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

Posted by [cbpporter](#) on Mon, 01 Feb 2010 10:17:51 GMT

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#1 - We've come along way in this regard. TheIDE is no longer the only method to build your packages. Exported makefiles work fine. And SVN is used instead of ultimate Version Control.

#3 - I hear a lot of talk around here about how we are lacking documentation. Yet, I think we are one of the better documented OSS projects out there. All major and common parts of the API are IMO sufficiently documented for new comers to not fell lost. They will of course need a little curiosity and tolerance for experimentation. There is more space for improvement, but I think that the hardest part is behind us.

The rest of the points don't really apply to us. Does that mean we have a healthy community?

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