

# Forking and building

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# Forking and building

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Once upon a time Mageia...  
Or how it could have turned into an horror movie

# Mageia in a few words

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- Mageia is a fork of Mandriva Linux
- Started in September 2010
- A full community distribution
- Based on meritocracy
- About 200 worldwide contributors : packagers, translators, testers, admins, artwork...

# What we are experimenting in Mageia

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Forks are often seen as the dark side of open source

Forks can be positive and build in a positive way

Final decision was taken and announced in a few hours but...

After some weeks of discussion with main community representatives

- Why should we do this ?
- Is there any common interest in it ?
- Who would take part of it ?
- Do we have enough motivation ?

# Make purpose clear and realistic

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Forking is not a goal!

Write, communicate and explain clear goals to create and keep motivation of all community

Take your time to think about it, going back is hardly possible

# Make purpose clear and realistic

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- Give back the control to the community
- Setup all the project organization: governance, teams and collaboration
- Setup a technical and dedicated infrastructure (reliable, maintainable, scalable, replicable)
- Ship a first independent, stable and reliable version without major innovation, upgradable from Mandriva Linux
- Long term goals are to be defined after the first release (this Summer)

# Do not start work without a schedule

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Transparency is a key point to motivate the community

- Provide initial plan with main steps together with visible deliveries
- Do not be too optimistic



# Do not start work without a schedule

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- Initial plan was very (too?) optimistic
- Too big steps
- We could have communicated more (especially on delays)

# Organization based on a clear governance

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One of the first item to be published with the goals

Do not expect everyone to be organized (ouch!)

Trust, respect, transparency

Explain again and again... and again

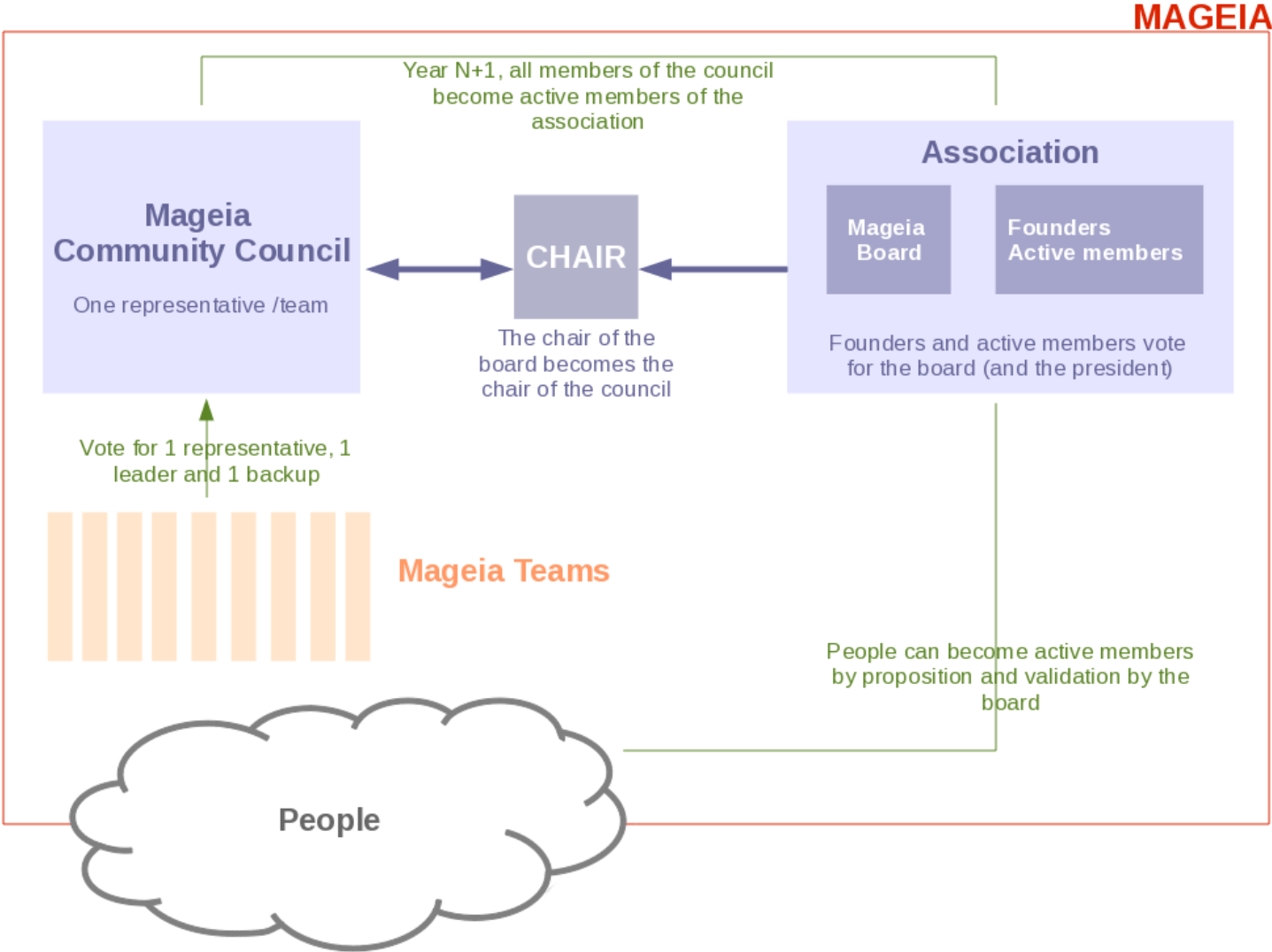
# Organization based on clear Governance

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Mageia governance :

- Make it simple and open
- Open source does not mean that everybody can do anything without coordination and discussion
- A minimal set of common rules and values (code of conduct)

# Organization based on clear Governance



# Experienced users and delegation

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Founders are not super heroes: delegate!

Start with an experienced and united team

People with multiple backgrounds is a big strength

# Building infrastructure is not an end in itself

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Keep your admins enthusiasm under control

Start simple and clean, following the main project priorities

Is it possible to make it quickly and clean?

Infrastructure is here to enable the project, empower contributors

# Building infrastructure is not an end in itself

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Mageia started with wiki, mailing-lists, blog, IRC

Build system choice

Should have bootstrapped forums sooner

Should have setup a temporary svn to enable contributions much sooner

# Communicate, communicate... & communicate

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Answer to every supporters and future contributors

Communicate... even if you have nothing to say

Promote communication from the beginning in all parts of the organization



# Communicate, communicate... & communicate

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Nearly 1 200 mails during the first week

More than one blog post / week to explain what is being done

Use of meetbot (irc bot from Debian) for all teams meetings including council ones

Communicate on all decisions process: logo choice, team leaders elections, board election

Main difficulties: written communication only, worldwide community (languages, timezones)

# Manage diversity in community

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Technical teams will not rule the world alone!

Do not forget these roles: marketing, artwork, communication, legal

Make them speak to each other (yes it's possible)

# No small conflict

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Anticipate potential conflicts to solve them as soon as possible

Use code of conduct as a reference for everyone:  
*« In order for the Mageia community to stay healthy, its members must feel comfortable and accepted. »*

A three strikes system: individuals, team leader, council

# Mageia coming schedule

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- 2011/05/18 Mageia 1 – release candidate
- 2011/06/01 Mageia 1 – final release
- June/July 2011 Brainstorm on Mageia long term strategy

# Mageia 1

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- Smooth upgrade from Mandriva Linux 2010.2
- Main graphical environments: KDE, GNOME, LXDE, XFCE, e17
- Includes configuration tools (Mageia Control Center)
- Focus on development environments (Perl, Java, Ruby)
- ARM port may be available (build in progress)

## Mageia available isos

- DVD 32 and 64 bits - 100% free software edition
- 7 Live CDs: KDE or GNOME, more than 130 languages available

All ISOs can be easily dumped on an USB key

# Questions? Thank you!

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[mageia.org](http://mageia.org)