

Re: ProtoCiv: porting Freeciv to Python CANNED

Source: <http://coding.derkeiler.com/Archive/Python/comp.lang.python/2004-01/3701.html>

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>*The conclusion may seem obvious to _you_ but this is no guarantee that
>everyone else also possesses this knowledge. OSS is being hailed as
>the second coming, and it comes as no surprise therefore that some
>people might be deluded into thinking they could harness this power to
>cure cancer overnight or land a man on Mars by 2005.*

>

If you can get by his trolling and unbearable arrogance, there are some kernels of truth in there. I come from a commercial background as well but instead of trying to exploit the OSS community, ive been lurking around looking for a project I feel I could contribute to.

Most geeks by their nature, are very independent and abhor order. You have to have order to get anything done. Thats why most successful projects have one or at most a few people pulling the strings because if you don't, the project will flounder. I've personally based a few of my projects on some OSS projects and they failed miserably. Because of the bugs and the Authors unwillingness to address them or even accept them as bugs. You can say "well why didnt you just fix it yourslef" but I just didnt have the time.

On the other side of the coin, i've used OSS projects like PHP and Postgres with great results.

The other problem with hobbyist geek programmers is they are just in it for the fun of it. They get bored when the last 10% of the project which is mostly bug fixing and reengineering code coes about and generally abandon it. I've poked into literally over one hundred sourceforge projects that started out as good ideas and had lots of activity. i'd come back in 6 months and There would be almost no activity. With a developer with a commercial background, he might be more willing to see the project through.

I too get annoyed when an OSS author pulls a massive library into his project just to get a few functions out of it he could have written himself. It's really problematic as Brandon has said when you are using CygWin or Ming because a lot of these libraries dont work on it.

comp.lang.python: Re: ProtoCiv: porting Freeciv to Python CANNED

My bread and butter is palm and windows development so I cannot abandon the platform yet. What i've been trying to do is build up a nice linux dev environment using ming and python. The python side of things works great but the C++ side... well.. sucks.

Thankfully, I finally decided to evaluate VMWare an