



Aras Community Projects

Submission Guidelines

A. Submission Guidelines

Here are a few guidelines to keep in mind while building and submitting your Aras Community Projects.

1. Source Code

All Aras Community Projects **must** include the original source code. For example if you create an external application that interacts with Aras, you will need to provide the project source code in addition to any compiled code (dll's, executables, etc). This is critical to sustaining a strong open-source community where members can grow and collaborate together.

2. Documentation

When it comes to documentation, we really want to see three things:

- **What does it do?**
Describe what the project does. Is it designed to solve an industry-specific business problem? Does it streamline administrative tasks or enhance existing Aras functionality?
- **How do you install it?**
Instruct the user how to install your project, from the point they download it to when the project is ready for use. Don't forget to mention any preconditions/pre-requisites for the target Aras instance (ex: Tech Docs must be installed to Aras, or the server must have Visual Studio installed).
- **How do you use it?**
Give the user the basic steps to use the project, starting from login.

Your project documentation doesn't have to be a lengthy PDF or hefty MS Word doc - Aras Labs projects are documented using the README.md found in the root of every GitHub repository. Check out any Aras Labs project for an example, or feel free to [use this readme as a template](#).

3. Attribution

Be sure to give credit where credit is due. If you collaborated with a team to spec out your project, or if you partnered up with a colleague to write the code, give them a shout-out when you submit it! And don't forget to recognize any third-party vendors, developers, or designers whose work you may have used, especially if their license requires it.

4. Projects Should NOT Include

Intellectual property that is not yours to share

Do not include third party compiled code (dll's, executables, etc.) or materials that are not licensed to be shared freely.

Aras feature license keys for subscription features and applications

Do not share subscription feature license keys or other subscription materials. If you have questions about the benefits that come with an Aras subscription, please contact our Community team at info@aras.com. If you have questions about what content should not be included in an Aras Community Project submission, please contact Aras Labs at araslabs@aras.com.

Freemium or limited-time trials of paid products

Do not include freemium or limited-time trials of products produced by you or your organization. However, projects that integrate with other paid services are acceptable.

Example 1: Does not meet guidelines

Harry from XYZ Corp. submits a 30-day free trial of the XYZ Connector, which requires a monthly subscription to continue functioning after the 30-day trial expires. Since it's a paid product, Harry cannot submit the source code for the XYZ Connector.

Example 2: Meets guidelines

Harry from XYZ Corp. subscribes to ABC, a third-party product he really likes. He builds a connector to use ABC with Aras, and then he submits the source code for his ABC connector - noting that users can try out the connector with ABC's 30-day free trial.

B. Submitting a Project

Contributing a project to the Aras Community Projects platform is a super simple process. Just follow the steps below.

1. Create the Project

Have an idea to solve a common problem or enhance a feature? Projects can be as simple as writing some sample code or as complex as building an app or connector that talks to Aras. Once you have your idea coded up and ready for the world, you're ready for the next step!

2. Publish the Project

Package up your code and publish it to an open-source hosting site like GitHub. If you're looking for options other than GitHub, check out BitBucket or GitLab.

3. Submit the Project

Now that your project source code is published, you need to let us know it's out there. Head on over to <http://community.aras.com/share-a-project/> and tell us a little about your project. It takes less than 2 minutes.

After we receive your submission we'll review it against the Aras Community Project guidelines. We may provide feedback or ask for more information, but once it's approved...

4. Share the Project

... you're ready to share your project! Approved projects get an entry on the Aras Community Projects page where they can be found by the community. Feel free to tweet about your project and others', share with your colleagues, or even get a jumpstart on that next big idea.