How to Develop for Website League

The Website League runs on a lot of different software, mostly adopted from the existing Fediverse and ActivityPub ecosystems.

Where to Contribute

The primary repository for all of the projects we've adopted is hosted on gitlab:

https://gitlab.com/website-league

For every repository here, the default branch is the branch we recommend node operators use in production. for example, Akkoma's version of this branch is named **wl-stable**. If you want a change to be shared across the league, your goal should be to submit a gitlab merge request to one of these branches.

This also means you don't need to be a node operator, or even a steward, to contribute! Though, before recommending a patch be adopted everywhere, it may help to contact a node operator directly to test your changes in production.

For each feature, start by making a local feature branch. The best patches are small, self-contained, and easy for an outside observer to review, but a bad patch is better than no patch! A maintainer will look at your patch and provide feedback.

Up, or downstream?

- If you're making a change to specific node to provide a local-only feature, you're very welcome to do that in a private or node-specific fork.
- If you're making a change that would make the website league better generally, please start from **wl-stable** branch and submit a merge request. Then, to get that change on your local node, you can pull from upstream, the same as any other change.
- If you're fixing a technical issue or bug: also consider submitting it to the upstream project ! This way, everyone benefits, and we can minimize the work league contributors need to provide to keep your patch alive.

summarizing: **Start as far upstream as you can, and let the patch flow downstream**.

Thank you for contributing to the Website League.

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