Subject: Re: "competition" solving similar PR problems... Posted by mirek on Wed, 09 Aug 2006 18:59:46 GMT View Forum Message <> Reply to Message

fudadmin wrote on Wed, 09 August 2006 14:43Some more stats for comparison U++ vs vcf: Quote:

Some conclusions:

vcf (downloads) declined despite forums and articles.

forums made positive impact ~5times for U++, while ~2times

for vcf.

vcf articles had "short lived" small impact and didn't help to restore downloads peak. if you don't have quality of your product and community attractivness you will lose users to competitors fast and gain from articles will be "short lived" ...

P.S this doesn't mean that I'm against articles. I just say that if a product (including community as a product) is rubbish, users vote with their feet (just leaving). Or you have a lot of "download passengers" but not users. My opinion is quality. It's better to have less downloaders but to make everyone (ok 80%...) a "resident long-time quality user". I suggest to concentrate on creating "attractive quality community services" to be beneficial (or profitable) for its "quality residents"...

I think there are many factors involved and I hope you trust me I am concentrating all of my efforts to have the quality....

Anyway, please note that one of valid points in the first of forum posts the guy mentioned that he goes for "toolkit actively developed". While I think this forum is quite active, it is unfortunately a little bit "hidden" (and I am now not speaking about "great www unificaction", just about the fact that people come here when they already know about U++).

What would be nice, and rbmatt already mentioned it, we need some sort of "news" propagated where fits (read: "where accepted"). It always makes me jealous if I see the least important advancements of Haiku or SkyOS or Syllable, interesting but irrelevant hobbyist OSes, widely trumpeted all over the web.

We can win the quality (we will!), but it will completely useless victory as long as 99% of C++ community is completely unaware about U++ (YOU have found us one year ago - by that time, U++ was around for 2 years. And you are interested in trying new things....).

Mirek