



# Episode 2: GitLab

League of Geeks



# ./whoami

## Manuel Grabowski



**@manu\_faktur**



**mail@manu.sexy**



**<https://log.manu.sexy/>**

**my muesli**



# Installing GitLab


★ `sudo apt-get install gitlab-ee`

★ That's it.



✓ Pipeline #11186387 ✓✓✓ passed for bc68bccca. Coverage 71.61%

✓ Requires 0 more approvals

Approved by 

✓ No changes to code quality

✓ Merged by  [Achilleas Pipinellis](#) a month ago [Revert](#) [Cherry-pick](#)

The changes were merged into [master](#)

The source branch has been removed



0



0



1



Discussion [1](#) Commits [1](#) Pipelines [1](#) **Changes [1](#)**

Showing [1 changed file](#) with [1 additions](#) and [1 deletions](#)

[Hide whitespace changes](#)

[Inline](#)

[Side-by-side](#)


▼  [doc/ci/ssh\\_keys/README.md](#) 





[Edit](#)

[View file @ bc68bccca](#)

```
... @@ -42,7 +42,7 @@ It is also good practice to check the server's own public key to make sure you
42 42 are not being targeted by a man-in-the-middle attack. To do this, add another
43 43 variable named `SSH_SERVER_HOSTKEYS`. To find out the hostkeys of your server, run
44 44 the `ssh-keyscan YOUR_SERVER` command from a trusted network (ideally, from the
45 - server itself), and paste its output into the `SSH_SERVER_HOSTKEY` variable. If
+ server itself), and paste its output into the `SSH_SERVER_HOSTKEYS` variable. If
46 46 you need to connect to multiple servers, concatenate all the server public keys
47 47 that you collected into the Value of the variable. There must be one key per
48 48 line.
```



Feb 14, 2017 - Rémy Coutable  

## Our Retrospectives and Kickoffs are Now Public

GitLab's release retrospectives and kickoffs are now open to our community!

As stated in the [GitLab Master Plan](#), we strive to maintain a high level of **transparency**. That's why today we are making our release retrospective and kickoff notes and calls public.

### The Retrospective Meeting

After each release we have a retrospective call in which we discuss what went well, what went wrong, and what we can improve for the next release. The **retrospective notes** are public and you are invited to comment on them. If you're interested, you can even join the **retrospective call**, on the first working day after the 22nd at 6pm CET /

## Build

✓ build



## Test

✓ test1



✓ test2



## Staging

✓ auto-deploy-ma...



## Production

⚙️ deploy to produ...

