# How to Contribute #

We're always looking for people to help make Sonarr even better, there are a number of ways to contribute.

## Documentation ##

Setup guides, FAQ, the more information we have on the wiki the better.

## Development ##

See the readme for information on setting up your development environment.

### Contributing Code ###

- If you're adding a new, already requested feature, please comment on [Github Issues](https://github.com/Sonarr/Sonarr/issues "Github Issues") so work is not duplicated (If you want to add something not already on there, please talk to us first)

- Rebase from Sonarr's develop branch, don't merge

- Make meaningful commits, or squash them

- Feel free to make a pull request before work is complete, this will let us see where its at and make comments/suggest improvements

- Reach out to us on the forums or on IRC if you have any questions

- Add tests (unit/integration)

- Commit with \*nix line endings for consistency (We checkout Windows and commit \*nix)

- One feature/bug fix per pull request to keep things clean and easy to understand

- Use 4 spaces instead of tabs, this is the default for VS 2012 and WebStorm (to my knowledge)

### Pull Requesting ###

- Only make pull requests to develop, never master, if you make a PR to master we'll comment on it and close it

- You're probably going to get some comments or questions from us, they will be to ensure consistency and maintainability

- We'll try to respond to pull requests as soon as possible, if its been a day or two, please reach out to us, we may have missed it

- Each PR should come from its own [feature branch](http://martinfowler.com/bliki/FeatureBranch.html) not develop in your fork, it should have a meaningful branch name (what is being added/fixed)

- new-feature (Good)

- fix-bug (Good)

- patch (Bad)

- develop (Bad)

If you have any questions about any of this, please let us know.