# Contributing to Marten

We take Pull Requests!

## Before you send Pull Request

1. Contact the contributors via the [Gitter channel](https://gitter.im/JasperFx/marten) or the [Github Issue](https://github.com/JasperFx/marten/issues/new) to make sure that this is issue or bug should be handled with proposed way. Send details of your case and explain the details of the proposed solution.

2. Once you get approval from one of the maintainers, you can start to work on your code change.

3. After your changes are ready, make sure that you covered your case with automated tests and verify that you have limited the number of breaking changes to a bare minimum.

4. We also highly appreciate any relevant updates to the documentation.

5. Make sure that your code is compiling and all automated tests are passing.

## After you have sent Pull Request

1. Make sure that you applied or answered all the feedback from the maintainers.

2. We're trying to be as much responsive as we can, but if we didn't respond to you, feel free to ping us on the [Gitter channel](https://gitter.im/JasperFx/marten).

3. Pull request will be merged when you get approvals from at least 2 of the maintainers (and no rejection from others). Pull request will be tagged with the target Marten version in which it will be released. We also label the Pull Requests with information about the type of change.

## Setup your work environment

We try to limit the number of necessary setup to a minimum, but few steps are still needed:

\*\*1. Install .NET Core SDK 2.1 (or higher)\*\*

Available [here](https://www.microsoft.com/net/download/core)

\*\*2. Install .NET Framework 4.6.1 Developer Pack\*\*

Available [here](https://dotnet.microsoft.com/download/thank-you/net461-developer-pack)

\*\*3. Use PostgreSQL 9.5 or above database with PLV8\*\*

You need to enable the PLV8 extension inside of PostgreSQL for running JavaScript stored procedures for the nascent projection support.

Ensure the following:

- The login you are using to connect to your database is a member of the `postgres` role

- An environment variable of `marten\_testing\_database` is set to the connection string for the database you want to use as a testbed. (See the [Npgsql documentation](http://www.npgsql.org/doc/connection-string-parameters.html) for more information about PostgreSQL connection strings ).

\_Help with PSQL/PLV8\_

- On Windows, see [this link](http://www.postgresonline.com/journal/archives/360-PLV8-binaries-for-PostgreSQL-9.5-windows-both-32-bit-and-64-bit.html) for pre-built binaries of PLV8

- On \*nix, check [marten-local-db](https://github.com/eouw0o83hf/marten-local-db) for a Docker based PostgreSQL instance including PLV8.

Once you have the codebase and the connection string file, run the build script or use the dotnet CLI to restore and build the solution.

You are now ready to contribute to Marten.

## Working with the Git

1. Fork the repository.

2. Create a feature branch from the `master` branch.

3. We're not squashing the changes and using rebase strategy for our branches (see more in [Git documentation](https://git-scm.com/book/en/v2/Git-Branching-Rebasing)). Having that, we highly recommend using clear commit messages. Commits should also represent the unit of change.

4. Before sending PR to make sure that you rebased the latest `master` branch from the main Marten repository.

5. When you're ready to create the [Pull Request on GitHub](https://github.com/JasperFx/marten/compare).

## Code style

Coding rules are set up in the [.editorconfig file](.editorconfig). This file is supported by all popular IDE (eg. Microsoft Visual Studio, Rider, Visual Studio Code) so if you didn't disabled it manually they should be automatically applied after opening the solution. We also recommend turning automatic formatting on saving to have all the rules applied.

## Licensing and legal rights

By contributing to Marten:

1. You assert that contribution is your original work.

2. You assert that you have the right to assign the copyright for the work.

3. You are accepting the [License](LICENSE).