

# Mageia.Org

## 2011 Moral Report



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# 1 The context

The Mageia distribution was first launched on 2010/09/18, and Mageia.Org was created on 2010/10/07. The Mageia community has grown in a significant way during this last year. The main goal was to communicate as much as possible, using the blog to keep everybody informed about distribution development, interviews with contributors, calls for contribution, information about the Mageia association and so on. There were at least 50 posts in 2011 - about one per week. These posts were then spread through media and social networks.

## 1.1 Mageia Publicity and Communication

### Mageia on social networks

- twitter 1,669 followers
- facebook 3,609
- identi.ca 202 followers
- Google+ 196

### Distrowatch

- rank over the last 12 months 11th
- rank over the last 6 months 9th
- rank for the last 3 months 8th
- rank for the last month 7th

### The Mageia English blog

- Visits in 2011 221,583 unique visits
- Daily average 600 (1,127 in June 2011 - launch of Mageia 1)

### Mageia distribution availability

35 official mirrors worldwide

## 1.2 Mageia has attended open source software events

Mageia community members have participated in some Libre Software meetings, speaking and holding a Mageia booth at conferences on community and infrastructure building.

- FOSDEM 2011: <http://blog.mageia.org/en/2011/02/09/mageia-at-fosdem-2011>
- Solution Linux 2011: <http://blog.mageia.org/en/2011/05/03/solutions-linux>
- Linuxtag 2011: <http://blog.mageia.org/en/2011/05/03/mageia-at-the-berlin-linuxtag>
- FrOSCon: <http://blog.mageia.org/en/2011/11/16/froscon-and-openrheinruhr-mageia-on-tour>
- OpenRheinRuhr: <http://blog.mageia.org/en/2011/11/16/froscon-and-openrheinruhr-mageia-on->

tour

- JDLL 2011: <http://blog.mageia.org/en/2011/12/01/mageia-at-jdll-2011>
- RMLL: <http://blog.mageia.org/en/2011/07/08/mageia-at-lsm-2011/>

## 2 The contributors' community

A public agenda is available online. It's all about the teams' organization.

### 2.1 The community by numbers

#### **Mailing-lists** (number of registered members)

- mageia-dev 393
- mageia-discuss 478
- qa-discuss 77
- doc-discuss 26
- mageia-i18n 104

#### **Forums**

- 1,393 registered members

### 2.2 Packagers team

#### **Some figures**

- Official packagers (commit + submit) 67
- Committers 99

The difference between those numbers is due to the mentorings that are still in progress (mentoring is the process that helps people to become Mageia official packagers).

- Submitted packages 21,374
- Available packages
  - cauldron core 9,695 SRPMS / 18,937 RPMS
  - cauldron nonfree 75 SRPMS / 141 RPMS
  - cauldron tainted 46 SRPMS / 237 RPMS
- Available updates 532
  - core 489
  - nonfree 21
  - tainted 22

#### **Activity**

Mageia community members and contributors attend weekly meetings to speak about various topics: development and mentoring organization, collaboration with other teams (QA, triage, etc.).

<http://meetbot.mageia.org/mageia-dev/2011>

The mentoring process has allowed us to welcome some new packagers. We have at the moment

about 30 apprentices. They are more or less active and advanced. This process is essential for the continuation of the distribution as well as its quality, as we still have 1,574 unmaintained packages.

A server was dedicated for the build of the official Mageia isos for DVDs and live CDs.

The first release of Mageia, Mageia 1, was published in 2011/06/01, as planned in the development schedule. The Mageia 1 launch was followed by the setup of the security updates process and the official updates policy. The process is a collaborative one and requires all team members.

In the same time, a collegial decision was taken about the release cycle duration (9 months) and maintenance (18 months). An LTS version is planned, depending on a global review to be done after Mageia 2 is out. We want to check if we have sufficient resources to take it on.

Mageia 2 development is now in progress, based on technical specifications which were decided in the same collaborative way. 3 alpha versions have already been released, based on the predefined schedule.

The ARM port was made available on June 2011. It's still a preview while ARM build nodes are integrated in the build system.

## 2.3 The i18n team

The i18n team has 37 members with commit rights in Mageia svn.

Meetings are also organized every 2 weeks on IRC.

The main task in 2011 was to setup a translation framework, using Transifex. It now hosts 25 projects for the distribution or the infrastructure. It includes 35 different languages.

## 2.4 The Bug Squad / QA teams

The Bug Squad, quite a small team for now, has worked on process and documentation to improve global quality. All the activity reports are available by mail and during packagers meetings so that both teams can work together on that topic.

- Submitted bugs            4,065
- Opened bugs                1,396 (49 on Mageia 1)
- Solved bugs                2,669

The team is looking for more volunteers to increase activity.

The QA team has hardly been set up and has too few volunteers. The main targets for 2011:

- security updates validation
- ISO validation for forthcoming releases

## 2.5 The system administration team

The sysadmin team set up some servers and virtual machines to build all the Mageia infrastructure.

- a complete centralized administration using puppet
- plug all services in to the Mageia 'LDAP directory
- improve the build system and all the control tools
- manage the access rights to the infrastructure (apprentices, translators, packagers)
- mirror management
- improve the Bugzilla layout
- push all the security updates on public mirrors until it can be done by the QA team

## 2.6 The documentation team

The 'documentation team started in September 2011. Its main goal is to work on the official wiki to insure coherency and organization. They work also on the official documentation to be included in the distribution.

The Mageia official wiki was launched in 2011/11/14 after data were migrated from the temporary wiki, about 280 pages. The infrastructure is ready for the launch of the localized instances as soon as the wiki policy is finalized.

The framework chosen to work and make this work easier is Calenco. Neodoc offered an instance to work on.

## 2.7 The marketing and communication team (marcom)

This team has few people and only occasional meetings. Trish Fraser is the main member. She writes and spreads the main announcements for the Mageia blog.

Some goodies and printings were done for FOSDEM 2012, so that they can be reused to promote Mageia: a banner, a large poster and lots of stickers.

## 2.8 The artwork team

While we had a designer for Mageia 1, we do not have any now, either professional or not. The team is rather made of integrators for design pieces.

What was done last year:

- license choice for the design
- definition of the color palette for graphics
- initial tests for printing and web banner
- integrate the Mageia 1 design

The design for Mageia 2 will be done through a contest so that we can also find more resources for artwork.supplémentaires.