

Being a GNOME maintainer

Best practices and known traps for newcomers and seasoned veterans



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- **Emmanuele Bassi**
- **GNOME** Foundation

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- **€** GTK

- Emmanuele Bassi
- **GNOME** Foundation
- **€** GTK
- Maintained a bunch of projects

Disclaimer

Part I: My Shot

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GNOME



Figure 1: © Jonathan Blandford

GNOME is People



Figure 2: © Metro Goldwyn Meyer

Processes



Figure 3: Transforming People into Software

Part II: The room where it happens

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I guess I'm gonna fin'ly have to listen to you

- You want to be a developer, stick to coding
- You want to be a maintainer, you get to deal with people

Talk less, smile more

- Code is less important than people
- People scale less than code
- You cannot maintain a large project by yourself

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- You are a user too

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- **Conferences**
- Remember when those were a thing?

No one really knows how the game is played

- Text files in the repository?
- Wikis?
- Mailing list archives?
- Institutional knowledge passed down by community elders around the fire at sundown?
- A basic micro-pulse to the brain, and teleologically experiencing the whole of the GNOME development community memories?

The art of the trade

- **Chat**
- Discourse
- Wiki
- Foundation sponsoring for hackfests

How the sausage gets made

- Take your time to teach other people
- Write down all that you know
- Mark issues for newcomers, and outline a solution that will get merged
- Ask newcomers to review merge requests

We just assume that it happens

- Design
- **CI** Pipeline
- Localisation
- Documentation
- Nightly builds

I arranged the menu, the venue, the seating

- **GNOME** infrastructure
 - Chat/Discourse

 - Damned Lies
 - help.gnome.org
 - gnome-build-meta

No one really knows how the parties get to yes

- Design team
- Release team
- Code of conduct team
- Foundation board

The pieces that are sacrificed in ev'ry game of chess

- You don't get to be your unique and precious snowflake
- Ask the design team before you go off the deep end
- Involve the localisation team for user visible text
- Talk to the release team about new dependencies
- 👸 Talk to the maintainers of modules you depend on, as well as the ones that depend on you
- You are part of a community; you don't work in a vacuum

Not every issue can be settled by committee

- Rough consensus
- Steering committee
- **♥** (SA)BDFL
- User feedback
- At the end of the day, you have to make a decision

Flames

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- Forks
- Publicly leaving the project with grand theatrical gestures

A quid pro quo

You can't always get what you want

Well, we'll see how it goes

But if you try sometimes well you might find you get what you need

We'll never really know what got discussed



Figure 4: My typical reaction when people bring up tray icons

Click-boom then it happened

- Decisions happen during a discussion
- Some discussions go on for years
- Reviews, issues, chat, hackfests
- Some are logged, some aren't

When you got skin in the game you stay in the game

- Group maintenance
- Trading reviews
- Personal responsibility

Document your process

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 - How to review a merge request
 - How to make a release



Figure 5: Feedback for a release well done

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- Don't belittle people that use your software

You get hate for it



Figure 6: Linux kernel subsystem maintainer Hayao Miyazaki

You get hate for it

- People invest time and effort before asking you
- Iteration vs Code drops
- Scratching does not continue once the itch is gone
- "Why can't you just merge this and fix it later?"
- "You don't care about users because you won't merge my code"

You get nothing if you wait for it

- Lack of triage
- Lack of review
- Lack of feedback
 - Even negative
- Lack of commitment

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I wanna build something that's gonna outlive me

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- Nominate lieutenants
- Provide historical context and institutional knowledge
- Remove yourself from the equation
- If everything else fails, archive the repository

If you stand for nothing, then what do you fall for?

- Part of the ship, part of the crew
- You get to share credit, you get to share blame
- You will be seen as a representative, whether you like it or not

The art of the compromise

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- Talk to the engagement team when you need help dealing the fallout

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- Involve to the engagement team when you have plans that might be controversial
- Talk to the engagement team when you need help dealing the fallout
- Get moderators to help you with bad faith actors

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- Filter, ignore, block, lock down issues, and move on

We want our leaders to save the day

Maintainers:

- You have the last word
 - That word may be "no" more often than it is "yes"
- **Respect** different opinions, but don't be afraid to **dissent**
- You don't owe anything to anybody using your project
- You owe even less to anybody not using it

But we don't get a say in what they trade away

Users:

- Respect the maintainer's opinion
- They probably thought about this longer than you
- They most definitely will be around longer than you

We dream of a brand new start

Definitely, too much stuff in those private structs needs to be accessed, esp for GtkTreeView/GtkIconView (but not only), it will become an unmanageable mess at some point if I have to LD_PRELOAD almost all exported GTK functions, while copying all of the GTK code. So we had a discussion with Wizzup and parazyd (the guys that I am expecting to create devuan-maemo repo) and we decided that GTK fork is the only sane option.

Figure 7: A perfectly valid option

- Downstream patches
- Fork
- Convince downstreams to pick up your fork

But we dream in the dark for the most part

- Lots of effort
- No guarantee of success
- Novelty wears out fast
- Now you get to maintain a whole project by yourself

Dark as the tomb where it happens

- Maybe better to get involved?
- You may convince the maintainer
- You may change your mind after looking at the problem from a different angle

I've got to be in the room where it happens

SOMETIMES, IT'S JUST NICE TO HAVE A STRESS-FREE DAY. NO DRAMA, NO TWISTS.

Figure 8: Something that never happened in the history of GNOME

- You will definitely learn something
- Your opinions will carry more weight
- You might end up being the next maintainer

Click-boom

- Automate ALL the things!
 - CI job for code style, static analysis, ASan/UBSan
- Use more bots!
 - First triage, review requests, auto-closing
- **♥** Use CODEOWNERS
 - It's great; and if GitLab used it to ping people for a review it would be even better hint hint nudge nudge
- Mentor newcomers
 - Review trading, document decisions
- Market your project better
 - Development blog (GTK, Shell), Discourse topics (Tracker)
- Stop reading the comments
 - Dunning-Kruger in users leads to Brain Worms in maintainers

Thank you!

Questions?