

# Cooperation with the PC-BSD Project

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# PC-BSD Perspective

- desktop users tend to find different bugs than system administrators; bugs tend to be with ports and hardware drivers
- desktop users tend to find bugs earlier as they install and use new releases right away, rather than waiting for a branch to stabilize (dot 0 releases)
- would like to increase awareness and streamline processes and feedback loops so users' needs are addressed in a timely fashion

# How to Better Coordinate?

## **Ports management team**

- heads up on upcoming major changes (e.g. perl), especially those scheduled near or shortly after a release date
- coordinate requests for software not currently ported

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## **Window managers porters teams:**

- 9.0 will support multiple window managers, meaning users will find *lots* of usability bugs
- template for submitting a useful bug/usability report to `freebsd-ports-bugs@` ?
- porters subscribe to our wm bug testing forums?  
<http://forums.pcbsd.org/forumdisplay.php?f=64>

# How to Better Coordinate?

**Xorg porters team, general hardware drivers, and Foundation:**

- desktop users can't always get the most out of their graphics hardware
- fund work to address missing kernel graphics support?
- coordinate hardware driver requests?

# Conclusion

## **Some thoughts for discussion:**

- how do we efficiently coordinate the submission of and responses to user feedback?
- are both projects currently aware of each projects' current procedures and resources?
- how can we work more closely together to improve and promote FreeBSD?