository Management** > **Submodules** in the repository details to delete unnecessary submodules.

## 2.5 How Do I Modify a Historical Commit Message?

#### Symptom

The commit message of a local commit is incorrect. The following error information is displayed:

```
s git push

Funderating objects: 5, done.

Counting objects: 100% (5/5), done.

Counting objects: 100% (5/5), done.

Counting objects: 100% (3/3), done.

Writing objects: 100% (3/3), done.

Writing objects: 100% (3/3), 680 bytes | 680.00 KiB/s, done.

For a single objects: 100% (3/3), done.

Writing objects: 100% (3/3), 680 bytes | 680.00 KiB/s, done.

For a single objects: 100% (3/3), done.

Writing objects: 100% (3/3), 680 bytes | 680.00 KiB/s, done.

For a single objects: 100% (3/3), done.

Writing objects: 100% (3/3), 680 bytes | 680.00 KiB/s, done.

For a single objects: 100% (3/3), done.

Writing objects: 100% (3/3), done.

For a single o
```

#### Analysis

The error message "message of commit" is displayed, followed by a string of 40 characters consisting of digits and lowercase letters. This character string indicates that the commit message is incorrect.

The commit ID 1fbd34f77d1ddb73b73b84b878fd9edbece711f5 is incorrect. The commit message does not match the regular-expression: ^\[maven-release-plugin \][Trouble ticket number or requirement ticket number]\s\*.+\W[Modified]

```
S git push
Enumerating objects: 5, done.

Counting objects: 100% (5/5), done.

Delta compression using up to 4 threads

Compression using up to 4 threads

Compression gobjects: 100% (3/3), done.

Mriting objects: 100% (3/3), done.

Mriting objects: 100% (3/3), done.

Mriting objects: 100% (3/3), 680 bytes | 680.00 ki8/s, done.

Total 3 (delta 2), reused 0 (delta 0)

remote: Start Git Hooks Checking

remote: Error: Deny by project hooks setting 'default': message of commit '1fbd34f77diddb73b73b84b878fd9edbece711f5' see it by 'git log';

does not match the regular-expression 'A\[maven-release-plugin\] [Irouble ticket number or requirement ticket number] \( \s^* \) +\w [Modified description\] \( \s^* \) +\w [Modified \) \( \s^* \) +\w [Modifier\] \( \s^* \) +\w [Modifie
```

#### Solution

- To modify the latest incorrect commit record, perform the following operations.
  - a. In the root directory of the local code workspace, that is, the level where the .git hidden folder exists, right-click and choose **git bash here** from the shortcut menu.
  - b. Run the following command to query the latest commit record.

```
| MINGW64 | d/c | 1021/internal_company (master) | Signar | 100 | Signar |
```

- c. Run the following command to open the vi text editor. git commit --amend
- d. Enter **git commit --amend -m**', enter the information in the first line, and press **Enter**. Enter the information in the second line, and repeat the process to the last line. Add the other single quotation mark at the end of the last line, and press **Enter**. The modification is successful.

- To modify a commit record that is not the latest one, perform the following operations.
  - a. Run the following command on the git bash to search for incorrect commit records.

    git log

b. Run the following command to roll back to the previous commit record. git reset --hard *commitID* 

For example, run the following command.

git reset --hard 1fbd34f77d1ddb73b73b84b878fd9edbece711f5

```
igit reset --hard | 1fbd34f77d1ddb73b73b84b878fd9edbece711f5

EAD is now at | 1fbd34f77d1ddb73b73b84b878fd9edbece711f5

MINGHEAD is now at | 1fbd34f7 | [Trouble ticket number or requirement ticket number] US2023/3336529 [Modified description] | 3385336539 [Modules] codehub | Modifier | 3385369 | Approved | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 348569 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 | 3485369 |
```

- c. Modify the previous commit record by referring to 2 or 3, and then press **Enter** to save the modification.
- d. Find your commit record and run cherry-pick.

#### 

If the commit message belongs to you and you have not performed a merge operation, you can perform cherry-pick.

As shown in the following figure, the commit message in the green box can be cherry-picked, and that in the red box cannot.

e. Run the following command to select a branch. git cherry-pick *commitID* 

## For example, the commitID is 62c6ac5bab09bb450007bb9996177ee711c7e2fb.

git cherry-pick 62c6ac5bab09bb450007bb9996177ee711c7e2fb

#### □ NOTE

- 1. If the incorrect commit message has been merged into a repository, you need to run the **git push -f** command to forcibly push the new one.
- 2. If the commit fails, run the **git push** command to push the new one.
- 3. If the error is caused by someone else and the commit has been merged into a repository, no further modification is required. You can directly delete the commit rules of the repository and push the new commit message to the repository by running the **git push** command.

# 3 Migrating Repositories

Can I Download Repositories in Batches in CodeArts?

# 3.1 Can I Download Repositories in Batches in CodeArts?

No.

CodeArts Repo does not support batch download or upload of multiple code repositories. You need to perform operations on each code repository one by one. To back up local repositories, an administrator can use Shell or batch processing commands to download multiple repositories.

4 FAQS

Why Can't I View Repositories Created by Other Project Members?

Is There Any File Size Limit in Repositories?

Can I Export the Statistics on Code Lines Committed by Members?

How Do I Prevent Files Containing Secrets from Being Pushed to a Repository?

Why Can't I See the Repository Synchronization Tab?

Will Related Git Code Branches Be Automatically Deleted When the Creator of a Git Branch Is Deleted?

What Do I Do If a Binary File Fails to Be Pushed to CodeArts Repo?

# 4.1 Why Can't I View Repositories Created by Other Project Members?

To enhance code security, project members must be set as repository members before they can access to the project repositories.

To add members to a repository, access the repository details page, click the **Members** tab page and click **Add Member**.

## 4.2 Is There Any File Size Limit in Repositories?

Yes. Pay attention to the limits when you upload and edit code.

- When uploading code on the console, ensure that the size of a single file does not exceed 50 MB. Otherwise, the upload fails. (The client supports upload of files larger than 50 MB.)
- A maximum of 5000 lines can be edited at a time when you modify files online. Otherwise, the modification fails. (This limit does not apply to files uploaded from the client.)
- The storage space available of each repository is 2 GB.
- The maximum size of a single local file to be pushed is 200 MB. If the size exceeds 200 MB, you are advised to use the SSH protocol.

# 4.3 Can I Export the Statistics on Code Lines Committed by Members?

No. This export is not supported in CodeArts Repo.

However, you can check the number of committed lines on the **Repository Statistics** tab page of a repository.

# 4.4 How Do I Prevent Files Containing Secrets from Being Pushed to a Repository?

#### **Background**

- You can go to the repository details page, choose Settings > Commit Rules, and select Files containing secrets cannot be committed.
- CodeArts Repo will refuse push attempts when the name of file to be pushed matches the regular expressions listed below.

#### **NOTICE**

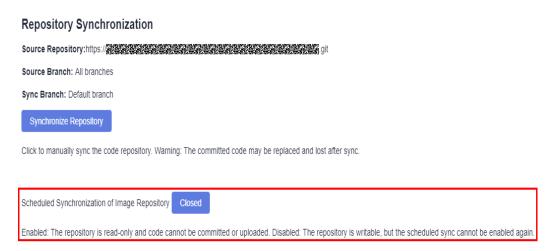
This rule does not apply to files that have been pushed.

The following table lists the regular expressions for restricting pushes of files containing secrets and provides some file name examples.

Regular Expression	File Name Example
(ssh config)\/(personal server)_(rsa dsa ed \d+ ecdsa)	ssh_server_rsa
_rsa\$	id_rsa
_dsa\$	id_dsa
_ed25519\$	id_ed25519
_ecdsa\$	id_ecdsa
\.(pem key)\$	secret.key privatekey.pem
"[]history\$"	.bash_history

# 4.5 Why Can't I See the Repository Synchronization Tab?

**Symptom**: There is no **Repository Synchronization** tab under **Repository Management** in a repository.



Analysis: This tab is displayed only in imported repositories.

# 4.6 Will Related Git Code Branches Be Automatically Deleted When the Creator of a Git Branch Is Deleted?

No. After the creator of the git branch is deleted, the branch is handed over to other repository members, such as the repository manager. To view the records of deleted branches in a repository, choose **Settings** > **Security Management** > **Operation Logs**. To view history of a branch, click the **Branches** tab page, click a branch name, and click the **History** tab page.

# 4.7 What Do I Do If a Binary File Fails to Be Pushed to CodeArts Repo?

CodeArts Repo supports the binary file commit control function. Check whether the repository forbids binary file commit. For details about the configuration function, see **Commit Rules**.

You are not advised storing binary files in the CodeArts Repo repository. Otherwise, the performance and stability will be affected. You are advised to upload the binary file to CodeArts Artifact for storage.



# **5** Git Issues

How Does Git Identify Repository Administrators?

How Do I Obtain the Path Where Downloaded Code Is Stored?

How Do I Obtain the Code Repository Address?

What Are Repository URLs Used for?

Does CodeArts Repo Support SVN?

Can I Decompress a Compressed Package Uploaded to a Cloud Repository?

How Do I Clear, Save, and Change the Username and Password in Git?

## **5.1 How Does Git Identify Repository Administrators?**

• A user needs to enter the username and password when connecting to a cloud repository via HTTPS.

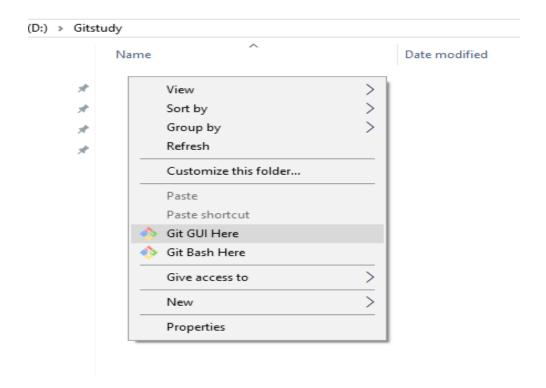
A username is in the format of account name/IAM username, or account name/account name (for Huawei Cloud). Git can judge the role of the user in a repository based on the username. For example, a username in the latter format indicates that the user is a repository administrator.

 A user needs to set an SSH key before connecting to a cloud repository via SSH.

In CodeArts Repo, one SSH key maps to only one username. Git records the mapping between a key and username when a user accesses the cloud repository, and uses the mapping to judge the repository role of the user.

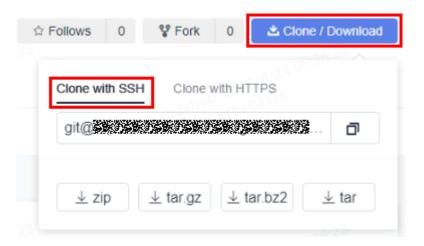
# 5.2 How Do I Obtain the Path Where Downloaded Code Is Stored?

- If Git is installed in the default path and you open Git Bash from the start menu, downloaded code is stored in the default path C:/User/XX user.
- If you open Git Bash by right-clicking in a directory and choosing **Git bash Here**, downloaded code is stored in this directory.

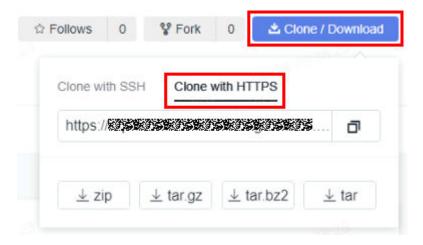


## 5.3 How Do I Obtain the Code Repository Address?

- **Step 1** On the CodeArts Repo homepage, click the name of a repository in the repository list. The repository details page is displayed.
- **Step 2** Click **Clone/Download** in the navigation pane. Click **Clone with SSH** to obtain the SSH protocol address.



**Step 3** Click **Clone with HTTPS** to obtain the HTTPS protocol address.



----End

#### **NOTICE**

- The clone address is used only for cloning and cannot be directly accessed on the page.
- You can use the URL of the repository page to access the page.

## 5.4 What Are Repository URLs Used for?

Repository URLs are used for access to cloud repositories.

- You need to enter the URL of a cloud repository when running \$git clone repository URL to clone the cloud repository to your local computer.
- Before you connect a local repository that is just initialized to a cloud repository, you also need to obtain the URL of the cloud repository to run git remote add origin repository URL.

### 5.5 Does CodeArts Repo Support SVN?

No. SVN is not supported in CodeArts Repo.

CodeArts Repo is a Git-based service to enable easier remote collaboration.

However, you can import an SVN repository to CodeArts Repo. For details, see Migrating an SVN Repository to CodeArts Repo.

# 5.6 Can I Decompress a Compressed Package Uploaded to a Cloud Repository?

No.

Online decompression is not supported now. You are advised to decompress the file package locally and run the git command to upload the files.

# 5.7 How Do I Clear, Save, and Change the Username and Password in Git?

• To facilitate later use, you can perform the following operations to save the username and password.

Open the Git client, configure the username and password, and run the following command to save them:

git config --global --unset credential.helper store

 To clear the username and password, perform the following operations.
 Open the Git client and run the following command: git config --global --unset credential.helper

• To change the username and password, perform the following operations.

Open the Git client, clear the previous username and password, and run the following command to reconfigure them:

Username

git config --global --user.name"username"

**Email** 

git config --global --user.email"user@email"

Password

git config --global credential.helper store

# 6 Troubleshooting

Private Key Is Lost

SSH Key Already Exits

Git Keeps Asking for Passphrase During Code Clone via SSH

Password Incorrect During Code Clone via HTTPS

Committed Files Cannot Be Found in the Cloud Repository

Message "pathspec XXX did not match any files" Is Displayed

Message "Transport Error: cannot get remote repository refs. XXX.git: cannot open git-upload-pack" Is Displayed

Message "syntax error near unexpected token 'newline'" Is Displayed

Message "unable to auto-detect email address" Is Displayed

Message "fatal:Authentication failed" Is Displayed

Message "'origin' does not appear to be a git repository" Is Displayed

Message "You are not allowed to push code to protected branches on this project" is Displayed

Message "Not a git repository" Is Displayed

Message "src refspec master does not match any" Is Displayed

Message "destination path 'XXX' already exists and is not an empty directory" Is Displayed

Message "The requested URL returned error: 401" Is Displayed

Code Push Fails

Code Pull Fails

Message "fatal: refusing to merge unrelated histories" Is Displayed

Message "SSL certificate problem" Is Displayed

## **6.1 Private Key Is Lost**

#### **Symptom**

**git clone** fails because the private key is incorrect or is lost. When the key authentication fails, the system switches to password-based authentication. Since no password is configured previously, the password authentication fails, either, as shown in **Figure 6-1**.

Figure 6-1 Authentication failure due to private key loss

```
[root@lsw-centos65 ~]# git clone git@codehub 31/master.git
Cloning into 'master'...

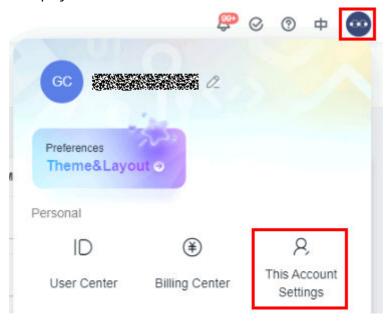
Clone authenticity of host 'codehub-
RSA key fingerprint is 82:ed:e8:ee:5c:08:d3:d2:d0:89:71:88:ab:eb:eb:78.

Are you sure you want to continue connecting (yes/no)? yes
Warning: Permanently added 'codehub-
git@codehub-
Com's password:

Permission denied, please try again.
git@codehub .com's password:
```

#### Solution

 Log in to the CodeArts Repo service repository list page, click the alias in the upper right corner, and choose This Account Settings > SSH Keys. The page is displayed.

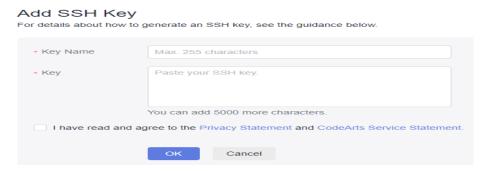


- 2. On the **SSH Keys** page displayed, click **t** to delete the existing key.
- Generate a new key pair.
   Run ssh-keygen -t rsa -C "abc123@\*\*\*.com" to generate a key pair.
- 4. Copy the generated public key and run cat ~/.ssh/id\_rsa.pub.

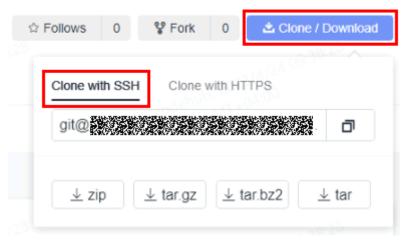
Figure 6-2 Copying a public key



On the SSH Keys page, click Add SSH Key. As shown below.



On the CodeArts Repo homepage, click SSH in the Repository URL column of the repository to be cloned.



7. Clone the code.

Run git clone SSH URL.

#### Figure 6-3 Cloning code

```
[root@ ~]# git clone git@codehub- 1/master.git
Initialized empty Git repository in /root/master/.git/
\^Hremote: Counting objects: 16, done.
remote: Compressing objects: 100% (11/11), done.
remote: Total 16 (delta 2), reused 0 (delta 0)
Receiving objects: 100% (16/16), done.
Resolving deltas: 100% (2/2), done.
```

## 6.2 SSH Key Already Exits

#### **Symptom**

When a user attempts to add an SSH key to CodeArts, a message is displayed, indicating that the key already exists and asking the user to generate a new key.

#### **Analysis**

One key maps to only one username. The error occurs because the SSH key has been added by another user.

#### Solution

- Ask the user who has added the key to delete the key from CodeArts.
- Alternately, generate an SSH key pair and add the new public key to CodeArts.

# 6.3 Git Keeps Asking for Passphrase During Code Clone via SSH

#### **Symptom**

When a user attempts to clone code using SSH, Git keeps prompting for the passphrase.

#### **Analysis**

A passphrase is set during the generation of the SSH key. Therefore, the passphrase is mandatory during code clone.

```
MINGW64 ~

$ ssh-keygen -t rsa -C "Market and "
Generating public/private rsa key pair.
Enter file in which to save the key (/c/Users/user/.ssh/id_rsa):
Created directory '/c/Users/user/.ssh'.
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
```

#### Solution

- Enter the passphrase set during the generation of the SSH key.
- To avoid entering a passphrase in each clone, delete the original SSH key from CodeArts Repo and generate a new one. Press **Enter** at the position marked in the preceding figure instead of setting a passphrase. Then, add the new key to CodeArts Repo.

## 6.4 Password Incorrect During Code Clone via HTTPS

#### **Symptom**

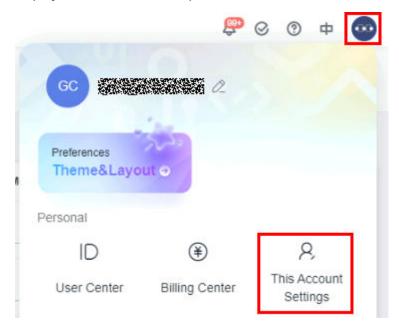
When a user attempts to clone code using HTTPS, Git prompts incorrect password after the user enters a password.

#### **Analysis**

The password is incorrect.

#### Solution

Log in to the CodeArts Repo repository list page, click the alias in the upper right corner, and choose **This Account Settings > HTTPS Password**. On the page that is displayed, reset the HTTPS password.



#### 

- 1. Enter a complete user name in the format of xxx/xxx during code clone via HTTPS.
- 2. To obtain the email verification code, click Send Email.
- 3. If you forget the password, set a new HTTPS password.

# 6.5 Committed Files Cannot Be Found in the Cloud Repository

#### **Symptom**

After a user runs **git commit** to commit a modified file, the file cannot be found in the cloud repository.

#### Solution

The **git commit** command is used to commit the locally modified file to the local repository. To push the file to the cloud repository, run the **git push** command.

# 6.6 Message "pathspec XXX did not match any files" Is Displayed

#### **Symptom**

When a user runs **git add**, the message **pathspec XXX did not match any files** is displayed.

```
$ git add README.md
fatal: pathspec 'README.md' did not match any files
```

#### **Analysis**

There is no **README.md** file on the local computer. The **git add** command is used to add an existing file to the stage. It cannot create a file.

#### Solution

Method 1: Manually create the **README.md** file in the local repository and run **qit add**.

Method 2: Run **touch README.md** to create the **README.md** file, and run **git add**.

```
MINGW64 /d/GitStudy (master)
$ touch README.md

MINGW64 /d/GitStudy (master)
$ git add README.md

MINGW64 /d/GitStudy (master)
$ |
```

# 6.7 Message "Transport Error: cannot get remote repository refs. XXX.git: cannot open git-upload-pack" Is Displayed

#### Symptom

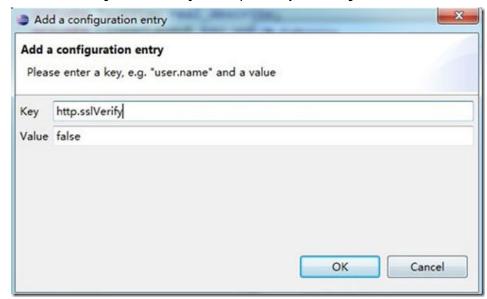
When a user attempts to access a cloud repository via HTTPS on Eclipse, the message **Transport Error**: **cannot get remote repository refs.** *XXX*.**git**: **cannot open git-upload-pack** is displayed.

#### **Analysis**

The configuration of the EGit on Eclipse is incorrect.

#### Solution

- In the local development tool Eclipse, choose Windows > Preferences >
  Team > Git > Configuration > User Settings.
- 2. Click **Add Entry** to add a key-value pair **http.sslVerify=false**.



## 6.8 Message "syntax error near unexpected token `newline'" Is Displayed

#### **Symptom**

The message **syntax error near unexpected token `newline'** is displayed after the **git add** command is executed.



#### **Analysis**

The command contains a diamond operator (<>).

#### Solution

Delete the diamond operator (<>) in the command, for example, **git add README.md**.

# 6.9 Message "unable to auto-detect email address" Is Displayed

#### **Symptom**

The message unable to auto-detect email address is displayed after the git commit command is executed.

```
MINGW64 ~/GitStudy (master)

$ git commit -m "first commit"

*** Please tell me who you are.

Run

git config --global user.email "you@example.com"
git config --global user.name "Your Name"

to set your account's default identity.

Omit --global to set the identity only in this repository.

fatal: unable to auto-detect email address (got '_______.(none)')
```

#### **Analysis**

The user name and email address have not set.

#### **Solution**

1. Run the following commands to complete the configurations:

```
git config --global user.email "you@example.com"
git config --global user.name "Your Name"
```

2. Run git commit again.

## 6.10 Message "fatal:Authentication failed" Is Displayed

#### **Symptom**

When a user run **git clone** to clone code using HTTPS, the message **fatal:Authentication failed** is displayed.

#### **Analysis**

The user has entered an incorrect HTTPS username or password.

#### Solution

Check whether the entered username and password are correct.

# 6.11 Message "'origin' does not appear to be a git repository" Is Displayed

#### **Symptom**

When a user attempts to push code to a cloud repository, the message **origin' does not appear to be a git repository** is displayed.

#### **Analysis**

The cloud repository has failed to be initialized.

#### Solution

Run **git push -u origin master** to forcibly associate with the cloud repository and push the code.

# 6.12 Message "You are not allowed to push code to protected branches on this project" is Displayed

#### **Symptom**

When you push code to a repository, the message **You are not allowed to push code to protected branches on this project** is displayed.

#### **Analysis**

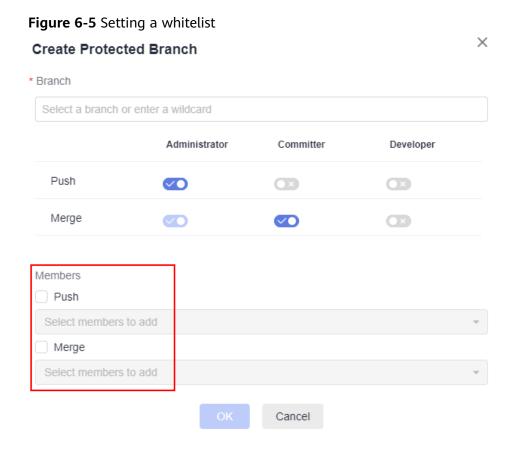
The branch to be pushed is a protected, and the user does not have the permissions to push code to the branch.

#### **Solution 1: Modify the Protected Branch Settings**

On the repository details page, choose **Settings** > **Policy Settings** > **Protected Branches** to unprotect the branch. For details, see **Protected Branches** in the *User Guide*.

Figure 6-4 Editing Protected Branches





Solution 2: Change the Role of the User in the Repository

Go to the CodeArts Repo details page, click the **Members** tab page, search for the target user, click the administrator setting icon  $\stackrel{\text{\ensuremath{\&}}}{\sim}$ , and modify the repository member role to set the member as the repository administrator. For details, see **Configuring Member Management** in the *User Guide*.

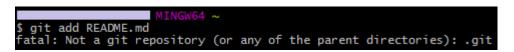
Figure 6-6 Member list



## 6.13 Message "Not a git repository" Is Displayed

#### Symptom

The message **Not a git repository** is displayed after the **git add** command is executed.



#### **Analysis**

The current directory is not the repository directory.

#### Solution 1

Obtain the path of the repository directory. Run **cd** *repository name* to check out the repository and run **add** again.

```
$ cd Devcloud

MINGW64 ~/Devcloud (master)

$ git add README.md

MINGW64 ~/Devcloud (master)

$ |
```

#### Solution 2

Run **git init** to initialize the current directory as a repository, and then run **git add** again.

```
$ git init
Initialized empty Git repository in C:/Users/____/.git/

MINGW64 ~ (master)
$ git add README.md

MINGW64 ~ (master)
$
```

# 6.14 Message "src refspec master does not match any" Is Displayed

#### **Symptom**

The message **src refspec master does not match any** is displayed during code push.

#### **Analysis**

No file can be uploaded from the local repository.

#### Solution

Run **git add** to add modified files to the stage, and **git commit** to commit the files to the local repository. Push the file to the cloud repository by running **git push**.

# 6.15 Message "destination path 'XXX' already exists and is not an empty directory" Is Displayed

#### **Symptom**

The message **destination path**'XXX' already exists and is not empty directory is displayed during code clone from a cloud repository.

#### **Analysis**

The repository directory already exists and is not empty.

#### Solution

Clone the project to a new directory.

- 1. Enter the directory: cd *local repository directory*
- 2. Clone the cloud repository to the **tmp** directory. git clone --no-checkout *repository URL* tmp
- 3. Move the **.git** directory from the **tmp** directory to the current directory. mv tmp/.git name of the local repository directory
- 4. Delete the **tmp** directory.
- 5. Roll back to the earlier version. git reset --hard HEAD

# 6.16 Message "The requested URL returned error: 401" Is Displayed

#### **Symptom**

When a user attempts to clone code using HTTPS in CentOS, the message **The requested URL returned error: 401** is displayed.

#### **Analysis**

An old Git version is installed in CentOS.

#### Solution

Run **git --version** to check the Git version. **CentOS 6.5** usually has the Git 1.7.1 inbuilt.

- 1. Uninstall the in-built Git 1.7.1.
  # yum remove git
- Download the latest version from the Git website and add Git to the environment variables.

```
# wget https://github.com/git/git/archive/version.tar.gz
# tar zxvf version.tar.gz
# cd git-version
# make configure
# ./configure --prefix=/usr/local/git --with-iconv=/usr/local/libiconv
# make all doc
# make install install-doc install-html
# echo "export PATH=$PATH:/usr/local/git/bin" >> /etc/bashrc
# source /etc/bashrc
```

#### 6.17 Code Push Fails

#### **Symptom**

The code push fails and the following error message is displayed, as shown in the following figure.

Figure 6-7 Error message

```
MINGW64 ~/testMaven (master)

$ git push origin master
To https://codehub

| [rejected] | master -> master (fetch first)
| error: failed to push some refs to 'https://codehub
| .com/| | LestMaven.git |
| hint: Updates were rejected because the remote contains work that you do
| hint: not have locally. This is usually caused by another repository pushing
| hint: to the same ref. You may want to first integrate the remote changes
| hint: (e.g., 'git pull ...') before pushing again.
| hint: See the 'Note about fast-forwards' in 'git push --help' for details.
```

#### **Analysis**

Changes have been pushed to the cloud repository from other developers. Therefore, the code in the cloud repository is different from that in the local repository.

#### Solution

Run **git pull** to pull code from the cloud repository, merge the code, and then run **push** again.

### 6.18 Code Pull Fails

#### **Symptom**

**git pull** fails and the following message is displayed, as shown in the following figure.

Figure 6-8 Error message

#### **Analysis**

The code differs between the cloud and local repositories. Therefore, when **git pull** is executed, the remote code will be merged to the local code. The dialog box displayed asks if you confirm the merge, and prompts you to enter a commit message.

#### Solution

Perform the following operations on the Git client:

- 1. Press i to enter the insert mode.
- 2. Enter a commit message.
- 3. Enter :wq and press Enter.

# 6.19 Message "fatal: refusing to merge unrelated histories" Is Displayed

#### **Symptom**

The message **refusing to merge unrelated histories** is displayed after **git pull** is executed.

#### **Analysis**

The objects of the merge attempt are two unrelated repositories or branches.

#### Solution

Run **git pull origin master --allow-unrelated-histories** for force merge.

## 6.20 Message "SSL certificate problem" Is Displayed

#### **Symptom**

During code clone, the message **SSL certificate problem: Invalid certificate chain** or **SSL certificate problem: unable to get local issuer certificate** is displayed.

Figure 6-9 Error message



#### **Analysis**

The local issuer certificate fails to be obtained, probably because the computer connects to an intranet using a proxy.

#### **Solution**

Run the following command:

git config --global http.sslVerify false