
invenio-webhooks Documentation

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Contents

| | | |
|----------|-------------------------|----------|
| 1 | User's Guide | 3 |
| 1.1 | Installation | 3 |
| 1.2 | Usage | 3 |
| 2 | API Reference | 5 |
| 2.1 | API Docs | 5 |
| 3 | Additional Notes | 7 |
| 3.1 | Contributing | 7 |
| 3.2 | Changes | 9 |
| 3.3 | License | 9 |
| 3.4 | Authors | 9 |

Invenio module for processing webhook events.

This is an experimental developer preview release.

- Free software: GPLv2 license
- Documentation: <https://invenio-webhooks.readthedocs.io/>

This part of the documentation will show you how to get started in using Invenio-Webhooks.

1.1 Installation

1.2 Usage

If you are looking for information on a specific function, class or method, this part of the documentation is for you.

2.1 API Docs

2.1.1 Configuration

2.1.2 Signatures

2.1.3 REST API

2.1.4 Proxies

Notes on how to contribute, legal information and changes are here for the interested.

3.1 Contributing

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

3.1.1 Types of Contributions

Report Bugs

Report bugs at <https://github.com/inveniosoftware/invenio-webhooks/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.

Fix Bugs

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

Implement Features

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

Write Documentation

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

Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/inveniosoftware/invenio-webhooks/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 :)

3.1.2 Get Started!

Ready to contribute? Here's how to set up *invenio-webhooks* for local development.

1. Fork the *invenio* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/invenio-webhooks.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 invenio-webhooks
$ cd invenio-webhooks/
$ pip install -e .[all]
```

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 tests:

```
$ ./run-tests.sh
```

The tests will provide you with test coverage and also check PEP8 (code style), PEP257 (documentation), flake8 as well as build the Sphinx documentation and run doctests.

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

```
$ git add .
$ git commit -s
  -m "component: title without verbs"
  -m "* NEW Adds your new feature."
  -m "* FIX Fixes an existing issue."
  -m "* BETTER Improves and existing feature."
  -m "* Changes something that should not be visible in release notes"
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

3.1.3 Pull Request Guidelines

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

1. The pull request should include tests and must not decrease test coverage.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring.
3. The pull request should work for Python 2.7, 3.3, 3.4 and 3.5. Check https://travis-ci.org/inveniosoftware/invenio-webhooks/pull_requests and make sure that the tests pass for all supported Python versions.

3.2 Changes

Version 1.0.0a4 (release 2016-10-03)

- Port to new structure for Invenio 3.

Version 0.1.0 (release 2015-08-05)

- Initial public release.

3.3 License

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