Contributing to Forge

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1) Keep patches to Minecraft classes minimal. If you need a lot of things done, you may either add to relevant forge classes or make a new class.

2) An example mod must be provided for all PRs adding events/hooks to Forge. Whether it's a full mod using your proposed hooks, or just a pastebin containing a simple example, an example mod is required. Please also explain in detail what your new hook does.

3) Follow Forge coding guidelines (braces on newlines, spaces instead of tabs, etc)

For more information, refer to [the wiki](https://github.com/MinecraftForge/MinecraftForge/wiki/If-you-want-to-contribute-to-Forge)

Contributor License Agreement

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- You grant Forge a license to use your code contributed to the primary codebase (everything \*\*not\*\* under patches) in Forge, under the LGPLv2.1 license.

- You assign copyright ownership of your contributions to the patches codebase (everything under patches) to Forge, where it will be licensed under the LGPLv2.1 license.

Additionally, while 1.9.4 is being maintained, you will be asked to acknowledge these two additional clauses.

- You grant Forge a license to use your code contributed to the primary codebase (everything \*\*not\*\* under patches) in Forge, under the MinecraftForge license.

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