Subject: Re: How to destroy your community (lwn.net article)?
Posted by mr_ped on Sat, 30 Jan 2010 22:19:01 GMT
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#1 - by not dropping mingw bundled .exe installs we would avoid this completely. Even in current state upp does require only very little to be run & extended by community.
 Well, the svn commit strategy and patch pushing isn't that easy, but that's understandable, as u++ is owned by core devs, not community, and if such shift ever happens, it will require lot of other stuff to be changed/defined to perform at least as good as the core devs are doing now.

#3 affects upp (the first part, lack of docs&rules)

we don't have #8, but if you would exchange the "license" with "project name", then it's spot on.
(if Mirek will read this, there's a u++ package in debian already, so I think this rules out u++, upp is probably the way to go)

Can't see others seriously affecting u++, so ... well, this is truly impressive and I think Mirek is doing very well considering the amount of times these things take to handle, and he's also developer + has to work on commercial projects too.