# Contributing to this project

Please take a moment to review this document in order to make the contribution process easy and effective for everyone involved.

## Using the issue tracker

The issue tracker is the preferred channel for [bug reports](#bugs), [features requests](#features) and [submitting pull requests](#pull-requests), but please respect the following restrictions:

\* Please \*\*do not\*\* use the issue tracker for personal support requests or questions. Use the [community board](https://discourse.bsframework.io) instead. You can sign in using your GitHub credentials, making the process as simple as submitting an issue on GitHub itself.

\* Please \*\*do not\*\* derail issues. Keep the discussion on topic and respect the opinions of others. Start a new issue for a new topic (bug, feature) instead of using the same thread for multiple topics.

<a name="bugs"></a>

## Bug reports

A bug is a \_demonstrable problem\_ that is caused by the code in the repository. Good bug reports are extremely helpful - thank you!

Guidelines for bug reports:

1. \*\*Use the GitHub issue search\*\* &mdash; check if the issue has already been reported.

2. \*\*Check if the issue has been fixed\*\* &mdash; try to reproduce it using the latest `master` branch.

3. \*\*Submit a crash log\*\* &mdash; If your bug is causing a crash, `bsf` will generate a crash log in the `CrashReports` directory. Please submit this log along your report.

A good bug report shouldn't leave others needing to chase you up for more information. Please try to be as detailed as possible in your report.

<a name="features"></a>

## Feature requests

Feature requests are welcome. But take a moment to find out whether your idea fits with the scope and aims of the project. It's up to \*you\* to make a strong case to convince the project's developers of the merits of this feature. Please provide as much detail and context as possible.

If a feature is already listed in the [upcoming feature tracker](https://github.com/GameFoundry/bsf/issues?q=is%3Aopen+is%3Aissue+label%3AOFFICIAL) use that thread to discuss the feature and ask to be assigned to that particular task if you are interested in developing it.

<a name="pull-requests"></a>

## Pull requests

Good pull requests - patches, improvements, new features - are a fantastic help. They should remain focused in scope and avoid containing unrelated commits.

\*\*Please ask first\*\* before embarking on any significant pull request (e.g. implementing features, refactoring code), otherwise you risk spending a lot of time working on something that the project's developers might not want to merge into the project.

Please adhere to the coding conventions used throughout a project (indentation, accurate comments, etc.). See the [code style](https://www.bsframework.io/docs/code\_style.html) guide and respect the style of surrounding code.

<a id="developers-certificate-of-origin"></a>

## Developer's Certificate of Origin 1.1

By making a contribution to this project, I certify that:

\* (a) The contribution was created in whole or in part by me and I

have the right to submit it under the open source license

indicated in the file; or

\* (b) The contribution is based upon previous work that, to the best

of my knowledge, is covered under an appropriate open source

license and I have the right under that license to submit that

work with modifications, whether created in whole or in part

by me, under the same open source license (unless I am

permitted to submit under a different license), as indicated

in the file; or

\* (c) The contribution was provided directly to me by some other

person who certified (a), (b) or (c) and I have not modified

it.

\* (d) I understand and agree that this project and the contribution

are public and that a record of the contribution (including all

personal information I submit with it, including my sign-off) is

maintained indefinitely and may be redistributed consistent with

this project or the open source license(s) involved.