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Subject: How to destroy your community (lwn.net article)?

Posted by [amrein](#) on Sat, 30 Jan 2010 14:16:12 GMT

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A "patented ten-step method" on how to free a project of unwelcome community involvement:

<http://lwn.net/Articles/370157/>

After reading this article, what could be improved in Ultimate++? What could become more community friendly?

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