Subject: Re: How to destroy your community (lwn.net article)?
Posted by mirek on Sun, 31 Jan 2010 08:17:06 GMT

mr_ped wrote on Sat, 30 January 2010 17:19#1 - by not dropping mingw bundled .exe installs we would avoid this completely.

'Major' releases still have mingw installs.

Quote:
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,

Uhm, almost any open-source project limits write access to svn. The only difference here is that we have fine-grained approach (more levels of access) and that the number of core developers is low.

That said, we can even improve. E.g. I am considering that theide related packages are more open, if anybody would request access there. Hars restriction is only needed for packages that are included in apps developed.