# Contributing to Stellarium

Hello, and thank you for your interest in contributing to Stellarium!

Please take a minute to review our Contribution Guidelines, as this will

result in getting your issue resolved or pull request merged faster.

Contributions are always welcome, no matter how large or small. :)

## Reporting Issues

Before reporting an issue around graphics artifacts like missing menu buttons,

strange colors, Moon not rendered, or similar, \*please make absolutely sure\*

you are running the latest graphics drivers for your graphics card.

95% of graphics problems are solved this way.

Before reporting an issue, please \*absolutely make sure\* to check the recent

open and also [closed issues](https://github.com/Stellarium/stellarium/issues?q=is%3Aissue+is%3Aclosed)

whether it has been reported and solved/closed already! Don't report a new

issue in this case, you may join the discussion.

If you want to report a bug, please make sure to update and verify the bug

still exists in the current version. In this case please also check

[current beta builds](https://github.com/Stellarium/stellarium-data/releases/tag/beta) (i.e., the latest development version).

Also look into the [wiki](https://github.com/Stellarium/stellarium/wiki/Common-Problems-for-the-current-version)

and [FAQ](https://github.com/Stellarium/stellarium/wiki/FAQ) and check if you are

attempting to report a known issue. Don't report in this case.

Also look into the User Guide before reporting unexpected but correct behaviour.

Don't report in this case.

If you miss translations, please help us with your language and join our

translators at [Transifex](https://www.transifex.com/stellarium/stellarium/dashboard/).

If the bug still persists, or you're find any typos, errors, or new feature suggestions

feel free to open a new issue.

When opening an issue to report a problem, please try and provide a minimal steps that

reproduces the issue, and also include details of the operating

system, Stellarium versions and Graphics Card info you are using.

## Pull Requests (Contributing code)

So you're interested in contributing code to Stellarium? Excellent!

Most contributions to Stellarium are done via pull requests from GitHub users'

forks of the [Stellarium repository](https://github.com/Stellarium/stellarium).

If you're new to this style of development, you'll want to read over our

[development workflow](https://github.com/Stellarium/stellarium/wiki/Git-Contributor-Workflow).

You may also/instead be interested in contributing to an stellarium affiliated stuff, like

landscapes, sky cultures, DSO or planetary textures and scripts.

Once you open a pull request (which should be opened against the ``master``

branch, not against any of the other branches), please make sure that you

include the following:

- \*\*Code\*\*: the code you are adding, which should follow as much as possible

our [coding guidelines](http://stellarium.org/doc/head/codingStyle.html).

- \*\*Tests\*\*: these are usually tests to ensure that code that previously

failed now works (regression tests) or tests that cover as much as possible

of the new functionality to make sure it doesn't break in future, and also

returns consistent results on all platforms (since we run these tests on many

platforms/configurations).

- \*\*Documentation\*\*: if you are adding new functionality, be sure to include a

description in the main documentation (in ``docs/``) or doxygen description/comments

for code in the ``\*.hpp`` files (commenting the code may be extremelly helpful!).

Thanks!

\- \*The Stellarium development team\*