How to get commit access

The instructions below need an update. Now that we have moved to GitLab: Git Workflow

The Tiki community is a heavy user of SVN. While many open source communities have a send-a-patch-and-someone-else-will-commit approach*

- having lots of innovation and low coordination overhead when developing the future version.
- while having minor versions with as few regressions as possible.

So if you need a lot of stability you should skip .0 releases (which really, you should avoid for any project) and have an upgrade pattern of 3.1 -> 3.2 -> 4.1 -> 4.2 -> 5.1, etc

In Tiki, we encourage everyone to commit directly to the source code. Think of it as applying the Wiki Way to software development. Over 340 people have done it so far and it works very well.

Essential

1. Read and agree to the 3 Rules
2. Get an account on SourceForge.net
3. Make sure User Messages, in the preferences of your SourceForge account, is set to "Allow anyone to send mail", so that you can be joined with your commit address. If your SourceForge username is foo, that will allow everyone to write to the email address you defined on SourceForge via the alias foo@users.sourceforge.net.
4. Get an account on tiki.org
5. Read Where to commit

A good idea

6. Read Hello World
7. Read about the Tiki Model
8. Join the developers mailing list
9. Join the code commit mailing list
10. Come on the IRC channel, and ask one of the admins (see: WhoWhat for list) about the ceremony for joining the community and getting SVN commit access. Please do put this channel in your favorites and hang out with us. If no admin is around, please contact MarcLaporte
11. Get code via SVN so you can easily keep up to date and share back fixes and enhancements.
12. Read TikiDevNewbie
13. Get familiar with the The Wiki Way and The Cathedral and the Bazaar
14. Join Tiki community members on various social networking sites such as Facebook, Twitter, LinkedIn, Black Duck Open Hub or others
If you don't know how to use SVN or it's not convenient to set it up or learn at the moment, you are most welcome to submit a patch.