
Subject: U++ Hall of fame

Posted by [mirek](#) on Mon, 29 Sep 2008 08:41:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

In an attempt to distribute sponsorship money to U++ developers, we have performed a funny algorithm of "chained query" - I have created my own list of best U++ contributors with "weights", then asked all of them to provide the list of theirs, then asked all contributors on their's list not yet asked etc... Then averaged weights and got this list:

```
1.luzr (11) 0.31843436
2.rylek (8) 0.1488573128
3.unodgs (11) 0.1448543486
4.mdelfede (11) 0.1003346347
5.mrjt (8) 0.09575689542
6.bytefield (4) 0.02721398477
7.mr_ped (3) 0.01977142019
8.fallingdutch (4*) 0.01774077124
9.zsolt (3) 0.01426451398
10.captainc (3) 0.0136717027
11.arilect (2*) 0.01333999857
12.masu (3) 0.01238046393
13.werner (1*) 0.01069518717
14.fudadmin (1*) 0.01069518717
15.cbbporter (1*) 0.0102915952
16.hojtsy (2) 0.00773993808
17.cbpporter (2*) 0.005998714561
18.forlano (1*) 0.005681818182
19.andrei_catalin (1) 0.004784688995
20.guido (1*) 0.004132231405
21.oblivion (1) 0.003787878788
22.tojocky (1) 0.003787878788
23.ebojd (1*) 0.003142183818
24.Novo (1*) 0.002642290938
```

Number in "()" is number of people that have nominated contributor. If there is "*", it means contributor has not responded to my query. The last number is averaged "weight".

I decided to cut <2% (to avoid too small amounts) and got this final list:

```
1.luzr (11) 0.3811524022
2.rylek (8) 0.1781758801
3.unodgs (11) 0.1733845021
4.mdelfede (11) 0.1200962957
5.mrjt (8) 0.1146169362
6.bytefield (4) 0.03257398375
```

People on the list will be contacted soon

It was fun after all, was not it

Mirek

Subject: Re: U++ Hall of fame

Posted by [zsolt](#) on Mon, 29 Sep 2008 19:24:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

This "bounty" was a very good idea, I think. Congrats to the winners

Subject: Re: U++ Hall of fame

Posted by [captainc](#) on Wed, 01 Oct 2008 20:01:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am very appreciative to have been considered. I hope U++ contributors continue their efforts, I know I will.
