Contributions are very welcome. If you want a feature to be added,

chances are it will not happen unless you actually write the code.

# Set Up

To get setup, run `bundle install`. You

can run the full test suite with `rspec spec/` or `rake`.

# Reporting a bug:

Help us help you :smile:! The more information you can provide in your

github issue, the better; the very \*best\* way to report a bug is to submit

a pull-request that shows off the bug you're seeing, and describes both the

\*expected\* and \*actual\* behaviors in as much relevant detail as possible,

as well as the steps you've taken to isolate the issue so far.

# Add a Feature; fix a Bug

All pull requests must contain

[good commit messages](https://github.com/blog/926-shiny-new-commit-styles).

All pull requests which add a feature or fix a bug must have the

following extra things:

\* Integration test(s). These generally go into

`spec/integration/session\_spec.rb`, unless it's something specific to

the driver, in which case it goes in `spec/integration/driver\_spec.rb`.

(So a test for `page.driver.resize` goes in `driver\_spec.rb` but a test

for `page.execute\_script` goes in `session\_spec.rb`.)

\* An entry into the changelog. Reference the Github issue number if there is an

associated bug report. Feel free to add your name if you want to be

credited.

Documentation-only pull requests must include [ci skip] in their commit

messages.

# Keep in mind:

\* While PhantomJS is capable of compiling and running CoffeeScript code

directly, I prefer to compile the code myself and distribute that (it

makes debugging easier). Running `rake autocompile` will watch the

`.coffee` files for changes, and compile them into

`lib/capybara/client/compiled`.

\* If you've worked on your changes over time, please squash the commits

in a sensible manner so that each commit is self-contained. If you

need to update a pull request with new changes, you can just `git push

-f` to your branch which will overwrite previous commits that you have

now squashed.

\* Please try to pay attention to and follow the existing coding style.

Thanks! It's really great when people help with Poltergeist's

development.