

Installing SFDX Util

```

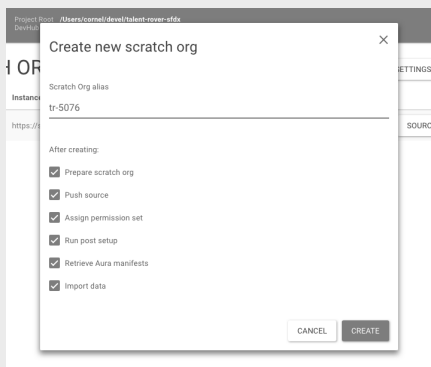
Create folder without spaces    cd ~
                                mkdir devel
                                cd devel

Git checkout DevOps repository  git clone https://github.com/talent-
                                rover/talent-rover-devops

Git checkout SFDX repository    git clone https://github.com/talent-
                                rover/talent-rover-sfdx

Start SFDX Util                 cd talent-rover-devops/sfdx-
                                plugin/lib/web-util
                                node server.js --namespace=tr1
    
```

Create a scratch org

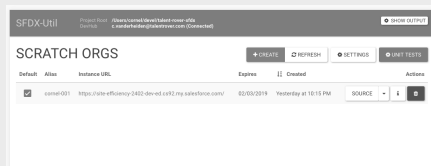


To run the tool, please run the following commands:

```

cd talent-rover-sfdx/sfdx-plugin/lib/web-util
node server.js --namespace=tr1
    
```

SFDX Util correct window



Please make sure the following is true:

- In the tool, your username is shown as connected on the top.
- You are referring to the right path (where your code resides)

Working on an issue

```

Checkout develop                cd talent-rover-sfdx
                                git pull
                                git checkout develop

Create feature branch           git checkout -b feature/TR-5076
    
```

Note: also look at the [Git Flow Cheat sheet](#) for more info

Create a scratch org

Make your changes through VS Code

Pull the latest changes out of your scratch org

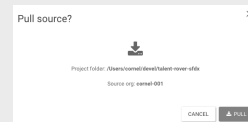
```

Commit your changes to the git repository  git status (check your changes)
                                            git add .
                                            git commit -m 'TR-5076: changes
                                            made for ... '
                                            git push
    
```

Create a pull request

For more information, please refer to the [Git Flow cheat sheet](#). For most of the undescribed items above, you will find a more detailed description below.

Pull changes out of your scratch org



- Click the arrow next to "Source" for your current scratch org
- Click Pull Source
- Confirm by clicking Pull again