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# Scene Documentation

*Release 0.0.1*

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### 1.1 Stable release

To install scene, run this command in your terminal:

```
pip install scene
```

This is the preferred method to install scene, as it will always install the most recent stable release.

If you don't have [pip](#) installed, this [Python installation guide](#) can guide you through the process.

### 1.2 From sources

The sources for scene can be downloaded from the [Github repo](#).

You can either clone the public repository:

```
git clone git://github.com/yngtodd/scene
```

Or download the [tarball](#):

```
curl -OL https://github.com/yngtodd/scene/tarball/master
```

Once you have a copy of the source, you can install it with:

```
python setup.py install
```

The repository uses spaCy for the tokenization of texts.

```
pip install -U spacy
python -m spacy download en
```



## CHAPTER 2

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### Usage

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To use Scene in a project:

```
import scene
```





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

### 3.1 Types of Contributions

#### 3.1.1 Report Bugs

Report bugs at <https://github.com/yngtodd/scene/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.

#### 3.1.2 Fix Bugs

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

#### 3.1.3 Implement Features

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

### 3.1.4 Write Documentation

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

### 3.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/yngtodd/scene/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 :)

## 3.2 Get Started!

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

1. [Fork](#) the *scene* repo on GitHub.
2. Clone your fork locally:

```
git clone git@github.com:your_name_here/scene.git
```

3. Create a branch for local development:

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

Now you can make your changes locally.

4. When you're done making changes, check that your changes pass style and unit tests, including testing other Python versions with tox:

```
tox
```

To get tox, just pip install it.

5. 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
```

6. Submit a pull request through the GitHub website.

## 3.3 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  $\geq 3.6$  and for PyPy. Check <https://travis-ci.org/yngtodd/scene> under pull requests for active pull requests or run the `tox` command and make sure that the tests pass for all supported Python versions.

## 3.4 Tips

To run a subset of tests:

```
py.test test/test_scene.py
```



#### 4.1 Development Lead

- Todd Young GitHub: [yngtodd](#)

#### 4.2 Contributors

None yet. Why not be the first?



#### 5.1 0.0.1 (2019-02-11)

- First release on PyPI.





## CHAPTER 6

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### Feedback

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If you have any suggestions or questions about **Scene** feel free to email me at [young.todd.mk@gmail.com](mailto:young.todd.mk@gmail.com).

If you encounter any errors or problems with **Scene**, please let me know! Open an Issue at the GitHub <http://github.com/yngtodd/scene> main repository.