today's leftovers

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- An experiment in helping users and web publishers create deeper connections on Chrome [2]

Today, people have many ways to keep up with their favorite websites, including subscribing to mailing lists, notifications and RSS. It's a lot for any one person to manage, so we're exploring how to simplify the experience of getting the latest and greatest from your favorite sites directly in Chrome, building on the open RSS web standard. [...]

- The GNU D Compiler on OpenBSD/arm64 [3]

It works just as well as GDC on OpenBSD/amd64. I want to walk through how I made it happen so that others can replicate if they so choose. And so I can replicate for other archs, like armv7.

- [Reposted] Novelist Cory Doctorow on the Problem with Intellectual [sic] Property [sic] [4]

Patent was a third thing altogether, and its history is in things like the Patents Royal, where monarchs would hand out exclusive rights and monopolies as a form of patronage (everyone who wants to make silver ribbon, for example, has to get a license).

When they were reformed in market economies, patents became a quid pro quo where you had inventors who were wasting a lot of energy trying to make the machines hard to understand and make them fall apart if you tried to take them apart but wanted to recoup their investment. And so, we said, ?All right, if you?ll just tell us how your machine works and give us a model and publish the schematics, we?ll give you a fourteen-year exclusive right over your
invention.?

Over the years, all of these have changed in different ways, and they've all expanded monotonically, but it was rare that we had to refer to them all one breath.

In the same way that we don't have a name for tuna fish, cuckoo clocks, and D&D miniatures that encompasses them as a single category, we didn't really have a category that was patents, trademarks, and copyrights. They were all things that businesses might use, but they weren't the same thing. If we had to talk about them as a category, we would call them monopolies or creators' monopolies.