PrestaShop Guide
How to contribute

INTRODUCTION

Hey, welcome! If you landed here, it means that you're interested in participating, testing, improving or giving your thoughts about PrestaShop.

We <3 feedback! They are greatly appreciated: they help us improve the software and make the best e-commerce solution for all types of people/businesses.

As we want to be sure that your contributions don't get lost and are quickly understood and taken into account by our team, we've decided to create this exhaustive guide, with tips and guidelines on how to contribute. Here you will find a list of information and tools about the several ways to get involved.

Thank you for your interest in contributing: let's make PrestaShop the best solution out there all together!

Do you still have trouble understanding how you can contribute after reading this doc? Drop us an email here.

WRITE CODE

Having the community suggesting enhancements and submitting bugfixes is at the heart of any Open Source project. PrestaShop's codebase is available to anyone on GitHub, at this address: https://github.com/PrestaShop/PrestaShop

As a PHP developer, you too can submit code through pull requests. This assumes that you not only have a good knowledge of PHP/MySQL, but also that you know how to use Git and GitHub. We have written a whole page to help you contribute code to PrestaShop.

PrestaShop

Currently, the Core team works on two versions of PrestaShop.

- **PrestaShop 1.7:**
  - This is the current development version. It is a major change from v1.6, and breaks backward compatibility in some places (most notably the way themes work).
  - You can read more about what version 1.7 brings in this summary of Build blogpost.
  - You can talk about it on the Gitter channels (see above, in the "Give Your Opinion" section).
  - Source code: https://github.com/PrestaShop/PrestaShop/tree/develop
- **PrestaShop 1.6:**
  - This is the current stable version, currently at v1.6.1.5 (as of April 2016). It is in maintenance mode: only bugfixes will be accepted for now: no new features nor behavior change (as per our SemVer-like versioning).
  - Source code: https://github.com/PrestaShop/PrestaShop/tree/1.6.1.x
- **Previous versions:**
  - Versions 1.5, 1.4 and previous are not developed nor supported anymore, except for exceptional security fixes.
  - The 1.5 codebase is at https://github.com/PrestaShop/PrestaShop-1.5
  - The 1.4 codebase is at https://github.com/PrestaShop/PrestaShop-1.4
  - Earlier codebases are not available on GitHub.

Native modules

PrestaShop's native modules comprises all the modules that are available by default in the PrestaShop installer. They too are Open Source (AFL license), and you can contribute to their improvement!

Each module resides in its own GitHub repository, at the root of the PrestaShop GitHub account. For instance, the ps_linklist modules (previously called the blockcms module) can be found here: https://github.com/PrestaShop/ps_linklist

Code submission are made with the same pull request system as with the Core codebase, but with one detail that is specific to modules: all PRs must be made on the 'dev' branch, NOT the 'master' branch. For instance, for ps_linklist: https://github.com/PrestaShop/ps_linklist/tree/dev

Default Theme

Each version of PrestaShop comes bundled with a free (and Open Source) default theme -- the design that online customers see. This theme follows the technical and design trends of the time, and makes for a great first theme for starting webshops.

- **Prestashop 1.7**: The theme for version 1.7 is called 'Classic', and its code is located at https://github.com/PrestaShop/PrestaShop/tree/develop/themes/classic
  You are welcome to contribute to this new theme -- or to its foundation, the PS 1.7 Starter Theme, located here: https://github.com/PrestaShop/StarterTheme/tree/master .

- **PrestaShop 1.6**: The theme for version 1.6 is called 'default-bootstrap', and its code is located at https://github.com/PrestaShop/PrestaShop/tree/1.6.1.x/themes/default-bootstrap
  As for any 1.6 development now, the 1.6 default theme only accepts bugfixes, not new features nor behavior changes.

WRITE BUG REPORTS

Yep. You know it, we know it, every single software user or developer knows it: software have bugs. There's always a situation when not everything works the way it should.

Indeed, the PrestaShop team has a Quality Assurance (QA) crew, people dedicated to testing every changes and modifications, and they do a great job at that. Still, PrestaShop is a huge and long-standing codebase, and with more than 250.000 stores, PrestaShop users are bound to find bugs here and there. Our QA team NEEDS you to report these bugs to them, so that they can double-check them and tell the developers how to reproduce them, and thus fix them.

How does it go? Everything happens in our bug-tracker, named "the Forge". Create an account there, and you are ready to report issues! Here's a complete guide on how to use the Forge to report bugs.

Now, before you start reporting bugs, please follow these rules:
- The bug MUST exist in the latest stable version of PrestaShop, with only the default theme and modules installed (we don't fix bugs brought on by third-party modules or themes).
  - If needed, test your issue with a fresh install of PrestaShop on your machine (with WampServer for instance).

- The bug MUST be reproducible every. Single. Time. The QA team will ask you for a step-by-step process to reproduce it for certain, so please make sure to provide such a process from the get-go in your report.
- Write a clear summary and use a to-the-point title for your report:
  - DO: "Blank page when deleting a carrier", "PHP warning when opening a file attachment".
  - DON'T: "Blank page", "PHP warning", "DOESN'T WORK!!!!!"

The devil being in the details, here are a few things to note:
- The Forge is subdivided into projects:
  - PSCSX for the current stable version of PrestaShop 1.6.
  - BOOM for the forthcoming major version, PrestaShop 1.7.
  - PNM for the native modules (those included with PrestaShop).
  - DOC for the documentation (located at http://doc.prestashop.com/).
- Write in English. Always.
- Details! Version number! Default settings!

REPORT SECURITY ISSUES

Responsible (and private) disclosure is a standard practice when someone encounters a security problem: before making it public, the discoverer informs the Core team about it, so that they can release a fix, and thus minimize the potential damage.

The PrestaShop team tries to be very proactive when preventing security problems. Even so, critical issues might surface without notice.

This is why we have set up the security@prestashop.com email address: anyone can privately contact us with all the details about issues that affect the security of PrestaShop merchants or customers. Our security team will answer you, and discuss of a timeframe for your publication of the details.

Understanding a security issue means knowing how the attacker got in and hacked the site. If you have those details, then please do contact us privately about it (and please do not publish those details). If you do not know how the attacker got it, please ask for help on the support forums.

At PrestaShop, we remain attached to keeping your stores and customers safe, and we take security very seriously. Thank you for your understanding of the issue that affects us today — and thank you for the swift update of all the stores you are responsible for!

TEST BUG REPORTS

Can't find a bug to report?
Can't code a fix for a reported bug?
Found your bug already reported?
Great!

The Forge has an overwhelming number of tickets in it. A lot of those are old and not relevant anymore, or cannot be reproduced. They need to go!

One great way to contribute to the PrestaShop project is to help us clean up the Forge from unnecessary tickets.

Do you want to help keep the Forge clean? Here's what you can do:

1. Browse the Forge tickets about a particular topic that interests you,
2. Test if the issue is still relevant, or if it can be reproduced,
3. Leave a comment about your test results!

Your comment can help the QA team test issues faster, and close the obsolete ones too.

Testing whether a ticket is really a bug is one thing, but you could also:

- Help determine if a ticket is a duplicate of another one -- and if so, which one.
- Write down the reproduction process if there isn't already one.
- Rewrite the description in order to be more descriptive.
- etc.

Anything that helps our QA team weed down the Forge garden is very welcome!

TEST BUG FIXES

Open Source is great, in that anyone who knows how to code can improve the code: what is useful to them therefore gets useful to thousands of users! You could say the scratching your own itch makes scratching the community's back! Ok that was too far of an analogy…

If the Forge is the place where users report issues, GitHub is the place where developers submit their code changes, through the pull request (PR) system. GitHub is kind of a social network for developers: many great open source projects are hosted there, such as Linux, PHP, OpenOffice, and thousands more.

Now, how can you test pull requests? Let's say you want to test PR #4000. Here is how you would do it, in the most non-technical way possible (meaning, without having to use Git in the command line):

1. Open the pull request in GitHub (in our example, https://github.com/PrestaShop/PrestaShop/pull/4000),
2. Click in the PR's "Files" tab (you should see the URL change: https://github.com/PrestaShop/PrestaShop/pull/4000/files),
3. For each file (scroll down to see if there are more than one), click on the "View" button, then click that view's "Raw" button. This will give you the file itself, with its name and folder path in the URL (in our example, '/controllers/front/AddressesController.php').
4. Save each file in your local clean installation of PrestaShop's latest version, at the correct location.
5. Test that the stated issue is indeed resolved by this PR. Report whether the PR fixes the issue or not (both feedback are important) in the PR's comment section.
6. Once the PR is tested, return your local changed files to their original states, for instance by copying them from the original PrestaShop Zip archive.

Note: Rather than uploading a clean version of PrestaShop for every test session, you should do all this on your own machine: install PrestaShop with a local server (with WampServer for instance), and work from these files.

For advanced Git users: You should know how to do test a PR's commit files in a more efficient way. We'll let you use your own process for that!

MAKE FEATURES REQUESTS

PrestaShop is an Open Source project, and most certainly the e-commerce solution with the highest number of features. This is not a coincidence: the PrestaShop team built the software for what merchants all over the world needed in order to run a successful business in their country. PrestaShop developers have spent years writing code that would answer the request of online merchants.

There are huge features, such as multilanguage, multistore or advanced stock management, and there are many small features, the ones that just improve the everyday life of a merchant. All of them came to the PrestaShop team through feedback from the users, mostly on the Forge.

Indeed, the Forge is not just about reporting issues: it's about taking notes of what can make PrestaShop better, be it solving a bug or adding a brand new way of creating a carrier, for instance.

So go ahead, submit your idea, in as much details as possible!

GIVE YOUR OPINION

Note: this is NOT about getting support, but about sharing ideas! You should have a good knowledge of PrestaShop or of e-commerce in general.

User Club

No matter who you are, where you live and how you want to contribute, you should subscribe to our User Club. This club is a way for us to reach out to you when we have questions and would like to get your feedback: we share feature surveys, mockups, designs, etc. It never takes too much time, and it really helps us!

We promise we won't spam you asking for your help. When you receive an email, you should know that your answers/feedback will have a real impact on the next iteration of the software we're currently building. This means that you're the ones to decide: there are no wrong answers!

Gitter

Developers, you can discuss with the Core team!
We set up Gitter channels in order to get feedback from the community on specific projects for PrestaShop 1.7:

- General discussions: https://gitter.im/PrestaShop/General
    - THIS IS NOT A SUPPORT CHAT.
- The Starter Theme (and default 1.7 theme): https://gitter.im/PrestaShop/StarterTheme
- The 1.7 Modules page: https://gitter.im/PrestaShop/ModulePage
- The 1.7 back office interface: https://gitter.im/PrestaShop/BackofficeUX
- The PrestaShop documentation: https://gitter.im/PrestaShop/docs

Once you have thoroughly tested the development version of PrestaShop 1.7, you are welcome to weigh in with your technical insights!

Forge

The Forge contains two types of ticket: bug reports and feature requests (improvement). In both cases, your feedback is welcome:

- Bug reports:
    - Can you reproduce the bug in the latest version? Let us know!
    - Is the ticket lacking clear steps to reproduce the issue every time? Please add them!
- Feature request:
    - Do you think the feature request is reasonable, useful, or even essential?
    - On the contrary, do you feel that is not needed, or better put in a module?

The Core team has the final say on the destiny of every Forge ticket, but you can help us take a decision with your well thought-out feedback.

Pull Requests

The PrestaShop project receives [several code submissions per day on GitHub](#), through the pull request system. Some PR are essential, others are poorly made. You can help us separate the wheat from the chaff by giving the team your opinion on your area of expertise.

TRANSLATE

PrestaShop is an international project: it is important for merchants from all over the world to be able to sell in their own language, but also in the language of potential customers from other countries as well.

PrestaShop officially supports 65 languages -- but sadly, only a portion of that number are 100% translated. [As of March 2016](#), 15 languages are 100% translated, 6 are 98-99% translated, and the others vary from 96% to 1%, with the majority of them needing the help of local speakers.

This might be the easiest way to contribute to the PrestaShop project, and can have a real impact on its international success! Just create a free account on the [Crowdin online tool](#), where the community translates PrestaShop, and start contributing:

- **Translate:** As soon as you have your Crowdin account, you can work your way through the empty strings in your language of choice, and any other language that you feel comfortable enough with.
  The main files to translate are 'admin' and 'install', as well as the theme ('theme::default-bootstrap'), but in the end, all files are important since they all can have an impact on the success of a store. Reach that 100%!

- **Correct**: It could be that, as a non-English user, you have stumbled upon a string that has a translation mistake, or that could be best translated another way. Once you have found the file context of that string (the admin? the theme? a module?): open that file, search for the string, and suggest an improvement!
  Note that you can also search the string on all the context files, using the "Project > All strings" option in the top menu.

- **Validate:** At the end of the day, community translations and corrections are the first step in the process of making a language available. The people responsible for the second and final step are the language validators, who can tell whether a suggestion should be validated or not, thanks to their knowledge of PrestaShop and their local e-commerce habits.
  Validators are chosen among the willing translators/correctors, based on their past translation

work, and on the trust we have built with them. One language can have several validators - and you can be one too!

The 1.6.1.x translation is currently the most important one, as there are already thousands of shops waiting for a translation in their local language.
The translation for PrestaShop 1.7 can still wait a bit, since that version is not yet released...

WRITE DOCUMENTATION

Just like PrestaShop itself, this documentation site (and its content) is open to everyone for suggestions, ideas and modifications! The documentation website is actually a wiki, so all you need is an account.

The documentation needs:

- **Proofreaders**. Mistakes happen! When pages of pages of documentation are being written, there is always a possibility that a typo might be typed, a word forgotten, or a homonym used when it should not be. Even proofreaders might miss mistakes, so the more the merrier! Being an open-source project, we like to keep Linus' Law in effect (read: https://en.wikipedia.org/wiki/Linus%27s_Law)!

- **Translators**. Even though the PrestaShop tool is mostly written by French developers, we have decided to write our documentation primarily in English so as to stay open to as many foreign cultures as possible. Hence, we are always glad to welcome new translators for languages that are lacking documentation – especially the ones in which the main site is translated: English, French, Spanish, Italian, German, and Portuguese.

- **Writers**. If you feel the current documentation lacks pages on a specific topic... Well, here's your chance!

Do you feel up for it? Contact us:

- Send us an e-mail at documentation@prestashop.com
- Indicate which guides you intend to work on.
- Indicate your chosen language
- Tell us about yourself! We'd love to learn more about your relationship with PrestaShop.

Once you receive our confirmation e-mail, you can get to editing!

IMPLEMENT PHPDOC

PrestaShop has several thousand functions and methods developer over 7 years and hundreds of contributors. Many of those functions do not have a phpDoc header -- or worst, an outdated phpDoc header.

phpDoc is a standard for having each function clearly documented, so that developers and tools can find their way in the codebase more easily. All of this is done directly in the codebase, so you'll need a GitHub account to submit a pull request.

Help document the code, and you'll help thousands of developers.

SUPPORT THE COMMUNITY

PrestaShop has always been a project based on the members of the Community helping each other. That's why we're really proud when we see developers helping merchants or SEO experts giving advices to others, for example.

This mutual help is more than true on our forums, where you can give a hand, ask for information or share some news with over 1 million members.

Our forums are categorized into several languages and topics, pointing you to the right people actively participating to its activity. Each language has a handful of moderators, making sure the discussions keep civil, and the PrestaShop Community Manager oversees it all.

Click here to go to our forums.

PROMOTE PRESTASHOP

Events
All over the world, we've seen local events pop up when the PrestaShop Community wanted to gather and meet in real life to exchange face to face.

We love these initiatives, so don't hesitate to create yours! Our forums are a great place for you to let others from your area know about your meetup. And hey, we'll be more than happy to share the news on our official social network as well!

Articles

Do you have a great article idea? A unique expertise in a particular field? Would you like to write about it for the benefit of the PrestaShop/e-commerce community? Awesome!

We deeply value content creation, so don't hesitate to share your thoughts, tips or knowledge by writing content, either on your own site or by being a guest writer on our blogs.

We have a growing community of beginners but also experts that are looking for great posts to read and share, so they can better understand a subject or master a new skill.

Comments

With a Community that is always sharing information & best practices, comments are a huge source of information and a great way to react to certain topics. You can of course comment on our blog posts (PrestaShop Ecommerce blog, PrestaShop Build devblog), and you can comment on articles and questions dispersed all over the web as well (e-commerce blogs, Quora questions, and much more!). Share your knowledge with the Community!

Follow & Share

We're really active on several social networks, where we share tips, news and best practices around PrestaShop & e-commerce. Don't hesitate to follow us there, share our updates, and engage with us!

- Facebook: https://www.facebook.com/prestashop
- Twitter: https://twitter.com/PrestaShop
- Youtube: https://www.youtube.com/c/prestashop
- Pinterest: http://www.pinterest.com/prestashop/
- Instagram: https://www.instagram.com/prestashop/
- Reddit: https://www.reddit.com/r/prestashop
- Google+: https://plus.google.com/+prestashop/posts

And if you want to follow our team's daily life, just head to the PrestaCrew Instagram account!

Projects

You're the best PrestaShop evangelists out there. You're the ones using the software every day, building stuff on it and crafting unique e-commerce websites!

As an open source project, that's why we also rely on you to introduce PrestaShop to people who need it: merchants starting a business or looking for a better e-commerce solution, web-agencies choosing a solution for their next projects, or even developers searching for a new open source project to support!

CREATE AND SELL THEMES

Every PrestaShop store is unique, and its theme design is a big part of it. That's why we value creativity, and let anyone create and sell their templates on the Addons marketplace.

Creating a template is really easy, as you have no limits in terms of design, only your imagination.

With the new Starter Theme build for PrestaShop 1.7, you can now easily start from scratch and build your theme the way you want in, a very small amount of time.

CREATE AND SELL MODULES

Modules allow you to customize your store with new features, or add connections with online services. They will help a store grow its business, localize it, simplify daily task, or even increase its international expansion.

Anyone can create a module that can then be sold through the Addons marketplace to an infinite number of merchants using PrestaShop. They can be of any sort, for example: connectors to marketing solutions, foreign payment methods, localized shipping solutions, etc. They all are unique, and are a real benefit for the all Community.

APPLY FOR OUR $1M INTEGRATION FUND

The [PrestaShop Integration Fund](#) is an outstanding program made to support a selection of developers by granting them funds to develop local modules. What for? Complete PrestaShop Addons catalogue with the essential modules of each country.

BECOME A PRESTASHOP AMBASSADOR

Being a PrestaShop Ambassador means that you're a key Community member, participating in many different ways to the PrestaShop local Community. Among other things, your role can be to organize monthly meetups in your city or local area, and be a link between PrestaShop and this close community.

Thank you
<3

PrestaShop Team - June 2016