

Encountering and Reporting Bugs

One of the primary reasons for using Google's [Material Design](#) system is to take advantage of the large community of development resources attached to the project. This improves the response time for issues and cuts down on the number of bugs in the platforms. But nobody is perfect - if you run into an issue, please let us know.

If You Encounter a Bug w/ Brightlayer UI

If you run into a bug with:

- Brightlayer UI themes, components, or other NPM packages
- Brightlayer UI code samples or
- the Brightlayer UI documentation on this site

you can help us make the experience better for yourself and others by reporting a bug. Simply [Contact us](#) with the following information:

- Summary: a brief, but clear description of the issue.
- Description: more detailed information about the issue including steps to reproduce.
- Environment: information about your machine (Operating System, Browser Version).
- Code Snippet (if relevant): a link to a code example using tools like [Code Sandbox](#) and [StackBlitz](#) or other running example where the bug can be observed.

You can also report issues on the appropriate page on [GitHub](#).

If You Encounter a Bug in Your Framework

The JavaScript libraries and their associated Material Design libraries are part of the open source community. If you find an issue with either of these, you can submit your tickets directly to those projects using the links below (or better yet, fork the repository and contribute!):

Angular

- [Angular](#)
- [Angular Material](#)

React

- [React](#)
- [MUI](#)

React Native

- [React Native](#)