# Contributing | GeoFire for JavaScript

Thank you for contributing to the Firebase community!

- [Have a usage question?](#question)

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## <a name="question"></a>Have a usage question?

We get lots of those and we love helping you, but GitHub is not the best place for them. Issues

which just ask about usage will be closed. Here are some resources to get help:

- Start with the [documentation](../README.md)

- Read the full [API reference](../docs/reference.md)

- Try out some [examples](../examples/README.md)

If the official documentation doesn't help, try asking a question through our

[official support channels](https://firebase.google.com/support/).

\*\*Please avoid double posting across multiple channels!\*\*

## <a name="issue"></a>Think you found a bug?

Yeah, we're definitely not perfect!

Search through [old issues](https://github.com/firebase/geofire-js/issues) before submitting a new

issue as your question may have already been answered.

If your issue appears to be a bug, and hasn't been reported,

[open a new issue](https://github.com/firebase/geofire-js/issues/new). Please use the provided bug

report template and include a minimal repro.

If you are up to the challenge, [submit a pull request](#submit) with a fix!

## <a name="feature"></a>Have a feature request?

Great, we love hearing how we can improve our products! After making sure someone hasn't already

requested the feature in the [existing issues](https://github.com/firebase/geofire-js/issues), go

ahead and [open a new issue](https://github.com/firebase/geofire-js/issues/new). Feel free to remove

the bug report template and instead provide an explanation of your feature request. Provide code

samples if applicable. Try to think about what it will allow you to do that you can't do today? How

will it make current workarounds straightforward? What potential bugs and edge cases does it help to

avoid?

## <a name="submit"></a>Want to submit a pull request?

Sweet, we'd love to accept your contribution! [Open a new pull request](https://github.com/firebase/geofire-js/pull/new/master)

and fill out the provided form.

\*\*If you want to implement a new feature, please open an issue with a proposal first so that we can

figure out if the feature makes sense and how it will work.\*\*

Make sure your changes pass our linter and the tests all pass on your local machine. We've hooked

up this repo with continuous integration to double check those things for you.

Most non-trivial changes should include some extra test coverage. If you aren't sure how to add

tests, feel free to submit regardless and ask us for some advice.

Finally, you will need to sign our [Contributor License Agreement](https://cla.developers.google.com/about/google-individual)

before we can accept your pull request.

## <a name="local-setup"></a>Need to get set up locally?

If you'd like to contribute to GeoFire, you'll need to do the following to get your environment

set up.

### Install Dependencies

```bash

$ git clone https://github.com/firebase/geofire-js.git

$ cd geofire-js # go to the geofire-js directory

$ npm install -g gulp # globally install gulp task runner

$ npm install -g bower # globally install Bower package manager

$ npm install # install local npm build / test dependencies

$ bower install # install local JavaScript dependencies

```

### Lint, Build, and Test

```bash

$ gulp # lint, build, and test

$ gulp lint # just lint

$ gulp build # just build

$ gulp test # just test

$ gulp watch # lint and build whenever source files change

```

The output files - `geofire.js` and `geofire.min.js` - are written to the `/dist/` directory.