



Utah | Open
Source
Conference

Getting Involved in Open Source

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What is Open Source?

- You already know
- You already use it
- Not just a Linux distribution, but:
 - embedded devices
 - router / firewall
 - TiVO / media players
 - phones? OpenMoko, Motorola Ming
 - OpenOffice, Mozilla, Cygwin, etc.
 - even on some “Other OS”

What can I do?

- education / awareness (blogs etc.)
- detailed bug reports
- documentation / artwork
- technical support
- contributing software
- hardware / \$\$ (well, I had to ask)
- contribute code (we'll focus on this)

How many have:

- found a bug
- submitted a bug report
- had a bug fixed
- fixed a bug themselves
- submitted a patch
- had a patch merged
- started a replacement project / fork
 - actually released replacement

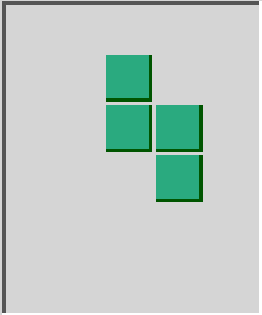
How Tim Riker got Involved

- playing with Minix
- pre 1.0 Linux kernel releases
- SilverPlatter database server port
 - SCO (pre Dark Side) port – 30 users
 - NT 3.5.1 port – 20 users
 - Linux 1.2 port – 60 users
- Adaptec / 3Com drivers
- Caldera (also pre Dark Side)

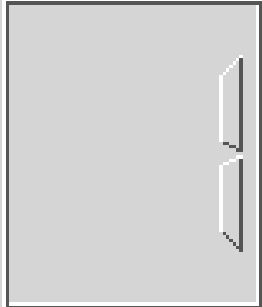
Entertainment until the installation is finished.



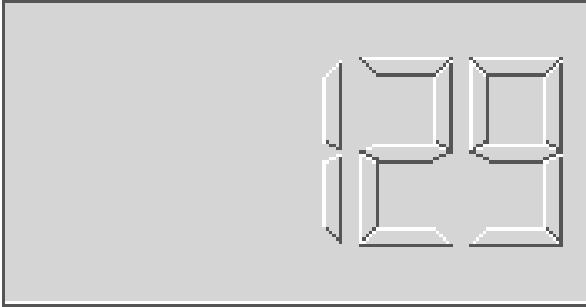
NEXT




LEVEL



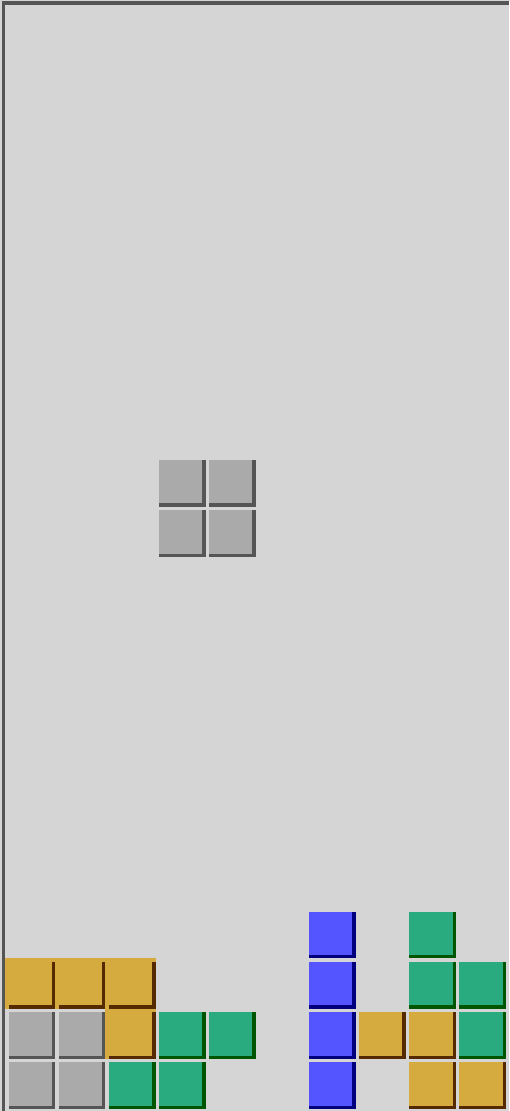
SCORE



LINES REMOVED



New Game



Pause

Postinstall



100%

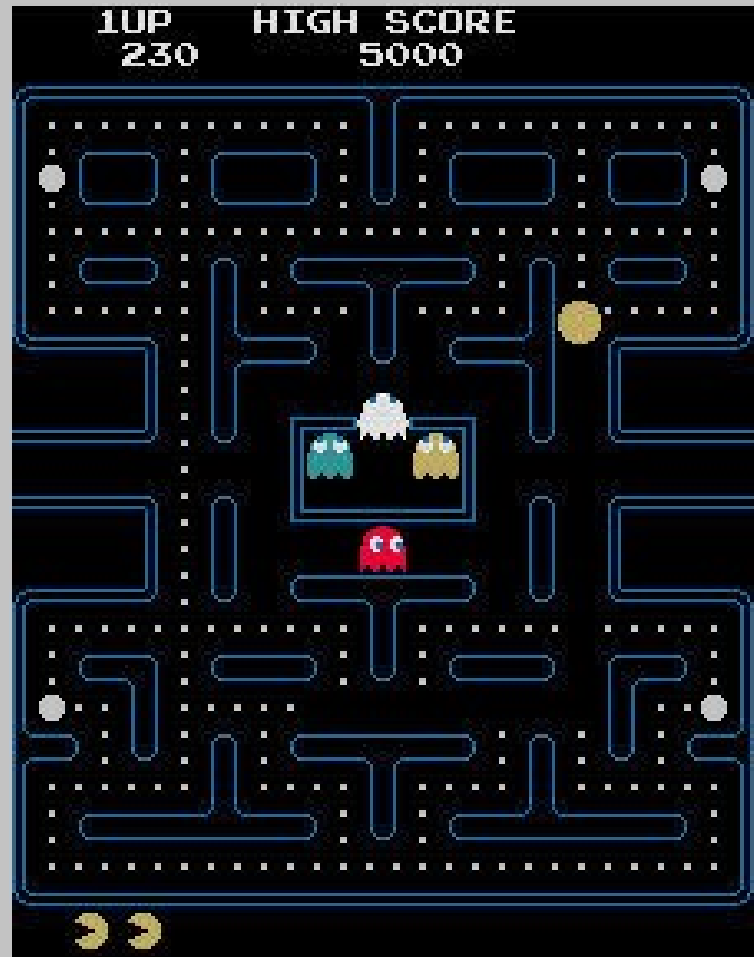
<<Back

Finish

Help



New Game



Pause

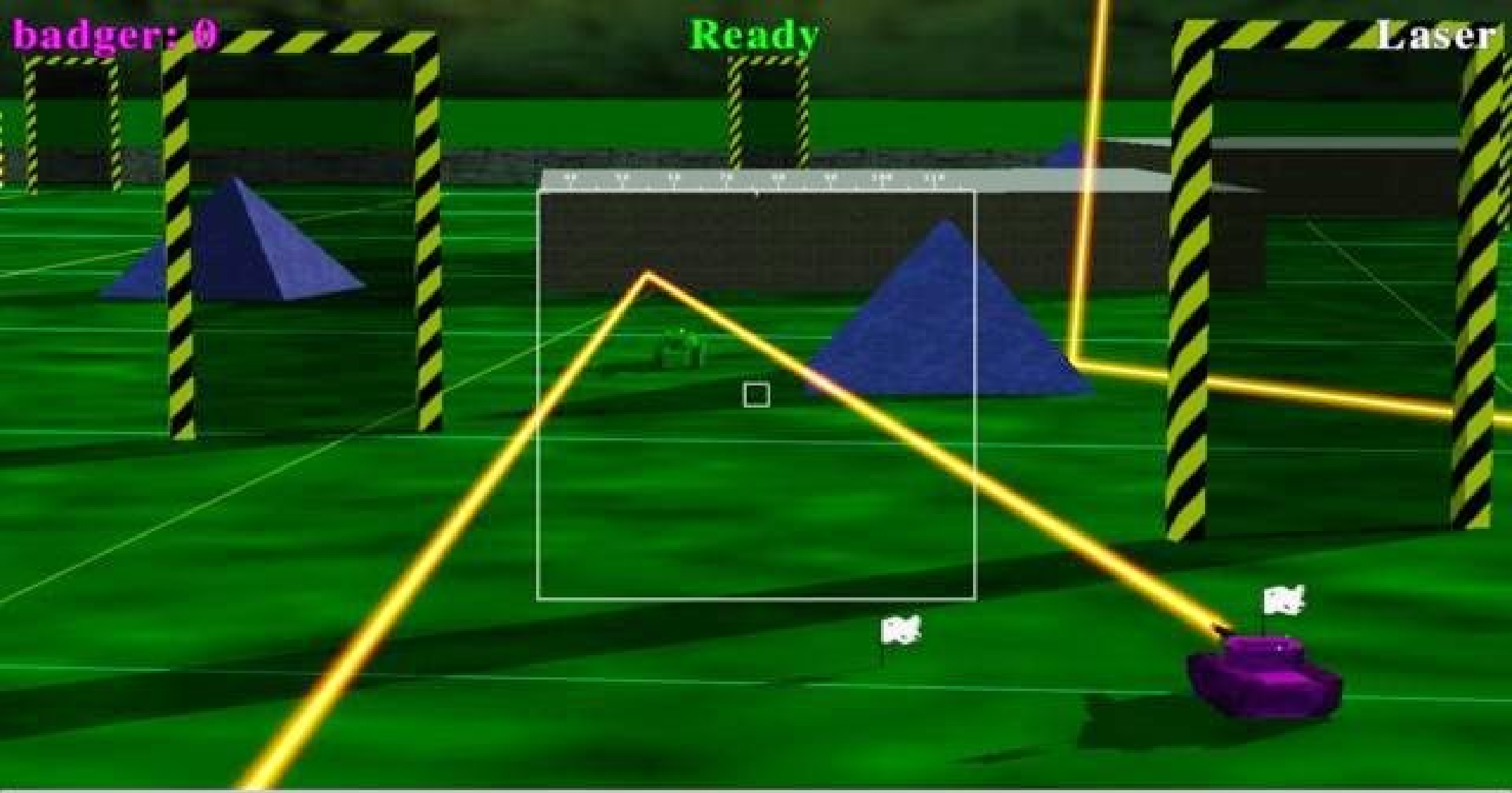
For want of a better Game

- Working on OpenGL hardware support
- looking for “Open Source” game
 - Doom (not hw 3d)
 - Descent (almost hw 3d)
 - Quake (not yet redistributable)
 - many other mostly non-free

badger: 0

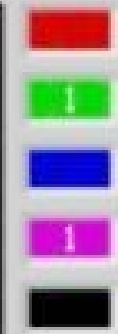
Ready

Laser



```
loading missile...
loading title...

BZFLAG version 1.7b build 16
Copyright 1996-1998, Chris Schoeneman
IMPACT7/2/1/4
Trying...
badger (Purple Team): grabbed High Speed flag
badger (Purple Team): grabbed Laser flag
```



BZFlag

(you knew that was coming)

- early Linux support
- not Open Source
- needed Glide, not just OpenGL
- few game servers running
- hard to find game servers
- single developer (for the most part)
- not well known

Starting out (early 1999)

- testing and feedback
 - bug reports
- setup my own game server
- testing bzfrelay

Digging in (later in 1999)

- obtained source (still not open source)
- Linux patches
- rpm patches
- bzfreelay patches
- upload Red Hat and Caldera versions

Community (early 2000)

- Setup SourceForge site
- mirrored web space
- set up CVS tree
- posted source and binary packages
- mailing lists
- bug tracker
- patch tracker
- list server

The Reins (03/06/2000)

incidentally, would you be interested in taking over control of bzflag? i'm pretty much decided on retiring from further work on it. it's been 7 years for me and i've had enough.

cheers,
-chris

Other points

- BZFlag copyright assignment
- License switch to LGPL 2.1
- pursuing license violations
- Advocacy
 - Consistent case - BZFlag
 - IRC
 - BZFlag nick on IRC
- XMission (the ISP with a clue) hosts
xmission.bzflag.org / bzflag.xmission.com

So What Can I Do?

- use it (other Open Source and BZFlag)
- talk about it
- find bugs
- post Good bug reports
- follow through on them
- find an itch
- scratch it!

