

Still Using E-Mail

Why a >30 year old technology is the most efficient way to develop the Linux kernel

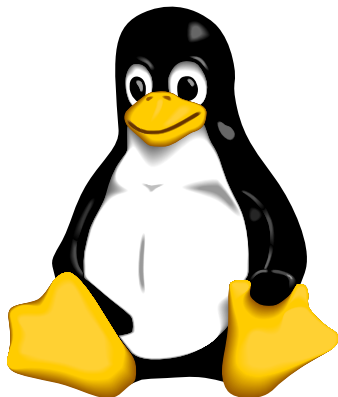
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Linux

- ▶ lots of changes (7–8 changes an hour / 24 hours a day)
- ▶ Git
- ▶ E-Mail
- ▶ (patchwork)
- ▶ open mailing lists
- ▶ open history



Alternatives Suck

- ▶ Github, bitbucket, gitlab, ...
- ▶ Gerrit
- ▶ ...

E-Mail

Pro

- ▶ everyone has it
- ▶ no online access required
- ▶ internationalization and accessibility
- ▶ fast patch review
- ▶ free choice between numerous clients
- ▶ local testing easy
- ▶ everyone can review
- ▶ trains others on your team

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Con

- ▶ project managers don't understand it
- ▶ people use crappy MUAs

Where I Got Stuff

Idea stolen from ...

Based on the talk “Patches carved into stone tablets” by Greg Kroah Hartman. See <https://kernel-recipes.org/en/2016/talks/patches-carved-into-stone-tablets/> for video, original slides, etc.

The Linux Mascot

Penguin Tux by [Larry Ewing](#) and [The GIMP](#), vectorized by [Simon Budig](#), converted to TikZ by [Stefan Kottwitz](#).

The Last Slide

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Slides

- ▶ hg clone <https://bitbucket.org/lespocky/talks>

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