
Question

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Using Atelier with GitHub in a multi-developer environment

Hi Everyone!

I have a question about how teams are using Atelier, in my experience, using a single-server/multi-developer environment is becoming problematic for us, especially when using GitHub to source control our code, let me explain...

If one developer is working on some code and is synchronising with the server and then another makes changes on that files, a merge process occurs for both developers as they both receive each others code. Also, when one subsequently commits to GitHub, they will have their work and the potentially partial work of their colleague added to the commit; which would make cherry picking/rolling back very difficult and also the traceability/context is lost. Similarly, if branches are used (although we don't use them much for this project currently) it would be syncing different branches constantly too...

My thoughts are that creating a local instance would be the best way - but i understand this would incur additional development licences.

Does anyone else out there have any insight?

Appreciate any responses.

[#Change Management](#) [#GitHub](#) [#Atelier](#)

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