

# Microsoft Distrust, Lock-in, and Openwashing

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Submitted by Roy Schestowitz on Saturday 21st of September 2019 11:21:30 AM Filed under [Microsoft](#) [1]

- [\[Old\] Microsoft, there is a way to win our trust](#) [2]

The purpose of this post is to explain why I think it's both justified and crucial to be very skeptical of these claims from Microsoft, and what Microsoft can do to allay our well-warranted doubts. And Microsoft, in keeping with the open source tradition from which it arises, I hope you take this unsolicited tunking in the way it's intended.

- [Why not GitHub?](#) [3]

GitHub has investors who do not care a whit for free software principles, and eventually the company will get acquired?maybe tomorrow, maybe next year?and as we all know, money changes everything.

Don?t leave your project?s nerve center?its primary address, its means of contribution, its issue tracker, its website, its primary documentation, its continuous integration, everything?in a way you can?t redirect!?at the mercy of people who merely want a return on their investment, and do not care about the principles of a minority of angry nerds.

Using Git does not require GitHub!

- [Introducing Microsoft?s AirSim, an open-source simulator for autonomous vehicles built on Unreal Engine](#) [4]

[Microsoft](#)

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Links:

[1] <http://www.tuxmachines.org/taxonomy/term/62>

[2] <https://davelane.nz/microsoft-there-way-win-our-trust>

[3] <https://sanctum.geek.nz/why-not-github.html>

[4] <https://hub.packtpub.com/introducing-microsofts-airsim-an-open-source-simulator-for-autonomous-vehicles-built-on-unreal-engine/>