

Contributing to KDE is easier than you think ?

Phabricator patches using the web interface

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This post will be ridiculously brief and simple, albeit filled with screenshots.

As usual: This is a series of blog posts explaining different ways to contribute to KDE in an easy-to-digest manner.

The purpose of this series originated from how I feel about asking users to contribute back to KDE. I firmly believe that showing users how contributing is easier than they think is more effective than simply calling them out and directing them to the correct resources; especially if, like me, said user suffers from anxiety or does not believe they are up to the task, in spite of their desire to help back.

Last time I explained how translators with a developer account have a really straightforward workflow and how the entire localization process for KDE works. I've also posted a little article I made some time ago on how to create a live-test environment to translate Scribus more easily, given that Scribus might become a KDE application in the future.

This post explains the process of sending your first patch to KDE. This tutorial, of course, is only useful for small patches, likely those which alter only one file, as the web interface is convenient for such cases but not when there is a ton of files from the same project.

[2]

[KDE](#)

Source URL: <http://www.tuxmachines.org/node/137154>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/108>

[2] <https://rabbitctranslator.com/wordpress/index.php/2020/05/03/contributing-to-kde-phabricator-web-interface/>