# Contributing to Keyframes

We want to make contributing to this project as easy and transparent as

possible.

## Our Development Process

We work directly in the github project and provide versioned releases

appropriate for major milestones and minor bug fixes or improvements. GitHub

is used directly for issues and pull requests and the developers actively

respond to requests.

## Pull Requests

We actively welcome your pull requests.

1. Fork the repo and create your branch from `master`.

2. If you've added code that should be tested, add tests.

3. If you've changed APIs, update the documentation.

4. Ensure the test suite passes.

5. Make sure your code lints.

6. If you haven't already, complete the Contributor License Agreement ("CLA").

## Contributor License Agreement ("CLA")

In order to accept your pull request, we need you to submit a CLA. You only need

to do this once to work on any of Facebook's open source projects.

Complete your CLA here: <https://code.facebook.com/cla>

## Issues

We use GitHub issues to track public bugs. Please ensure your description is

clear and has sufficient instructions to be able to reproduce the issue.

Facebook has a [bounty program](https://www.facebook.com/whitehat/) for the safe

disclosure of security bugs. In those cases, please go through the process

outlined on that page and do not file a public issue.

## Coding Style

\* 2 spaces for indentation rather than tabs

\* Line wrapping indents 4 spaces

\* 100 character line length

\* One parameter per line when line wrapping is required

\* Use the `m` member variable prefix for private fields

\* Opening braces to appear on the same line as code