

How to Contribute

We appreciate all forms of project contributions including bug reports, providing help to new users, documentation, or code patches. Use a [pull request](#) to submit a code patch to the [github mirror](#). Any new changes should be targeted at the "develop" branch.

File a [JIRA](#) to submit a bug report.

If you need access to edit the wiki, make sure you've created an account and send an email to dev@geode.apache.org with your userid and a description of what you're interested in working on and someone will grant you access. Same goes for JIRA if you need to be able to assign or resolve issues.

Please visit our [Becoming a committer](#) page for details on how to become a committer.

Ideas for Contributions

If you are a new contributor, the best starting point is probably one of the [tickets marked with the starter label](#). Most of these should be fairly self contained and approachable.

If you are interested in taking your contribution a level up you might instead want to look at [tickets marked with the starter++ label](#).

Another great way to start contributing is adding [examples](#). This might help you deepen your own understanding of Geode while also helping others.

If you are already well familiar with Geode and want to contribute a larger set of features the best place to start is with a discussion on the dev list.

Updating the Wiki

Feel free to contribute to this wiki – make things easier to understand or just share your experience with Geode.

For more information

[Becoming a committer](#)

[Branding](#)

[Building and Running Geode from Source](#)

[Code contributions](#)

[Code of Conduct](#)

[Criteria for Code Submissions](#)

[Definition of Done](#)

[Developer Workflow](#)

[Getting Started for Geode Developers](#)

[JIRA Guidelines](#)

[License Guide for Contributors](#)

[Releasing Apache Geode](#)

[Social Media Guidelines](#)

[Versioning and Branching](#)

[Writing tests](#)