Contributing

MindTouch is, and always will be, an open source community. The guiding principle behind our engineering team are heavily influenced by an understanding of the four freedoms that make software "free." The core MindTouch engine is licensed under the GPL v2 and the LGPL (different components have different licenses) - check out our licenses page for a complete list of all of our components and the licenses they fall under.

Get Involved

It's easy to start contributing to MindTouch - you don't even need to be a technically savvy to help! Participation in our developer community will require you to sign up for a free MindTouch Developer Center account.

Non-technical ways to help

- Offer feedback on MindTouch (feature requests, anyone?)
- **File bugs in our bug tracker**
- Check out specifications for future features and offer your ideas
- Help other community members through our forums or IRC
- **Help localize MindTouch into new languages**
- Help post more documentation and FAQs on how to accomplish tasks in MindTouch

For the tech savvy

- Create and post MindTouch extensions and DekiScripts to our forge
- Share your MindTouch skins and themes with the world
- Submit patches for our software
- Beta test our latest releases and applications and submit bug reports
- Post more documentation and FAQs on how to accomplish tasks in MindTouch

Interested in cutting some code?

Designers will best benefit from setting up a VM environment following our easy skinning tutorial; we have HTML/CSS guidelines. **PHP developers** should check out our coding guidelines; C# devs can likewise check out our C# coding style and get instructions on how to set-up an API development environment.

Code Repository

You can find our primary subversion repository root at:
https://svn.mindtouch.com/source/

Our open-source SVN repo is:
https://svn.mindtouch.com/source/public/dekiwiki/trunk

MindTouch root:
https://svn.mindtouch.com/source/public/dekiwiki/

Dream root:
https://svn.mindtouch.com/source/public/dream/

Submitting code

We may ask developers who make contributions to the core engine to sign a contributions agreement. **Do not worry about this document if you are not contributing to the core engine.** This may seem like a silly document and against the spirit of open source, but it is most definitely not the case. Because different locales have different ways of inerpreting the GPL, we must fully understand that the contributions do not have any murky intellectual property. The increased barrier to entry is an unfortunate consequence, but until we live in a less litigious society, we'll err on the safe side.