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# **Dibs Documentation**

***Release 0.1.0***

**Slawek Ehlert**

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Contents:



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## Dibs

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make “dibs” on stuff

- Free software: MIT license
- Documentation: <http://dibs.rtfld.org>.

### 1.1 Features

- TODO





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# Installation

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At the command line:

```
$ easy_install dibs
```

Or, if you have virtualenvwrapper installed:

```
$ mkvirtualenv dibs  
$ pip install dibs
```



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### Usage

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To use Dibs in a project:

```
import dibs
```



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## Contributing

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Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

### 4.1 Types of Contributions

#### 4.1.1 Report Bugs

Report bugs at <https://github.com/slafs/dibs/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

#### 4.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

#### 4.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

#### 4.1.4 Write Documentation

Dibs could always use more documentation, whether as part of the official Dibs docs, in docstrings, or even on the web in blog posts, articles, and such.

#### 4.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/slafs/dibs/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 4.2 Get Started!

Ready to contribute? Here's how to set up *dibs* for local development.

1. Fork the *dibs* repo on GitHub.

2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/dibs.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv dibs
$ cd dibs/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 dibs tests
$ python setup.py test
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 4.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 2.6, 2.7, and 3.3, and for PyPy. Check [https://travis-ci.org/slaifs/dibs/pull\\_requests](https://travis-ci.org/slaifs/dibs/pull_requests) and make sure that the tests pass for all supported Python versions.

## 4.4 Tips

To run a subset of tests:

```
$ python -m unittest tests.test_dibs
```





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**Credits**

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## 5.1 Development Lead

- Slawek Ehlert <[slafs@op.pl](mailto:slafs@op.pl)>

## 5.2 Contributors

None yet. Why not be the first?



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## History

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### 6.1 0.1.0 (2014-01-28)

- First release on PyPI.



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## Indices and tables

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