Subject: "competition" solving similar PR problems...
Posted by mirek on Wed, 09 Aug 2006 10:37:32 GMT
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...and these posts seems quite relevant for us too:

http://vcf-online.org/forums/index.php?showtopic=693&pid
=6463&mode=threaded&show=&st=&#entry6463

http://vcf-online.org/forums/index.php?showtopic=795&pid
=6461&mode=threaded&show=&st=&#entry6461

Mirek

Subject: Re: "competition" solving similar PR problems...
Posted by fudadmin on Wed, 09 Aug 2006 14:58:05 GMT
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luzr wrote on Wed, 09 August 2006 11:37...and these posts seems quite relevant for us too:

http://vcf-online.org/forums/index.php?showtopic=693&pid
=6463&mode=threaded&show=&st=&#entry6463

http://vcf-online.org/forums/index.php?showtopic=795&pid
=6461&mode=threaded&show=&st=&#entry6461

Mirek

Were those articles on the (e.g) codeproject the reason of their decline in downloads?
http://sourceforge.net/project/stats/?group_id=6796&ugn= vcf&type=&mode=alltime

Subject: Re: "competition" solving similar PR problems...
Posted by mirek on Wed, 09 Aug 2006 15:14:04 GMT
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New articles on Code Project
Submitted by ddiego on Wed, 2006-04-26 18:16.

Jun 2006 859

May 2006 1,304
Apr 2006 1,671 <<==== 04-26
Mar 2006 738
Feb 2006 654

Mirek

Subject: Re: "competition" solving similar PR problems...
Posted by fudadmin on Wed, 09 Aug 2006 15:39:34 GMT
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Quote:
```
          U++   vcf
====================
```
Jul-06 2,562 845
Jun-06 2,941 859   <<=== but 600 were not satisfied and came back to U++:)
May-06 2,381 1,304
Apr-06 2,386 1,671 <<==== vcf article 04-26
Mar-06 4,470 738

but where did the rest of the difference from 4,470-2,386=2,084 go in April from U++?

BTW, I assume that U++ have 711 users (downloads between releases)

Subject: Re: "competition" solving similar PR problems...
Posted by mirek on Wed, 09 Aug 2006 16:17:04 GMT
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My estimate is closer to 100 (downloads of dev version

Mirek

Subject: Re: "competition" solving similar PR problems...
Posted by fudadmin on Wed, 09 Aug 2006 18:43:48 GMT
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Some more stats for comparison U++ vs vcf:
Quote:
```
.............................U++.............vcf
====================================
downloads_before.......1341.................378
forums_start........17 November 2005.....1-August 2003
```

downloads_after.....5220.....614
downloads_peak.....5,220 (forums_start) 8,255 (Jun 2002)
downloads_lastmonth...2,562.....845
forum_members_now.....180.....230
have_articles.....no.....yes

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"...

Subject: Re: "competition" solving similar PR problems...
Posted by mirek on Wed, 09 Aug 2006 18:59:46 GMT
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fudadmin wrote on Wed, 09 August 2006 14:43Some more stats for comparison U++ vs vcf:
Quote:
.....U++.....vcf
==========
downloads_before.....1341.....378
forums_start.....17 November 2005.....1-August 2003
downloads_after.....5220.....614
downloads_peak.....5,220 (forums_start) 8,255 (Jun 2002)
downloads_lastmonth...2,562.....845
forum_members_now.....180.....230
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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
