

Twitter Thread by Billy Smith



Billy Smith

[@billy74919063](#)



@I Make It All One approach that i have found that works, is to work out how you can make a new tool pay for itself.

After that point, it's yours, free and clear. :)

[@BillieRubenMake](#) [@I Make It All](#) We came up with this when i was talking with one Hackney Punk that was running a video projector and lighting rig.

He was complaining about how he had hired his video projector out for a party, and it had come back with one of the lenses missing.

[@BillieRubenMake](#) [@I Make It All](#) Apart from the rudeness of the person that he had hired the projector to, he was saying that he was tired of dealing with the logistics of the hires, when he just wanted to use the projector for his art.

This was his original reason for buying the machine.

[@BillieRubenMake](#) [@I Make It All](#) I asked him how much the projector had cost, how many times he had hired it out, and, how much he had been paid for the hires.

He hadn't thought about it, so he started scribbling down some figures.

[@BillieRubenMake](#) [@I Make It All](#) When he totalled up the amounts, he realised that the projector had cost him around £1200, and had been hired out for a total of £1350, so it was paid for. :D

He didn't NEED to hire it out again.

He could afford to say No to annoying customers. :D

[@BillieRubenMake](#) [@I Make It All](#) More importantly, he could just use it for his own art, which is why he bought the damned thing in the first place. :D

@BillieRubenMake @I_Make_It_All So rather than being depressed over annoying clients, he was happy that he didn't have to deal with them again. :D

@BillieRubenMake @I_Make_It_All I've use this approach myself, when buying equipment.

I'll find ways of making the hardware pay for itself, then after that it's mine to use as i wish. :D

@BillieRubenMake @I_Make_It_All There are some contracts i would take on, specifically to pay for the equipment that i would need to do the tasks. :D

Everything after that is a bonus. :D

@BillieRubenMake @I_Make_It_All I'm applying this approach to ALL of the hardware that i work on.

Every machine i work on, should be able to pay for itself, and as long as that the time taken to do that, is a fraction of the machine's rated lifespan, then it's a profitable purchase. :D

@BillieRubenMake @I_Make_It_All One of the wind-turbine designs is made using bicycle components, as it's an existing supply-chain operating to a known standard.

It'll pay for itself in 24-36 months, but with maintenance, it'll last for 50 years. :D

@BillieRubenMake @I_Make_It_All And as the design is taken from 16th-17th Century designs, it's completely unencumbered by patents. :D

Once the first 3 years are done, it's free for the next 47 years. :D

@BillieRubenMake @I_Make_It_All I apply this approach to every machine that you use.

How long will it last?

How much does it cost?

How long till i make my original money back?

After that i don't need to hire it out. :D

@BillieRubenMake @I_Make_It_All Sorry, that should have said, "Every machine that i use".

@BillieRubenMake @I_Make_It_All @threadreaderapp

@BillieRubenMake @I_Make_It_All @threadreaderapp @threadreaderapp unroll