



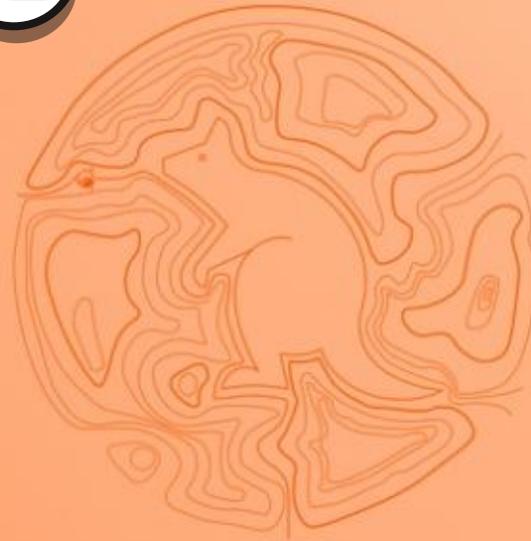
Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

ISSUE #226 - February 2026



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UBUNTU 25.10 CINNAMON AND MATE REVIEWED

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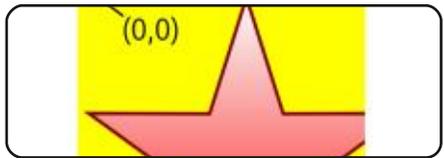
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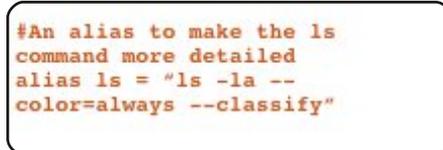
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Full Circle

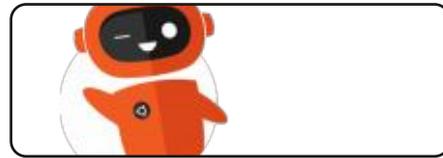
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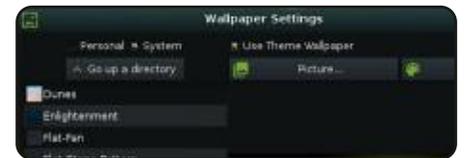
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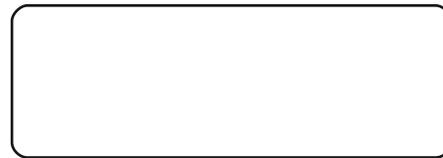
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WELCOME TO THE LATEST ISSUE OF FULL CIRCLE

To help bring some cheer to your 2026 we bring you some Latex, Godot, Inkscape and a brief look at a file manager. Now, I know what you're thinking: I have a file manager, KDE Dolphin or GNOME Nautilus. No, no. There was a time, many many moons ago, where we used a single screen, dual pane, file manager for all our file needs. Erik will show you what I mean.

For our reviews this month we're looking at Ubuntu Cinnamon and Ubuntu MATE. And Erik will take a quick look at the Ubuntu Linux Bible book for 2026.

No opinion or story this issue. I've none left I'm afraid. Feel free to send your thoughts to my email address below.

Remember: the **Full Circle Weekly News** is available on **Spotify** and **YouTube**. The more upvotes and reviews you give it on those platforms the more exposure we get. And, we have a Table of Contents which lists every article from every issue of FCM. Huge thanks to **Paul Romano** for maintaining: <https://goo.gl/tpOKqm> and, if you're looking for some help, advice, or just a chinwag: remember that we have a **Telegram** group: <https://t.me/joinchat/24ec1oMFO1ZjZDc0>. I hope to see you there. Come and say hello.

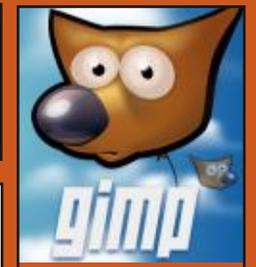
All the best to you and yours for 2026!

Ronnie

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RELEASE OF S6-RC 0.6

SERVICE MANAGER:

26/01/2026

Release 0.6.0.0 of the s6-rc service manager is now available. It manages the launch of initialization scripts and services. It supports dependency tree tracking and automatic service startup or shutdown to achieve a specified state. The s6-rc toolkit can be used both in initialization systems and to launch arbitrary services based on events reflecting system state changes. The system supports initialization scripts compatible with sysv-init and can import dependency information from sysv-rc or OpenRC. The code is written in C and distributed under the ISC license.

The s6-rc service manager includes a set of utilities for starting and stopping long-running processes (daemons) or immediately terminated initialization scripts. It ensures parallel startup of non-intersecting services and guarantees a consistent script execution sequence across different startups. All state changes are handled with dependencies in mind; for example, when a service starts, its required dependencies are automatically started, and when it stops, dependent services are also stopped.

Unlike other service managers, s6-rc supports proactive (offline) dependency graph construction for the existing set of services, allowing resource-intensive dependency analysis to be performed

separately, rather than during boot or state changes. Furthermore, the system is not monolithic and is divided into a series of separate and replaceable modules, each of which, in accordance with Unix philosophy, performs a specific task. The s6-rc project adheres to a minimalist philosophy (containing nothing superfluous) and consumes minimal resources.

Instead of runlevels, s6-rc uses the concept of bundles, allowing services to be grouped according to arbitrary criteria and tasks. To improve efficiency, a compiled dependency database is used, created by the s6-rc-compile utility based on the contents of directories containing service start/stop files. The s6-rc-db and s6-rc-update utilities are provided for parsing and manipulating the

database.

<https://github.com/skarnet/s6-rc/releases/tag/v0.6.0.0>

RAPIDRAW 1.4.9:

26/01/2026

RapidRAW 1.4.9, a free RAW image processing app positioned as a lightweight alternative to Adobe Lightroom, has been released. The application is designed for quickly sorting large batches of images and non-destructive editing. The project's code is written in Rust and TypeScript (using the Tauri framework) and the interface is built on React. The source code is distributed under the AGPLv3 license. Builds are available for Linux (Flatpak, AppImage, DEB, RPM), Windows, and macOS.

<https://github.com/CyberTimon/RapidRAW/releases/tag/v1.4.9>



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TRANSMISSION 4.1.0:

27/01/2026

After three years of development, Transmission 4.1.0 has been released. It's a relatively lightweight BitTorrent client that supports a variety of user interfaces: GTK, Qt, native Mac, web interface, daemon, and CLI. The code is written in C++ and distributed under the GPLv2 and GPLv3 licenses.

<https://github.com/transmission/transmission/releases/tag/4.1.0>

XFWM4 COMPOSITE SERVER:

27/01/2026

The Xfce desktop environment team announced the start of development of a new composite server, Xfwm4, using the Wayland protocol. Xfwm4 will not use the codebase of the currently used xfwm4 window manager, but will be developed from scratch in Rust using the Smithay library. The project is in the early stages of development, with the first test release expected in mid-2026. Xfwm4 is licensed under the GPLv3 license.

The reason cited for creating the new composite server was the unsuccessful attempt to implement simultaneous support for X11 and Wayland in the existing xfwm4 window manager codebase, which was originally designed with tight integration of the X11 protocol in mind, making it difficult to separate the general window management logic from the X11 specifics.

<https://blog.xfce.org/>

GODOT 4.6:

27/01/2026

Godot 4.6, a free game engine suitable for creating 2D and 3D games, has been released. The engine supports an easy-to-learn game logic language, a graphical game design environment, a one-click game deployment system, animation and physics simulation capabilities, a built-in debugger, and a performance bottleneck detection system. The code for the game engine, game design environment, and associated development tools (physics engine, sound server, 2D/3D rendering backends, etc.) is distributed under

the MIT license.

The engine's source code was open-sourced in 2014 by OKAM studio, following ten years of development of a proprietary, professional-grade product used to create and publish numerous games for PC, game consoles, and mobile devices. The engine supports all popular desktop and mobile platforms (Linux, Windows, macOS, Wii, Nintendo 3DS, PlayStation 3, PS Vita, Android, iOS, and BBX), as well as web game development. Ready-to-run binaries are available for Linux, Android, Windows, and macOS.

<https://godotengine.org/releases/4.6/>

REDOT 26.1 LTS:

28/01/2026

With Godot 4.6, it also means that the Redot project, a fork of Godot created in response to the godot policy of enforcing gender politics in their product, has a new release. Redot's founders intended to build an inclusive community where developers' personal beliefs are accepted, politicization of the

development process is discouraged and the focus is solely on game creation. The LTS version for Redot 26.1 was published, bringing many improvements from Godot 4.6. If you want Godot without the drama, head on over to the Redot project.

<https://www.redotengine.org/>

OIN 2.0 IS COVERING 5,181

PACKAGES:

28/01/2026

The Open Invention Network (OIN), an organization dedicated to protecting the Linux and open source ecosystem from patent claims, has announced OIN 2.0, expanding the list of packages covered by a non-partisan agreement to allow the free use of certain patented technologies.

The list of distribution components falling under the definition of a Linux System, covered by the OIN 2.0 agreement between the participants, has been expanded by 561 packages. Among the new packages added to the list are AOSP 15, Eclipse Che, Eclipse GlassFish, Eclipse Theia, Grafana,

Kea DHCP, Percona Server, Zabbix, bird, borgbackup, distrobox, erlangm, libxml++, ntfs-3g, openWRT, opendaylight, openharmony, opentofu, pcre3, PowerDNS, pure-ftpd, sudo-rs, transmission, vtun, wireguard-tools, xz-utils, as well as many libraries in Go, Python, and Rust.

The Linux system definition now covers 5,181 packages for OIN 2.0 and 4,530 packages for the previous OIN initiative. Notable open source projects covered by the patent agreement include the Linux kernel, the AGL (Automotive Grade Linux) platform, Android, KVM, Git, nginx, CMake, PHP, Python, Ruby, Go, QEMU, Kubernetes, KVM, Lua, LLVM, OpenJDK, WebKit, KDE, GNOME, QEMU, Firefox, LibreOffice, OpenStack, Qt, systemd, X.Org, Wayland, PostgreSQL, and MySQL.

<https://openinventionnetwork.com/open-invention-network-unveils-oin-2-0-to-enable-the-next-era-of-open-source-patent-protection/>

GSTREAMER 1.28.0:

28/01/2026

After nearly a year of development, GStreamer 1.28 is now available. It's a cross-platform set of components for creating a wide range of multimedia applications, from media players and audio/video file converters to VoIP applications and streaming systems. GStreamer's code is licensed under the LGPLv2.1 license. Updates are being developed separately for the gst-plugins-base, gst-plugins-good, gst-plugins-bad, and gst-plugins-ugly plugins, as well as the gst-libav framework and the gst-rtsp-server streaming server. The new release is backwards compatible with the 1.0 branch at the API and ABI level. Binary builds will soon be available for Android, iOS, macOS, and Windows (on Linux, it is recommended to use the packages from the distribution).

<https://lists.freedesktop.org/archives/gstreamer-devel/2026-January/082207.html>

VIRTUALBOX 7.2.6:

28/01/2026

Oracle has released a patch for its VirtualBox 7.2.6 virtualization system, which addresses 14 vulnerabilities, where the details have not yet been disclosed. Five of the vulnerabilities are rated as severe (8.2 out of 10). One of the vulnerabilities can be exploited remotely. In addition to the vulnerabilities, the new version introduces 35 changes listed here: <https://www.virtualbox.org/wiki/Changelog-7.2>

<https://www.mail-archive.com/vbox-announce@virtualbox.org/msg00246.html>

ALUMINUM OS:

28/01/2026

A bug report about a test build of the Aluminum operating system running on an HP Elite Dragonfly 13.5 Chromebook was accidentally made public in Google's bug tracking system. Attached to the report were two screencasts that provide insight into the graphical interface of the Aluminum OS, which Google is

developing for laptops, mini PCs, and tablets as part of its plan to merge the Android and Chrome OS platforms.

Aluminum builds on the Android platform's foundations, and its interface is close to the desktop mode being developed in Android 16 for large screens, allowing users to work simultaneously with multiple app windows, similar to a traditional desktop environment. The interface shown in the screencasts features a Chrome OS-style bottom app bar, a top bar with indicators, and side-by-side Chrome browser windows. The top bar displays the time and indicators for battery charge, keyboard layout, Wi-Fi, unread notifications, and the Gemini AI service.

<https://9to5google.com/2026/01/27/android-desktop-leak/>

LINUX KERNEL REPOSITORY

FUTURE:

29/01/2026

Linus Torvalds has committed to the Linux kernel a change that outlines the community's actions if something happens to him and his

trusted collaborators and they are unable to commit changes to the primary "torvalds/linux.git" repository. The plan was prepared by Dan Williams of Intel, who maintains nine subsystems in the Linux kernel and serves as the chair of the Linux Foundation Technical Committee. It is based on a discussion of the vulnerabilities of the kernel development process held in December at the "Maintainers Summit 2025" conference.

Despite the distributed nature of kernel development, with over 100 maintainers working on changes in their own repositories, final changes to the main kernel branch are pushed through Linus's centralized repository (torvalds/linux.git). In addition to Linus, several trusted individuals have permission to contribute to the main repository, so the torvalds/linux.git repository is effectively not a single point of failure.

In the event of an incident, the plan calls for a meeting of the maintainers who attended the most recent Linux kernel maintainers' summit to be held within 72 hours. If a summit has not been held for the past 15 months, the Linux

Foundation Technical Council will determine the meeting's attendance. The meeting will discuss options for the continued management of the primary repository and collectively make any necessary decisions, such as electing a new "benign dictator" or establishing a maintainers' council.

https://www.theregister.com/2026/01/27/linux_continuity_plan/

LIBREPCB 2.0: 29/01/2026

LibrePCB 2.0.0, a free PCB design automation package, has been released. LibrePCB is positioned as an intuitive package for rapid PCB design. While not as feature-rich as KiCad, it is significantly easier to use and addresses the needs of both novice and professional engineers. The program is available in builds for Linux (Flatpak, Snap, AppImage), FreeBSD, macOS, and Windows. The project's code is written in C++ and distributed under the GPLv3 license.

LibrePCB includes a project management interface, a schematic editor, a multilayer printed circuit

board editor, a data generation service for starting production, the librepcb-cli command-line utility for automating routine tasks like data verification and export and a component library with navigation through a categorized tree list. An interface is available for connecting various existing component libraries, which can be added both as archives and through integration with repositories. DXF file import and export in PDF, SVG, and CSV BOM, pick&place X3/CSV, Gerber/Excellon, and STEP formats are supported.

https://librepcb.org/blog/2026-01-28_release_2.0.0/

DEBIAN 14 & SYSTEMD: 30/01/2026

The Debian maintainers initially planned to remove the systemd-sysv-generator compatibility layer in Debian 13 (Trixie), but the decision was postponed until the next release (Debian 14). Two years have passed and a full transition to systemd unit services is planned for the end of February 2026. The rationale for this transition is increased security

for running systemd services, as well as more robust control over service startup and runtime. Furthermore, the systemd project previously announced its decision to remove support for System V service scripts in systemd 260 and discontinue the systemd-sysv-install, systemd-rc-local-generator, and systemd-sysv-generator components.

<https://bugs.debian.org/cgi-bin/bugreport.cgi?bug%3D1039279%2310>

CHAWAN 0.3.3: 30/01/2026

Chawan 0.3.3, a command-line web browser, has been released. It uses a custom, compact engine with CSS and JavaScript support. The project's stated goals include supporting modern web standards while maintaining self-sufficiency, simplicity, and extensibility. Chawan is written in Nim and is distributed in the public domain. It runs on Linux, BSD systems, Haiku, and macOS.

<https://chawan.net/news/chawan-0-3-3.html>

PINGORA 0.7:

31/01/2026

Cloudflare has released Pingora 0.7, a framework for developing secure, high-performance network services in Rust. A proxy built with Pingora has been used in Cloudflare's content delivery network for over two years, replacing Nginx and handling over 40 million requests per second. The code is written in Rust and published under the Apache 2.0 license.

<https://github.com/cloudflare/pingora/releases/tag/0.7.0>

BUDGIE 10.10.1:

31/01/2026

The Budgie desktop environment version 10.10.1 has been released, the first update to the branch that has been converted to the Wayland protocol. The project's code is licensed under the GPLv2. Packages for Budgie 10.10.1 are available in Fedora Rawhide and will be included in Fedora 44 and Ubuntu Budgie 26.04. Stand out

change, is a new library has been implemented to unify access to monitor settings across various Budgie components. This library has improved stability when switching to the GUI from the console and when connecting/disconnecting a monitor. An issue with the panel crashing when a monitor could not be detected has been resolved.

<https://buddiesofbudgie.org/blog/budgie-10-10-1-released>

THE FIRST PUBLIC RELEASE OF ANET:

02/02/2026

The ANet (ANet Secure Transport Protocol) project is developing an alternative secure tunneling stack designed to connect private networks in situations where standard solutions (WireGuard, OpenVPN) are unsuitable for any reason. The project positions itself not as another WireGuard fork, but as a Friends-to-Friends VPN, emphasizing proven cryptographic algorithms and autonomous operation in "Dead Man's Hand" mode. ANet uses its own ASTP (ANet Secure Transport Protocol),

which provides full end-to-end encryption, is resilient to high packet loss, and is indistinguishable from random UDP traffic. The code is written from scratch in Rust and distributed under the MIT license, but with an explicit prohibition on including GPL 2.0 and 3.0 dependencies.

<https://github.com/ZeroTwo/anet>

LINUX FROM SCRATCH**PROJECT NEWS:**

02/02/2026

Bruce Dubbs, editor-in-chief of the Linux From Scratch project, announced that updates to the Linux From Scratch (LFS) and Beyond Linux From Scratch (BLFS) manuals configured with the SysVinit init system will be discontinued. Access to the LFS/BLFS 12.4 manual with SysVinit will remain, but the planned March 1 release of LFS/BLFS 13.0 will be limited to the systemd system manager.

Lack of resources and the end of SysVinit support by major projects such as GNOME and KDE Plasma

are cited as reasons for abandoning the development of SysVinit guides. The project is maintained by a small team of volunteers, who are unable to handle the constant stream of changes to 88 LFS packages and over 1,000 BLFS packages, while also requiring all packages to be tested for functionality in System V and systemd-based environments. Bruce also noted that this was a forced decision, one he was unhappy with.

<https://lists.linuxfromscratch.org/sympa/arc/lfs-announce/2026-02/msg00000.html>

RELEASE OF ARTI 2.0.0:

03/02/2026

The Tor project's developers have released Arti 2.0.0, the officially maintained version of the Tor toolkit written in Rust. The implementation is labeled as suitable for use by regular users and provides the same level of privacy, usability, and stability as the main C implementation. Once the Rust code reaches a level capable of completely replacing the C implementation, the developers

intend to upgrade Arti to the main Tor implementation and gradually phase out maintenance of the C implementation. The code is licensed under the Apache 2.0 and MIT licenses.

This major version number change was made in accordance with the project's semantic versioning model and is due to changes that break backward compatibility. Support for the `proxy.socks_port` and `proxy.dns_port` settings, previously deprecated, has been discontinued, replaced by `proxy.socks_listen` and `proxy.dns_listen`. Support for the old syntax for defining directory servers (Directory Authority) has been discontinued. All APIs in the `arti` crate package have been marked as experimental and are planned to be moved to other crates or removed. New functionality includes support for the new "inet-auto" socket type for automatically assigning an unused TCP port to the RPC server.

https://blog.torproject.org/arti_2_0_0_released/

RELEASE OF LIBREBOOT 26.01 AND CANOEBOOT 26.01 BOOT FIRMWARE:

03/02/2026

Libreboot 26.01, has been published and has been designated a stable release. The project builds on the Coreboot project, providing a replacement for proprietary UEFI and BIOS firmware responsible for initializing the CPU, memory, peripherals, and other hardware components, minimizing binary injection.

Libreboot aims to create a system environment that eliminates proprietary software as much as possible, not only at the operating system level but also in the firmware that supports booting. Libreboot complements Coreboot with tools to simplify use for end users, creating a ready-to-use distribution that anyone can use, even without specialized skills.

Compared to the previous stable release, support has been added for the HP Pro 3500, Tipton XE2 N150, ThinkPad T580, and Dell Latitude E7240 PCs and laptops. Support for Google Chromebooks is being worked on through the integration

of the MrChromebox coreboot distribution. CoreBoot is synchronized with the repository as of mid-January. GRUB 2.14, U-Boot, SeaBIOS, and flashprog components are synchronized with the latest codebases.

<https://libreboot.org/news/libreboot2601.html>

CALIBRE 9:

04/02/2026

Calibre 9, an app that automates the maintenance of your e-book collection, is now available. Calibre offers interfaces for library navigation, reading, format conversion, synchronization with portable devices and browsing news about new releases on popular web resources. It also includes a server implementation for network access to a home collection. The project's code is written in Python and distributed under the GPLv3 license.

<https://calibre-ebook.com/new-in-eighteen>

LIBREOFFICE 26.2:

04/02/2026

The Document Foundation has released LibreOffice 26.2, office suite. Pre-installed packages are available for various Linux, Windows, and macOS distributions. With version 26.2, the project no longer ships with the "Community" label (LibreOffice Community) and is now simply known as LibreOffice.

Previously, the "Community" label was added to emphasize that the build was maintained by enthusiasts and not intended for enterprise use. Several years ago, the LibreOffice Community name was introduced to more clearly distinguish it from the enterprise products in the LibreOffice Enterprise family, which partner companies offer commercial support, long-term updates (LTS), and additional features such as SLAs (Service Level Agreements). Ultimately, the decision was made to remove the "Community" label because its presence during downloads was confusing and misleading as some believed it was a version for non-commercial use only, while it was available free of charge to everyone, including

corporate users, without restrictions.

<https://blog.documentfoundation.org/blog/2026/02/04/libreoffice-26-2-is-here/>

RELEASE OF GCOMPRIS 26.0:

04/02/2026

GCompris 26.0, a free learning center for preschool and elementary school-aged children, was released. The package offers 197 mini-lessons and modules, ranging from a basic graphics editor, puzzles, and a keyboard trainer to lessons in math, geography, and reading. GCompris uses the Qt library and is developed by the KDE community. Pre-built releases are available for Linux, macOS, Windows, Raspberry Pi, and Android.

<https://discuss.kde.org/t/gcompris-kdes-collection-of-educational-activities-publishes-version-26-0/43982>

LITEBOX:

05/02/2026

James Morris, a Linux kernel security subsystem maintainer who leads the Linux Emerging Technologies team at Microsoft, presented the Litebox project, positioned as a security-focused operating system in the form of a library OS. Litebox can be used in programs or kernels as an additional layer of isolation, blocking access to unnecessary kernel functionality or APIs to reduce the attack surface. The project's code is written in Rust and is open-sourced under the MIT license.

The minimal platform created by Litebox is suitable for running Linux, Windows, and FreeBSD applications, embedded Linux kernels, and LVBS (Linux Virtualization Based Security). Possible Litebox applications include enabling the execution of unmodified Linux programs on Windows, isolating Linux applications on systems with the Linux kernel, running programs on top of AMD SEV SNP for memory encryption, running OP-TEE programs on Linux, and isolating

using LVBS.

<https://www.osnews.com/story/144336/microsoft-research-releases-litebox-a-new-library-operating-system/>

NGINX 1.29.4:

05/02/2026

The main nginx 1.29.5 branch has been released, continuing development of new features. The parallel stable nginx 1.28.2 branch, which only includes changes related to fixing serious bugs and vulnerabilities, has also been released. These updates fix a vulnerability (CVE-2026-1642) that allows an attacker with a man-in-the-middle (MITM) capability in the communication channel between nginx and an upstream server to tamper with responses sent to the client. The issue affects configurations that proxy requests (HTTP 1.x, HTTP/2, gRPC, or uWSGI) to an upstream server using TLS encryption.

In addition to the vulnerability, release 1.29.5 lowers the logging level for "ech_required" SSL errors from "crit" to "info" and fixes

several issues: use-after-free access after switching to the next gRPC or HTTP/2 backend is eliminated; an issue with sending an incorrect HTTP/2 request after switching to the next upstream server is resolved; an issue with response size growth with multiple ranges is fixed; and the HTTP_HOST variable is now set correctly when proxying to the FastCGI, SCGI, and uwsgi backends.

<https://github.com/nginx/nginx/releases/tag/release-1.29.5>

ORBITINY:

06/02/2026

The ninth release of the Orbitiny Desktop desktop environment, written from scratch using the Qt framework, has been published. The project attempts to combine innovative ideas previously unseen in desktop environments with traditional elements, such as a plugin-enabled panel, an application menu, and a desktop where shortcuts can be placed. Work is currently focused on running in X-server-based environments, but Wayland support is possible in the future. The code is

written in C++ and is distributed under the GPL license.

Orbitiny-specific features include: invoking actions via screen gestures (drawing a specific outline with the mouse on an empty area of the desktop); icon labels (shown for new, modified, empty, or clipboard-moved files, as well as empty directories); the ability to paste a file into multiple selected directories simultaneously; support for placing desktop contents in any directory (not just \$HOME/Desktop); and the use of separate desktop directories for each virtual desktop and monitor.

https://www.reddit.com/r/linux/comments/1qwzdgk/orbitiny_desktop_pilot_9_released_another_super/

ARDOUR 9.0:

06/02/2026

Ardour 9.0, a free audio editor for multichannel recording, processing, and mixing, has been released. Ardour features a multi-track timeline, unlimited undo capabilities throughout file processing (even after the program

is closed), and support for a variety of hardware interfaces. The program is positioned as a free alternative to professional tools like ProTools. The code is distributed under the GPLv2 license.

<https://discourse.ardour.org/t/ardour-9-0-released/112897>

GNOME DEVELOPMENT

SETBACK:

08/02/2026

Christian Hergert, author of the GNOME Builder integrated development environment, the Ptyxis terminal emulator and the GNOME Text Editor, announced that due to a move from the United States to France and a change in his life's priorities, he will no longer be able to devote his full attention to GNOME development. Christian was virtually the sole active maintainer of 16 GNOME modules and devoted over forty hours a week to supporting and developing the GNOME stack. It is noted that after the move, his ability to contribute to development will be severely limited and he will focus primarily on his family, new activities, and settling into his new

life.

<https://blogs.gnome.org/cherbert/2026/02/06/mid-life-transitions/>

LINUX KERNEL 6.19:

09/02/2026

After two months of development, Linus Torvalds released the Linux kernel 6.19. Among the most notable changes are: the Live Update Orchestrator subsystem, PCIe Link Encryption support, the listns system call, Zero-Copy Receive mode in io_uring, support for the ARM MPAM extension, klp-build for generating live patches, support for the LoongArch32 architecture, QoS for s2idle, audit subsystem optimizations, Intel LASS for Spectre protection, support for SHA-3 and BLAKE2b hashes, the Confidential VMBus mechanism, TX optimizations in the network subsystem, the CAN XL protocol, and an API for hardware-accelerated HDR output.

The new version incorporates 15,657 fixes from 2,237 developers, with a patch size of 52 MB (changes affected 13,682 files, adding

794,649 lines of code and removing 335,498 lines). The previous release included 15,035 fixes from 2,217 developers, with a patch size of 45 MB. About 40% of all changes in 6.19 are related to device drivers, approximately 13% of changes are related to updates to code specific to hardware architectures, 12% are related to the network stack, 5% are related to file systems, and 3% are related to internal kernel subsystems.

<https://lore.kernel.org/lkml/CAHk-%3Dwh0Fj7yE7iuW8awFCFt53s9T186qNbZX673E%2BoNCeQSFg@mail.gmail.com/T/%23u>

OFFPUNK 3.0:

09/02/2026

The Offpunk 3.0 console browser has been released. It supports HTTP/HTTPS, Gemini, Gopher, and Spartan protocols, as well as RSS and Atom news feeds. The program is written in Python and distributed under the AGPLv3 license.

The browser is designed for offline content viewing and allows you to subscribe to pages or mark them for later viewing, after which

these pages are automatically cached and updated as needed. Offpunk allows you to store periodically synchronized copies of websites and pages, always available for local viewing. Synchronization parameters are configurable by the user; for example, some content can be synchronized once a day, while others can be synchronized once a month.

Control is via a command system and key combinations. Support for multi-level bookmarks, subscriptions, and archived content is available. Custom handlers can be added for different MIME types. HTML pages are parsed and displayed using the BeautifulSoup4 and Readability libraries. Images can be converted to ASCII art using the chafa library.

<https://lists.sr.ht/~lioploum/offpunk-devel/%253CaYmzp0GvSuhKIznZ@carbo n%253E>

FLUORITE ENGINE:

10/02/2026

At the FOSDEM conference, a new game engine - Fluorite, was presented. It is being developed by Toyota's American division responsible for developing in-car infotainment systems. The engine aims to provide capabilities suitable for creating console-quality 3D games and is being developed using technologies Toyota is using in its new infotainment system stack, which is already available in the 2026 Toyota RAV4. The engine is stated to be cross-platform and completely open-source.

The Fluorite engine integrates with the Flutter framework and enables game development in Dart, using the FluoriteView widget for simultaneously displaying multiple views of a 3D scene and Flutter's capabilities for seamlessly integrating games with the IVI platform's graphical environment, controlling the 3D scene from Flutter widgets, and enabling interactive experiences. Interactive 3D interfaces can be created by defining clickable zones in the 3D model. Clicking on these zones triggers associated event handlers,

similar to onClick events on web pages.

https://www.reddit.com/r/programming/comments/1r0lx9g/fluorite_toyotas_upcoming_brand_new_game_engine/

CROSSOVER 26.0:

10/02/2026

CodeWeavers has released CrossOver 26.0, a Wine-based package designed to run programs and games written for Windows. CodeWeavers is a key contributor to the Wine project, sponsoring its development and contributing all innovations implemented for its commercial products to the project. The source code for the open-source CrossOver components can be downloaded from this page.

<https://www.codeweavers.com/support/forums/announce/?t%3D24;msg%3D345881>

MYTHTV 36:

11/02/2026

After a year of development, the MythTV 36 home media center

platform has been released. It transforms a desktop PC into a TV, video recording system, music center, photo album and DVD recording and viewing station. The project's code is written in C++ and distributed under the GPLv2 license.

MythTV's architecture is based on a separate backend for video storage or capture (IPTV, DVB cards, etc.) and a frontend for interface generation (web interface and Qt-based GUI). The frontend can work simultaneously with multiple backends, which can be running both on the local system and on external computers. Extended functionality is implemented through plugins. Two sets of plugins are currently available—official and unofficial. The plugins cover a range of capabilities from integration with various online services to webcam support and PC-to-PC video conferencing.

<https://www.mythtv.org/news/176/v36.0%2520Released>

MESA 26.0:

11/02/2026

After three months of development, the open source implementation of the OpenGL and Vulkan APIs, Mesa 26.0.0, has been released. The first release of the Mesa 26.0.0 branch is experimental; after the code has been fully stabilized, the stable version - 26.0.1, will be released.

Mesa 26.0 adds support for the Vulkan 1.4 graphics API in the ANV drivers for Intel GPUs, RADV for AMD GPUs, NVK for NVIDIA GPUs, HoneyKrisp (hk) for Apple GPUs, Turnip for Qualcomm GPUs, PanVK for ARM Mali GPUs, the lavapipe software rasterizer (lvp), and emulator mode (vn). The v3dv (Broadcom VideoCore GPU for Raspberry Pi 4+) and dzn (Vulkan over Direct3D 12) drivers support Vulkan 1.0, the kk driver (KosmicKrisp, Vulkan over Metal) supports Vulkan 1.1, and the pvr driver (Imagination PowerVR GPU) supports Vulkan 1.2.

<https://lists.freedesktop.org/archives/mesa-dev/2026-February/226588.html>

TINY CORE LINUX 17.0:

12/02/2026

Tiny Core Linux 17.0, a minimalist Linux distribution, has been released. It runs on systems with as little as 48 MB of RAM. The distribution's graphical environment is built on the Tiny X, X server, the FLTK toolkit, and the FLWM window manager. The distribution loads entirely into RAM and runs from memory. The bootable ISO image is only 20 MB. A 25 MB CorePure64 build has been prepared for 64-bit systems. An additional 288 MB CorePlus build includes a number of additional packages, such as a set of window managers (FLWM, JWM, IceWM, Fluxbox, Hackedbox, and Openbox), an installer with the ability to install additional extensions, and a ready-to-use set of network connection tools, including a Wi-Fi connection manager.

The new release includes updates to system components, including Linux kernel 6.18.2, glibc 2.42, binutils 2.45.1, gcc 15.2.0, e2fsprogs 1.47.3, and util-linux 2.41.2. The provides.sh script has been updated to support HTTPS

mirrors, and an HTTPS check has been added to /etc/init.d/tc-functions. The udev rules 50-udev-default.rules now have expanded access rights for input devices.

<https://forum.tinycorelinux.net/index.php/topic,28008.0.html>

LINUS TORVALDS REJECTED CHANGES TO THE MMC

SUBSYSTEM DUE TO POOR

CODE QUALITY:

12/02/2026

Linus Torvalds refused to accept a changelog for kernel 7.0 from the maintainer of the MMC (MultiMedia Card) subsystem, calling the submitted patch, which doesn't even compile, "complete garbage." He suggested the changes hadn't been tested in the linux-next branch beforehand and hadn't undergone build testing.

The compilation failed due to a repeated variable redefinition. This level of code quality frustrated Linus, who stated that he would not accept changes from the MMC subsystem maintainer during the 7.0 kernel release cycle, even if he

received a corrected pull request. MMC changes would only be accepted into the 7.1 branch if they were reviewed in the linux-next branch and properly tested. Linus strongly recommended that people not send him untested crap, but rather integrate the changes into the Linux-Next branch first for code review.

<https://www.phoronix.com/news/Linux-7.0-No-MMC-Changes>

FRANK OS 1.0:

13/02/2026

The first version of FRANK OS, an operating system for computers based on the RP2350 microcontroller and based on FreeRTOS, has been released. The operating system supports a desktop environment with a windowed user interface and provides partial POSIX compatibility. The source code is written in C and is available under the GPL-3.0+ license.

Supported hardware includes PS/2 keyboards and mice, Secure Digital memory cards, and DVI monitor output. Raspberry Pi Pico 2

and FRANK M2 boards are also supported. The operating system supports ELF executable files and provides compatibility with Murmulator OS 2 applications.

Using the FreeRTOS task scheduler, preemptive multitasking is implemented, with separate tasks for input, compositing, USB, and applications. A desktop environment is provided with support for overlapping windows, menus, a taskbar with a Start menu, and mouse dragging. The package includes programs such as a graphical file manager, a multi-window terminal emulator, and an interactive command shell. The file system is FAT32.

<https://github.com/rh1tech/frankos/>

IPFire DBL:

13/02/2026

The developers of the IPFire project, that develops a distribution for creating routers and firewalls, have introduced a series of IPFire DBL (Domain Block List) blocklists to filter out unwanted domain names. The

project is presented as a community-supported solution for managing content blocked on private networks or local systems.

Unlike most existing commercial and free DBLs, which provide monolithic blocklists for disparate content, IPFire DBL offers a series of thematic lists, allowing users to select specific types of content to block. The lists are populated collaboratively, and users can participate in their improvement. IPFire DBL also guarantees legal integrity: when aggregating data from other lists, only sources that explicitly grant redistribution rights are used.

<https://www.ipfire.org/blog/introducing-ipfire-dbl-community-powered-domain-blocking-for-everyone>

DLMPFS FILE SYSTEM PROPOSED FOR LINUX

KERNEL:

14/02/2026

Alexander Aring of Red Hat, the maintainer of the IEEE 802.15.4, DLM, and flock/fcntl subsystems in the Linux kernel,

presented a specialized file system, DLMPFS, on the kernel developers' mailing list. The proposed file system provides a distributed file locking layer based on DLM (Distributed Lock Manager) and ramfs. The DLMPFS implementation is available as a patch set for the Linux kernel 6.19.

DLMPFS allows you to work with a file hierarchy shared across multiple hosts, create and delete files and directories and lock and unlock files using the built-in flock() and fcntl() functions. However, DLMPFS does not allow you to write or read data from files, limiting it to lock operations. Another limitation is that determining the lock state requires the full file path to the file being locked (DLM requires the resource name to determine the lock).

<https://lore.kernel.org/lkml/20260213180014.614646-1-aahringo@redhat.com/>



COMMAND & CONQUER

Written by Erik

We got a .deb-file to install and I gave it to a developer to run. He asked me if he could use apt-get. I said, heck, you could use dpkg. He kept looking at me expectantly. Right, I thought, this is going to be an article.

Dpkg (Debian Package) is a package management system in Debian and debian-based Linux distributions like Ubuntu. Apt-get and Gdebi are more advanced tools that can resolve dependencies and install them so that the selected package works properly. Dpkg is actually a low level command line utility to manage packages. It is different from tools like apt-get and apt.

See: <https://www.geeksforgeeks.org/linux-unix/difference-between-apt-and-dpkg-in-ubuntu/>

In this quick command and conquer we will take a look at some basic examples of the 'dpkg' command and how to use it to manage packages on your system.

My first encounter with dpkg was when I tried to 'uproot' my current Mepis installation and 'move' it to a new computer. You see, you can list all your installed packages and send the output to a text document.

```
dpkg -l > myfiles.txt
```

If you just type dpkg -l on the command line, you should see an output like the image below.

The nice thing about listing your packages this way is that it prints it out like you would a text file with "l more" and depending on your terminal emulator's scrollbar, you should be able to peruse the whole lot.

It is also great for searching packages that you may have

forgotten the name of. Let's say I was trying to remember the name of the zathura package, but the name has slipped my mind. I know it starts with a "z", but the name is nowhere in my mind. (Happens more than you know!) I can simply type: dpkg -l z* -and it will list all the packages starting with the letter "z".

Nice examples of what dpkg is capable of, right? But wait, there's more! If you were to head on over to the man pages, and scroll down to the "dpkg query actions", you will see a lot more happening. For those of you who like to get to the meat and potatoes faster, I suggest: man dpkg-query to take you straight there. That section covers "-l", "-s", "-W" and "-L". Since we demoed -l, let's try -L and see what we get?

Try typing:

```
dpkg -I python3
```

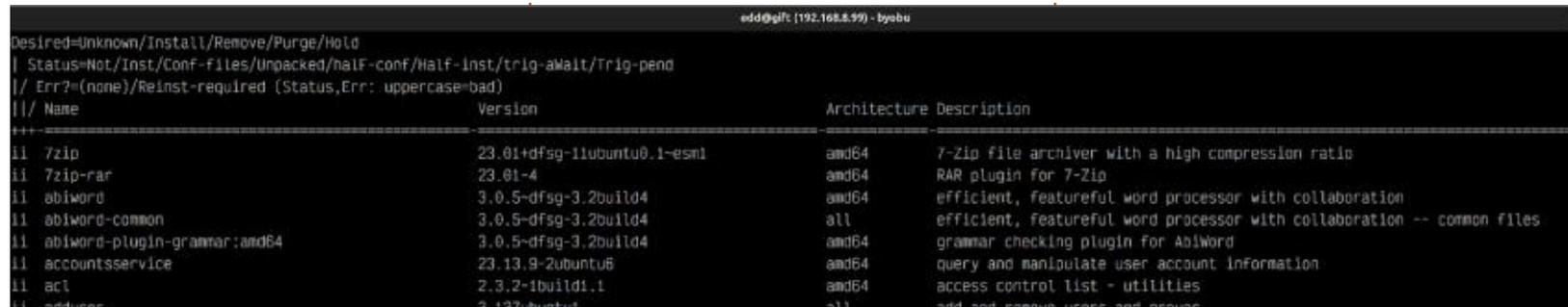
and see what you get.

This lists all the files in your system installed by the package named "python3". Try it with a couple of your downloaded .deb-files.

If you have a package you'd like to inspect, there is the "-c" option that lists the contents of the package.

It is generally safe to play with dpkg, but the one you need to look out for is the "-P" option, as that will purge the package from your system.

The other one I'd like to caution



you with, is `dpkg-reconfigure`. Though I have used it often, it's not funny. To get my keyboard layout set up, back in the day, you could also make a mistake that would make it very difficult to use your system. You can always undo your mistake, by running `dpkg-reconfigure` again and choosing different options, but it may be difficult typing if you chose something other than what you are used to. Hardware is not the only thing you can "reconfigure", I'll leave you with a lovely resource that you can reference: <https://www.linuxbash.sh/post/how-to-reconfigure-packages-with-dpkgreconfigure>

It's a short one minute read that may open a newbie's eyes to the power of the command line.

It also has its own manpage and you can go directly there with: `man dpkg-reconfigure` - You can use this tool to reconfigure your complete Ubuntu installation, if you wanted.

If you want to see what you can mess with (If you break it, you buy it!) you can use the `debconf` command. For instance:

```
sudo debconf-show --listowners
```

In the list you should see `tzdata`, so now if I were to use:

```
sudo dpkg-reconfigure tzdata
```

I'd be able to reconfigure my timezone.

Again, check out: <https://www.linuxbash.sh/post/how-to-reconfigure-packages-with-dpkgreconfigure> as this is better than I have put it.

We looked at the most used commands and options with `dpkg`, but there is obviously a lot more. You will often use it when you faff with older or smaller Linux distributions like say, Slitaz. It's a good tool to know, try it out a bit, even if you think you will never use it with Ubuntu, you may use it with something else.

Finally, here's a list I stole off the interwebs somewhere, that I keep with me. (And... that I used to write this article)

`dpkg -i <package.deb>`

Installs a Debian package file; one that you downloaded manually, for example.

`dpkg -c <package.deb>`

Lists the contents of `<package.deb>`, a `.deb` file.

`dpkg -I <package.deb>`

Extracts package information from `<package.deb>`, a `.deb` file.

`dpkg -r <package>`

Removes an installed package named `<package>`

`dpkg -P <package>`

Purges an installed package named `<package>`. Also deletes all configuration files in addition.

`dpkg -L <package>`

Gives a listing of all the files installed by `<package>`. See also `dpkg -c` for checking the contents of a `.deb` file.

`dpkg -s <package>`

Shows information on the installed package `<package>`. See also `apt-cache show` for viewing package information in the Debian archive and `dpkg -I` for viewing package information extracted from a `.deb` file.

`dpkg-reconfigure <package>`

Reconfigures an installed package,

if it uses `debconf`. You can reconfigure `debconf` itself if you want to change the front-end or priority of questions asked. For example, to reconfigure `debconf` with the dialog front-end, you simply run:

`dpkg-reconfigure --frontend=dialog debconf echo ``<package> hold" | dpkg --set-selections`

Put `<package>` on hold (command line method)

`dpkg --get-selections ``<package>"`

Get the current status of `<package>` (command line method)

`dpkg -S <file>`

Searches for `<file>` in the package database, telling you which packages have that file in them.



Erik has been in IT for 30+ years. He has seen technology come and go. From repairing washing machine sized hard drives with multimeters and oscilloscopes, laying cable, to scaling 3G towers, he's done it.



Website: <https://www.hifile.app>

Price: Free use on Linux!

Blurb: *“HiFile is the next evolution of file managers. Its mission is to increase your productivity whenever you work with files or folders. It aims to be better in every way - more convenient, more versatile, more efficient, more elegant, more customizable, and more fun.”*

I was looking for a dual-pane file manager for KDE 6, as I decided to replace Linux Lite on my workstation laptop. I ran across HiFile, based on QT6.

HiFile is a “modern” file manager for Linux, but also for Windows and Mac, that makes it easier to manage files, a la Double Commander, Midnight Commander, et cetera. It is a tri-pane file manager instead of dual-pane, but once you adjust the pane sizes, it may as well be dual-pane, as the left-most pane is actually just a bookmarks pane.

Installation

HiFile is provided as an AppImage (47MB). No need to install it, simply run the file.

Operation

Upon first launch, it did try to call home, but it did not try to do so in secret, immediately it returned an error stating that it could not check to see if it was the latest version. (We test with airplane mode on!) You can set the update checking from daily to weekly or monthly or manual in the settings.

Instead of clicking around, one can start immediately, by pressing the spacebar and just starting to type. As soon as you start typing, the application starts making guesses as to which directories you would want, using autocomplete. Then you hit “Tab” and press space again on the other panel and have your panes ‘just so’, without any clicks. Just like other dual-panel file managers, F5 and F6 lets one copy and move files and folders.

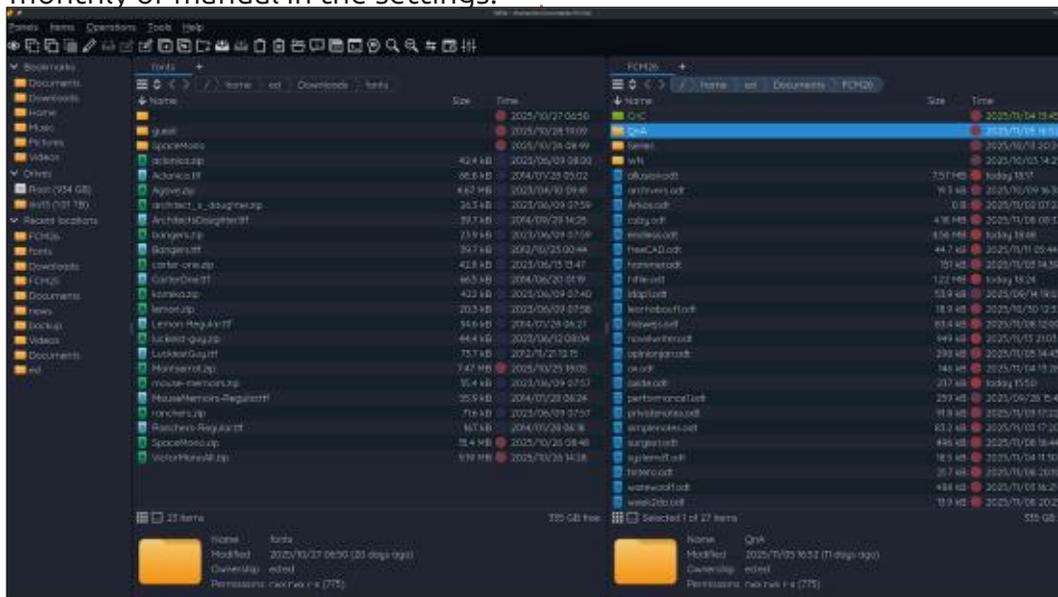
This does not mean that mouse jockeys have been neglected. One

can “bookmark” folders with CTRL+b and they will appear in the bookmarks pane on the left and you can then navigate directly to those folders or drives. The Spacebar is a very powerful key in HiFile. It allows you to jump from one folder to another without having to traverse the folder tree structure. You can use the Spacebar to switch between the list of drives and bookmarks and the list of recently used folders. In both cases, when you start typing the name of a folder, HiFile will quickly offer you the right folder, regardless of whether it is a drive, a bookmark, or a recently used folder. This may sound trivial, but this feature is highly addictive because of its amazing efficiency.

Like any good dual-pane file manager, drag-and-drop is also supported.

The application is Mac-centric, with CTRL+, being the key-bind for “settings”.

To perform an operation on multiple items, select them first.



HOWTO: HIFILE FILE MANAGER

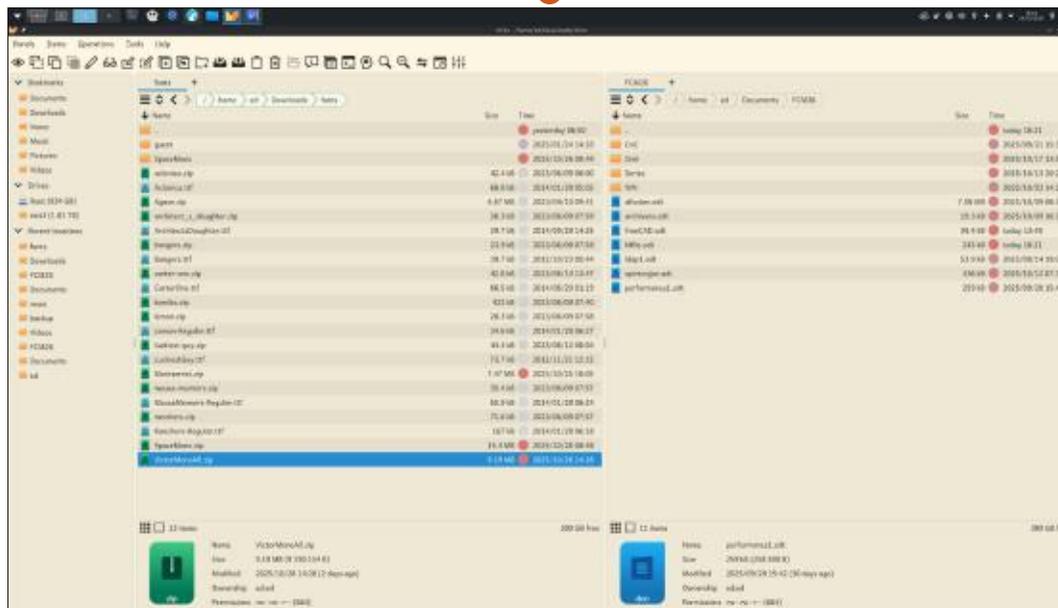
You can select items by pressing CTRL or Shift together with cursor keys or with mouse click. Remember that unlike in many other programs, where selection is cancelled with a single click, selection in HiFile is persistent. It will not be cancelled until you press Escape or leave the current folder.

To filter, just start typing the name of the item or items you want to find in the current folder and HiFile will automatically filter only those names that begin with the text you typed. If you put an asterisk (*) in front of the text, HiFile will display the item names that contain the text. There is also a similarly efficient mechanism for filtering or selecting files by their extension.

With Shift+Space, you can set filters based on extension, modification date, or using customizable predefined filters. In these dialogs you can also easily see the number of items in each group. This filter can also be cleared with Escape.

Issues observed

On the laptop, Konsole,



Wezterm, Xterm and UXterm were installed, but F9 did not launch any of them. Directly clicking on the menu item or the panel icon, also did not launch any terminal. Since the application is still pre-version 1.0, errors are expected, though one could argue that 0.9 was as close as dammit is to swearing.

The other issue was compressed files. I was able to extract a zip file containing OTF, WOFF and TTF files, but once I hit enter on the .zip file, I was not able to extract only the OTF folder, for instance. (The option was greyed out, screen-shot included.)

The application scales well with

HiDPI screens.

Customizing

We had fun with customizing the application, as it accepts almost any font and ships with a handful of built-in themes, including dark themes for low-light work. Changing the icon set is not immediate, though, and one needs to restart the application for the changes to take effect. I think this is due to the AppImage container format rather than anything else. Right-clicking in the toolbar allows one to customize those to a certain degree as well. Simple CTRL++ and -- will adjust the zoom. I have to point out that, when you right-click

on the toolbar, it will say, "customize toolbars and panels", but you can move it, scale it and turn it on and off only. You cannot add or remove or edit any of the icons.

HiFile is in active development too, from the time I started writing this article to the time I have completed it, the minor version has jumped twice. If you would like to see the older versions, please navigate to: <https://www.hifile.app/otherdownloads>. I kept my older AppImage files and tried to see if I could see any differences, but there were no obvious changes.



Erik has been in IT for 30+ years. He has seen technology come and go. From repairing washing machine sized hard drives with multimeters and oscilloscopes, laying cable, to scaling 3G towers, he's done it.



HOW-TO

Written by Erik

Godot Intro Pt.4

Godot works great on Ubuntu; whether you are using the Steam version or the downloaded binary, it does not matter, it runs fine. We have been looking at the layout of the interface, to understand where what is, as it is out of the box.

In this issue I want us to surf the menu, just for those odd items that are not intuitive. When we open our project settings, we see the image below.

I want you to notice the

“advanced settings” to the right, and I want you to toggle it on the main screen. When you then go and click on an item I want you to look at the highlighted item in my next image:

If you click on an item with a check box, this will change to “bool”, which is short for boolean, yes or no, on or off, one or zero. If you still do not know what that is, your homework is to look it up. You can turn off the advanced settings again. We will circle back to this in a future issue.

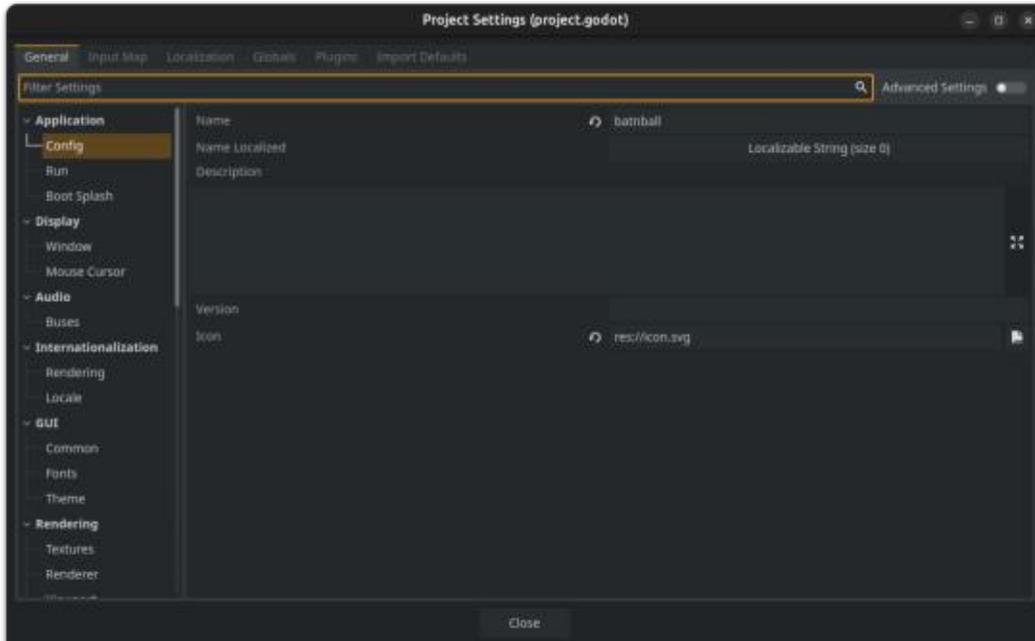
Our first entry “Application” has three sub-sections, “Config,” “Run” and “Boot splash.” None of these are particularly interesting or do something that influences our application or game we make, so you can largely ignore these three.

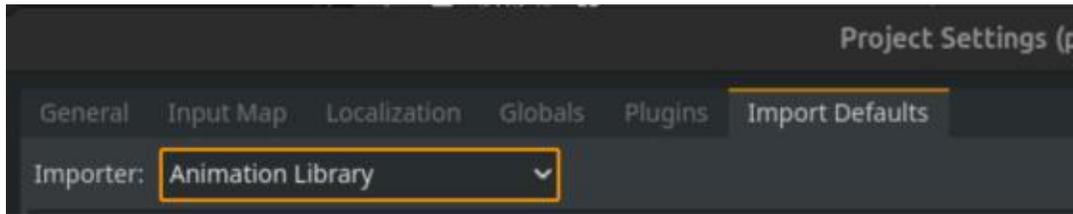
The next one, “Display”, however, does influence our game or application, “Window”, the first entry has a viewport setting, for height and width. You can think of the viewport as your screen. If your screen is HD, your viewport is 1920 wide and 1080 high. We can adjust this, depending on our screen size and the size of the game or application we are making. A good tip is to leave your “Mode” as “Windowed” while you are programming, and only change it when testing. That said... When you run a project or a scene, that will run in a window, the ‘pro’ being, that if you did something catastrophic, like an infinite loop, you are able to see the output window (We covered it last issue) to potentially diagnose the issue. There is a ‘con’ too, if you were to

miss-click the window somehow, say thinking you hit the “x” to close it, and it was a bit too high, the running project or scene, will switch with the Godot interface, that was in the background, making the main interface front and centre. The running project or scene, now in the background, will cause performance issues while you are working in the main interface. If you have more than one monitor, here is where you can set where the initial screen runs. The rest are self-explanatory, so you can fiddle with them if you want or we can just move on.

Audio and i8n is also not important when you start out, as the defaults are spot on. Under “GUI” it gets weird again, you see, under “Fonts” there are no “fonts” only oversampling, and under “Theme”, you will find font options. If you need dyslexic fonts, here is where you change them.

Remember how I told you not to worry about the rendering when you create a project the first time? Well here is the third place you can





change it, under "Renderer"

Again, most of these you should be able to hover your mouse over, to get a tooltip of what each setting does. The only odd ones are Gravity settings for 2D and 3D. One is set for 980px/s the other 9.8m/s squared. Don't ask me why, I have no clue why gravity cannot be universal. If you do not see tooltips and only black squares, simply save your project and close and reopen Godot and load your project again.

The second tab is the "Input Map", where we can define our keys if we do not want the default ones. We will probably dig into these in the future, but for now, just know where it is. The rest is again not really important for newbies, but I'd point you to the last one, "Import Defaults". You need to be aware of the highlighted part in my next image (above).

So that you are aware of more settings.

At any point, if you find you screwed up, on the right, there is a "Reset to Defaults" button you can press. Be aware that it does not reset things like custom key-binds, so don't despair and think that you need to redo *everything, it only resets the tab that it is on.

Tip: If something is passing through something it should not, for instance an enemy and a player or obstacle, go to the debug menu and turn on "Visible Collision Shapes". The collision shapes will be drawn over your sprites, no matter in which order you have them in your scene tree, but only during run-time.

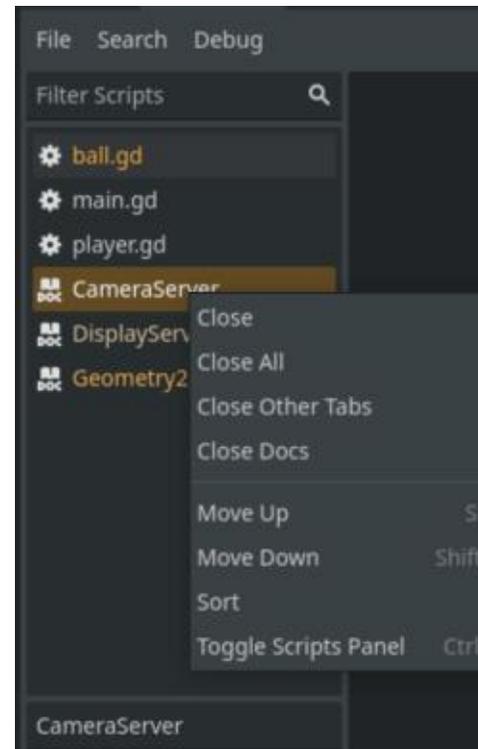
Whether you use Godot or Redot, I have not seen any differences in the interface, so any advice I give here, should be good for both.

Tip: If you look up any topic with the built-in Godot help, it will be added to the scripts window, for some bizarre reason. Your scripts

will still be there, but it can become really messy if you do not understand something and look at multiple topics. Right click and close to get your sanity back, or close all and just reopen your scripts.

Do you feel a bit more confident, that when I say, "inspector" you know where that is??? Or... if I tell you to change your viewport size, you will be able to???

In the next issue, we can drag objects into our scene and discuss properties of various resources.



Erik has been in IT for 30+ years. He has seen technology come and go. From repairing washing machine sized hard drives with multimeters and oscilloscopes, laying cable, to scaling 3G towers, he's done it.



HOW-TO

Written by Robert Boardman

Latex - Editing a Class File

Welcome back to learning more about LaTeX. As I said last month, this time I am going to edit the template (class file) for a journal in order to make my journal look the way I want it. Jwjournal is a LaTeX class so I will need to edit the `jwjournal.cls` file. In order for you to follow along you will first need to find `jwjournal.cls` in the `tex` directory tree. It will be in a folder named `jwjournal`. On my system it is `/usr/local/texlive/2024/texmf-dist/tex/latex/jwjournal/jwjournal.cls`. If you installed the 2025 upgrade of `tex` and LaTeX then the path will be slightly modified. If you use LaTeX on a Mac or PC the path will probably be significantly different. Unless you or someone else has modified the path, the owner of `jwjournal.cls` is root.

In order for your changes to `jwjournal.cls` to be accessible `tex` must be able to find it when you compile your journal. Apparently it is possible to have some `tex` files under your home directory. However this is not recommended and I never investigated how to do it. Instead I changed the

permissions recursively on the path `/usr/local/texlive/2024/...` so I could edit and save files in this part of the tree.

It is important to save an original of the `jwjournal.cls` file just in case any changes made to the file make it unusable. (This also protects the file in case the user wishes to reverse a change but cannot find where the unwanted change was done.) There are two ways to protect the original, neither one is better than the other. Either copy the file and then change the name of the copy or the name of the copy's file extension (file type). I chose to change the name of the file so the copy became `jwhournalrb.cls`. I could have chosen `rbjournal.cls`. What you name it is up to you. In this option you keep the `cls` extension.

In order to use this newly named `cls` file it has to be in a directory with the same name and in the same part of the directory tree as the original. When first copied and renamed the class file is in the `jwjournal.cls` directory. It has to be

moved to the `jwjournalrb` folder at the same level in the tree. The original remains in `/usr/local/texlive/2024/texmf-dist/tex/latex/jwjournal/jwjournal.cls` and the copy is in `/usr/local/texlive/2024/texmf-dist/tex/latex/jwjournalrb/jwjournalrb.cls`. Next `tex` must be made aware of the existence of this "new" class file.

Using

```
sudo run texhash.
```

In the preamble for your journal change the first line to be:

```
\documentclass[options]
{jwjournalrb}
```

The other method is to copy the original and change the file extension: `jwjournal.cls` could become `jwjournal.cls.bak`. Your `/usr/local/texlive/2024/texmf-dist/tex/latex/jwjournal` folder would then have a `jwjournal.cls` file and a `jwjournal.cls.bak` file. This makes using the edited `cls` file easier than the first method. The preamble to your journal file does not change: `\documentclass[options]{jwjournal}`.

The advantage of the first method (changing the file name) is having two different classes available simply by changing one line in the preamble. The advantage of the second method (changing the file type) is simplicity in setup.

Assuming there is a `jwjournal.cls` file that can be edited, how is the editing done? Like all files in `Tex / LaTeX` class files are text files, pure text. I prefer to edit using `TexStudio` which is what I use for all my LaTeX work but you can use any text editor (`nano`, `vi`, `emacs`, etc.)

The first set of changes I made were not in the class file. I made some alterations in the `documentclass` command. I removed "title in boldface, title in sffamily, use style=classical" and added "use indent=true". The option "style=classical" automatically sets the indent to false. Since I want paragraph indents I had to remove the style option. The terms "style" and "classical" do not appear in the class file. Therefore I do not know what

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other defaults were changed by taking this option out.

I use the name of the month as a section heading. If I used `section{January}` the section number would appear above the section name, similar to the formatting of sections in the article and book classes. By adding an asterisk after `section` (`section*{January}`) the numbering is turned off for this section. I think it makes the page more attractive. I have mentioned this technique for “turning off” section numbering in earlier articles. Adding an asterisk has the same effect with many text divisions in Linux (chapter, subsection, etc.).

One of the changes I wanted to make was the color selection for the title lines (days) in the body of the journal. The color codes are in the class file. They are numbered 1 to 7 with 1 being the color for Monday, 2 being the color for Tuesday and so on. The codes are in a block starting at line~50:

```
\colorlet { jwjournalrb-  
color-1 } { yellow!50!  
green } %Monday
```

(I added the comment for the

names of the days so I would remember which day of the week I was editing.)

In order to get the results you want for each day without a long session of trial and error you need to understand how Linux codes color.

Each coded color in the list has two color names with a number between. As may be apparent to some readers the syntax is fairly obvious. The number in the middle is the percent of the first color. So Monday’s original color is yellow!50!green which means it is 50% yellow and the remainder green (which is also 50%). If the color you desire for Monday needs more yellow, increase the number in the middle, if less yellow then reduce the number in the middle. If you wish to have only yellow or only green then use the color name without a number.

In order to code using color names we need to know what the color names are. Here is the list: red, green, blue, cyan, magenta, yellow, black, gray, white, darkgray, lightgray, brown, lime, olive, orange, pink, purple, teal, violet. These are available at any time for

use with any object in LaTeX. If the preamble of the document has an `include{xcolors}` instruction then 68 more named colors are available. Using the `x11names` package adds a further 317 color names. If those 404 named colors are not sufficient new colors can be defined by the user using any one of the following color schemes: RGB, CMYK, gray (gray scale from 0 to 1), HTML (six digits which represent rgb) and wave (specify wavelength of light in nanometers).

I experimented (i.e. played around) with colors, using almost all of the default nineteen names in the order written in the previous paragraph. (I ruled out using black and white.) I used gray the first time but it is too close to black. I tried brown and liked it. Blue and cyan are too similar so I replaced cyan with lime. Lime is too similar to green so I added some red to lime. I adjusted the percent of lime until I saw a color I liked. I chose 50:50 for the image here.

The code for the start of the journal:

```
\documentclass[11pt,  
paperstyle=light yellow,  
color entry, year-month-day,  
use indent=true]{jwjournalrb}
```

```
\UseLanguage{English}  
\begin{document}  
  \section*{January}  
  
2026/1/12 Cold (-2) Overcast  
  
Relax after busy weekend  
  
2026/1/13 Cold (-2) Overcast  
  
Ordered null modem cable from  
Ali Express
```

... etc., for the rest of the journal.

The code from `jwjournalrb.cls` for the colors I used:

```
\colorlet { jwjournalrb-  
color-1 } { red } %Monday  
  
\colorlet { jwjournalrb-  
color-2 } { green } %Tuesday  
  
\colorlet { jwjournalrb-  
color-3 } { blue }  
%Wednesday  
  
\colorlet { jwjournalrb-  
color-4 } { lime!50!red! }  
%Thursday  
  
\colorlet { jwjournalrb-  
color-5 } { magenta }  
%Friday  
  
\colorlet { jwjournalrb-  
color-6 } { yellow }  
%Saturday  
  
\colorlet { jwjournalrb-  
color-7 } { brown }  
%Sunday
```



And the image of the first page of the journal is shown above.

Do not forget LaTeX needs two presses of the <Enter> key to generate a line break.

This has been an interesting foray into editing a class / cls file. I hope I have encouraged you to look beyond the words you are typing and have learned something about

taking control of the way those words look in the final document. More LaTeX packages next time.



This month I want to talk about a change to multi-page support that has been added to the latest Inkscape release, version 1.4.3, in order to provide better forwards compatibility with the next major release.

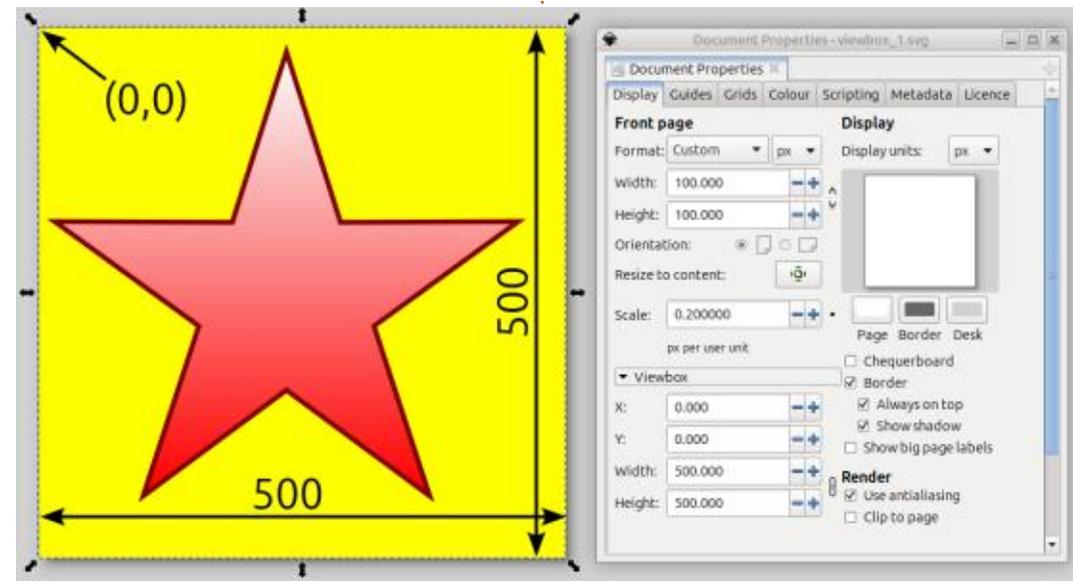
Before diving into the details, I feel I should report a conflict of interest with this one: it's a change I've been calling out for, but I feel there are problems with the actual implementation. I raised my concerns directly with the developer of this feature, but he has chosen not to adopt any of the possible fixes I suggested. I don't want this article to come across as 'sour grapes' because my approach wasn't used, but this change introduces enough problems and caveats that it would be remiss of me not to cover it in this series, despite this conflict of interest.

To fully understand this change, we need to step into a time machine and visit several points in the history of SVG and Inkscape. Our first stop is at the dawn of time – in SVG terms, at least – with the

first release of the SVG specification back in 1999. One of the core parts of the spec was the `viewBox` attribute. This allows the extent and location of the SVG document to be defined, in terms of its top left coordinates, plus its width and height – in SVG 'user units'. To add confusion, there may also be separate width and height attributes that define how large the image is rendered in a web browser. You can think of the `viewBox` as defining the extent of the world inside the SVG file, whereas the width and height define the size of the image that will be used to display all that content in the browser window.

A more practical example might help. I've created an Inkscape file whose width and height are set to 100px in the Document Properties dialog, but whose `viewBox` is set to `x=0, y=0, width=500 height=500`.

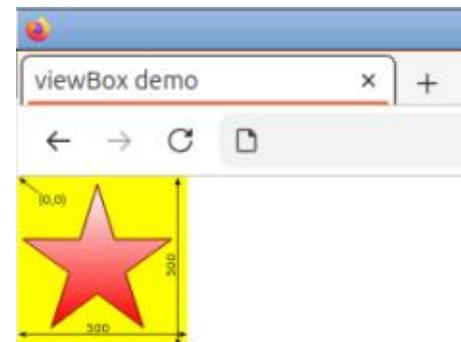
Digging into the Edit > XML Editor... dialog reveals the truth: the yellow square is a `<rect>` element with its width and height both set to 500 (user units). In



terms of raw SVG code, the `viewBox` and dimensions are set on the root `<svg>` element:

```
<svg width="100" height="100" viewBox="0 0 500 500" ...>
```

Let's see how this appears in a web browser.

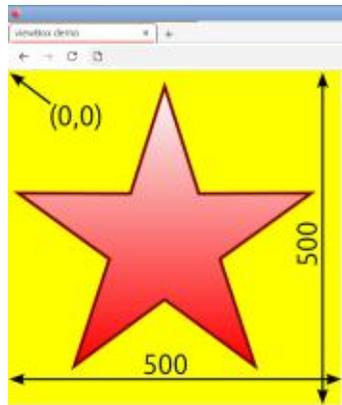


In case the relatively large UI elements aren't enough of a clue, this is a pretty small image. 100px×100px to be precise. Even though the 'internal' dimensions are 500×500 user units, as set by the `viewBox`, it's the width and height attributes that determine the scale used when displaying the image in a web browser.

This article is about the `viewBox`, not the image size in the browser, so let's just set the image size to also be 500×500px, so that there's a 1:1 relationship between the `svg`

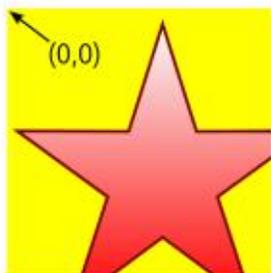
HOWTO - INKSCAPE

user units and the browser's pixel size.



Now we'll change the viewBox values, leaving everything else the same. If we set the top left coordinates to a different value, but keep the width and height at 500, it has the effect of panning the content. Here's how it looks with negative top and left values, for example.

```
<svg width="100" height="100" viewBox="-100 -100 500 500"...>
```



Alternatively we can leave the top and left values alone, and alter the width and height. This has the effect of zooming the image.

```
<svg width="100" height="100" viewBox="0 0 250 250"...>
```



Changing both the top/left and width/height at once allows you to both zoom and pan the image.

I believe that the original intention of the SVG working group was that browsers might offer a native zoom-and-pan control, which would dynamically alter the viewBox. But browsers were (and still are) slow to adopt SVG features and, as far as I'm aware, no browser has ever added this capability.

The SVG 1.0 spec also defined the <view> element. This is a way to define additional viewBox values

outside of the main <svg> element. This would allow a single image to have both a high-level view, via the main viewBox, but also offer detail views defined via viewBoxes defined in <view> elements. Again, the idea was that browsers might offer a user interface for selecting between these different views, but none ever did.

The <view> element languished in relative obscurity for over a decade, so let's hop back into our time machine, engage the flux capacitor, and zoom forward to 2012. In that year, Mozilla released version 15 of Firefox, which finally added support for the <view> element – sort of. Although no UI was provided for interactively selecting between views, it was possible to use the view name as part of the URL when loading the file. The result would be that the usual viewBox would be ignored, and the one in the <view> element would be used instead.

A short trip in our most excellent time machine brings us forward to 2014. At this point there were already a few people writing about the <view> element, but an article appeared on the highly influential 'CSS Tricks' website about SVG

fragment identifiers (the bit after a '#' in a URL). That article mentioned the <view> element explicitly, and probably did more than any other source to spread information about this feature to the world of web developers.

The article focused on using fragment identifiers to reference a single image in an SVG file that contains several. In that respect it is similar to the "CSS sprites" technique that had already become popular. Rather than the broader idea of having a single image that could be zoomed and panned, this approach uses only panning to focus on one sub-image at a time within a grid of many – as might be the case in a page of icons or video game assets.

Moving forward in time once more – being careful to avoid the Morlocks – we arrive at a rather less influential article about the <view> element, but one with an Inkscape focus. In 2018 I wrote about this same CSS sprite-like technique in part 79 of this column (FCM#139). In that article I created



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this image, as it appears in earlier Inkscape versions:

In this case the main `viewBox` is set to the last image, hence why that appears as a page within Inkscape. The others are outside the main content, with guides dragged in place to make it easier to see their relative positions. Each of these has a corresponding `<view>` element. The last image itself contains four smaller images (A, B, C, D) which also each have a corresponding `<view>`. By way of an example, this single SVG image was used in an HTML document to create the web page shown below.

As a result of the various authors who have written about

the `<view>` element, it's likely that there are numerous SVG files out there designed with this in mind. Admittedly this is likely to be a tiny percentage of files, since it's a technique that's primarily aimed at a subset of web developers. But it's safe to say that in the grand corpus of SVG files that exist, some of them – and we have no practical way to determine how many – will use the `<view>` element, either as a means to zoom and pan or, more commonly, as a way to create a sprite sheet.

Let's hop into the police box for our penultimate time jump. It's now 2023, and Inkscape has finally gained native multi-page support. But there's a problem (in my

opinion) – one I wrote about in part 133 of this series (FCM#193). Inkscape pages were implemented in the SVG file as `<sodipodi:namedview>` elements – an Inkscape-specific element that no other software would recognise. I bemoaned the fact that the standard `<view>` element hadn't been used instead. My own words from that article sum up this situation: "Sadly, this missed opportunity leaves users either having to extract the details of each page's `viewBox` in order to construct a suitable `#svgView(...)` fragment identifier, or manually creating their own `<view>` elements to achieve the same effect but with nicer URLs."

(Because creating a `<view>` element for each page is potentially so useful, I presented some JavaScript in the subsequent two articles (FCM#194 & #195) that would automatically create them from the `<sodipodi:namedview>` elements, when loading the file into a web browser. Until Inkscape 1.5 comes out, this probably remains the best way to turn your Inkscape pages into named views that can be targeted via a browser URL)

A final slingshot around the sun

brings us back to the present day, and some recent information about Inkscape version 1.5. It seems that the developer of the multi-page support has stumbled across the `<view>` element, erroneously thinking it was added as part of the SVG2 spec. He has (quite rightly) decided that this is a much better way to store page information than the `<sodipodi:namedview>` element so, from the next major release, Inkscape will switch to using `<view>`.

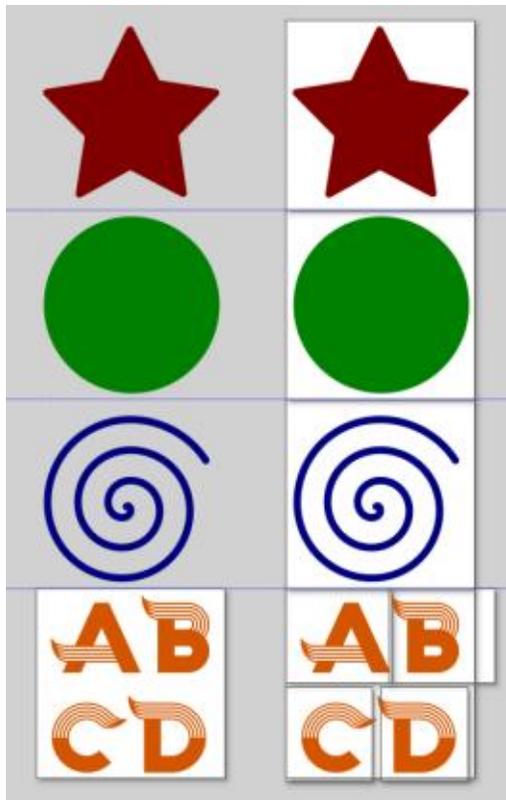
You'd think that would make me happy. And, to a large extent, it does. Except that there will be no additional attribute to indicate which `<view>` elements were created as pages in Inkscape, as opposed to having been created for some other purpose. To me, that's a significant issue.

Essentially, this choice means that all historic files with `<view>` elements will now be treated as multi-page files when loaded into Inkscape 1.5. In many cases that will be absolutely fine – perhaps even desirable. But in other cases, where those elements don't represent "pages" in the mind of the author, the result will be far from fine.



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Thanks to the release of version 1.4.3 we can see what the result of this change will look like. In order to make 1.5 files backwards compatible with 1.4.x, if you load a file with `<view>` elements into version 1.4.3 they will be converted to the older `<sodipodi:namedview>` elements. Let's see how that looks by loading my old file from the 2018 article into version 1.4.2 (left), and 1.4.3 (right).



As you can see, the top three views are now first-class pages. But so is the fourth section (the original `viewBox`), as well as each of the sub-images within it. In total this file has gone from having one 'page' and eight invisible `<view>` elements, to having eight actual 'pages'. Aside from the visual confusion caused by the additional page borders and shadows, this also has implications on exporting the content to separate files, or to a PDF.

But the problem is worse than it looks. When I said that the `<view>` elements are "converted" to the Inkscape-specific format, I meant exactly that. The new elements aren't created in addition (as my JS script does it), but rather they replace the `<view>` elements entirely, such that they no longer appear in the document. This means that, if you happen to load a file that contains hand-crafted `<view>` elements into 1.4.3 then save the file out again, those `<view>` elements will be removed entirely. This makes the current version next to useless for editing any SVG-sprite files that use this technique, so web developers beware.

(Note: if you do accidentally edit

and save such a file in 1.4.3, you can use my JS script to reinstate the `<view>` elements – but the fact that there's an awkward workaround doesn't really diminish the fact that Inkscape behaves like this in the first place)

To summarise:

- It has always been possible to manually add `<view>` elements – whether for the SVG-sprite technique, or to use in the originally intended manner as pan and zoom targets
- From version 1.2 it was also possible to create Inkscape-specific 'pages' within your document, which were stored as `<sodipodi:namedview>` elements
- My script from FCM #194 & #195 can be used to create `<view>` elements from those proprietary elements, but it's an awkward approach
- All versions prior to 1.4.3 leave manually inserted `<view>` elements untouched
- Version 1.4.3 still saves pages as Inkscape-specific elements.
- Version 1.4.3 will also convert any `<view>` elements into `<sodipodi:namedview>` elements, removing the original elements from the document in the process
- From version 1.5 pages will be

stored as `<view>` elements. Any historic document that you load that contains views will have them treated as pages, regardless of whether or not that was ever your intention

The frustrating thing is that the associated problems could have been trivially avoided, simply by adding an extra attribute to any `<view>` that Inkscape creates with the Pages tool. Consider if every Inkscape 'page' was stored as `<view inkscape:viewType="page">` or something similar. In that case, when loading a file only those with the extra attribute would be rendered as pages in the Inkscape UI. Any legacy files would continue to behave as they always have – unless the author chooses to manually add the attribute to convert a view to a page.

There's precedent for this approach: `<g>` elements in SVG represent groups, but Inkscape also uses them to represent layers, with the addition of an `inkscape:groupmode="layer"` attribute. If there was a desire to avoid using an Inkscape-specific attribute (as the developer indicated to me in our correspondence), the same effect

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could have been achieved with a 'class' or 'role' attribute – both parts of the SVG standard. Just something to explicitly indicate that “this view represents a page” rather than it being a generic named view, created for some other purpose.

In my opinion all pages should be views, but not all views are pages. Some are sprite targets; some offer an overview spanning several pages; some focus on a small detail within a page. With this change the Inkscape project disagrees with that flexibility, and has unilaterally decided that views and pages are synonymous, regardless of the long history and any legacy documents that may be out there with named views in them.

To reiterate, this is an issue that will affect very, very few users. And I do still think that storing pages as views is the sensible option. I just really, really wish they'd thrown in an extra attribute to avoid any problems with legacy files.

Links:

SVG 1.0 <view> element:
<https://www.w3.org/TR/2001/REC-SVG-20010904/linking.html#ViewElement>

CSS Tricks article:
<https://css-tricks.com/svg-fragment-identifiers-work/>

Full Circle Magazine, #139:
<https://fullcirclemagazine.org/magazines/issue-139/>

Full Circle Magazine #193:
<https://fullcirclemagazine.org/magazines/issue-193/>

Full Circle Magazine #194:
<https://fullcirclemagazine.org/magazines/issue-194/>

Full Circle Magazine #195:
<https://fullcirclemagazine.org/magazines/issue-195/>



Mark uses Inkscape to create comics for the web (www.peppertop.com/) as well as for print. You can follow him on Twitter for more comic and Inkscape content:
[@PeppertopComics](https://twitter.com/PeppertopComics)

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Welcome back, Bodhi Linux enthusiasts!

In this post, we're diving into customizing your Moksha desktop by changing your wallpaper.

Personalizing your desktop is a key part of making your computing experience truly your own. With Bodhi Linux, switching wallpapers is a simple yet powerful way to reflect your style—whether it's a serene landscape, abstract art, or something uniquely yours.

Each desktop theme comes with its own wallpaper, but you can easily replace it with something that better suits your preferences. Your options include:

- System wallpapers that come with Moksha
- Bodhi's extensive wallpaper collection (available in the repository)
- Wallpapers from other themes
- A custom image of your own

With just a few clicks, you can transform the look and feel of your desktop!

Accessing Wallpaper Settings

As you might already know, Bodhi Linux offers an unparalleled level of customization. If you're new to Bodhi, you're in for a real treat! As with everything in Bodhi, there are multiple ways to access the Wallpaper Settings window.



Method 1: Using the Menu:

- Open the Main Menu (by clicking the Start button on the shelf or left-clicking on the desktop).
- Navigate to Settings.
- Select Wallpaper.

Method 2: Using the Settings Panel:

- Open the Settings Panel.
- Click the Wallpaper icon under the Look section.

Method 3: Using the Quick Launcher:

- Open the Quick Launcher from the menu or by pressing the Super key.
- Now enter wallp in Quick Launcher and select the Wallpaper Settings dialog icon.

Moksha's System Wallpapers

You may notice that Moksha now includes seven default system wallpapers. These are simple and minimalistic, but they serve as a great starting point.

As of last week, if your system is fully updated, Moksha now restores some select wallpapers from Enlightenment (E17 and E27). Over time, we may add more to this collection.

One of my favorites is Squiggle. To use it:

- Be sure System is checked.
- Select Squiggle in the Wallpaper Settings window.
- Click OK to apply.
- Enjoy your new wallpaper!

Bodhi's Wallpaper Collection

Bodhi Linux offers an extensive collection of wallpapers available in the repositories. You can install them using Synaptic Package Manager or via the terminal.

Installing Bodhi's Wallpapers

Bodhi's wallpapers are packaged under the naming convention: bodhi-background-*

To install all available wallpapers, run the following command:

```
sudo apt install bodhi-background-*
```

BODHI CORNER

This will download about 85 wallpapers, giving you a wide range of choices.

However, if you only want specific wallpapers, you can install them individually. One of my favorites (shown below) is from an E17 theme by Agustin J Verdegal:

```
sudo apt install bodhi-background-agust-v2
```

Over the years, talented artists as well as Bodhi community members, have contributed to Bodhi's wallpaper collection. For instance, Txemi Jendrix, a renowned graphic artist, has designed several stunning

backgrounds, such as:

- bodhi-background-beach
- bodhi-background-blue
- bodhi-background-lotus

Once installed, these wallpapers will appear in the Wallpaper Settings under the System tab and can be applied just like Moksha's default wallpapers.

Using a Wallpaper from Another Theme

In a previous Patreon-exclusive post (Bodhi Linux Tips & Tricks #3), we explored how to mix and match elements from different themes. This is the same. The element to

use is appropriately enough called background. Rather than explain again in detail how just note this option is in the Theme settings dialog under the Advanced setting.

Using a custom image

Want to set a personal image as your background? Here's how:

Step 1: Download a High-Quality Image

- Websites like Unsplash and Pexels offer stunning, free, high-resolution wallpapers.
- Download and save your image to a convenient location, such as your Pictures directory.

Step 2: Apply the Custom Image

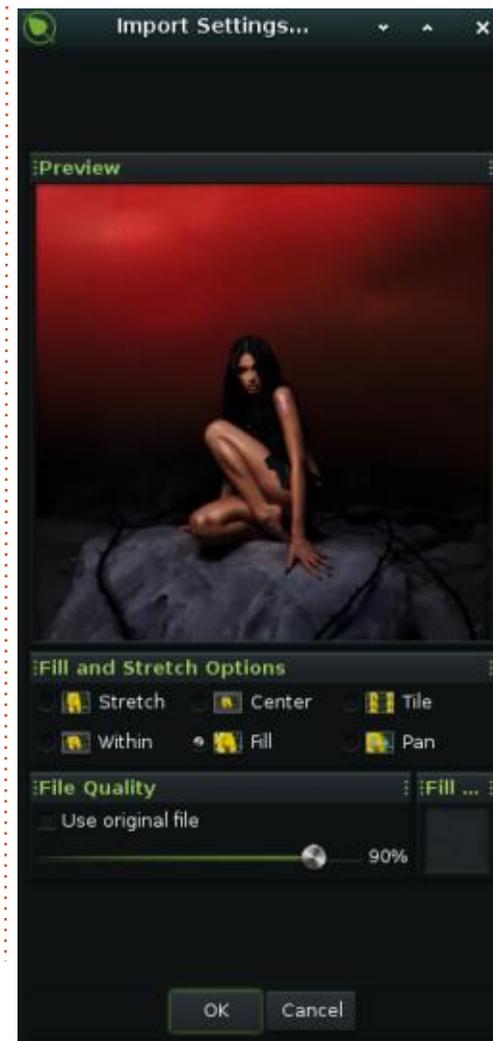
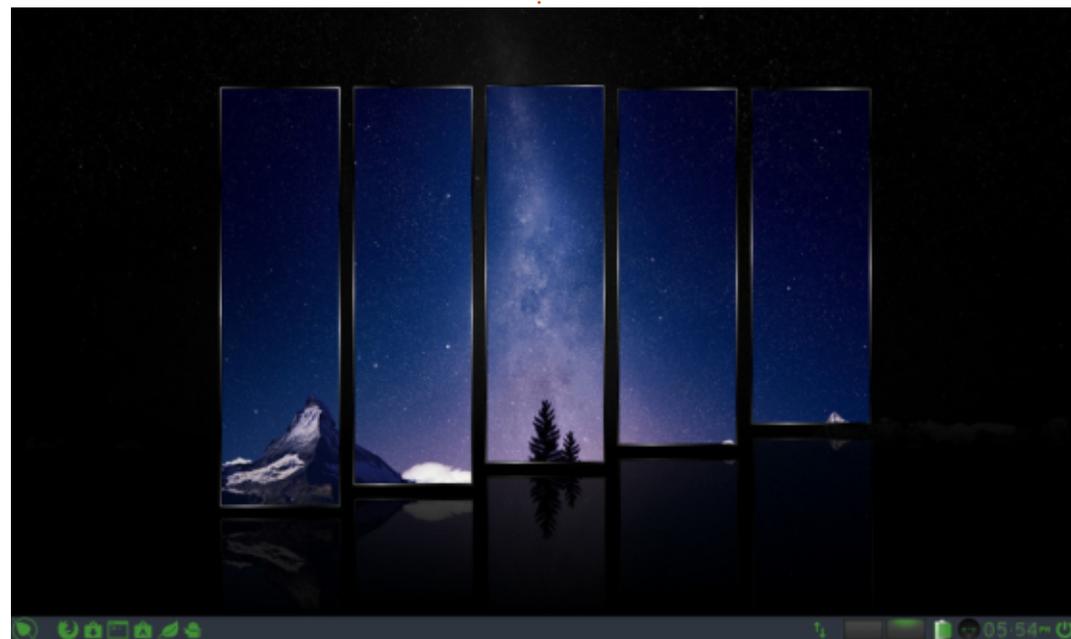
- Open the Wallpaper Settings window.
- Click the Personal tab in the top-

left corner.

- Click Picture, then navigate to the image location.
- Select the image and click Use.

Step 3: Adjust Import Settings

- A Settings dialog will open with options to:
- Adjust Fill or Stretch Options.
- Modify File Quality settings.



While the defaults work well, feel free to experiment! However, Moksha does not provide an easy way to change these settings later, so choose carefully.

Click OK, then Apply in the Wallpaper Settings window.

Image below source: Daria Zaritskaya

Setting Wallpaper Using Thunar

One unique feature of Bodhi Linux is a custom patch for the Thunar file manager, allowing users to set wallpapers directly from the file manager.

To use it:

- Open Thunar and navigate to your image.
- Right-click on the image.
- Select Set as background.
- Done! Your new wallpaper is now applied.

Using the Command Line to Set Wallpaper

Bodhi includes a built-in

command to set the wallpaper from the terminal.

For a detailed guide, check out my first Tips & Tricks post.

Bonus: Setting a Solid Color Background

Want a minimalist look? You can set your wallpaper to a solid color instead of an image.

- Open Wallpaper Settings.
- Click the Color button next to Picture.
- Choose a color and apply it.
- Simple, yet effective!

Wallpaper File Locations in Bodhi

For those curious about where wallpapers are stored:

- System Wallpapers: `/usr/share/enlightenment/data/backgrounds`
- Personal Wallpapers: `$_E_USER_HOME/backgrounds`

Sharing is Caring

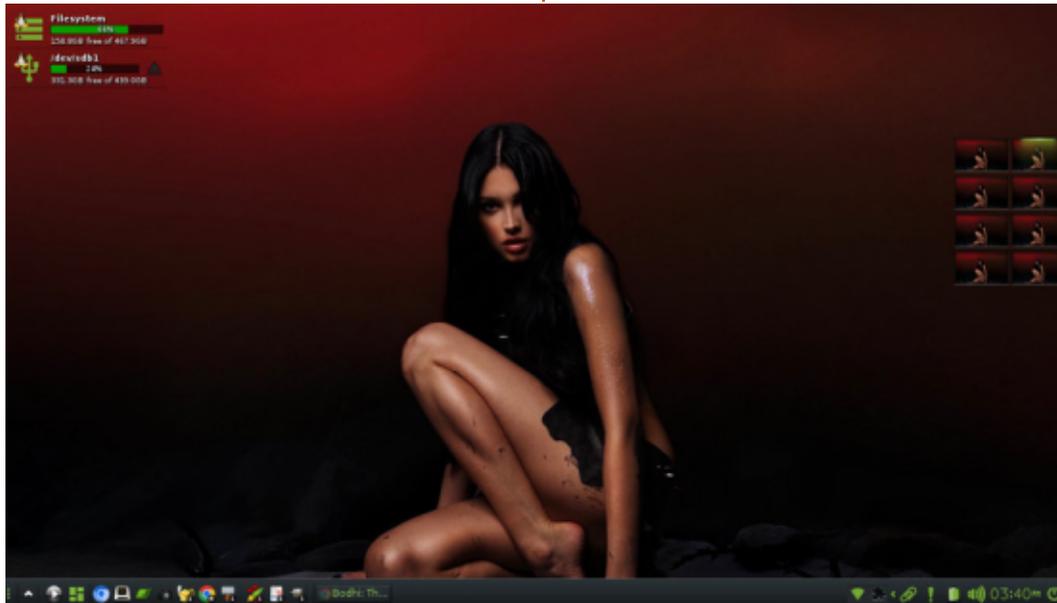
Share a screenshot of your customized Bodhi Linux desktop! Post it on our Discord or any platform you like. Just be sure to tag:

`BodhiLinux.com`
`#RockYourBodhi`

Bodhi Linux is more than just an operating system—it's a statement.

A commitment to efficiency, creativity, and individuality that sets you apart from the mainstream. So we encourage you to embrace the transformative potential of creative exploration and unleash your visionary spark within the realm of Bodhi Linux. Until next time, may your journey be filled with light and inspiration!

Until next time, happy customizing!





UBPORTS DEVICES

Written by UBports Team

BACK NEXT MONTH?



The Daily Waddle

HOW'S THE PREMIUM ICE BUSINESS ?

I'M THINKING
OF ADDING AI ?

ICE



\$1





MY OPINION

Written by MAYBE YOU?

BACK NEXT MONTH???



HOW-TO

Written by Ronnie Tucker

Write For Full Circle Magazine

GUIDELINES

The single rule for an article is that **it must somehow be linked to Ubuntu or one of the many derivatives of Ubuntu (Kubuntu, Xubuntu, Lubuntu, etc).**

RULES

• There is no word limit for articles, but be advised that long articles may be split across several issues.

• For advice, please refer to the **Official Full Circle Style Guide:** <http://bit.ly/fcmwriting>

• Write your article in whichever software you choose, I would recommend LibreOffice, but most importantly - **PLEASE SPELL AND GRAMMAR CHECK IT!**

• In your article, please indicate where you would like a particular image to be placed by indicating the image name in a new paragraph or by embedding the image in the ODT (Open Office) document.

• Images should be JPG, no wider than 1200 pixels, and use low compression.

• Do not use tables or any type of **bold** or *italic* formatting.

If you are writing a review, please follow these guidelines :

When you are ready to submit your article please email it to: articles@fullcirclemagazine.org

TRANSLATIONS

If you would like to translate Full Circle into your native language please send an email to ronnie@fullcirclemagazine.org and we will either put you in touch with an existing team, or give you access to the raw text to translate from. With a completed PDF, you will be able to upload your file to the main Full Circle site.

REVIEWS

GAMES/APPLICATIONS

When reviewing games/applications please state clearly:

- title of the game
- who makes the game
- is it free, or a paid download?
- where to get it from (give download/homepage URL)
- is it Linux native, or did you use Wine?
- your marks out of five
- a summary with positive and negative points

HARDWARE

When reviewing hardware please state clearly:

- make and model of the hardware
- what category would you put this hardware into?
- any glitches that you may have had while using the hardware?
- easy to get the hardware working in Linux?
- did you have to use Windows drivers?
- marks out of five
- a summary with positive and negative points

You don't need to be an expert to write an article - write about the games, applications and hardware that you use every day.



Forget those “year-of-the-Linux-desktop” tropes still circulating. 2007 was the year of the Linux desktop at my house! Today I am looking for the perfect Linux distribution! Is it Ubuntu Cinnamon?

Ubuntu Cinnamon 25.10, the third and final interim release in the current development cycle, arrived on 9 October, 2025. Like the two earlier interim releases, this time around Ubuntu Cinnamon 25.10 does not bring a lot that is new. Does this mean that Ubuntu Cinnamon has achieved a state of perfection and that any changes will make it worse? Possibly. Let’s have a look!

Being an interim release, Ubuntu Cinnamon 25.10 will be supported for nine months, until July, 2026. The next release will be a long term support version, Ubuntu Cinnamon 26.04 LTS, due out on 23 April, 2026 to complete this development cycle.

This is the 13th version of Ubuntu Cinnamon and the sixth as an official Ubuntu flavor. It has

amassed a following who like the way it combines the Ubuntu backend with the Cinnamon desktop developed by Linux Mint. Cinnamon is a very simple, traditional, menu-driven desktop which was started as an alternative to the introduction of GNOME 3.

Installation

I downloaded the Ubuntu Cinnamon 25.10 ISO file from the official source via BitTorrent using Transmission. Once I had the file, I did an SHA256 sum check on it from the command line. This check

is always a good idea just to make sure you have a good ISO file to work with.

This ISO file is 5.0 GB in size, an increase of 200 MB (4%) over the last release, Ubuntu Cinnamon 25.04. It is the same size as the one before that, Ubuntu Cinnamon 24.10.

I dropped the Ubuntu Cinnamon 25.10 ISO file onto a USB stick equipped with Ventoy 1.1.07 and booted it up into a live session to test it out. Ubuntu Cinnamon is not listed as officially supported by

Ventoy, but it runs just fine.

System requirements

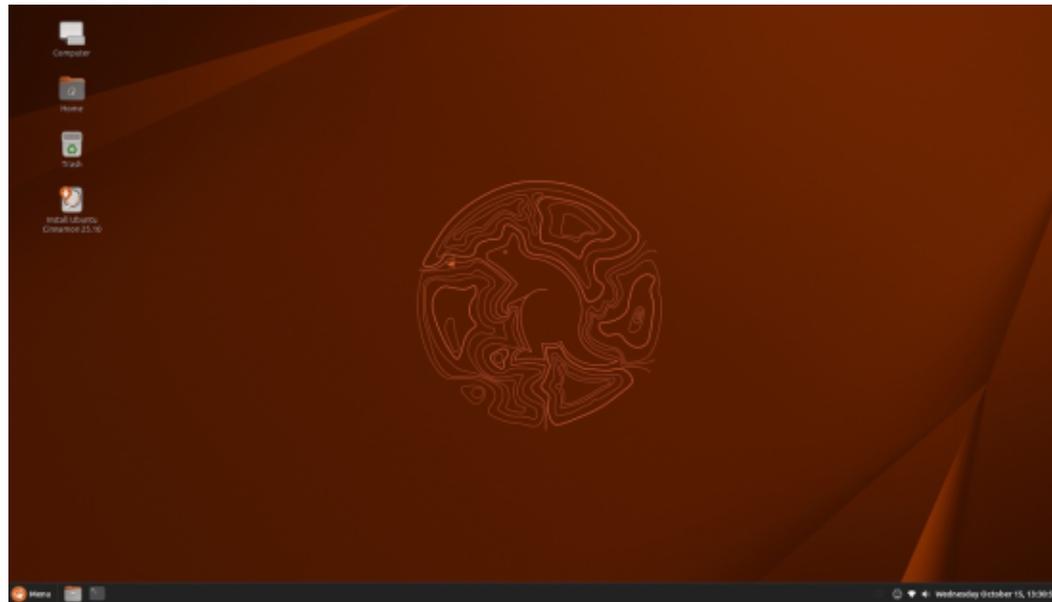
There continues to be none listed but it is probably safe to assume that it is the same as Ubuntu 25.10, a minimum of a 2 GHz dual core processor and 4 GB of RAM.

It is worth noting that, in my daily use of Ubuntu Cinnamon 24.04 LTS, I often use 12 GB or more of RAM.

New

This release uses the Cinnamon 6.4.12 desktop, a newer version than 6.4.8 which was used in the last release.

The upgraded Cinnamon components this time are only the Cinnamon Settings Daemon 6.4.3 and CJS 128.0 (which are some Mozilla-based javascript bindings for the Cinnamon platform), which uses mozjs128. Otherwise, all of the Cinnamon components



REVIEW

employed remain the same versions as in 25.04.

The Linux kernel is now version 6.17 and the initialization system is systemd 257.9. Because Ubuntu Cinnamon has only been around since 19.10, all its releases have used systemd from the beginning.

The Yaru-Cinnamon theme has received some new updates as well, thanks to work by Initu Castilhos.

Once again, in this release (and definitely not desirable), a live session of Ubuntu Cinnamon 25.10 will not mount any drives, including USB drives. This has been the case in all the releases since Ubuntu Cinnamon 24.04 LTS and prevents

using it as a rescue disk and also makes doing screenshots and getting them off the live session much more complicated. For this review, it required uploading my screenshots to a cloud service as a .zip file and then downloading them to my laptop rather than simply putting them on a USB stick. Other than Lubuntu and Xubuntu, the other Ubuntu flavors do not do this, as it serves no useful purpose. I will add that a full installation of Ubuntu Cinnamon mounts drives just fine; this is just a live session issue.

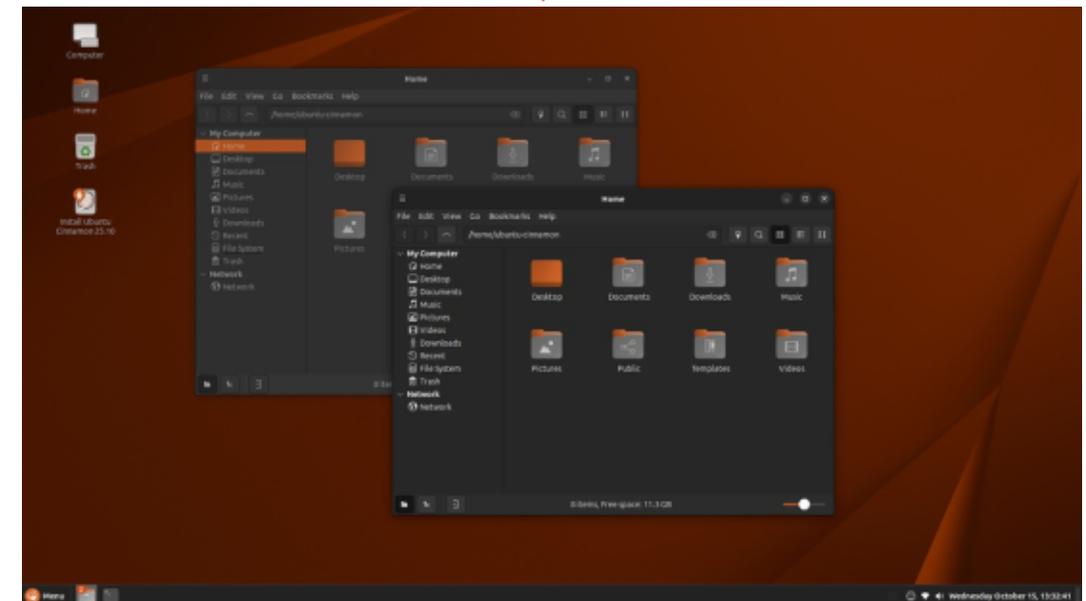
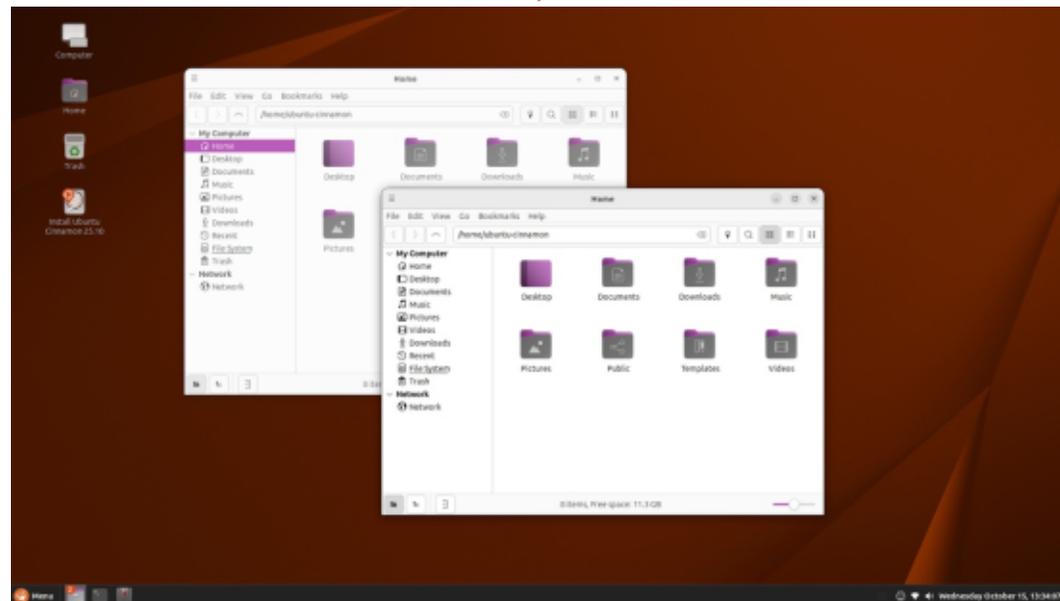
The Wayland question, regarding when Ubuntu Cinnamon will make the move from the venerable X11 display server to a

new Wayland-based one, is still unresolved. Much of this move is in the hands of the Linux Mint team who develop the upstream Cinnamon desktop. Many other distributions like Ubuntu 25.10 have already changed over and, in the case of Ubuntu, no longer even support X11. One risk in waiting is that many GNOME applications are now Wayland-only and delaying means continuing to use old versions in the meantime. It is notable that the current GNOME desktop version, GNOME 49, is Wayland-only and Ubuntu Cinnamon has avoided using any of the applications. The best information I found indicates that, while the Cinnamon 6 desktop does include an experimental Wayland

session, we can expect full Wayland support later in 2026. It is likely that the upcoming long term support version, Ubuntu Cinnamon 26.04 LTS, will be X11 and the following interim release, Ubuntu Cinnamon 26.10, will bring Wayland in the next development cycle.

Settings

Ubuntu Cinnamon 25.10 introduces some minor changes to the number of user customization options included compared to the last release. There are three different mouse pointer themes (no change from 25.04), 36 application window color themes (up by four), 26 icon themes (no change) and 33



REVIEW

desktop themes which set the panel colors (up by one).

Since this release is code-named "Questing Quokka", after the 'smiling' Australian marsupial, there is also a new quokka-themed default wallpaper. This elegant wallpaper is nicely rendered in an understated dark cinnamon color. There are several color variations provided including a lighter brown and even a very bright version. The number of wallpapers provided has varied over the last four releases from 43 in 24.04 LTS, down to 15 in 24.10, up to 48 in 25.04 and now 54 here in 25.10. Among those included in this release are just about all of the recent Debian wallpapers.

As in past desktop versions, the Cinnamon 6.4.12 bottom panel can be adjusted in size over a large width range and the icons on the panel automatically size to fit. The main Cinnamon menu continues to be adjustable in size by mouse drag from default size to much larger which is a useful feature.

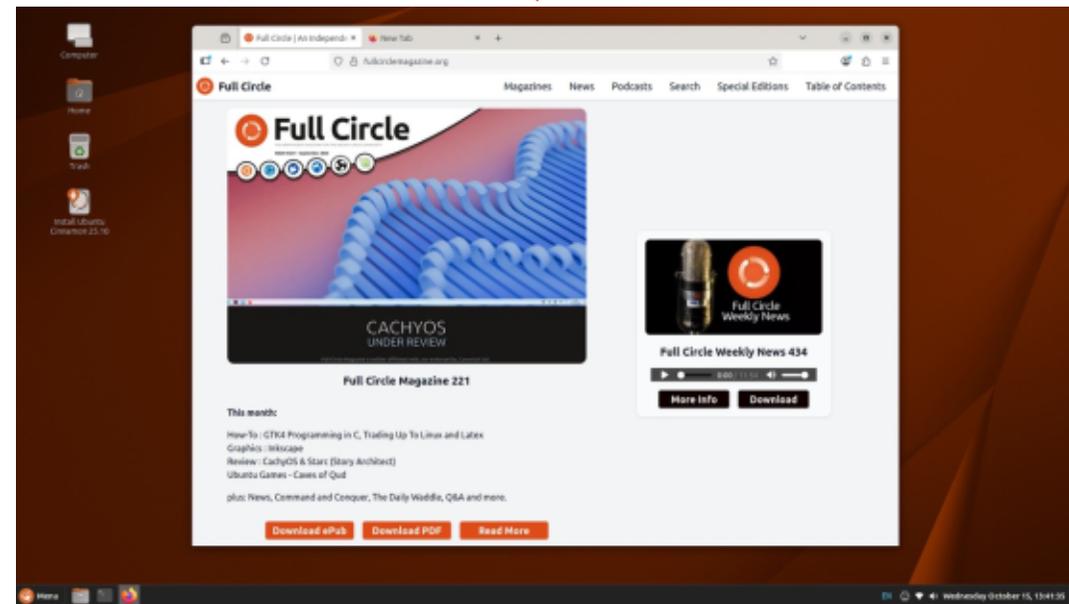
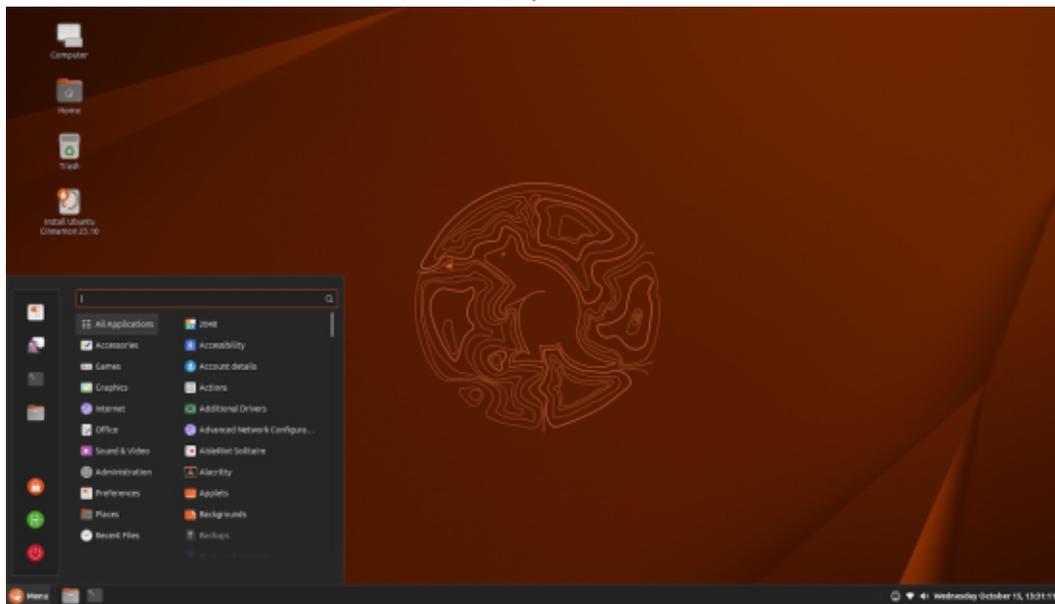
Overall, there is a good range of choices provided which gives users quite a lot of control as to how their desktop looks. There is probably enough here to keep most users happy.

Applications

Some of the applications included with Ubuntu Cinnamon 25.10 are:

Archive Manager (File Roller) 44.5 archiver*
Blueman 2.4.4 Bluetooth controller*
Brasero 3.12.3 CD/DVD burner*
Cheese 44.1 webcam*
Cinnamon 6.4.12 desktop environment
CUPS 2.4.12 printing system*
Document Scanner (Simple Scan) 48.1 optical scanner
Document Viewer 48.1 (Evince) PDF viewer
Firefox 143.0.4 web browser**
Deja Dup 49.0 back-ups
GDebi 0.9.5.8 package installer*
GIMP 3.0.4 image editor

GNOME Calculator 48.1 calculator
GNOME Calendar 48.1 desktop calendar*
GNOME Disks 46.1 disk manager*
GNOME Screenshot 41.0 screenshot tool*
GNOME Software 48.4 package management system
GNOME System Monitor 48.1 system resource monitor
GNOME Terminal 3.56.2 terminal emulator
GNOME Videos 43.2 (totem) video player
GNote 48.1 note taking application
Gparted 1.6.0 partition editor***
gThumb 3.12.7 image viewer*
Hexchat 2.16.2 IRC client*
Image Viewer 47.0 (Eye of Gnome) image viewer*
LibreOffice 25.8.1 office suite



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Muffin 6.4.1 window manager*
Nemo 6.4.5 file manager*
Pidgin 2.14.14 IRC client*
Pipewire 1.4.7 audio controller
Remmina 1.4.40 remote desktop client
Rhythmbox 3.4.8 music player*
Shotwell 0.32.10 photo organizer*
Sound Juicer 3.40.0 CD ripper*
Synaptic 0.91.7 package manager
Systemd 257.9 init system
Text Editor (gedit) 48.1 text editor*
Thunderbird 140.3.0 ESR email client**
Transmission 4.1.0 bit torrent client

* indicates the same application version as used in Ubuntu Cinnamon 25.04

** supplied as a Snap, so version depends on the upstream package

manager
*** only present in the live session version, not in the normal installation

There have been no changes in the default application mix provided in this release and, as can be seen from the large number of asterisks, many of the applications have not received new versions.

Ubuntu Cinnamon uses the Cinnamon desktop's own Nemo file manager, developed by the Linux Mint project, as a fork of GNOME's Nautilus 3.4. Since it is not configured for bulk file renaming, a standalone bulk file renamer, such as GPRename is recommended.

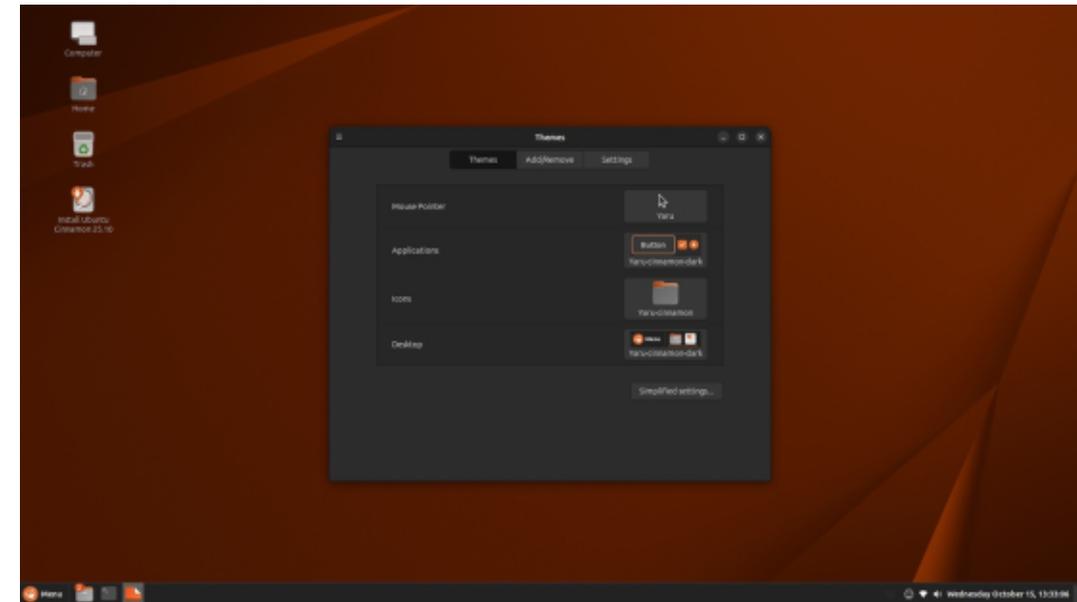
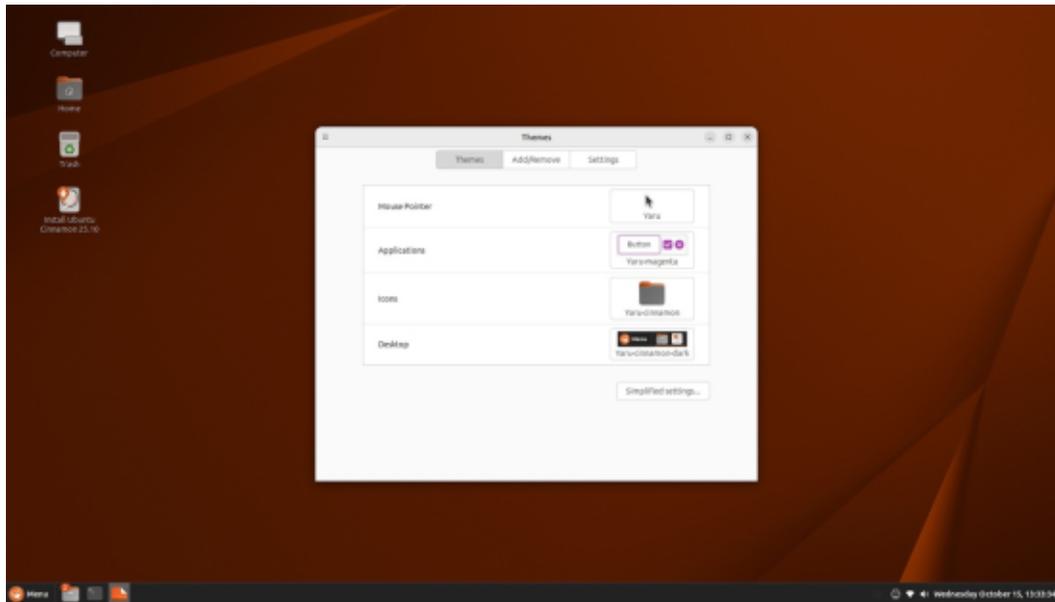
Ubuntu Cinnamon 25.10 includes the LibreOffice 25.8.1 office suite, which is complete except for LibreOffice Base, the database program.

It is worth noting that Ubuntu Cinnamon is the only Ubuntu derivative, other than Xubuntu, which still comes with a CD/DVD burning application by default. Optical drive hardware started disappearing from new laptops 14 years ago, in about 2011. At one time burning applications were included with all the Ubuntu flavors but, since then, most of the rest of the flavors have dropped this from their default application list.

comes with 18 games including:

- Aisleriot Solitaire
- Five-or-more
- Four-in-a-row
- GNOME 2048
- GNOME chess
- GNOME Klotski
- GNOME Mahjongg
- GNOME Mines
- GNOME Nibbles
- GNOME Robots
- GNOME Sudoku
- GNOME Taquin
- GNOME TetraVex
- Iagno (Reversi)
- Hitori
- Lights Off
- Swell Foop
- Tali

Ubuntu Cinnamon 25.10 also



REVIEW

Not mentioned in the official release announcement was that one previously included game, Quadrapassel, was dropped in this release.

The list of default applications in Ubuntu Cinnamon remains very extensive and includes just about anything a desktop user could want, except perhaps a video editor. There is, however, still a lot of duplication, like two IRC clients (does anyone still use IRC?), two image viewers and two software package managers. There is a "minimal installation" option provided which is supposed to omit most of the applications, although in the past it has not worked right and has installed the full application

list anyway.

Conclusions

Ubuntu Cinnamon 25.10 is a great release, even though it has very few changes over 25.04. When the developers have something that works as well as Ubuntu Cinnamon, there is not a lot of need for change. Has Ubuntu Cinnamon reached perfection as a desktop operating system? I use it every day and I think it is pretty close, almost flawless. It is certainly at the level that it makes "distro hopping" hard to justify!

The lack of any major changes in this release also probably indicates

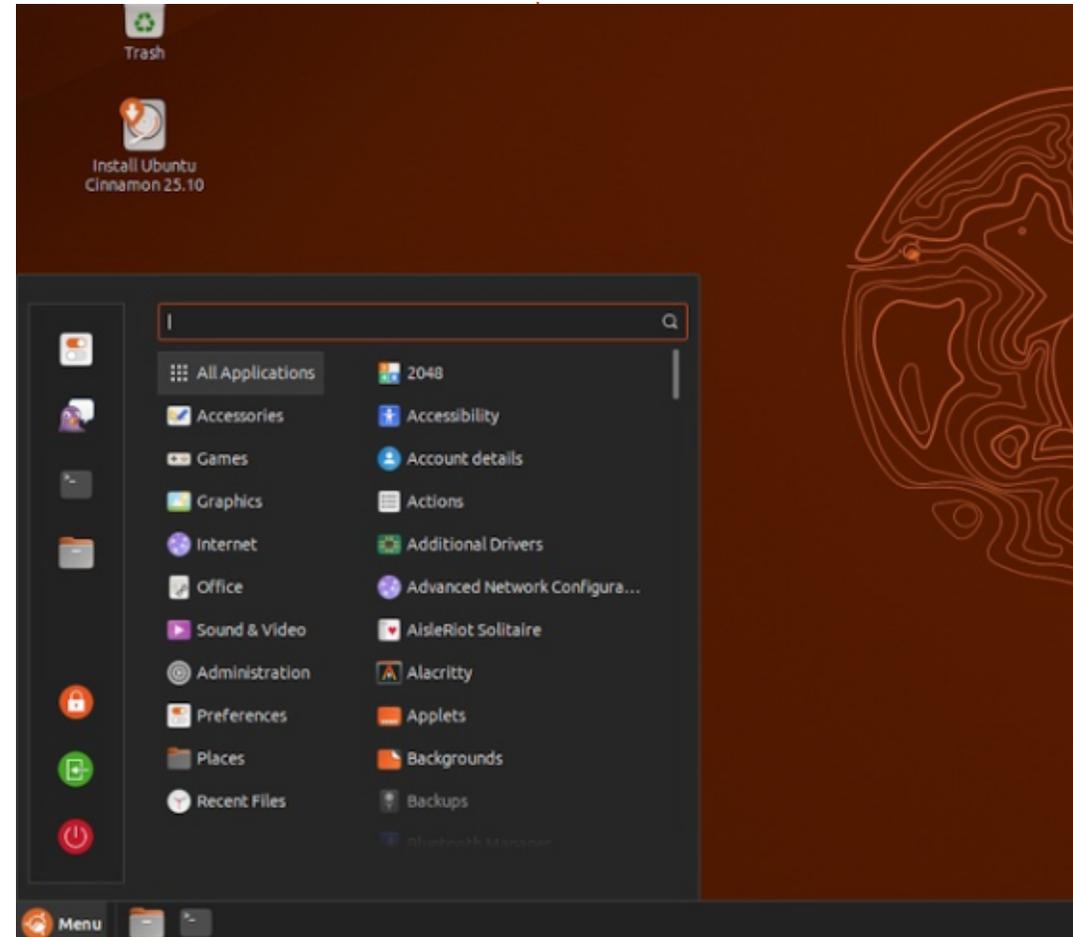
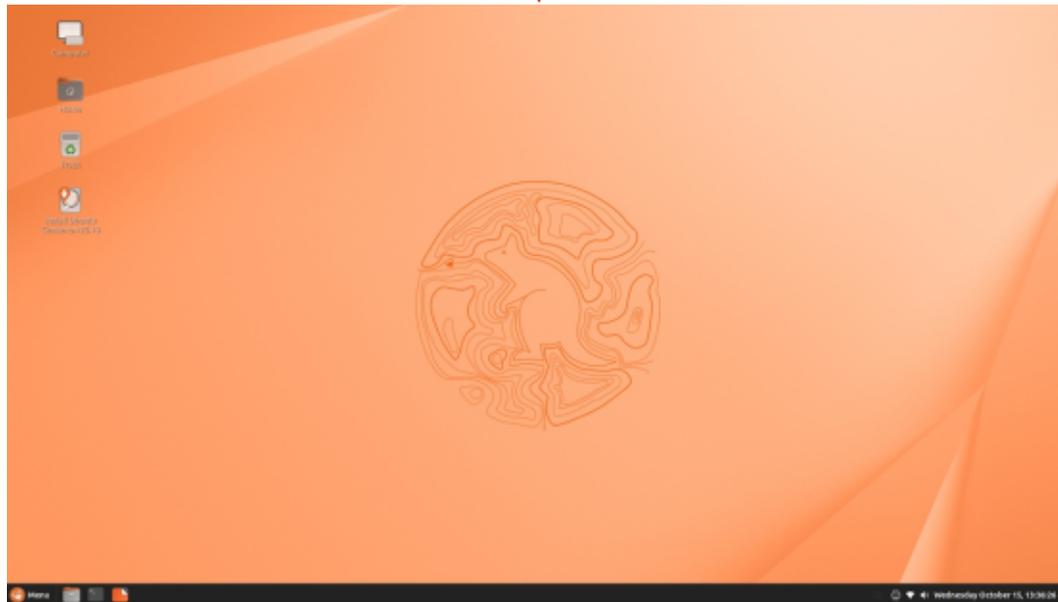
that the upcoming LTS version, Ubuntu Cinnamon 26.04 LTS, expected on 23 April 2026 will be very similar to 25.10 and I think most users will count that as a good thing.

External links

Official website:
<https://ubuntucinnamon.org/>



Adam Hunt started using Ubuntu in 2007 and has used Lubuntu since 2010. He lives in Ottawa, Ontario, Canada, in a house with no Windows.





This 25.10 family of Ubuntu releases has collectively brought quite a lot of surprises and all of them for the wrong reasons!

So far we have had Ubuntu 25.10, which arrived with Flatpak broken (since fixed), Ubuntu Unity 25.10 which did not make a release at all, Xubuntu 25.10 which suffered a hack of its official website that resulted in a malware download for unwary Windows users, and now we have Ubuntu MATE 25.10 which arrived with no release notes or even a release announcement. That renders it a complete mystery. What, if anything, is new in this release. It was left to me to investigate and figure out.

We'll start with the basics: Ubuntu MATE 25.10 came out on 9 October, 2025, the same day as all the other Ubuntu flavors. It is the 24th overall Ubuntu MATE release and the 23rd as an official flavor. Because it is an interim release, it is supported for nine months, until July 2026.

Ubuntu MATE 25.10 is the last of the three interim releases in this development cycle which will end in the next long term support (LTS) version, Ubuntu MATE 26.04 LTS, due out on 23 April 2026. Will there be a release announcement for the LTS? I will let you know in April.

Installation

I downloaded the ISO file from the official website via BitTorrent, using Transmission. With this release, the ISO file size has grown 100 MB and is now 3.8 GB, up from 3.7 GB in the last version, Ubuntu

MATE 25.04. In comparison, mainstream Ubuntu 25.10 is now up to 5.7 GB so Ubuntu MATE is two thirds its size to download.

Once I had the download, I carried out my usual command line SHA256 sum check to make sure it was a good download, which it was. I always recommend doing this check. It only takes a minute and can save a lot of later grief if you try to install a corrupted ISO.

I dropped the Ubuntu MATE 25.10 ISO file onto a USB stick equipped with Ventoy 1.1.07 and

booted it to a live session. Ubuntu MATE is listed as officially supported by Ventoy and it worked flawlessly.

System requirements

The listed minimum hardware has not changed for this release and remains:

- Core 2 Duo processor
- 64-bit
- 2 GB of RAM
- 10 GB of disk space
- Display 1024 X 768 px

The recommended hardware has also not changed:

- Core i3 processor
- 64-bit
- 4 GB of RAM
- 20 GB of disk space
- Display 1440 x 900 or higher (with graphics acceleration)

As well, Raspberry Pi B models are supported including Raspberry Pi 2, 3, 3+ and 4 (all memory sizes).



New

With the motto of “For a retrospective future”, Ubuntu MATE has always followed a philosophy of avoiding unnecessary changes and keeping everything as close to the same as possible from release to release. The developers don't even change the default wallpaper!

In many ways, Ubuntu MATE is a continuation of the original Ubuntu from 2006-2011 which used the GNOME 2 desktop. Its only nod to modernity is the single, searchable Brisk menu in place of the old triple menu (although it is still available if you prefer).

As is the case with all the Ubuntu 25.10 flavors, the Linux kernel has been upgraded to version 6.17 and the initialization system is now systemd 257.9. It also inherits the use of rust-coreutils and sudo-rs from Ubuntu 25.10's upstream upgrades.

Unchanged is the use of the MATE 1.26.2 desktop, which is the same version used since Ubuntu MATE 24.04 LTS. The newer MATE 1.28 desktop is now forecast to arrive in Ubuntu MATE 26.04 LTS.

Settings

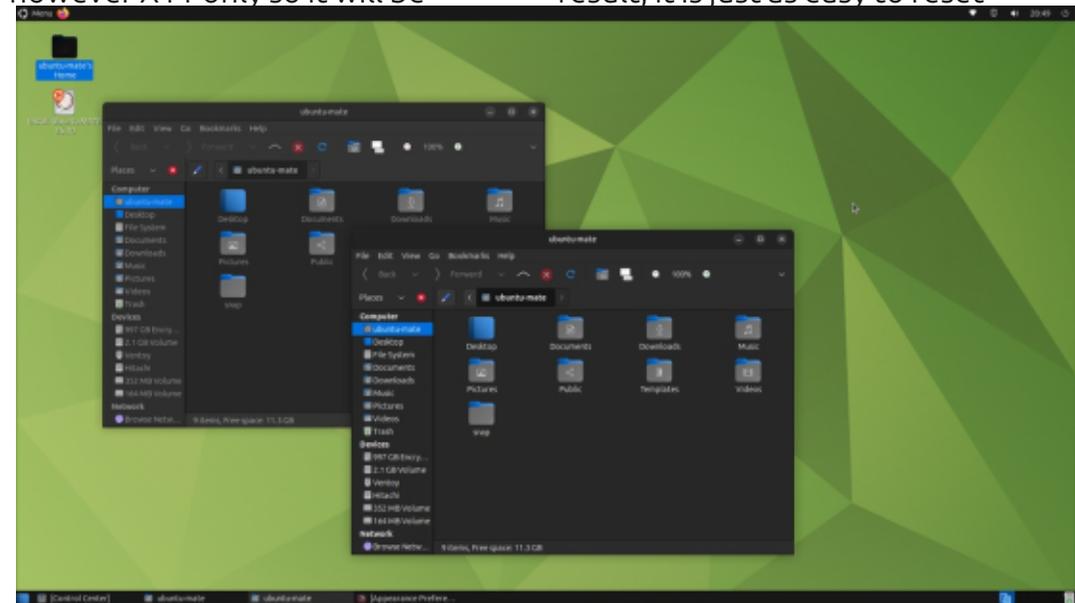
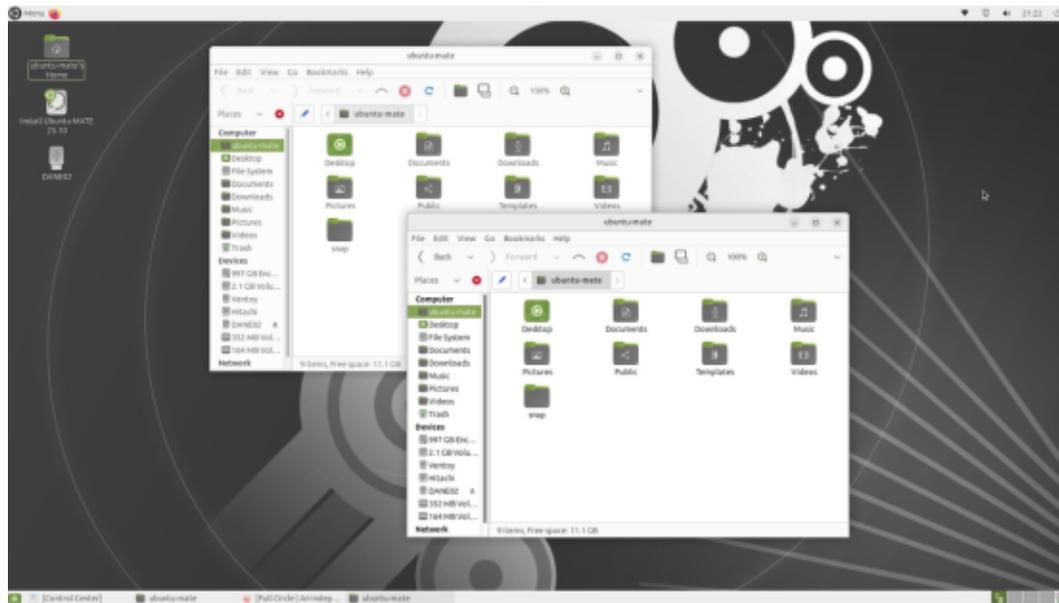
As mentioned, the long-used

default green-colored theme, including the same rather grim green default wallpaper, is still here in 25.10. It also still has 23 window color themes, but has been reduced to 28 wallpapers provided, five fewer than last release, but still enough to provide a good range of user choices.

As in the past, if you want a launcher or desktop dock, the Plank dock is already installed by default. It can easily be turned on by opening it from the menu and is also easy to turn off, as well: just right click "quit" on it and it is gone. As docks go, Plank is pretty unobtrusive, easy to use and hides when a window touches it. Plank is however X11 only so it will be

interesting to see what happens when Ubuntu MATE makes the transition from X11 to a Wayland display server as Ubuntu and Kubuntu have already done. So far, none of the previous release notes have mentioned any Ubuntu MATE plans for a transition to Wayland but it does have to come one day soon.

Ubuntu MATE comes with the default MATE desktop's dual panel set-up, one at the top of the screen and one at the bottom. It is quite easy to change your desktop to a single panel, just add the top panel icons to the bottom one, including the menu button, and then delete the top panel. If you don't like the result, it is just as easy to reset



REVIEW

them all back to the default two panel configuration with just one click.

Applications

Some of the applications included with Ubuntu MATE 25.10 are:

- Atril 1.26.2 PDF viewer*
- Caja 1.26.4 file manager
- Celluloid 0.29 video player
- CUPS 2.4.12 printing system*
- Document Scanner (Simple Scan) 48.1 optical scanner
- Engrampa 1.26.2 file archiver*
- Evolution 3.56.2 email client
- Eye of MATE 1.26.1 image viewer*
- Firefox 143.0.4 web browser**

- GDebi 0.9.5.8 package installer*
- GNOME Disks 46.1 disk manager*
- GNOME Maps 48.7 maps
- GNOME Weather 48.0 weather*
- Gparted 1.6.0 partition editor*
- GUFW 26.04.0 firewall controller
- MATE Calculator 1.26.0 calculator*
- MATE Control Center 1.26.1 settings manager*
- MATE Disk Usage Analyzer 1.26.1 (baobab) disk display*
- MATE System Monitor 1.26.3 system resource monitor*
- MATE Terminal 1.26.1 terminal emulator*
- LibreOffice 25.8.1 office suite
- Pipewire 1.4.7 audio controller
- Plank 0.11.89 desktop dock*
- Pluma 1.26.1 text editor*
- Redshift 1.12 screen colour

- temperature adjuster*
- Rhythmbox 3.4.8 music player*
- Shotwell 0.32.10 photo manager*
- Systemd 257.4 init system
- Transmission 4.1.0 bit torrent client
- Ubuntu App Center 1.0.0 package management system**
- Webcamoid 9.2.3 web cam*

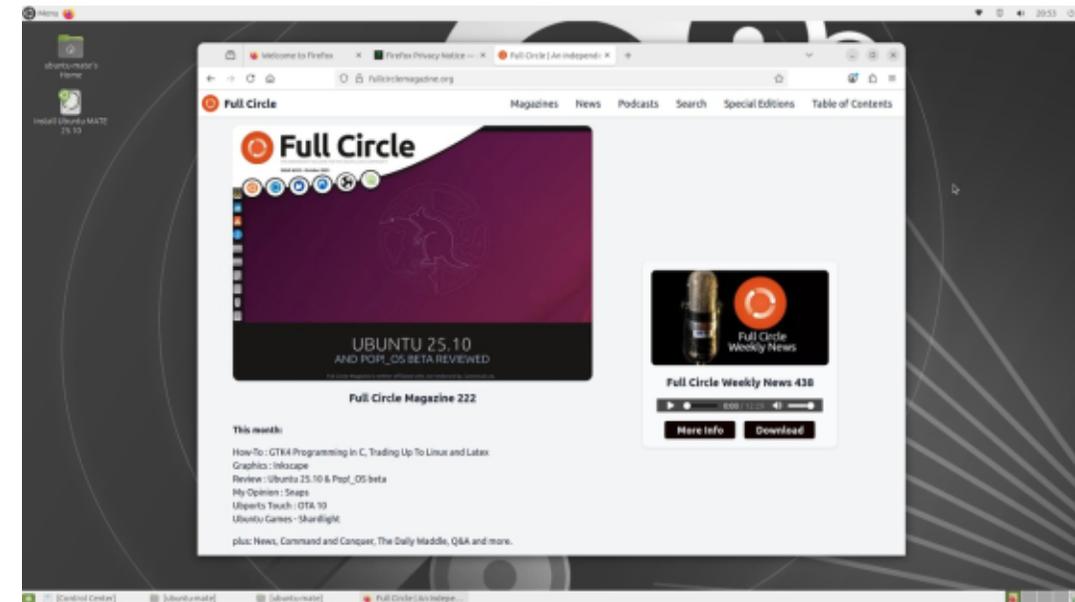
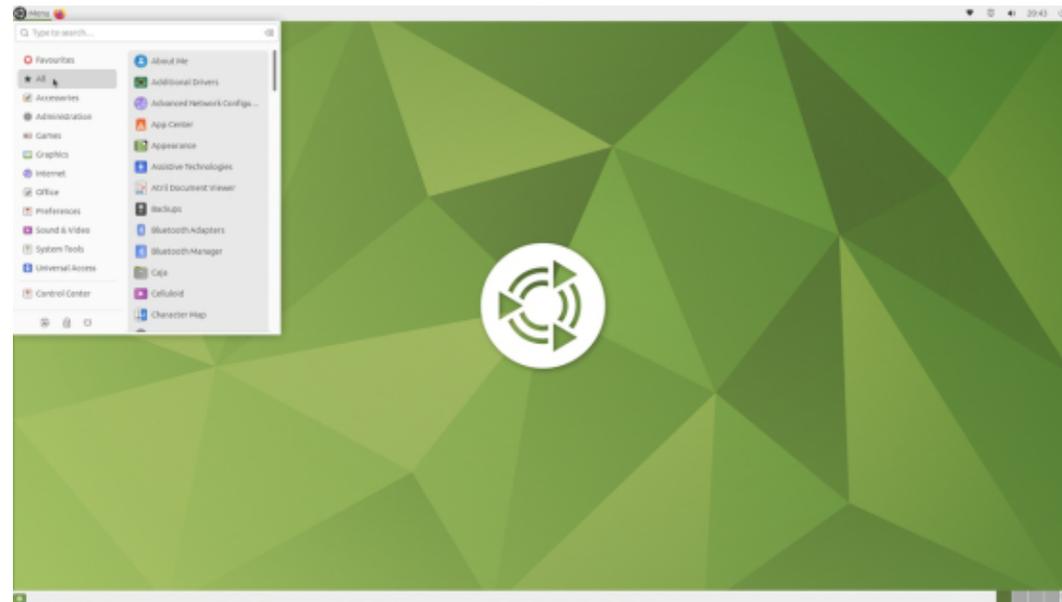
* indicates same application version as used in Ubuntu MATE 25.04
** supplied as a snap, so version depends on the upstream package manager

There are only a few new application versions and many remain the same as in the last release, as can be seen by all of the asterisks. As is normal for Ubuntu

MATE from release to release, there has been no change to the default application mix.

The Caja file manager has a new version this release: 1.26.4, which is an upgrade from 1.26.3 in the last release. The single change incorporated is listed as a "no-change rebuild for libxml2 so no name change." Caja is an earlier fork of Nautilus, with some of its removed features reinstated like the "up one level" button. It also has some other useful features such as bulk file renaming.

Ubuntu MATE 25.10 includes the LibreOffice suite, complete except for LibreOffice Base, the database



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program.

Overall the provided list of applications is fairly complete and has most of what an average desktop user needs. Obvious additions would be an image editor and a video editor.

Conclusions

I am thinking that the reason that there were no release notes for Ubuntu MATE 25.10 is that there was not much to write about. Because minimizing change is the basic aim of this Linux distribution, this release gets full marks on that goal.

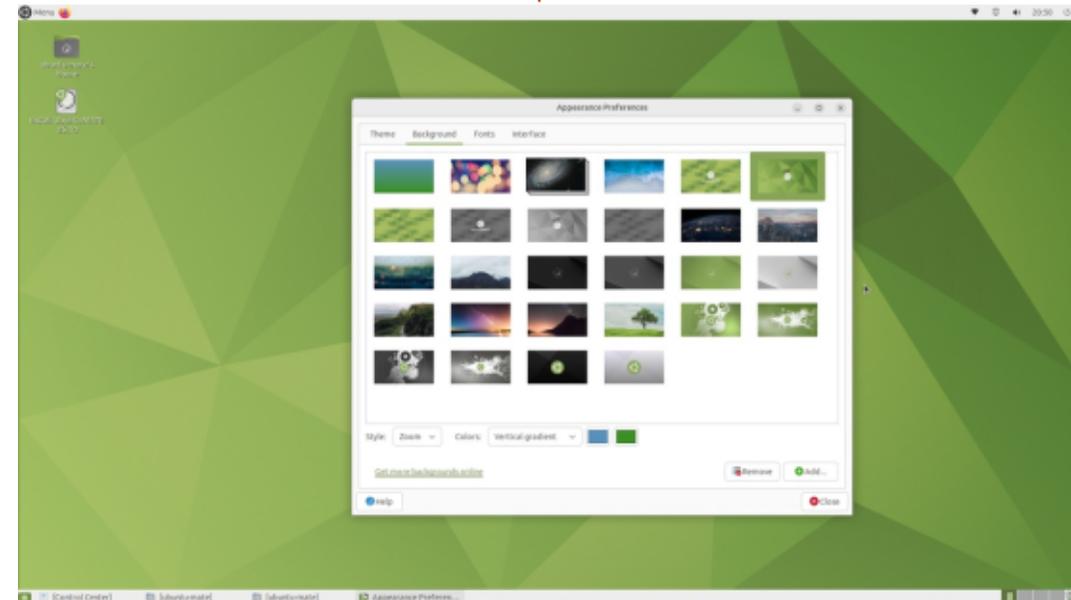
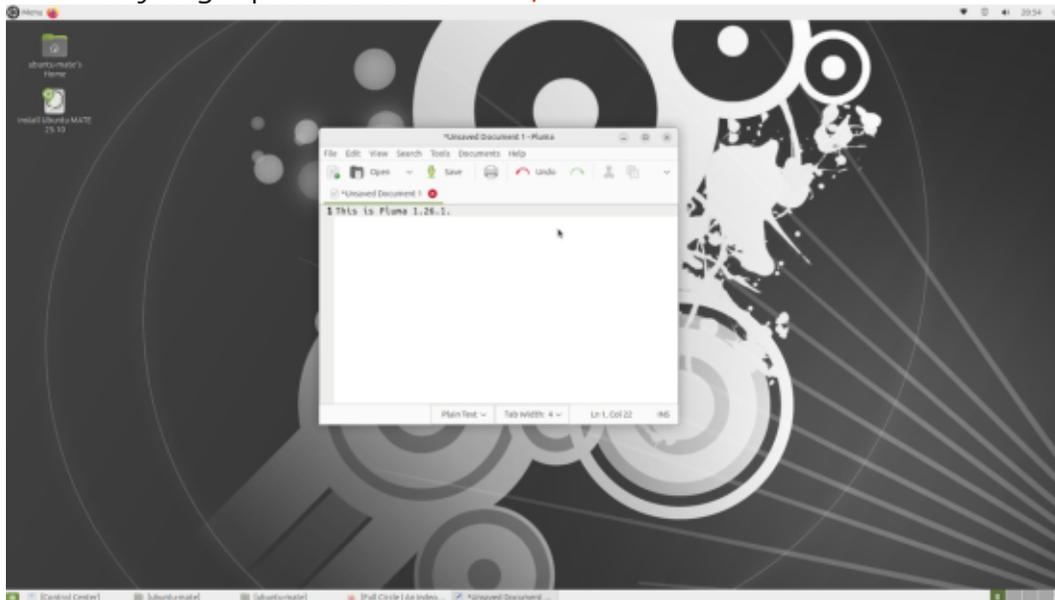
release notes, Ubuntu MATE 25.10 actually turns out to be another solid release, aimed at users who want a classic Linux desktop with the option of good user customization.

Ubuntu MATE remains a Linux distribution with very little glitz that offers a simple and easy-to-use desktop with almost zero user learning curve from release to release. Given its philosophy of minimizing changes, if you like it today, you will like it tomorrow.

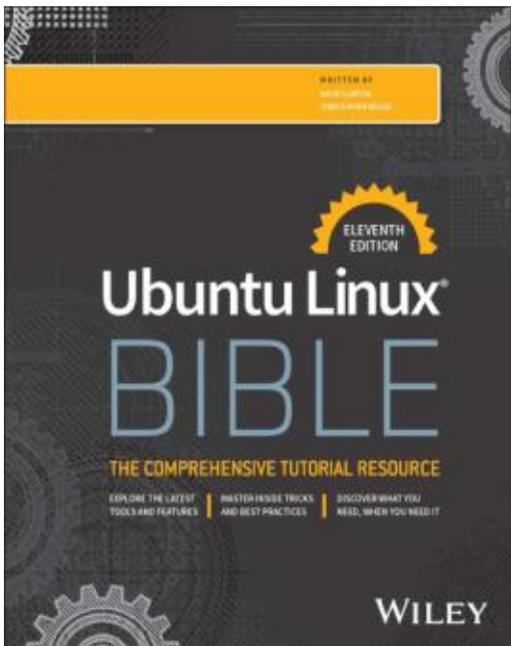
Official website:
<https://ubuntu-mate.org/>

External links

Once you get past the lack of



Adam Hunt started using Ubuntu in 2007 and has used Ubuntu since 2010. He lives in Ottawa, Ontario, Canada, in a house with no Windows.



Ubuntu Linux Bible 2026

Website:

<https://www.wiley.com/en-us/Ubuntu+Linux+Bible%2C+11th+Edition-p-9781394349760>

Price: \$55 USD (\$44 epub)

Blurb: “The latest version of the gold standard in Ubuntu Linux resources.

In the freshly updated eleventh edition of Ubuntu Linux Bible, a team of veteran Linux educators delivers a comprehensive discussion of the Ubuntu Linux operating system. Perfect for absolute beginners and experienced users and server admins alike, this book explains the ins-and-outs of installing, configuring, maintaining, optimizing, and using Ubuntu systems.”

A big thank you to **Tommy** for the e-pub copy. Bless your ginger heart!!

When I say this is hot off the press, I mean it; as of last week this book was not on the website. I’m supposed to be reading up on Salesforce SQL, as I realised things I typed this week were not working (for some reason, IS NULL, is not recognised), but since Tommy fired over this book, I

have been chomping at the bit to read it.

So let me share what you can expect in this book.

I’ll be honest, in 95% of Linux books I read, I skip the first chapter, as it is usually just fluff. It usually contains things like the history of Linux or navel lint from Linus himself, and this is no different. You will miss nothing by skipping it. Even though it is named ‘getting started with Linux’, it will only get you started with picking your nose.”

Chapter two

The chapter is titled: “Creating the Perfect Linux Desktop”, but it should be called “Gnome 3 in a nutshell”, as that is what it dives into after the first paragraph. No, really! Here are the headers: Setting Up the GNOME 3 Desktop, Extending the GNOME 3 Desktop, Starting with Desktop Applications, and Stopping the GNOME 3 Desktop. Whoosah...

Chapter three

This is where the book transforms into a proper Linux bible and starts to explain things the way they should be explained. For instance, a user is told to open a terminal, but since this is aimed at total newbies to Ubuntu, you are hand-held and shown a few ways to do so. Not only the easiest or fastest way. Heck, even cloud consoles are brought up. Why? Not sure, as they don’t have anything to do with Ubuntu, but that is how thorough they are in this title. At no point is this simply a reading book either, you are given practical examples to do along the way, in your journey through the Ubuntu bible.

Chapter four

This covers “Learning about the Linux filesystem. Listing file and directory attributes. Making files and directories. Listing and changing permission and ownership. Making copies and

moving files". Honestly, you get your bread buttered and jammed on both sides here, with decent explanations. Here too, the trend continues, showing you how there are many ways to do things on a computer - and in this case, Ubuntu. For example, "Changing Permissions with chmod (Numbers)", "Changing Permissions with chmod (Letters)" and "Setting Default File Permission with umask"

In the case of this book, I will not explain each chapter, as they are all excellent (and that is all you need to know? LOL), other than the first two, I mean this is an Ubuntu bible after all, and it has the same steam from beginning to end. It is one of those books that you "need". It is okay to "want" it too... Once I get settled, I want a hard copy of this book on my desk. It can sit there right next to my Linux bible softcover (depending if the font is legible or not). The book is not filled with jargon either, if they want you to use some utility, you are told all about the utility and maybe the underlying process and the problem the utility solves.

When it comes to books, especially non-fiction books, the blurb matters. If I look at a fiction

book and it says something like, "this is in the same vein as legends like Isaac Asimov and Frank Herbert" (where the blurbs are like jokes, if you have to explain them, the joke is lost), or whatever, I put the book down and take it off my reading list, as 99% of the time it's shovelware. Blurbs lie when they invoke something you already like, I suppose, is what I'm trying to say. In this case, it is spot on, this is indeed the golden standard when it comes to Ubuntu books for newbies. By the time you finish this book, you will no longer be a n00b. In fact, you may be so salted, you no longer get your copy of FCM! Gasp!

Here's another example of how awesome the book is. Chapter 24 covers gpg, but before you even get to generating your first public / private key pair, the book explains cryptography to the reader and then gives examples of said encryption. It explains how you can

TABLE 24.1 Cryptography ciphers	
Method	Description
AES (Advanced Encryption Standard), also called Rijndael	<i>Symmetric cryptography.</i> Block cipher, encrypting data in 128-, 192-, or 256-bit blocks using a 128-, 192-, or 256-bit key for encrypting/decrypting.
Blowfish	<i>Symmetric cryptography.</i> Block cipher, encrypting data in 64-bit blocks using the same 32-bit to 448-bit keys for encrypting/decrypting.
CAST5	<i>Symmetric cryptography.</i> Block cipher, encrypting data in 64-bit blocks using the same up to 128-bit key for encrypting/decrypting.
DES (Data Encryption Standard)	No longer considered secure. <i>Symmetric cryptography.</i>

share your public key and how to encrypt your e-mail with the key. Once you are done there, it shows you how to sign a file with a cryptographic key and while you are on the subject, shoehorns you into implementing what you have learned, by encrypting files and folders. The book even provides tables of data and facts that feed those dopamine centres of your brain. They are not central to the book, but rather like interesting factoids, providing just enough distraction, but still sort-of on topic.

At no point does the book become a dry academic resource, nor does it devolve into 'x is better than y' nonsense. This is pure Ubuntu from cover to cover and a great resource for any "normal" person wanting to learn more about Linux and Ubuntu in general.

Let's talk turkey here. Where I live, the cost of the book is \$1200 if

I order from my local book store, thus not an option for me, but in first world countries, the amount may be worth it. This is one of those cases where weight = worth. You will definitely skill up if you work through this book, and you will probably not need to pay an expert to come fix your last mess as you will be able to fix it yourself, and that alone may justify the cost. I'm not saying, go out and get it if you cannot afford it; I'm saying that, if you can afford to put aside \$5 or \$10 a week, some time next month, you could get this and skill up and not regret spending the money. I'm saying, don't pay the extra \$99 for Windows when you buy your next PC and get this instead. I'm saying skip the fast food this month and the next, and put that money towards this book, as it is better for you than fast food. Make a plan Stan; it's \$55 to become a self-sufficient Ubuntu user.



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See the article **Writing for Full Circle** in this issue to read our basic guidelines.

Have a look at the last page of any issue to get the details of where to send your contributions.



Q&A

Compiled by EriktheUnready

If you have a Linux question, email it to: questions@fullcirclemagazine.org, and Erik will answer them in a future issue. Please include as much information as you can about your query.

Welcome back to another edition of Questions and Answers! In this section, we will endeavour to answer your Ubuntu questions. Be sure to add details of the version of your operating system and your hardware. I will try to remove any personally identifiable strings from questions, but it is best not to include things like serial numbers, UUIDs, or IP addresses. If your question does not appear immediately, it is just because there are many waiting, and I do them first-come-first-served.

I realized that all my friends are buying up CDs and DVDs and whatnot. (I got rid of all my tapes and CDs in the early 2000s, as they are heavy to lug about, and there was always the internet.) I had a chat with them to find out why. One said his songs were disappearing off "Deezer" and another told me that the videos he downloads are being edited. Both showed me proof of it, so I understand what they are saying. It

was then a surprise to find my other friend buying up games. I asked if this case was like my other mates' cases, to find that apparently the old publishers are pulling their old games to force you to buy rehashed slop. I decided to test it, and hit abandonware sites. I tried "Z" – lo and behold it is removed almost everywhere. You see I bought the steam version a while back, so I knew it may be a target. It seems like people are realising that they can get to vote with their wallets, Bravo! Who wants the latest slop at \$80 with political agendas, and you don't own it? Now we need to get people to realise that Windows is the next castle to smash. Stop buying computers with Windows pre-installed, ask for Ubuntu. Explain to normies that they can get money back / discount on their next computer, if they tell them to stuff Windoze with its AI garbage and spying and forced Edge. Is an "L" for Windows a "W" for Linux though? <frown>

Q: Is there a way to stop these unattended upgrades please?

This reminds me too much of Windows and it forces its will on you. Ubuntu 24.04, Acer Aspire 3. If I ignore it too long, suddenly my machine becomes unusable, freezing and whatnot, then when I reboot, unattended upgrades.

A: Sure. You can open "Software & Updates", go to the third tab, "Updates" and change the checks to "never". You can also open a terminal and type:

```
sudo systemctl disable --now unattended-upgrades
```

I suggest setting up an alias for

```
sudo apt update && sudo apt upgrade"
```

to make it easier to update in the future.

Q: My firmware updater on Ubuntu 24.04 keeps nagging me to update, I have investigated the update and it is "This BIOS contains the new 2023 Secure Boot Certificates." Since I don't use secure boot or Windows, is there a

reason for me to upgrade? <removed>

A: If it was "just that", no. That said, manufacturers leave out anything they think hackers can use against them, so the BIOS update may contain more, they just don't mention it. I suggest checking the CVEs. If there are none, leave it, if you are happy with the way your machine works.

Q: I tried running OBS studio on Ubuntu 24.04 and it worked without error. Then I noticed in /var/crash/ there is a file _usr_bin_obs-nvenc-test.1000.crash. What do I do now? I can't remember the app crashing at any point?

A: As they say in the movies, if it ain't broke, don't fix it. If you are happy that your recordings are correct and you cannot detect any crashing, go ahead and delete the file, it is merely a log file.

Q: This is gonna sound weird, but hear me out. I have 2 identical laptops, but I want them to be identical in software, but not a clone. Both run Ubuntu 22.04 Gnome. How would one sync them?

A My first thought is to clone them, then once done, change the hostname and network addresses, but if you are talking packages, that is easy as well, you can open a terminal and run: `apt list --installed` -then output that to a file and run `apt` or `dpkg` against it on the other computer? Once they have the same packages, you could update them at the same time? I'm not sure what you mean by sync.

Q: I saw a guy's laptop with Ubuntu Gnome in a video that was completely greyscale. How do I make my theme like that? It includes Chrome, LibreOffice, text editor, terminal, Steam, Teams, everything! Instead of light and dark, it was greyscale, which I think is awesome. I'd want that with white icons.

A: I'm sorry for leaving this one on the burner for so long. This was actually not easy. I thought that it may have been a hardware

thing. I had a guy drop his LCD screen and all the colour vanished. I have, however, come across this: <https://extensions.gnome.org/extension/8567/screen-vibrancy-saturation-extension/> I think this is what you are looking for.

Q: I don't understand this. I did update and upgrade, then rebooted. Then I checked the `apt list --upgradable`, and it shows only `filezilla` and `nvidia`. Then I check: `privaan@smallu:~$ yt-dlp -v` and it tells me this:
`yt-dlp version stable@2025.03.31`
what is old.

I'm using PPA – `ppa:tomtomtom/yt-dlp` it has a newer version, but does not install. I had to `sudo apt-get install yt-dlp`, for it to update the latest saying

The following NEW packages will be installed:
`yt-dlp`
0 upgraded, 1 newly installed,???

but you can see it was installed???
This is not true - "Selecting previously unselected package `yt-dlp`".

A: PPA updates don't immediately replicate, so if the update was the same day, I often find it does that. The last time I saw something similar I actually went to the PPA website and saw that the "upload" was made 27 minutes ago, even if the software was released a day or two earlier. Obviously you can wait a few hours or do what you did. (On the PPA website, you should see a column, "Uploaded by:" and the name in that column should have a time or date next to it.)

Q: I'm running LibreWolf, not Firefox, and when I launch it, I see a warning pointing me to: <https://support.mozilla.org/en-US/kb/linux-security-warning?as=u>

My question is how do I make it valid for LibreWolf? I'm assuming I need to change the filename, but should it be `librewolf` or `librewolf-local`? These types of things? I am not technical, but not completely technology ignorant. What must I do?

A: To create the profile: Create the file `/etc/apparmor.d/librewolf` with following content:

```
# This profile allows everything and only exists to give the
# application a name instead of having the label
"unconfined"

abi <abi/4.0>,
include <tunables/global>

profile librewolf /usr/bin/librewolf flags=(unconfined)
{
    userns,

    # Site-specific additions and overrides. See local/README for details.
    include if exists <local/librewolf>
}
```

Note: You may need to set a different path to LibreWolf binary, depending on your system. Use which `librewolf` to find the exact path for the binary.

Q: What even is this on Kubuntu? "IBUS should be called from the desktop session in Wayland. For KDE, you can launch `systemsettings5` utility and go to input devices -> virtual keyboard ..." blah blah blah fishpaste

Every time I land on the desktop it greets me like we are friends.

A : Open Konsole, type:

```
im-config
<and press enter>
```

Now choose OK, then yes, then "Do not activate any IM ..." then OK and close Konsole. Now reboot. Say goodbye to your little "friend".

Q : I have an older MSI notebook that has worked just fine with Ubuntu since 17.04. I have upgraded it with more RAM and a bigger SSD. I then decided to take the Wifi & BlueTooth card from my broken HP laptop into it as for some reason it had no BlueTooth. Though the HP worked with Ubuntu and Mint, the MSI still won't even see any BlueTooth. Am I just cursed or is it that I need a special kernel? The MSI notebook looks like <removed>

If I run `lspci <removed>` <removed> Somehow I think it just won't let me use BlueTooth.

A : My first question, does your MSI notebook ship with that specific card as well? If not, I'm afraid it has nothing to do with Ubuntu or any software. You see,

hardware vendors on laptops, whitelist certain cards and manufacturers for that specific BIOS. You'd need to get the BIOS unlocked (sketchy), or you need to get an approved branded card. While it may seem crappy, there is a reason, manufacturers need to certify the WiFi and Bluetooth with governmental agencies if the laptop is to be sold in a country.

Q : My friend just deleted some files on my computer. While I sort of trust him, I recorded everything to memory when he asked for the password. He typed in `rm *.gz` then closed the terminal. I checked the history and there was no record, so I asked ChatGPT, but it was not satisfactory.

A : You never told me *where this happened. If he went to your `/var/log` folder and typed it at an elevated prompt, all he did was clear out all your old log files. Nothing sinister, but why did you not ask your friend directly, instead of a language model? (Also commands run as root do not show up in the user's history).

Q : This is making me hate Ubuntu; I just want to extract my rar files, like Winrar in Windows. It just doesn't work. I just recently switched to Ubuntu 24.04.

A : First question is rar, unrar (free and non-free) installed? If they are, I suggest trying:

```
sudo apt install p7zip{full,-rar}
```

You can also try Peazip, grab it as an AppImage and run it without installing to see if it is something you like. I think WinRAR has Linux executables too?

Q : So this happened. I installed the menu editor as, for some reason, I have two entries for "System Tools". Then I noticed I had two Firefoxes as well. The entries are:
`env BAMF_DESKTOP_FILE_HINT=/var/lib/snapd/desktop/applications/firefox_firefox.desktop /snap/bin/firefox %u`, and simply:
`firefox %u`

No `/usr/bin` or `/usr/share` like it was before.

A : It looks like you have a snap and a .deb installed. You can open your Settings>Apps and confirm it there. If one has basically no permissions, that is the debian file. Snap sandboxing gives you a little bit of extra protection from the sieve that is web browsers. By the way, `/usr/bin` and `/usr/share` should be in your path in Ubuntu, so not needed.



Erik has been in IT for 30+ years. He has seen technology come and go. From repairing washing machine sized hard drives with multimeters and oscilloscopes, laying cable, to scaling 3G towers, he's done it.



UBUNTU GAMES

Written by Erik

Drive Rally

Website: <https://www.pixelperfectdude.com/en>

Price: USD 13.99 (GOG) USD 8.50(Steam) Local pricing

Blurb: "*#DRIVE Rally lets you relive the 90s in the most exciting era in motorsport history, where dust, mud, and snow are badges of honor. Unleash the raw power of legendary rally beasts, admire every second of the stunning landscapes, and remember: the faster you go, the better!*"

And it not only nails the spirit of the 90s. It reignites it for a new generation of drivers. Whether you're a veteran of dirt roads or a rookie just looking to get their tires wet, this game will let you redefine speed over and over again."

For some reason the Linux version is not available from GOG – only Steam.

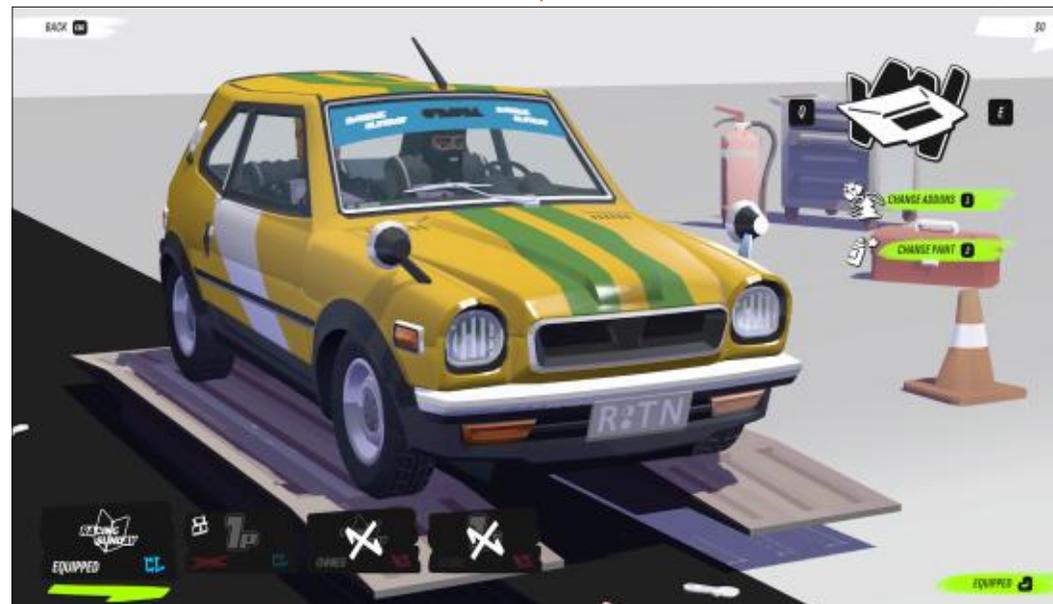
July 2025 brought us v1.1.1.0 – and we had to take another look. Since July is three months in the

past, this may not hit the magazine before the end of the year, but we will keep the description and observations to the game, not the version.

Installation

Installation was painless and I put the icon and launcher in my KDE menu. (Yes, I'm trying it on KDE this time around.)

On first launch, it pulled a Windows move and tried to call home. NOT COOL!



There is a bunch of tracks we can race on, with different routes and directions on each track.

We are presented with a choice for Championship, Quick Race, Free Roam, and Party Mode. These do what they say on the tin, other than party mode. I loaded that up in Deutschland and even though it is Oktoberfest... no beer...

Music & sound

The menu music is some mashup using "The Power" by Snap's iconic intro, (The part after the talking

and before the shouting) that is rather a fun romp!

In game, we are treated to atmospheric sounds that suit the environment, like for instance, with the desert, we have the wind blowing and not much else. The sound design is good overall, keeping it minimal so that you can hear the navigator's voice telling you where to go, as well as the engine noises. After a while I did not have to look to see what gear I was in as I could tell by the sound. This was a real game changer, as when I started, I'd have to take my eyes off the road to see what gear I was in. The voice acting was great, it fit right in with the aesthetic the game was going for. For instance, you have a Temu Arnold Schwarzenegger in Deutschland and Temu Danny Trejo in Mexico. (I recall getting very annoyed with these in the early versions of the game, but now I laugh at them.)

Graphics

Initially, the game had an asset-y feel when we first tested the game,

but the art style grows on you. Because people are retarded and company greed has been allowed to run rampant since the year 2000, the cars are ever so slightly different, (Following that Temu-trend) to avoid being sued – and you know what? It's a good thing! On the one hand, I wanted to race Herby; on the other hand, "the doggo" was a great all rounder. Each vehicle has a base model (CL), a race / rally model (RS) and a deluxe (XR) model. You can customize your car with trim and paint as well as accessories.

The characters used for the drivers and navigators still feel like synty assets. (I don't know if they are.) The cars look like dinky toys and I love that!

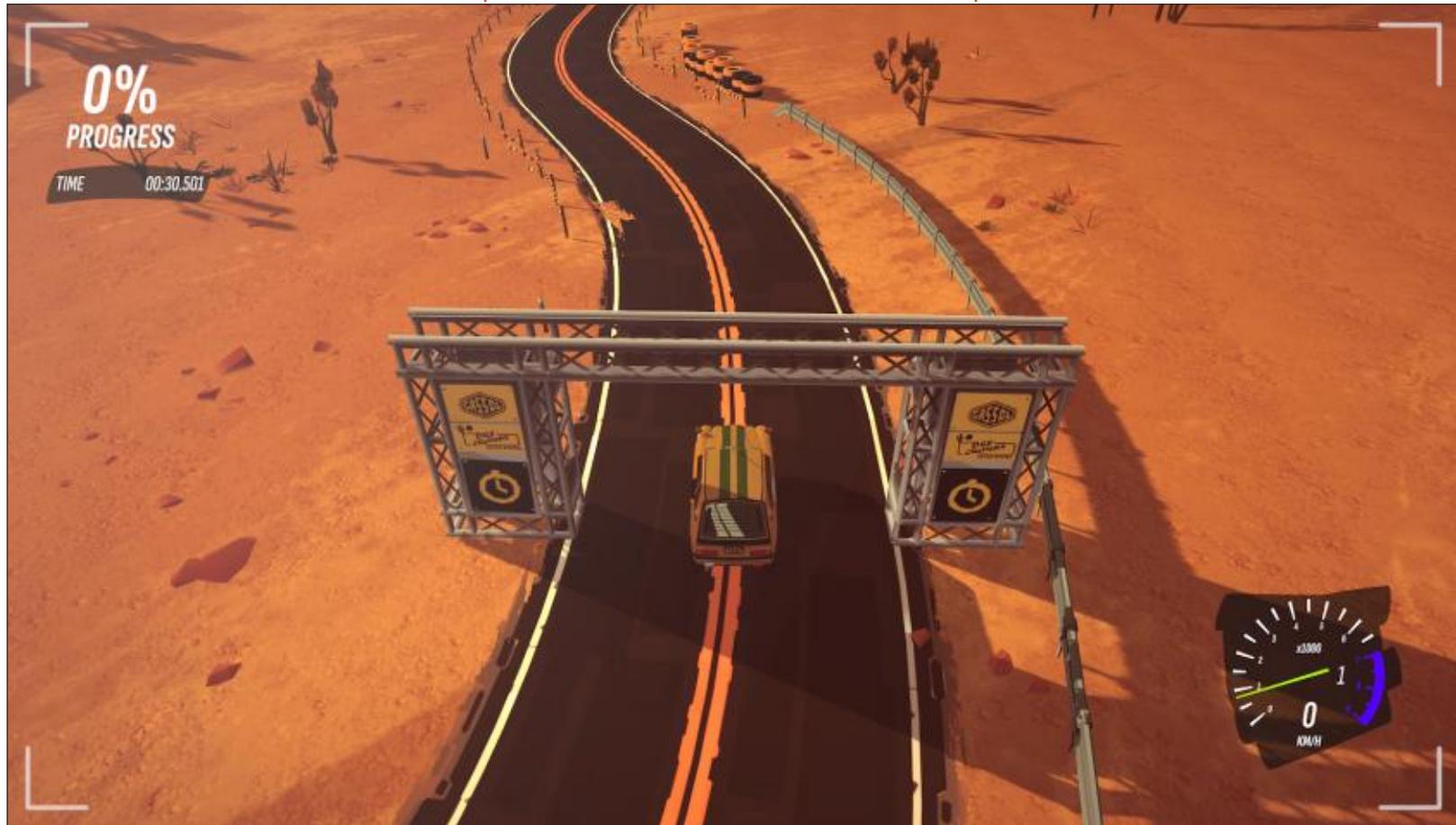
Overall the game looks amazing, with different camera angles at your disposal. You can drive inside the car, though on the wrong side for me, or you can get a bird's eye view to play it, like micro machines or you could get a third person view, which is the default and the one I was looking forward to, though the bird's eye view was a lot of fun too. The in-car view gave me flashbacks to Lotus Turbo Esprit. Hahahahaha

Gameplay

This is where the game fell down for me. The game is about driving, so make the driving feel good! The cars felt "floaty" like I was steering a boat from the rear, rather than a front-wheel drive car or a four-wheel drive one. If I had to put it another way, it did not feel like the cars had weight. This meant that the third person perspective was out for me. I did really want to play

the third person mode, but alas, not the way the car glides on its cushion of air. I'd just end up in the trees from over-steering, or drift like that putt-putt car the kiddo's like to watch. I tried out the different steering settings in the settings menu, but could not find one that fit me (I play on the keyboard). In bird's eye view, the balanced s-curve setting worked sort of okay, so I did get to play the game, but I needed to progress again, so I could

unlock the new car that came in this new version. I also got stuck on small things, which brings me back to that observation of no real weight to the car. After an hour of playing, I realised my laptop had the page up and page down above the arrow keys, left side up and right side down, meaning that I had been gearing down all the time, when I came out of corners, no wonder I thought the navigator's comments were snarky! To their grace, even



UBUNTU GAMES

the snarky comments are funny! Luckily it only got better from there (see music and sound), and soon I was giving the third person view another go. Maybe I just need to play for another few days, to get used to it. We will see...

The other thing is the navigators, I wanted to put this in the sound section, but I think it belongs here. The timings on these guys seem to be off. I'm not sure how to describe it, sometimes I get a hard right four when I'm two meters from a barrier, and sometimes two hundred meters earlier. I also need the engine to gear down and slow. I don't know if that happens in the code, but it does not "feel" like it; it "feels" like I hear only the noise and have to rely on my "S" key.

Conclusion

I do admit that I was reminded of playing "Q RAC Rally Championship" with my mates back in the day, and that is all that counts. I'm not a huge rally fan, but for me this was nostalgia bait. I won't uninstall this for a while, and keep it there for some lazy Saturday afternoon, when I just want to faff



about a bit. The game has gotten better since that first release that we tried (version 0.5.1.1?), going from definitely not fun, to almost,

sort of, fun. Let's face it, you play games for fun. Since this game is Unity, I would say hold off until there is a native Linux port that you

can get on GOG, as I'm sure once it is there, there will be no 'calling home' shenanigans.



Erik has been in IT for 30+ years. He has seen technology come and go. From repairing washing machine sized hard drives with multimeters and oscilloscopes, laying cable, to scaling 3G towers, he's done it.





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The Patreon page is to help pay the domain and hosting fees. The money also helps with the new mailing list.

Several people have asked for a PayPal (single donation) option, so I've added a button below.

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