Get Involved

The Fluid Project is an open, collaborative development project. Our goal is to improve the user experience of community source web applications, so if you are a designer or developer and want to change the world, consider getting involved!

The following is a list of ways you can get involved and contribute to the work:

Communication Venues

This wiki
The Fluid wiki is the primary hub for project work at all stages of Fluid projects. The wiki acts both as an archive to older work, as well as an active working space for presenting, discussing, and refining ideas and drafts.

Pages on the wiki are generally expected to be in flux: edited, merged, and split as appropriate. Because the full history of each wiki page is preserved, there should be little hesitation about making changes to a page (that is, changes to pages are easily reversible).

The wiki documentation outlines how to create, edit, and contribute to this wiki.

The material published on this wiki is licensed under the Creative Commons Attribution license. By contributing new content or changes to the Fluid Project Wiki, you agree to share your work under the terms of the Creative Commons Attribution 4.0 International License.

Mailing lists

The Fluid mailing lists provide a way to have threaded conversations about particular topics. Unlike the wiki, they provide a way to actively "ping" the community. Everyone is welcome to join the mailing lists and no matter where you join us, you will reach our community!

View mailing lists »

Matrix

The Fluid Project uses the Matrix communication protocol for collaborative discussions.

- Fluid Project Matrix Community: The community of rooms for the Fluid Project
  - Fluid Rooms
    - #fluid-work:matrix.org: General community discussions
    - #fluid-design:matrix.org: Design discussions
    - #fluid-tech:matrix.org: Technical discussions
    - #fluid-changelog:matrix.org: Infrastructure/Project-related changes
    - #fluid-watercooler:matrix.org: Hanging out
  - C2LC Rooms
    - #c2lc-general:matrix.org: Coding to Learn and Create - general discussions
    - #c2lc-open-robot-kit:matrix.org: Coding to Learn and Create - design and technical conversations about the open robot kit (Tetra Ryerson Project 2021)
    - #c2lc-tech:matrix.org: Coding to Learn and Create - technical discussions

Recommended Client

Element is the default client for accessing Matrix and provides desktop, mobile, and web apps.

Occasionally the Element desktop app can get stuck trying to send or receive a message. We've found that if you run into these kinds of issues, opening Settings, selecting "Help & About", and clicking the button that says "Clear cache and reload" under the "Advanced" section may resolve the problem.

Other Clients

See "Clients | Matrix.org" for a list of other clients

Meetings

Fluid Team Schedule

Daily Standup Meeting
Community workshops and design crits (Weekly)

Contributing Code
We are always looking for talented developers to help contribute to the Fluid source code. To learn how to get started, view contributing code »

Contributing to a Fluid Component
Coding and Commit Standards
Fluid Jira issue tracker []

Contributing Design

How to contribute to Design
Sample design artifacts
Version control and sharing for design