



NeoVim





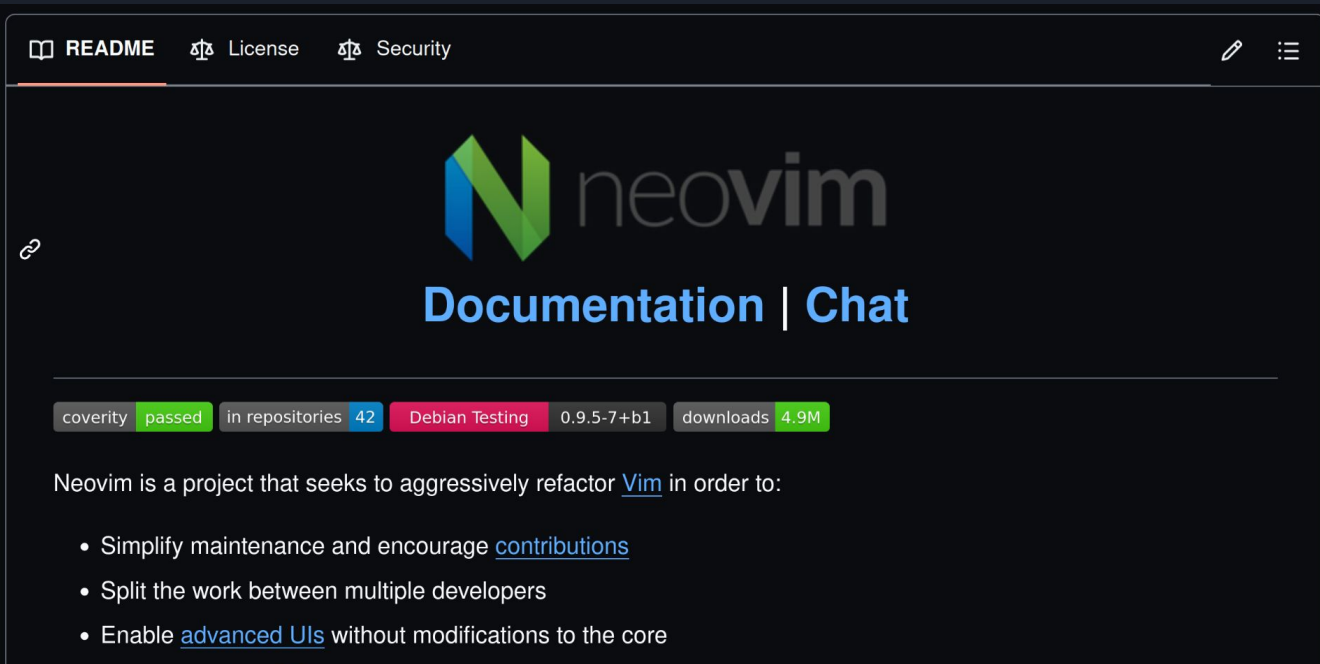
What is the purpose of the project?

- Neovim seeks to **refactor Vim** source code in order to:
 - Simplify maintenance to **improve bug fixing time** and **accelerate the merging of new features**;^[3]
 - Allow the **implementation of new user interfaces** without changing the core source;^[3]
 - Enhance the **user plugin experience with a coprocess-based architecture**, enabling authors to create plugins.^[3]



Where is the source code located?

- The source code is located in **github**, where any user can solve open issues and help on the maintenance of the software



The screenshot shows the GitHub README page for the Neovim project. At the top, there are navigation links for README, License, and Security. The main content area features the Neovim logo, which is a stylized 'N' in blue and green, followed by the text 'neovim'. Below the logo, there are links for 'Documentation' and 'Chat'. A horizontal bar contains several status indicators: 'coverity passed', 'in repositories 42', 'Debian Testing 0.9.5-7+b1', and 'downloads 4.9M'. The text below the bar states: 'Neovim is a project that seeks to aggressively refactor [Vim](#) in order to:

- Simplify maintenance and encourage [contributions](#)
- Split the work between multiple developers
- Enable [advanced UIs](#) without modifications to the core

Which technologies are used?

- **Lua:** Primary scripting language for configuration and plugin development. This allows for more efficient and powerful scripting compared to Vim's traditional VimScript



- **C:** The core of Neovim is written in C. This keeps the editor lightweight and fast.



What is the license?

- Neovim contributions since the commit **b17d96** are licensed under the **Apache 2.0 license**, except for contributions copied from Vim ^[3]

```
Copyright Neovim contributors. All rights reserved.

Neovim's license follows:

====

                        Apache License
                        Version 2.0, January 2004
                        http://www.apache.org/licenses/

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction,
and distribution as defined by Sections 1 through 9 of this document.

"Licensors" shall mean the copyright owner or entity authorized by
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```

- Neovim provides a detailed **Contributing Guide** in its GitHub repository

Developer Documentation

- Neovim project is well documented on how to compile and run it;
- The BUILD.md' file contains information on how to build the application on different OS;

Quick start

1. Install [build prerequisites](#) on your system
2. `git clone https://github.com/neovim/neovim`
3. `cd neovim && make CMAKE_BUILD_TYPE=RelWithDebInfo`
 - If you want the **stable release**, also run `git checkout stable`.
 - If you want to install to a custom location, set `CMAKE_INSTALL_PREFIX`. See also [INSTALL.md](#).
 - On BSD, use `gmake` instead of `make`.
 - To build on Windows, see the [Building on Windows](#) section. *MSVC (Visual Studio) is recommended.*
4. `sudo make install`
 - Default install location is `/usr/local`
 - On Debian/Ubuntu, instead of installing files directly with `sudo make install`, you can run `cd build && cpack -G DEB && sudo dpkg -i nvim-linux64.deb` to build DEB-package and install it. This should help ensuring the clean removal of installed files.



Developer Documentation

- Due to the complexity of the project, even with lots of documentation files, **it's not easy for starters devs** to contribute to NVim.
- The project has different contributors guidelines depending on the developing area, which gives much information for starting devs.
- Nvim is also very strict with documentation, every feature added must be well documented.

NVIM IS... WELL DOCUMENTED

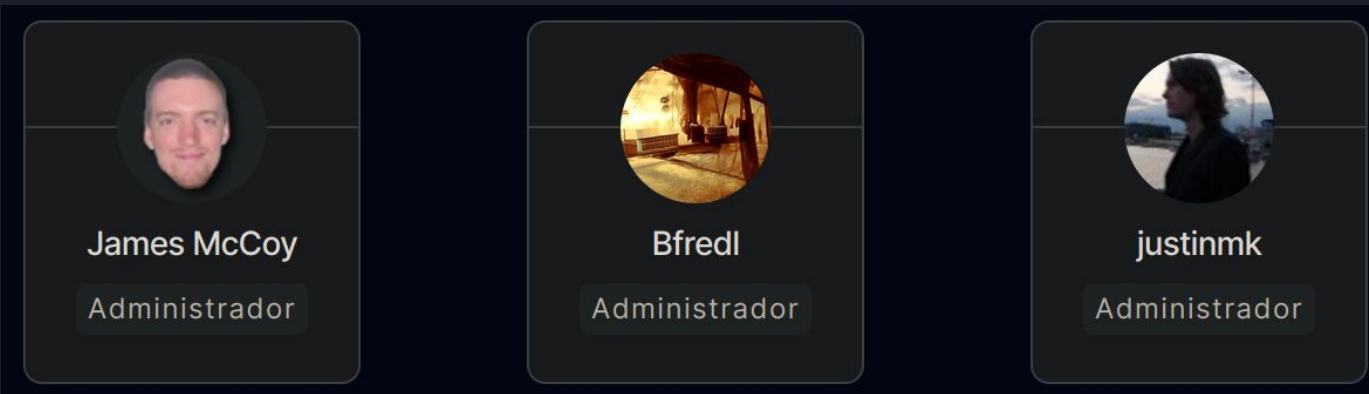
design-documented

- A feature that isn't documented is a useless feature. A patch for a new feature must include the documentation.
- Documentation should be comprehensive and understandable. Use examples.
- Don't make the text unnecessarily long. Less documentation means that an item is easier to find.



Project Governance

- The NeoVim project has three main maintainers, who are



- Anyone can find all the members on GitHub or on the project's website.



Project Governance

- The main project involves 30 different people who review and approve pull requests on GitHub and handle the code.
- It is also public, and open source, meaning that anyone from around the world can contribute to and impact the project by fixing bugs or adding features.
- To participate in the project, simply fork the repository on GitHub and start working on the open issues.



Funds

- The primary sponsors are individuals, but there are two main companies that make donations in addition to those from the individual pool. These companies are: ^[1]

Sponsors



rizin



Route4Me






Funds

- The current balance is \$70,000, and the total amount collected is \$270,000. [2]
- The project has guidelines to pay their developers and contributors: [2]

Expense policies



We process expenses twice a week after an admin of the Collective has approved them. We make payments via PayPal and Bank Transfer (using Wise) and can only make payouts to countries served by these payment processors. You are not required to upload an invoice document (the data you submit in the expense form is sufficient), but if you would like to include an uploaded invoice, please make it out to:

*Collective Name, Open Source Collective, 440
N. Barranca Avenue #3939, Covina, CA 91723,
USA*





References

1. <https://neovim.io/>
2. <https://opencollective.com/neovim>
3. <https://github.com/neovim/neovim>