

---

**LizardByte**

**ReenigneArcher**

**Apr 19, 2024**



# ABOUT

<b>1</b>	<b>Overview</b>	<b>1</b>
1.1	About . . . . .	1
<b>2</b>	<b>Support</b>	<b>3</b>
<b>3</b>	<b>Donate</b>	<b>5</b>
<b>4</b>	<b>Contributor Covenant Code of Conduct</b>	<b>7</b>
4.1	Our Pledge . . . . .	7
4.2	Our Standards . . . . .	7
4.3	Enforcement Responsibilities . . . . .	8
4.4	Scope . . . . .	8
4.5	Enforcement . . . . .	8
4.6	Enforcement Guidelines . . . . .	8
4.7	Attribution . . . . .	9
<b>5</b>	<b>Contributing Guidelines</b>	<b>11</b>
5.1	Getting Started . . . . .	11
5.2	Pull Requests . . . . .	11
5.3	Code Style . . . . .	12
5.4	Testing . . . . .	13
5.5	Legal . . . . .	13



## OVERVIEW

LizardByte has the full documentation hosted on [Read the Docs](#).

This documentation is being localized on [Crowdin](#).

---

### Community!

Accurate translations depend on contributions from amazing community members, like you! If you would like to contribute to the localization of this documentation, please visit our [Crowdin project](#) or use the widget at the bottom of each page.

---

## 1.1 About

[LizardByte](#) is developing self hosted cloud game streaming solutions. These applications are developed by volunteers in their free time. If you like our products please consider donating!



## SUPPORT

**Warning:** We use GitHub issues exclusively for actionable bug reports. Low effort issues will be immediately closed. Spamming the GitHub repo or organization will result in a ban.

Our available support methods are listed in our [Support Center](#).





---

## CHAPTER THREE

---

### DONATE

Like our projects and want to support our development work? These are the ways you can donate to our projects.

---

**Note:** MEE6 and Patreon provide Discord benefits.

---



## CONTRIBUTOR COVENANT CODE OF CONDUCT

### 4.1 Our Pledge

We as members, contributors, and leaders pledge to make participation in our community a harassment-free experience for everyone, regardless of age, body size, visible or invisible disability, ethnicity, sex characteristics, gender identity and expression, level of experience, education, socio-economic status, nationality, personal appearance, race, caste, color, religion, or sexual identity and orientation.

We pledge to act and interact in ways that contribute to an open, welcoming, diverse, inclusive, and healthy community.

### 4.2 Our Standards

Examples of behavior that contributes to a positive environment for our community include:

- Demonstrating empathy and kindness toward other people
- Being respectful of differing opinions, viewpoints, and experiences
- Giving and gracefully accepting constructive feedback
- Accepting responsibility and apologizing to those affected by our mistakes, and learning from the experience
- Focusing on what is best not just for us as individuals, but for the overall community

Examples of unacceptable behavior include:

- The use of sexualized language or imagery, and sexual attention or advances of any kind
- Trolling, insulting or derogatory comments, and personal or political attacks
- Public or private harassment
- Publishing others' private information, such as a physical or email address, without their explicit permission
- Other conduct which could reasonably be considered inappropriate in a professional setting

## 4.3 Enforcement Responsibilities

Community leaders are responsible for clarifying and enforcing our standards of acceptable behavior and will take appropriate and fair corrective action in response to any behavior that they deem inappropriate, threatening, offensive, or harmful.

Community leaders have the right and responsibility to remove, edit, or reject comments, commits, code, wiki edits, issues, and other contributions that are not aligned to this Code of Conduct, and will communicate reasons for moderation decisions when appropriate.

## 4.4 Scope

This Code of Conduct applies within all community spaces, and also applies when an individual is officially representing the community in public spaces. Examples of representing our community include using an official e-mail address, posting via an official social media account, or acting as an appointed representative at an online or offline event.

## 4.5 Enforcement

Instances of abusive, harassing, or otherwise unacceptable behavior may be reported to the community leaders responsible for enforcement at [INSERT CONTACT METHOD]. All complaints will be reviewed and investigated promptly and fairly.

All community leaders are obligated to respect the privacy and security of the reporter of any incident.

## 4.6 Enforcement Guidelines

Community leaders will follow these Community Impact Guidelines in determining the consequences for any action they deem in violation of this Code of Conduct:

### 4.6.1 1. Correction

**Community Impact:** Use of inappropriate language or other behavior deemed unprofessional or unwelcome in the community.

**Consequence:** A private, written warning from community leaders, providing clarity around the nature of the violation and an explanation of why the behavior was inappropriate. A public apology may be requested.

### 4.6.2 2. Warning

**Community Impact:** A violation through a single incident or series of actions.

**Consequence:** A warning with consequences for continued behavior. No interaction with the people involved, including unsolicited interaction with those enforcing the Code of Conduct, for a specified period of time. This includes avoiding interactions in community spaces as well as external channels like social media. Violating these terms may lead to a temporary or permanent ban.

### 4.6.3 3. Temporary Ban

**Community Impact:** A serious violation of community standards, including sustained inappropriate behavior.

**Consequence:** A temporary ban from any sort of interaction or public communication with the community for a specified period of time. No public or private interaction with the people involved, including unsolicited interaction with those enforcing the Code of Conduct, is allowed during this period. Violating these terms may lead to a permanent ban.

### 4.6.4 4. Permanent Ban

**Community Impact:** Demonstrating a pattern of violation of community standards, including sustained inappropriate behavior, harassment of an individual, or aggression toward or disparagement of classes of individuals.

**Consequence:** A permanent ban from any sort of public interaction within the community.

## 4.7 Attribution

This Code of Conduct is adapted from the Contributor Covenant, version 2.1, available at [https://www.contributor-covenant.org/version/2/1/code\\_of\\_conduct.html](https://www.contributor-covenant.org/version/2/1/code_of_conduct.html).

Community Impact Guidelines were inspired by Mozilla's code of conduct enforcement ladder.

For answers to common questions about this code of conduct, see the FAQ at <https://www.contributor-covenant.org/faq>. Translations are available at <https://www.contributor-covenant.org/translations>.



## CONTRIBUTING GUIDELINES

Thank you for considering contributing to our open source project! We welcome all contributions, whether you're fixing a bug, improving documentation, or adding a new feature.

Before you start, please take a moment to read our code of conduct and community guidelines, which outline our expectations for respectful and inclusive behavior.

### 5.1 Getting Started

1. Fork the repository on GitHub to create a copy of the project.
2. Create a new branch for your changes, based on the latest version of the `nightly` branch. This will help avoid conflicts when submitting your pull request.
3. Make your changes, being sure to follow our code style guidelines and test your code thoroughly.
4. Document any changes you make to the code or documentation, to help other contributors understand the purpose and functionality of your changes.
5. When you're ready, submit a pull request using the template provided.

### 5.2 Pull Requests

#### 5.2.1 Creating a Pull Request

To help up review your changes quickly and accurately, please follow these guidelines when submitting a pull request:

1. Submit your pull request against the `nightly` branch. If you make a mistake this can be edited without opening a new PR.
2. Complete the pull request template, including any relevant details about your changes and any associated issues.
  - Leave the template comments in place. They are helpful when editing the PR description.

```
<!-- This is a comment -->
```

- Do not delete any sections of the template, even if they do not apply to your changes.
- Link any issues or discussions that are resolved by your changes.

```
- Closes #123
- Fixes #456
- Resolves #789
```

- Complete the checklists. It is not required to check everything, only check the items that apply to your changes.

```
- [x] This is a complete item
- [ ] This is an incomplete item
```

3. Be prepared to address any feedback or questions that may arise during the code review process.

---

**Note:** It is important to note that pull requests should generally address a single issue or feature to make it easier to review and test the code. In some cases, exceptions may be made. For example, if you find a typo or formatting error in a file being modified, it may be acceptable to fix it in the same pull request as a drive-by fix. However, if the pull request is already large, it may be better to create a separate pull request for the secondary fixes.

---

## 5.2.2 Review Process

Pull requests will be reviewed by the project maintainers to ensure code quality and consistency with project standards.

The changes requested may be minor, such as fixing a typo, adjusting formatting, or adding a comment. These may seem like small requests, but they are important to our projects as they help ensure that the code is readable, maintainable, and consistent with the rest of the project. In other cases, the requested changes may be more significant. In either case, the maintainers will provide feedback to help you improve the code.

Please keep in mind that partially complete pull requests will not be merged. Before merging, we will consider the following criteria:

- Does the code follow the style guidelines of the project?
- Does the change add value?
- Is the code well commented?
- Have documentation blocks been updated for new or modified components?
- Will the changes create issues in other scenarios?

Developers and maintainers will attempt to assist with challenging issues.

## 5.3 Code Style

### 5.3.1 Code Style Guidelines

We enforce consistent code style across our projects to improve readability and maintainability of the codebase. Here are some of the guidelines we follow:

- Each file, with few exceptions, should end with an empty line.
- In most cases, the maximum line length should not exceed 120 characters to make the code more readable.
- We use [yamllint](#) to lint our *yaml* files. You can find the configuration file [here](#) in our *github* repository.



## 5.4 Testing

Testing is a critical part of our development process, and we have automated tests and tools to ensure that our code meets the expected quality and functionality.

### 5.4.1 Code Style Tests

To ensure consistent code style, we run automated tests on pull requests. The tests that run depend on the labels of the repository. The following table shows the labels and the corresponding tests that will run:

Label	Checks
python	flake8
c++	clang-format, cmake-lint

### 5.4.2 Unit Testing

We strive to have comprehensive unit tests for our projects, but this is still a work in progress for some projects. We welcome contributions that improve test coverage and add new tests.

## 5.5 Legal

We require that all contributors sign a Contributor License Agreement (CLA) before we can merge their pull requests. If any action is required, a bot will comment on your PR with instructions.

We offer two types of CLAs:

- [CLA for individuals](#)
- [CLA for entities](#)

If you do not own the Copyright in the entire work of authorship submitted, you must complete the following steps:

1. Add the owner(s) as a *co-author* to a commit in the PR. See [Creating a commit with multiple authors](#).
2. All authors must sign the CLA before it can be merged.