How to be an open source gardener

I do a lot of work on open source, but my most valuable contributions haven't been code. Writing a patch is the easiest part of open source. The truly hard stuff is all of the rest: bug trackers, mailing lists, documentation, and other management tasks. Here's some things I've learned along the way.

If you want to build a ship, *don't drum up* people to collect wood and *don't assign* them tasks and work, but rather **teach them to long** for the endless immensity of the sea

Antoine de Saint-Exupery

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