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Feb 9, 2016

in <u>General,</u>

<u>Team</u>

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Open Source News, Site News Comments (8 SourceForge Acquisition and Future Plans At the end of January, <u>SourceForge</u> and <u>Slashdot</u> were <u>sold to</u> BIZX, LLC by DHI Group, Inc. As the new owners of two iconic sites, we are excited about the future and what we can do together. We've already started to take action, and are developing further plans for the site. We encourage your feedback to help us shape the future direction for the site. Our first order of business was to terminate the "DevShare" program. As of last week, the DevShare program was completely eliminated. The DevShare program delivered installer bundles as part of the download for participating projects. We want to

restore our reputation as a trusted home for open source software, and this was a clear first step towards that. We're more interested in doing the right thing than making extra short-term profit. As we move forward, we will be focusing on the needs of our developers and visitors by building out site features and establishing community trust. Eliminating the DevShare program was just the first step of many more to come. Plans for the near future include full https support for both SourceForge and Slashdot, and a lot more changes we think developers and endusers will embrace. Stay tuned for future announcements about how we're making SourceForge better for everyone. Logan Abbott

President SourceForge Media, LLC Tags: <u>acquisition, BIZX, news, Site News, slashdot, sourceforge</u> « February 2016, "Staff Pick" Project of the Month - ProjectLibre 8 Responses to "SourceForge Acquisition and Future Plans"

Joey Kelly Feb 9, 2016 at 10:18 pm <u>#</u>

Or not. Reply

Joey Kelly Feb 9, 2016 at 10:15 pm <u>#</u> Your reputation is already shot, thanks to Dice. No open source developer I know will ever use sourceforge again. Trojan us once, shame on you. Trojan us twice? We're not going to give you the satisfaction, we're going to route around you, and that's that. <u>Reply</u>

You want to prove you're legit? Resurrect Freshmeat, make everyone's account work

again (forcing password resets, of course). Then maybe, just maybe we might believe you.

Alberto Ferrer Feb 9, 2016 at 10:48 pm <u>#</u> Kinda late, SF is dead, dunno if you check what you just buy. Its alive because is indexed on search engines, nothing else. <u>Reply</u>

Mike Smith Feb 9, 2016 at 11:20 pm <u>#</u> Good on you, looking forward to the future of SourceForge. Reply Ben Feb 10, 2016 at 12:13 am <u>#</u>

Dear "Community Team", First, thank you for finally recognizing the damage that

DevShare program did to the trust that developers and users put into SourceForge. However, if you are serious about regaining the trust then you need to better understand all the way that Roberto Galoppini destroyed that trust. For example, take a look at the Galoppini blog post from November 14, 2013 titled "Advertising, Bundling, Community and Criticism" Soureforge commonly had double download button issues where one was the real SourceForge project download and the other was an ad. Most websites learned that ads need to be put into a box labelled ad. The acceptable ads rules from Ad Block Plus even requires this. However, the Galoppini "solution" was a little known and poorly communicated "blockthis" email address. This selected method by SourceForge does not encourage reporting of shady ads the same as having a "Report" or "Feedback" link as part of an ad box. Also, when people discovered that "blockthis" reports would be ignored for over a week, it just killed all incentive to try to "work" with SourceForge on the issue. Even today there still is no "Report" or "Feedback" links next to SourceForge ads. And you better believe that hell will freeze over before I bother wasting time with a "reportthis" email address ever again! It should have been called the "devnull" email address instead. Next, there wasn't just problems with the DevShare program. This program also open the door that close source was now considered by SourceForge as transparent. If Roberto Galoppini said it was transparent then by redefinition of the word it must really be transparent. SourceForge wasn't just out to make a quick buck, it was out to promote close source methods of doing business as well and relabel it as "transparent." To date, SourceForge has never taken responsibility of proving there was nothing shady in the DevShare installer by releasing the full source code. Galoppini's last

major offense was the empty offer to listen to the community. He sure knew how to lay the lie on thick with "you are welcome to join the conversation at the DevShare forum on SourceForge, your opinion rules." Our opinion rules what exactly?! The opinion of the community got blown off left and right. Please do not promise more than you are actually willing to give! we do not need any more of that crap. Lastly, it is unclear what niche SourceForge would fill for the community even if it does seriously attempt to recover from it's badly mutilated image. For source code hosting, Github is doing a perfect job. For binary hosting, it is preferable to go through an "App Store" or application repository since not only does this make it easier to find and install an application but also to keep it up to date. SourceForge had plenty of opportunities to create an appstore like application for Windows and Android along with making it easier to publish to an apt-get/yum/dnf repo but never followed through on it. SourceForge could have provided a compiler cloud similar to the PhoneGap site. A package build cloud would also fit in well with providing a apt-get/yum/dnf repo. But SF has not bothered going in that direction. SourceForge could have taken on stackoverflow and expertsexchange by attempting to provide a better system of programming knowledgebase. But instead that has not been the case. SourceForge could have provided a method to encourage more discussion about programming code snip-its similar to pastebin or jsfiddle. But again that was not to be. SourceForge could have provided an online IDE, but left that to Cloud9. So what direction is SF going to go which we either don't already have or SF is going to do better than what the community already has? SF had so much potential and the DevShare program was just one way SF ran in the opposite direction. Bottom line: Even if we choose to trust SF after Galoppini kicked our teeth in while claiming to be "listening to us," what is there going to be that makes it worth coming back?? Reply

software, targeted at developers. But for end users, a project front page with screenshots and a description is so much better. nhnb Feb 10, 2016 at 4:40 am <u>#</u>

I agree with a lot of your points. But SF does have it good sides: For example the

Yay! Finally an announcement. We have grown anxious on IRC about the lack of

communication and the absence of staff since the day, on which reports of SourceForge

Stopping the practice of tricking users into installing unwanted software is very good

news. It has taken a toll on the reputation of all projects hosted on SourceForge. And it is

experience for end users (with ad blockers). On Github, the project front page is a

directory listing of source code. Don't get me wrong: That's cool for libraries and other

nhnb Feb 10, 2016 at 4:45 am <u>#</u>

being sold showed up on the media.

impressive that you have done that within two weeks. As Ben has pointed out, misleading ads (most notable fake download buttons) are the second big issue after the Sourceforge installer. Google has announced that they will block affected sites using their safe browsing technology. I assume this also means that they will work on preventing the distribution of such ads using their own ad-network. If

Sourceforge pulls ads from other networks, I think this issue got urgent. We really don't

I am excited of complete https support. That's something I have been lobbing for on IRC

need another round of bad PR because Sourceforge got blocked by safe browsing.

for vears. If may be cheeky to invite you to your own IRC channel, but if you like to chat with long time Sourceforge users, feel free to pop in. We can share stories of the past with lessons for today, discuss new and old ideas, or just hang out. **Reply**

Auzy Feb 10, 2016 at 5:07 am <u>#</u> I have projects from years ago I wanted to delete. Some of them empty, and some of them I realised were actually wrong. If you want to regain my trust, make it possible for projects

to be deleted, otherwise, it feels like SF has seized my projects, for their own profit.

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Project ProjectLibre -Libre... an open source alternative to Microsoft Project.

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