100 reasons why FOSM beats OpenStreetMap

OSM:

- ✘ constant interaction with hostile community
- ✘ huge storage space requirements
- ✘ commercial users droning on about about potential change to PD
- ✘ coded in a jumble of C++, Ruby, and other languages
- ✘ data in constant danger of being ruined by inexperienced newbies
- ✘ wastes processing time with non-core features like Unicode support
- ✘ questionable reliability and backup strategies

FOSM:

- ✔ no community worth speaking of
- ✔ much lighter data set
- ✔ no commercial users, and total license certainty
- ✔ coded in MUMPS, set to be 2015's hipster successor to NodeJS
- ✔ no inexperienced newbies, at all
- ✔ concentrates on core features for blazingly fast speed
- ✔ makes use of Internet Archive domain knowledge