



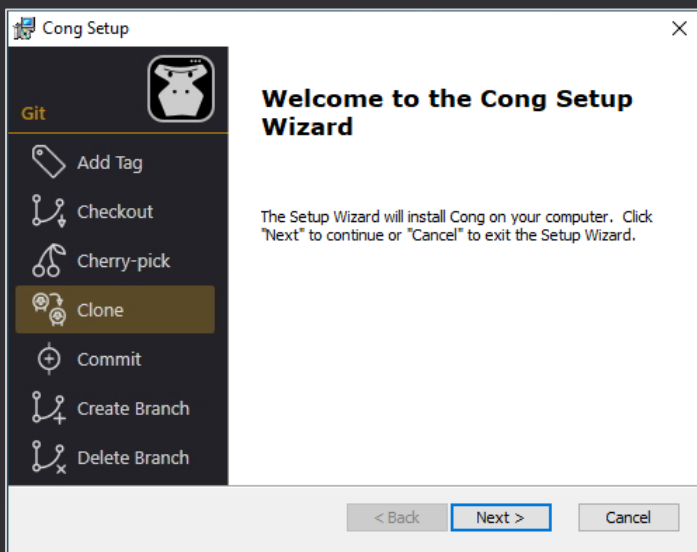
Cong 0.3.0 Release Notes

New logo.



MSI package instead of manual extraction.

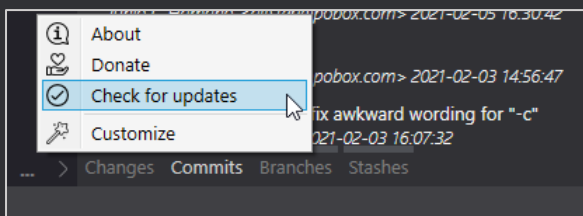
You don't need to manually extract .zip file anymore, just run *Cong*.msi* package and that's it.



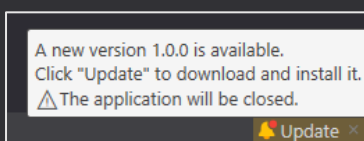
⚠ Please note that all standard files (included in Cong package) will be removed during the new version installation.

Automatic updates.

Cong will automatically check for updates once a day or you can manually run "Check for updates" action under the "3 dots" menu on the left panel.



You will see a notification (if a new version is available) in the **Status Bar** area (on the right down corner).

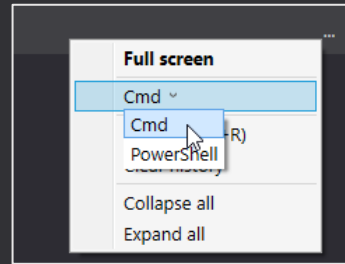


⚠ Please note that you should click twice on the "Update" button to confirm your decision.

New console.

We reworked our Console – it is now a single text with controls inside instead of separate controls with text. As a result, you can select text through the elements, there is only one scroll bar for the whole text and a new folding style (like in the "Difference" area).

```
Cmd: C:\Repositories\Git (master)
[About...
C:\Repositories\Git |master> @Commit -message "commit test"
[master 84f2244ef1] |commit test
1 file changed, 8 deletions(-)
C:\Repositories\Git |master> git status
On branch master
Your branch is ahead of 'origin/master' by 1 commit.
(use "git push" to publish your local commits)
Changes not staged for commit:
  (use "git add/rm <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   builtin/lis-files.c
    deleted:    t/t3012-ls-files-dedup.sh
no changes added to commit (use "git add" and/or "git commit -a")
C:\Repositories\Git |master>
```



It is possible to choose Command-Line or PowerShell engine on demand.

New overrides engine.

You don't need to override whole files anymore but should create a separate file with *.override* suffix and override only properties you need. These files won't be removed during the new version installation.

- **Commands:** **.command.override*, **command "Name" and parameter "Name" properties are required.** The file name may differ from the original one.

```
CherryPick command example (CherryPick.command)
{
  "Name": "CherryPick",
  "DisplayName": "Cherry-pick",
  "Description": "Apply the changes introduced by some existing commits",
  "CommonFormatText": "git cherry-pick {commit}",
  "Category": "Git",
  "ImageFile": "Predefined/CherryPick.icon",
  "Parameters": [
    {
      "Name": "commit",
      "Description": "Commit (hash) to cherry-pick",
      "Type": "String",
      "Domain": "Commit",
      "IsRequired": "Yes"
    }
  ]
}
```

CherryPick command override example (*CherryPick.command.override*)

```
{
  "Name": "CherryPick",
  "Description": "Apply the changes introduced by some existing commits (overridden)",
  "CommonFormatText": "git cherry-pick {commit}",
  "Parameters": [
    {
      "Name": "commit",
      "Description": "Commit (hash) to cherry-pick (overridden)"
    },
    {
      "Name": "test",
      "Type": "Bool",
      "IsRequired": "No",
      "Description": "Additional parameter (from .overridden file)"
    }
  ]
}
```

- **Themes:** **.theme.override.xaml*, property key is required. The file name should be equal to the original one.

Application part theme example (*Application.theme.xaml*)

```
<ResourceDictionary
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  xmlns:sys="clr-namespace:System;assembly=mscorlib"
  xmlns:sys1="http://schemas.microsoft.com/netfx/2009/xaml/presentation">

  <SolidColorBrush x:Key="Window.Background.Color" Color="#FF232229"/>
  <SolidColorBrush x:Key="ScrollBar.Thumb.Color" Color="#7F9DACB2"/>
  <sys1:CornerRadius x:Key="Global.CornerRadius">2</sys1:CornerRadius>

  <SolidColorBrush x:Key="Splitter.Color" Color="Transparent"/>
  <sys:Double x:Key="Splitter.Width">4</sys:Double>
</ResourceDictionary>
```

Application part theme override example (*Application.theme.override.xaml*)

```
<ResourceDictionary
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  xmlns:sys="clr-namespace:System;assembly=mscorlib"
  xmlns:sys1="http://schemas.microsoft.com/netfx/2009/xaml/presentation">

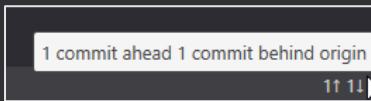
  <sys1:CornerRadius x:Key="Global.CornerRadius">3</sys1:CornerRadius>

  <SolidColorBrush x:Key="Splitter.Color" Color="White"/>
  <sys:Double x:Key="Splitter.Width">3</sys:Double>
</ResourceDictionary>
```

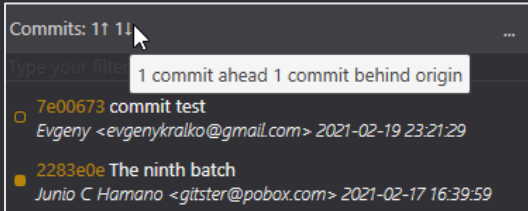
- **Console highlighting:** *ConsoleOutputHighlight.override.xml*, only whole override is available. The file name should be equal to the original one.

“Ahead/Behind commits” information.

You won't forget to push/pull your changes now, because Cong shows how many commits are ahead/behind origin. You will find this information in the **Status Bar** area (on the right down corner),

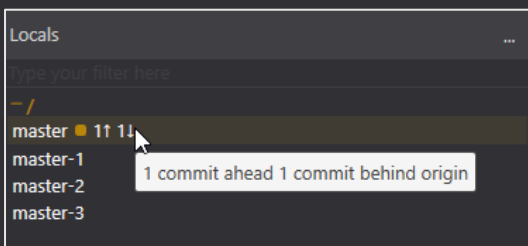


Commits area (on the title),



⚠ Please note that unpushed commits have unfilled square marker on the left

Branches area (Locals, near the current branch)



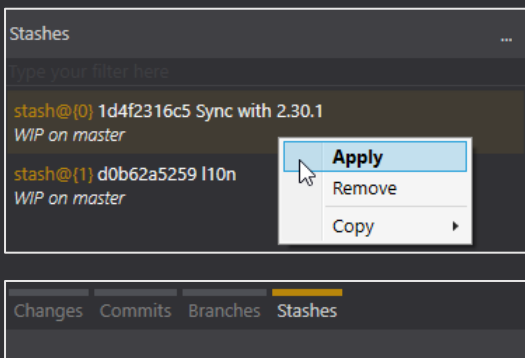
Dark theme Syntax highlighting.

Syntax highlighting for dark theme is available now in the **Difference** area. It is possible to choose a needed one in the Differences.theme.xaml file. Available values: Light, Dark, TrueBlue, VS2019_Dark

```
<sys:String x:Key="Differences.SyntaxHighlighting">VS2019_Dark</sys:String>
```

New “Stashes” area.

You can use a simple UI to **review**, **apply**, or **remove** your saved stashes.



Persistent settings.

We now save all settings instead of some layout settings as it was in the previous version. As a result – you don't need to configure Cong again and again after you close and open it.

- [-] **Changes** area
 - ✓ Unstaged files -> *"Items view style"* setting
 - ✓ Staged files -> *"Items view style"* setting
- [-] **Commits** area
 - ✓ Commits -> *"Show commits from"*, *"Show merge commits"*, *Show first parent only* settings
 - ✓ Changed files -> *"Items view style"* setting
- [-] **Branches** area
 - ✓ Locals -> *"Items view style"* setting
 - ✓ Remotes -> *"Items view style"* setting
- [-] **Stashes** area
 - ✓ Changed files -> Items view style setting
- [-] **Difference** area
 - ✓ *"Side by side difference"*, *"Show word difference"*, *"Ignore whitespace"*, *"Show whitespace"*, *"Syntax highlighting"*, *"Context lines count"* settings.
- [-] **Console** area
 - ✓ *"Console engine"* setting

⚠ Please note that Cong saves the settings when you close the application.

"3 dots" menu on the left panel.

"About" and "Donate" commands have been moved under the "3 dots" menu on the left panel.

A new "Customize" action is available – it will redirect you to the folder with Application Data where you can customize your Theme/Commands/Icons.

