# How to contribute

We like to encourage you to contribute to the repository.

This should be as easy as possible for you but there are a few things to consider when contributing.

The following guidelines for contribution should be followed if you want to submit a pull request.

## How to prepare

\* You need a [GitHub account](https://github.com/signup/free)

\* Submit an [issue ticket](https://github.com/Codeusa/Borderless-Gaming/issues) for your issue if the is no one yet.

\* Describe the issue and include steps to reproduce if it's a bug.

\* Ensure to mention the earliest version that you know is affected.

\* If you are able and want to fix this, fork the repository on GitHub

## Make Changes

\* In your forked repository, create a topic branch for your upcoming patch. (e.g. `better favorites detection` or `failed-to-edit-window-fix`)

\* Usually this is based on the master branch.

\* Create a branch based on master; `git branch

fix/master/my\_contribution master` then checkout the new branch with `git

checkout fix/master/my\_contribution`. Please avoid working directly on the `master` branch.

\* Make sure you stick to the coding style that is used already.

\* Make commits of logical units and describe them properly.

\* Syntax:

\* Two spaces, no tabs.

\* No trailing whitespace. Blank lines should not have any space.

\* a = b and not a=b.

\* Follow the conventions you see used in the source already.

## Submit Changes

\* Push your changes to a topic branch in your fork of the repository.

\* Open a pull request to the original repository and choose the right original branch you want to patch.

\* If not done in commit messages (which you really should do) please reference and update your issue with the code changes. But \_please do not close the issue yourself\_.

\* Even if you have write access to the repository, do not directly push or merge pull-requests. Let another team member review your pull request and approve.

# Additional Resources

\* [General GitHub documentation](http://help.github.com/)

\* [GitHub pull request documentation](http://help.github.com/send-pull-requests/)