

Challenges to the Open Source Model Today

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What this talk is about

Our personal journeys

Modern engagement with open
source

Supporting open source ideals in a
changing world

It's *not* specifically about the
Commons Clause, Server Side Public
License, or other licensing news

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Linux Systems Engineer and Developer Advocate

Author of Official Ubuntu Book 8th and 9th editions & Common OpenStack Deployments

15+ years involvement in open source projects

You and open source:

Passion? Paycheck? Both?

(all awesome reasons, but they are different)



Installing Unreal Tournament GOTY Edition in Debian and Gentoo Linux





mplayer

How To Install On Debian with Several Codecs

[mplayer project home page](#)

These step by step instructions have been updated and tested on September 3, 2006

I have tested this how-to on Etch (Testing).

This howto only includes codecs for *win32*, *Quicktime*, *RealPlayer*, and *Live.com* (streaming for protocols such as replayer)

Not up for doing all of this? There are unofficial debian packages provided by marillat: [read more](#)

Otherwise...

Files to download

Source:

MPlayer v1.0pre8 source - 7.8M - You may download directly from the [Mplayer HQ Download](#)
(unless you have a src file of your own you wish to use)

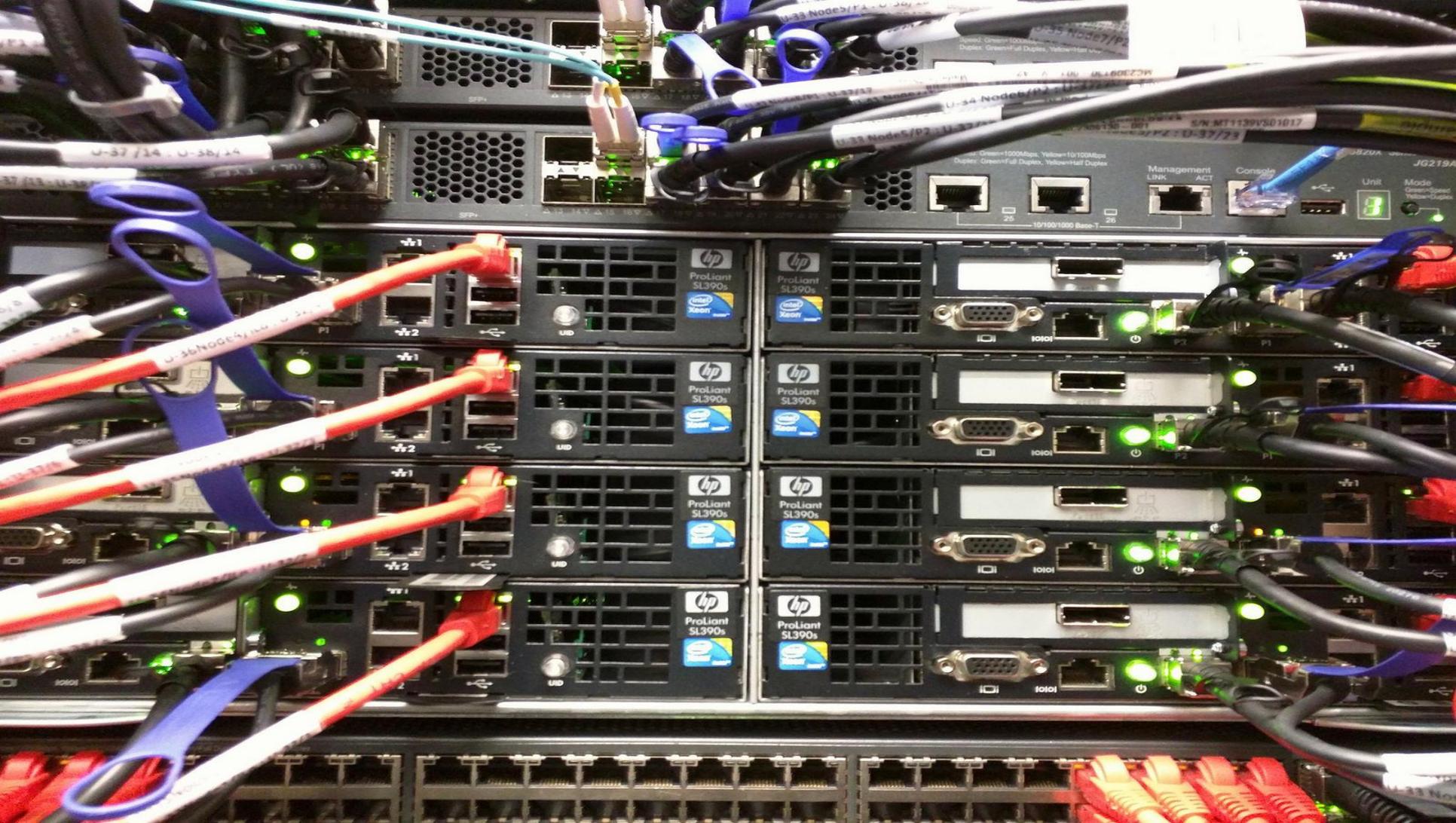
Codecs:

essential-YYYYMMDD.tar.bz2 - Grab the latest version "essential codecs package" from [Mplayer HQ Download](#)

Version 0.91:

- Full support for ICQ server-side contact lists! NOTE: BitBee now ignores your client-side contact list. If you want to import your ICQ contact list, use the `import_buddies` command.
- Added the `import_buddies` command for upgrading purposes.
- Added support for OpenSSL.
- Fixed one major problem with the daemon mode by getting rid of the global IRC structure.
- Documentation fixes. `help.txt` is now generated from XML. Also updated the installation manual.
- **Made the quickstart up-to-date. (By Elizabeth Krumbach)**
- Some bitlbeed additions. (By Marcus Dennis)
- info-command support for Jabber, MSN, Yahoo! and a more verbose info-reply for ICQ. (By Frank Thieme)
- Support for Jabber over SSL.
- `nick_get()` appends a `_` on duplicates instead of chopping off the last character.
- Got rid of an unused piece of code that caused crashes. (`oscar.c:gaim_parse_clientauto`)
- When splitting long messages into 450-char chunks, BitBee now tries not to cut off in the middle of a line.
- Added a warning when the user specifies an unknown OSCAR server.
- Removed GLib 2.x dependency. BitBee will work with GLib 1.x again.
- Improved `strip_html()`, now less likely to strip non-HTML things.
- An invalid account-command will now display an error message.
- Fixed a bug that caused crashes when /CTCP'ing a groupchat channel.
- Hopefully better Unicode/non-ASCII support for ICQ.
- Fixed MSN connection crash on non-ASCII characters in screenname.
- Added some missing charset conversion calls. (`serv_got_crab`, `serv_buddy_rename`)
- "account off" without extra arguments now logs off all connections.
- Fixed a crash-bug on disconnecting Yahoo! connections before they're fully connected.
- Fixed a bug in helpfile handling which sometimes caused crashes in daemon mode.
- block and allow commands work with just a nick as an argument again.
- Working around a crash on some probably invalid Yahoo! packets.
- Fixed a possible double `free()` on shutdown in `irc_free()`.
- Talking to ICQ people on AIM and vice versa and talking to people with @mac.com accounts now possible.
- Low ASCII chars are now stripped from away-messages so the Jabber module won't barf on BitchX and lame-script away messages anymore.

Finished 25 Sep 2004



| < 3 open source

Why do we contribute?

Equal access to technology

Friendship and a rewarding community

I enjoy working on technology

The Four Freedoms to: use, study, share and improve the software

Build skills for current or future paid work

Found bugs or needed features during work and give back

Belief that building on open source software makes for better long-term viability, security

Long term cost savings for using and improving open source software, and avoiding vendor lock-in

Some of the topics during a seminar in 2009

- What is Free/Open Source Software (FOSS)?
- How & Why Linux and FOSS can Deliver Business Results
- Using Open Source Web Applications to Produce Business Results

Then something happened



OPEN SOURCE WON. SO, NOW WHAT?

Linux and open source have won, get over it

2015 was the year Linux and open-source software took over the IT world, but many open-source and proprietary software fans still haven't figured it out.



By Steven J. Vaughan-Nichols for Linux and Open Source | January 4, 2016 -- 14:29 GMT (06:29 PST) | Topic: Enterprise Software

SD Times SOFTWARE DEVELOPMENT

[ITOps Times](#) [Features](#) [SD Times Magazine](#) [Learning Center](#) [DevOps](#)

[AI](#) [API](#) [APM](#) [AGILE](#) [CI/CD](#) [CONTAINERS](#) [DATA](#) [DEVOPS](#) [DEVSECOPS](#) [JAVA](#) [LOW CODE](#)

Industry Watch: Open source has won the day

Latest News Published: July 4th, 2018 - David Rubinstein

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Why do we contribute?

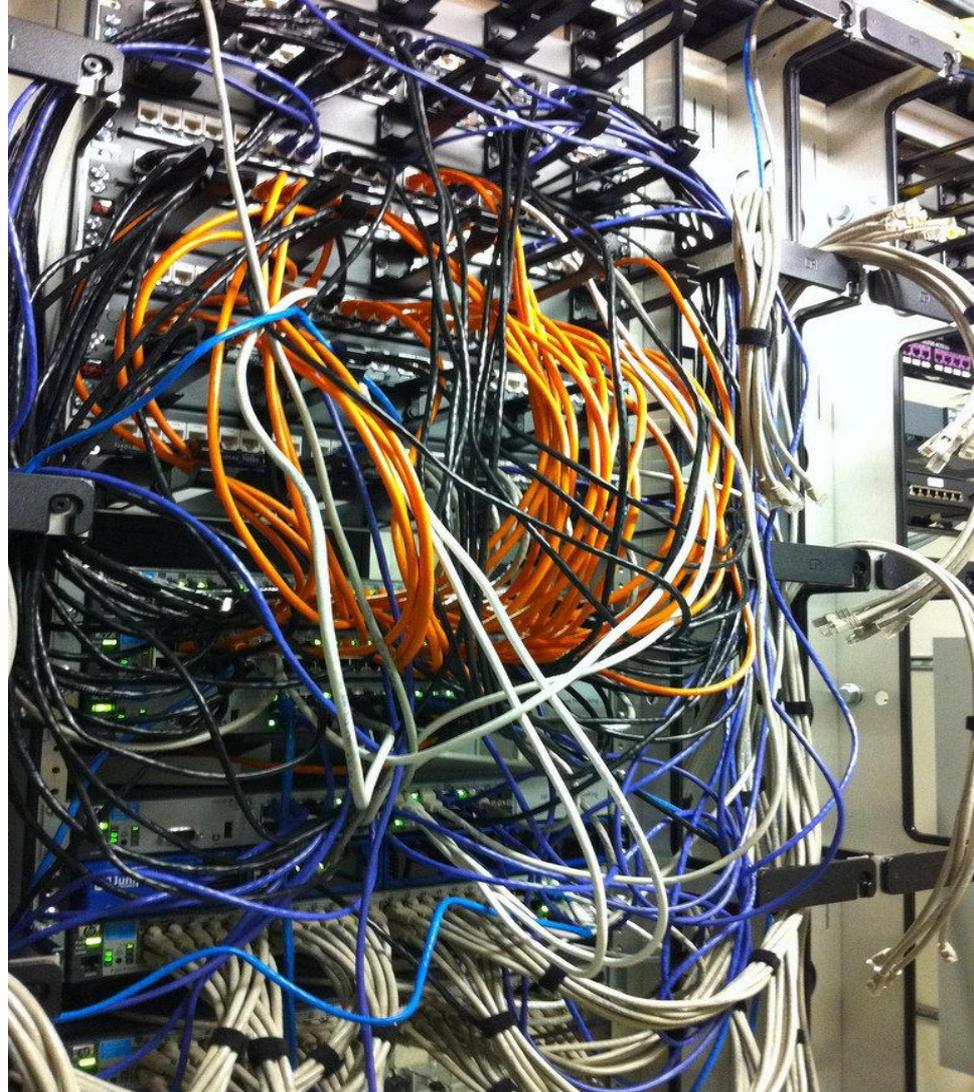
I'm paid to.

Awesome, I like being paid :D



(OK, I don't actually have a Maserati)

**Open source
got really
complicated**



The open source landscape today

Project complexity is intimidating for new contributors

Most of the contributors of top projects are paid

- Unpaid contributors can be at a disadvantage

- Reduced commitment beyond company loyalties and loss of community feel

More governance structures, licenses, agreements to sift through

Questions around whether you are contributing to a company or a community

More projects that make the source available, but are not developed openly

Vendor lock-in crept in, in the form of cloud providers and hosted services

Good to be paid!

But if passion wanes...

Remind yourself why you <3 open source and...

What inspired you to start getting involved with open source in the first place?

What kept you working on it?

Are there other things in your life you rather be doing right now?

Find good projects

A small project you use personally

Tip: Not on your desktop/laptop much? Contribute to an open source phone app!

Clear, open development

Nice people

Stay vigilant about modern vendor lock-in

Remember that third-party cloud platforms are latest form of proprietary vendor lock-in

Use your open source knowledge to steer organizations you're involved with away from the vendor-specific tooling where possible

Get involved locally

Find a non-profit in your area that is using open source

Support a local organization by offering your expertise with open source, and/or help them find open source solutions to their problems

Mentor a new contributor

Help them on-board to a project, it feels good to help!

Help the project even out the rough spots for new-comers

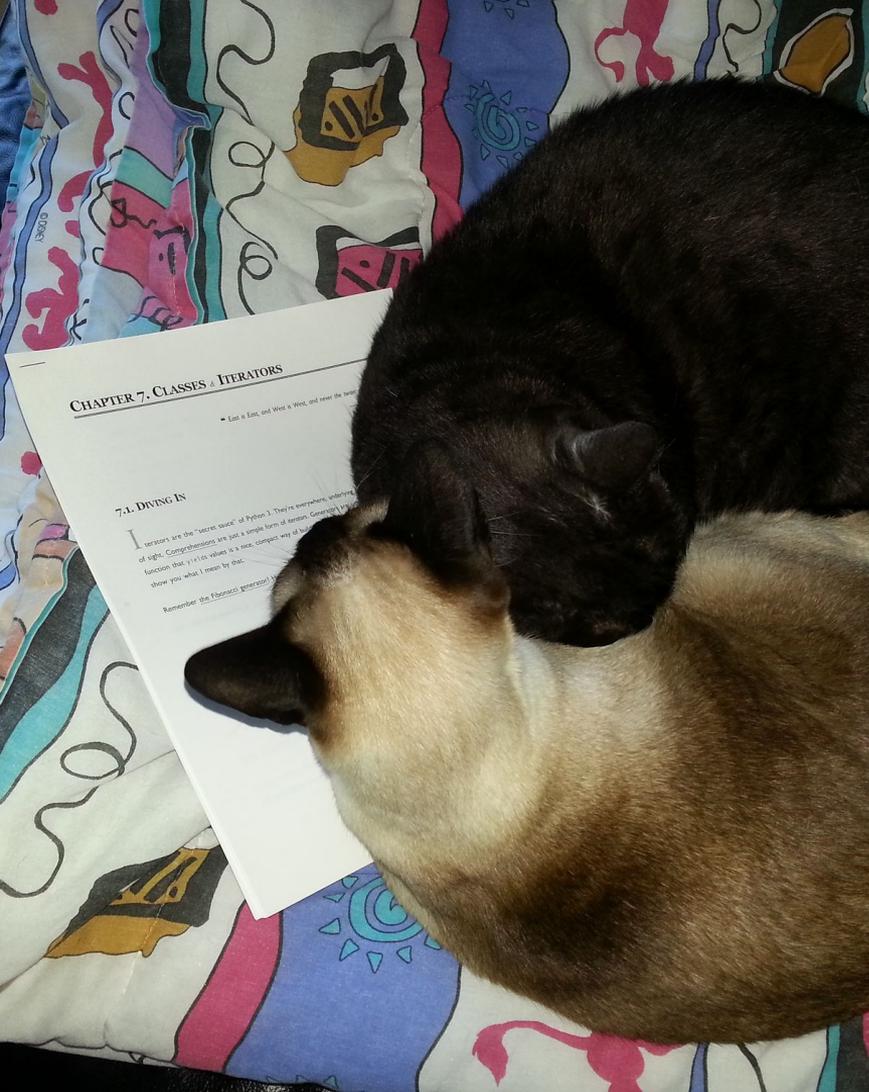
Build a personal relationship that may last a lifetime

Support them as they take their newfound expertise to the next level

Donate \$\$\$

If you're short on time, you can donate money to a non-profit in the open source space

- An open source project directly
- An organization using open source
- An organization supporting the ideals and legal side of open source



Questions?

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