"Making money with licenses"
(Nadia Eghbal)

A related idea here is, *"What if free-riding isn't the problem?"* Most users don't actually impose costs back to maintainers: they download the code and never interact with the project. From the maintainer's perspective, this is a good thing, because code can theoretically be distributed to millions of people without additional cost.

It's only when users cross over to the production side (ex. report bugs, ask questions, submit patches) that they start to impose costs. Maybe instead of trying to get *everyone* to pay for code, we should focus on addressing a smaller group of users who care a lot about how that code is produced.

Henry Zhu
@left_pad

Amazing thing about open source guilt is that it can be mostly self-imposed. Don't owe anything to anyone yet I choose* to take on (unintentionally at first) responsibility which can easily lead to burden/anxiety due to a lot: no boundaries, proving self-worth, pride. it's hard 😄

8:08 PM - 2 Feb 2019