Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

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UBUNTU & KUBUNTU

26.04 LTS REVIEWED

Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

HowTo

EDITORIAL

Welcome to the latest issue of Full Circle

Once again we bring you some Latex, Godot, Inkscape and a little something for all you distro hoppers out there. Tuxmate will help bulk install all your favourite software. No matter which distro you've hopped to.

Elsewhere we have, of course, a review of Ubuntu 26.04. We also have Kubuntu too. Next month we'll hopefully cover Xubuntu and Lubuntu.

Keeping my introduction short and sweet this month. I actually have some nice weather outside. So I'm off out to get some fresh air maybe, just maybe, even get a bit of sun! I don't often get to see that big fiery ball in the sky.

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, and here's to another 19 years!
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https://open.spotify.com/show/6JhPBfSm6cLEhGSbYsGarP

NEW

https://www.youtube.com/playlist?list=PLnv0U8wOzXu487gi5I2Isf-rQjEyKPAiF

NEW

Bcachefs 1.38.0 Release:

20/04/2026

Kent Overstreet has published version 1.38.0 of the Bcachefs filesystem. The release includes two packages: bcachefs-kernel-dkms, which contains a kernel module built using the Dynamic Kernel Module Support (DKMS) system, and bcachefs-tools, which contains the user-space bcachefs utility, which implements commands for creating, mounting, restoring, and verifying the filesystem. The packages are available for Debian and Ubuntu, and are expected for Arch Linux , Fedora, openSUSE , and NixOS. The DKMS module supports Linux kernels starting from 6.16.

The Bcachefs project is developing a file system aimed at combining the advanced functionality of Btrfs and ZFS with the performance, reliability, and scalability of XFS. Bcachefs supports features such as multiple devices per partition, multi-layered storage layouts (a bottom layer with frequently accessed data based on fast SSDs, and a top layer with less frequently accessed data from hard drives), replication (RAID 1/10), caching, transparent data compression (LZ4, gzip, and ZSTD modes), state slices (snapshots), integrity verification using checksums, error correction codes, and encrypted data storage (using ChaCha20 and Poly1305).

https://github.com/koverstreet/bcachefs-tools/releases/tag/v1.38.0

LXQt 2.4.0:

20/04/2026

After six months of development, LXQt 2.4.0 (Qt Lightweight Desktop Environment) has been released, continuing the development of the LXDE and Razor-qt projects. The LXQt interface follows the classic desktop layout, but introduces a modern design and techniques that enhance usability. LXQt is positioned as a lightweight, modular, fast, and user-friendly environment that incorporates the best features of LXDE and Razor-qt. The code is hosted on GitHub and is licensed under the GPL 2.0+ and LGPL 2.1+ licenses. Builds are expected for Ubuntu soon.

https://lxqt-project.org/release/2026/04/20/release-lxqt-2-4-0/

NTFS-3G Release 2026.2.25:

21/04/2026

After six and a half years of development, the NTFS-3G package, version 2026.2.25, has been released. It includes a free user-space driver using the FUSE mechanism and the ntfsprogs utility suite for manipulating NTFS partitions. The project's code is distributed under the GPLv2 license.

The new version primarily includes bug fixes accumulated over the past few years. The ntfsclone utility now allows resizing the NTFS boot sector when restoring images. The libdl library has been removed from the dependencies when building without external plugins. The ntfsinfo utility now displays log status information when saving a dump with metadata.

https://github.com/tuxera/ntfs-3g/releases

VirtualBox 7.2.8:

22/04/2026

Oracle has released a patch for VirtualBox 7.2.8, which addresses nine vulnerabilities, the details of which have not yet been disclosed. The release notes only that the five most serious issues have a severity rating of 7.5 out of 10. One of the vulnerabilities can be exploited remotely over the network. In addition to the vulnerabilities, the new version introduces 17 changes.

https://www.virtualbox.org/wiki/Downloads

Old Ethernet drivers in the kernel:

22/04/2026

Andrew Lunn, the maintainer of 9 subsystems, which is responsible for network drivers in the Linux kernel, has published a set of patches that remove all drivers for ISA and PCMCIA Ethernet adapters from the kernel. Note that while the old drivers previously required little maintenance, the advent of advanced AI tools and fuzz testing systems used by novices to identify kernel bugs has increased the workload for maintainers.

Andrew sees little point in patching old drivers that are likely no longer used and proposes removing them from the kernel. The patch set submitted for review removes 18 drivers for Ethernet devices with ISA and PCMCIA interfaces, manufactured before 2002. If approved by Linus Torvalds, the removal could be implemented in the Linux 7.2 kernel, scheduled for mid-August.

https://lore.kernel.org/lkml/20260421-v7-0-0-net-next-driver-removal-v1-v1-0-69517c689d1f@lunn.ch/

QEMU 11.0.0:

23/04/2026

QEMU 11.0.0 has been released. As an emulator, QEMU allows you to run a program built for one hardware platform on a system with a completely different architecture, for example, running an ARM application on an x86-compatible PC. In QEMU virtualization mode, code execution performance in an isolated environment is close to that of the native system due to direct instruction execution on the CPU and the use of the Xen hypervisor, the KVM module in Linux, or the NVMM module in NetBSD.

The project was originally created by Fabrice Bellard to enable the execution of Linux executables built for the x86 platform on non-x86 architectures. Over the years of development, support for full emulation was added for 14 hardware architectures, and the number of emulated hardware devices exceeded 400. In preparation for version 11.0.0, over 2,500 changes from 237 developers were made.

https://lists.nongnu.org/archive/html/qemu-devel/2026-04/msg04075.html

Ubuntu 26.04:

23/04/2026

Ubuntu 26.04 "Resolute Raccoon" has been released. It is a Long-Term Support (LTS) release, with updates provided for 15 years (five years for the general public, plus an additional 10 years for Ubuntu Pro users). Installation images are available for Ubuntu, Ubuntu Server , Lubuntu , Kubuntu , Ubuntu Budgie , Ubuntu Studio , Xubuntu , UbuntuKylin (China edition), Ubuntu Unity , Edubuntu , and Ubuntu Cinnamon.

https://canonical.com/blog/canonical-releases-ubuntu-26-04-lts-resolute-raccoon

GNU Coreutils 9.11:

24/04/2026

A stable version of the GNU Coreuts 9.11 base system utility set is available, which includes programs such as sort, cat, chown, chown, chown, chroot, cc, date, dd, echo, hostname, id, len and ls.

https://www.mail-archive.com/info-gnu@gnu.org/msg03521.html

First results of the Launchpad service modernization:

25/04/2026

Canonical announced an initiative to modernize Launchpad, the service used in Ubuntu development for code collaboration, bug tracking, reviewing changes, building, and hosting packages. The first to be stripped of the legacy interface are the Ubuntu release summary pages .

For example, on the Ubuntu 26.04 page, you can track known issues and bug fixes, as well as information about recently released and upcoming package updates. On the Ubuntu 26.10 page, you can assess the development progress of the upcoming release.

https://discourse.ubuntu.com/t/a-new-chapter-for-launchpad-a-new-ubuntu-series-page/80926

Dillo 3.3.0:

26/04/2026

The Dillo 3.3.0 web browser has been released. The browser features a tabbed graphical interface and supports HTML 4.01, CSS, and HTTPS (no JavaScript support). Dillo's functionality can be extended through plugins, including plugins for IPFS, Gopher and Gemini protocols. Dillo uses 12 MB of RAM when opening the start page, and the deb installation package is approximately 600 KB. The graphical interface is built using the FLTK library. The project code is distributed under the GPLv3 license.

https://dillo-browser.org/release/3.3.0/

CachyOS 260426:

26/04/2026

CachyOS, a distribution based on Arch Linux, has been released with version 260426. It utilizes a continuous update model and is popular among computer gamers. According to ProtonDB, CachyOS is the most popular Linux distribution among gamers (21.1% share).

The distribution is notable for its performance optimizations and the ability to install various desktop environments. In addition to the base KDE-based environment, GNOME, Xfce, i3WM, Wayfire, LXQT, OpenBox, Cinnamon, Cosmic, Niri, MangoWM, LXDE, Mate, Budgie, Qtile, Hyprland, and Sway are available for installation. The installation ISO image is 3.1 GB in size. A separate build (2.8 GB) for wearable devices (Handheld Edition) is available, featuring a GameMode-style interface and components for computer gamers.

https://cachyos.org/blog/2604-april-release/

Photoflare 1.7.0:

11/05/2026

After two and a half years of development and nearly seven years since its last major release, Photoflare 1.7.0 has been released. Its developers strive to find the optimal balance between functionality and user-friendliness. The project was originally founded as an attempt to create an open, cross-platform alternative to the Windows application PhotoFiltre. The project code is written in C++ using the Qt library and is distributed under the GPLv3 license. The final builds are available in AppImage and Flatpak formats.

The program is designed for a wide range of users and offers standard features for image editing, brush painting, filter application, gradient application, and color correction. Batch processing of multiple images is supported. Batch processing includes - allowing you to change format and size, apply filters, rotate images, and adjust brightness and saturation across multiple selected files at once.

https://translate.google.com/website?sl=en&tl=af&hl=en-US&u=https://github.com/PhotoFlare/photoflare/releases/tag/v1.7.0

Nginx 1.31.0:

13/05/2026

The main nginx 1.31.0 branch has been released, continuing development of new features. The

stable branch, nginx 1.30.1, has also been released, containing only changes related to fixing serious bugs and vulnerabilities. These updates fix six vulnerabilities, the most serious one allows remote code execution via a specially crafted HTTP request. At the time of writing, no fixes have been published for angie and freenginx .

The vulnerability (CVE-2026-42945), rated critical, is caused by a buffer overflow in the ngx_http_rewrite_module module. The vulnerability has been present since version 0.6.27, released in March 2008. The vulnerability was caused by a buffer being allocated with the expectation that unescaped data would be written to it, but the data was actually copied after escaping special characters.

https://translate.google.com/website?sl=en&tl=af&hl=en-US&u=https://nginx.org/news.html

KDE Plasma 6.7 beta:

14/05/2026

The transition of the KDE Plasma 6.7 branch to the stage of beta testing and freezing of the code base from making functional changes (only correcting is allowed), was announced. KDE Plasma 6.7 is scheduled for release on June 16.

Notable changes in KDE Plasma 6.7:

Plasma Bigscreen, intended for use on multimedia devices connected to TVs and projectors. The environment is optimized to work with large screens and control without a keyboard using remotes or voice assistant.

https://kde.org/announcements/plasma/6/6.6.90/

AGL UCB 21.0 & SoDev:

14/05/2026

The Linux Foundation has released the twenty-first release of the AGL UCB (Automotive Grade Linux Unified Code Base) distribution, a universal platform for use in various automotive subsystems, from instrument clusters to in-car infotainment systems. Simultaneously, the first release of the AGL SoDeV (Software Defined Vehicle) reference platform, designed for creating software-defined automotive systems based on Automotive Grade Linux, was released .

SoDeV is a combined product that combines the AGL UCB distribution, LXC (Linux Containers), VirtIO, the Xen hypervisor, Zephyr RTOS, and other Linux Foundation projects. The first release of SoDeV can run on Renesas Sparrow Hawk boards, in cloud environments, or in virtual machines. The project enables automakers to accelerate time-to-market by separating software development from hardware systems, abstracting hardware through virtualization. Broader support for SoCs used by automakers is planned for 2026. The project is being developed with the participation of Panasonic Automotive Systems, Honda, Toyota, Mazda, AISIN, and Renesas.

The project is completely open source—all components are available under open licenses.

https://www.linuxfoundation.org/press/automotive-grade-linux-releases-open-source-sodev-reference-platform-for-software-defined-vehicles-and-welcomes-five-new-members

QEMUtiny:

15/05/2026

The researchers who recently discovered the Fragnesia vulnerability in the Linux kernel have published information about vulnerabilities in QEMU that allow root access to the host environment from within a guest system. The issue has been codenamed QEMUtiny, but a CVE identifier has not yet been assigned. An exploit has been developed that leverages two vulnerabilities in the CXL (Compute Express Link) device emulation code.

In fact, the attack is only possible on the latest branch of QEMU 11.0.0. No fix has been announced yet, only that before the vulnerability was disclosed, information about it was passed on to the QEMU developers, who responded that QEMU's CXL device support is not implemented for use in virtualization.

The exploit was tested against

the QEMU codebase from May 11th, with the latest commit. The exploit relies on the memory layout of each specific QEMU build and the system libc, but the researchers believe that by exploiting a memory scan vulnerability that leads to an out-of-bounds read, a universal exploit can be created that works across different QEMU versions

https://github.com/v12-security/pocs/tree/main/qemu

Rocky Linux repository for rapid vulnerability fixes:

15/05/2026

The developers of the Rocky Linux distribution announced the creation of a separate repository for the unscheduled release of urgent package updates containing vulnerability fixes, separate from the Red Hat Enterprise Linux repositories. The Rocky Linux project is committed to maintaining maximum compliance with the RHEL package base, but recent security threats necessitate an exception.

The "security" repository will only publish emergency updates generated in cases where critical vulnerabilities are disclosed without prior notice and a working exploit exists, but the RHEL developers have not yet released updates with fixes. This situation occurred with the Copy Fail, Dirty Frag and Fragnesia vulnerabilities.

https://rockylinux.org/news/2026-05-14-introducing-security-repository

KDE Plasma 6.8 Development Begins:

16/05/2026

The latest KDE weekly development report has been published, presenting the first batch of changes for the KDE Plasma 6.8 branch, scheduled for release on October 14. Development of the new branch began after the KDE Plasma 6.7 branch entered beta testing and the associated codebase was frozen from making functional changes (only patches are accepted). The release of KDE Plasma 6.7 is scheduled for June 16.

Changes added to the KDE 6.7 branch over the past week include:

The built-in remote desktop server (krdp), which implements the RDP protocol, now supports Progressive Encoding Mode. This can be used for clients that don't support the H.264 codec, are experiencing codec issues, or are using a low-bandwidth connection. Switching between H.264 and progressive encoding is performed dynamically. Progressive encoding is more effective for session activities such as text editing, where screen content changes infrequently and only slightly. Additionally, the krdp server has been optimized to improve performance and reduce latency.

https://blogs.kde.org/2026/05/16/this-week-in-plasma-6.7-beta-release/

New versions of Debian 12.14 and 13.5:

16/05/2026

The fifth corrective update for the Debian 13 distribution has been released, incorporating accumulated package updates and adding fixes to the installer. This release includes 144 updates that address stability issues and 103 updates that address vulnerabilities. Notable among the changes in Debian 13.5 are updates to the latest stable versions of the apache2, openssl, and systemd packages. The dav4tbsync package has been removed; its functionality is now available in Thunderbird 140.

Debian 13.5 installation builds will be available in the coming hours for download. Previously installed and maintained systems receive updates included in Debian 13.5 through the standard update system. Security fixes included in new Debian releases are available to users as updates are released through security.debian.org.

A new release of the previous stable branch, Debian 12.14, is available as well. It includes 99 updates fixing stability issues and 145 updates fixing vulnerabilities. The following packages have been updated to the latest stable versions: 7zip, apache2, arduino-core-avr, dpkg, openssl, postgresql-15, and wireless-regdb. The suricata (current version available in backports) and zulucrypt (unmaintained and containing unpatched vulnerabilities) packages

have been removed.

https://www.debian.org/News/2026/20260516

Memtest86+ 8.10:

16/05/2026

Memtest86+ 8.10, a RAM testing program, is now available. The program is independent of any operating system and can be run directly from the BIOS/UEFI firmware or from the bootloader to perform a full RAM test. If problems are detected, the faulty memory map generated by Memtest86+ can be used in the Linux kernel to exclude problem areas using the memmap option. The project code is distributed under the GPLv2 license.

https://github.com/memtest86plus/memtest86plus/releases/tag/v8.10

ModuleJail to block unused Linux kernel modules:

17/05/2026

Jasper Nuyens, founder of Linux Belgium, who created the framework to use Linux in vehicle information systems, has proposed a simple way to reduce the attack surface on the Linux kernel to reduce the likelihood of compromise amid a surge in the identification of dangerous vulnerabilities using AI. Since many vulnerabilities are found in specific kernel modules that are available for startup, but are usually not used by most users, Jasper suggested blocking modules that are not used in the current system or are generally rarely used by default.

It is only a single POSIX shell script that shrinks a Linux host's kernel-module attack surface by writing a modprobe.d blacklist for every kernel module not currently in use, minus a built-in baseline and an optional sysadmin whitelist. No daemons, no initramfs changes, no AI inside the tool. One script, one run, one blacklist file and is licensed under GPLv3.

https://github.com/jnuyens/modulejail/

StartWine-Launcher 421:

27/04/2026

Release 421 of Startwine-Launcher, an application designed to run Windows-based programs and games on Linux systems, has been published. The primary goal of Startwine-Launcher was to simplify the process of creating Wine prefixes—sets of Windows libraries and dependencies required for Windows applications to run on Linux—for beginners. Startwine-Launcher is written in Python and licensed under the GPLv3 license. The interface is based on the GTK library.

https://web.startwine-launcher.ru/

Linux kernel 7.1 adds support for Realtime mode on 32-bit ARM systems:

27/04/2026

Linux kernel 7.1, expected to be released in mid-June, includes changes that add support for real-time mode (PREEMPT_RT) on 32-bit ARM processors. PREEMPT_RT support was previously available for x86 and x86-64, ARM64, RISC-V, and LoongArch architectures.

https://www.phoronix.com/news/Linux-7.1-ARM-RT

Ubuntu and AI:

28/04/2026

Jon Seager, Canonical's Vice President of Engineering and the technical lead for the Ubuntu project, outlined plans for integrating features based on large language models into the distribution. Initially, Ubuntu developers intend to use AI models to improve the distribution's existing functionality, followed by the addition of specific AI capabilities and workflows for users

interested in using AI. AI capabilities will be integrated into the distribution gradually throughout 2027, without coercion, as they become ready.

When selecting AI tools, preference will be given to open-source models distributed under licenses consistent with the spirit of the distribution, as well as open-source AI platforms. AI models will run locally by default. Integration with external cloud-based AI systems will be a user-controlled option.

It is emphasized that the initiative's goal is not to transform Ubuntu into an AI-powered product or to promote AI for its own sake, but to selectively integrate AI capabilities into the distribution where they will be truly beneficial to users. Those who do not wish to use AI will be provided the option to disable them. Examples of AI applications cited include processing voice commands, diagnosing network and system problems, configuring services, analyzing logs, performing routine tasks, and auditing servers.

https://discourse.ubuntu.com/t/the-future-of-ai-in-ubuntu/81130

Bazzite 44:

29/04/2026

Bazitte 44, aimed at gamers and based on the work of the Fedora Kinoite 44 and Fedora Silverblue 44 projects, has been released. These projects develop atomically updated editions of Fedora Linux with the KDE and GNOME desktops. According to ProtonDB, the Bazitte project ranks fourth (9.5%) in the popularity of Linux distributions used by computer gamers, behind only CachyOS (21.1%), Arch Linux (14.9%), and Linux Mint (10.6%). Builds are available for PCs, laptops, set-top boxes, and gaming consoles such as the Steam Deck, Asus Ally, GPD, Ayn, and MSI Claw.

The distribution is delivered as a monolithic image, not split into separate packages and updated as a single unit. Applications are installed in Flatpak format or as containers. Waydroid is used to run Android games. The package includes Steam and a selection of components sought after by PC gamers, as well as additional drivers for game controllers and Wi-Fi. Optimizations have been made to system components to improve responsiveness and enhance HDR and VRR support.

https://universal-blue.discourse.group/t/bazzite-44-update/12092

GameNetworkingSockets 1.5.0:

29/04/2026

After four years of development, Valve has released GameNetworkingSockets 1.5.0, a library implementing a messaging system over UDP that can be used to implement high-speed and reliable network data exchange in games. The code is written in C++ and licensed under the BSD license.

GameNetworkingSockets implements a TCP-like connection-based protocol over UDP, but focuses on message transmission rather than streaming. Messages can be transmitted over the established communication channel using either guaranteed delivery or faster unreliable transmission.

The protocol supports features such as fragmentation handling, packet reassembly, bandwidth prediction and limiting, P2P communication channel creation, address translator bypass (via WebRTC ICE), and encryption. Data in packets is encrypted using the AES block cipher algorithm, and digital signatures based on Ed25519 elliptic curves are used for key exchange and certificate verification. The mechanisms for key delivery and initialization vector selection for each packet are based on methods employed in the QUIC protocol .

https://github.com/ValveSoftware/GameNetworkingSockets/releases/tag/v1.5.0

GTK2-NG:

29/04/2026

One of the Devuan distribution's developers has unveiled the GTK2-NG project, which will develop a fork of the GTK2 library, aiming to continue its maintenance and ensure high-quality performance in modern distributions. Maintaining the fork will allow Devuan to continue shipping GTK2-based applications

after GTK2 support ends in Debian 14, which is expected to be released in the summer of 2027.

The GTK project's developers stopped maintaining GTK2 more than five years ago, and GTK2 packages have already been removed from the official repositories most distributions. For GTK2 projects, Ardour continues to use it, but this project does not depend on external libraries and maintains its own GTK2 fork, YTK. The Debian repository still contains approximately 150 packages with GTK2 dependencies, including afterstep, Double Commander, fpc, gkrellm, gmpc, hexchat, lazarus, mplayer, navit, pidgin, sane-frontends, scim, sylpheed, tickr, tilem, uim, usermode, xsane, xzgv, and z88.

Future plans include porting changes from the GTK2 fork maintained by Xlibre project member stefan11111, as well as backporting code from YTK, a GTK2 fork from the Ardour project. Other tasks include checking the build in GCC 15 and adding support for using libppd for printing on systems running CUPS 3.x. Using the GPLv3 license for the new code and changing the name to avoid claims from the GNOME project are a possibility.

https://www.reddit.com/r/linux/comments/1sy684c/gtk2_is_getting_resurrected/

LXC 7.0 and LXD 6.8:

30/04/2026

The Linux Containers community has released LXC 7.0, a toolkit for managing isolated containers. It provides a runtime suitable for both running containers with a full system environment, similar to virtual machines and for running unprivileged containers of individual applications. The LXC 7.0 branch is designated a long-term support release, with updates generated for five years (until 2031). LXC is written in C and is licensed under the GPLv2.

LXC includes the liblxc library, a set of utilities (lxc-create, lxc-start, lxc-stop, lxc-ls, etc.), templates for building containers and a set of bindings for various programming languages. Isolation is achieved using native Linux kernel mechanisms. Namespaces are used to isolate processes, the network stack, user IDs, and mount points. Cgroups are used to limit resources. Kernel capabilities such as Apparmor and SELinux profiles, Seccomp policies, Chroots (pivot_root), and capabilities are used to reduce privileges and restrict access.

https://discuss.linuxcontainers.org/t/lxc-7-0-lts-has-been-released/26612

Sculpt OS 26.04:

01/05/2026

Sculpt 26.04 has been released. It is an operating system based on Genode OS Framework technologies, suitable for everyday users. The project's source code is licensed under the AGPLv3 license. A 33 MB system image is available for download, suitable for use on PCs, PinePhone smartphones, and MNT Reform laptops. It supports systems with Intel processors and graphics subsystems with VT-d and VT-x extensions enabled, as well as ARM systems with VMM extensions.

https://genode.org/news/sculpt-os-release-26.04

C:/Deb,:

01/05/2026

Evgeny Golyshev, the Debian/Ubuntu Elixir maintainer, has published a working prototype of the Debian 13-based Win32/Linux system C:\Deb, offering a Windows-like environment built on Wine and user-space components borrowed from ReactOS, running on top of the Linux kernel. The system's user environment uses Wine Explorer and is styled to resemble Windows 95/98. Two images are available for testing: a raw image for running in QEMU and a VDI disk for VirtualBox, along with scripts and instructions for building the system yourself. The C:\Deb project is inspired by a similar system called Loss32, which was expected in January of this year but never materialized.

https://cusdeb.com/os

Ubuntu and Canonical DDoS attack:

01/05/2026

Several network services operated by Canonical and the Ubuntu project, including ubuntu.com and security-related APIs, have been unavailable since yesterday due to a DDoS attack. The hacker group "313 Team" claimed responsibility for the attack.

https://www.reddit.com/r/linux/comments/1t07v8n/canonical_ubuntu_being_targeted_by_a_ddos_attack/

APT 3.3.0:

01/05/2026

The experimental branch of the Advanced Package Tool (APT) 3.3.0 package management tool has been released. Once stabilized, it will be used as the basis for the stable version 3.4. The new APT branch has been accepted into Debian Unstable .

https://lists.debian.org/deity/2026/05/msg00006.html

KDE Plasma 6.7 has entered a soft freeze:

02/05/2026

The latest KDE weekly development report has been published, presenting changes for the KDE Plasma 6.7 branch, expected to be released in June. A few days ago, the KDE Plasma 6.7 branch entered a soft freeze, during which time new feature submissions have ceased, and the developers' focus has shifted to polishing functionality before release and finalizing the integration of previously planned changes into the branch.

https://blogs.kde.org/2026/05/02/this-week-in-plasma-background-apps-and-zoom-up-scaling/

Linux Mint HWE builds:

03/05/2026

The developers of the Linux Mint distribution have begun publishing updated ISO images featuring newer versions of the Linux kernel. For Linux Mint 22.3, released in January and originally shipped with kernel 6.14, a Hardware Enablement (HWE) update has been published featuring kernel version 6.17, ported from Ubuntu 24.04.4 LTS. The publication of such interim ISO image updates are expected to resolve issues users are experiencing with support for new hardware, amid the extension of the release cycle and the decision to publish the next Linux Mint release in late December 2026, rather than early September.

https://blog.linuxmint.com/?p%3D5022

NetHack 5.0.0:

03/05/2026

NetHack 5.0.0, a turn-based single-player strategy console game, is now available. It's a roguelike game where players navigate dynamically generated dungeon labyrinths, battling monsters, finding artifacts, and upgrading their abilities. Studying the game's source code and discussing strategies with other players helps players successfully complete levels. The game has been in development since 1987. The last major release, NetHack 3.6.0, was released in 2015. The code is written in C and is distributed under the NetHack open source license.

The new version features over 3,100 fixes and changes, a significant codebase cleanup, improved architecture, and a redesigned build process. The game code has been brought into compliance with the C99 standard. Cross-compilation support for multiple platforms and operating systems has been implemented. The game level and dungeon compilers, as well as the quest text file processing engine, have been converted from yacc and lex to Lua, integrated, and now generate content during gameplay.

https://nethack.org/v500/release.html

dav2d:

03/05/2026

The VideoLAN project's developers have published the first preliminary release of the dav2d library, that implements an alternative free decoder for the

AV2 video encoding format. The project's code is written in C with assembly language inserts and is distributed under a BSD license. Support is provided for the x86, x86_64, ARM64, Loongarch, PPC, and RISC-V architectures.

Dav2d is optimized for maximum performance and is claimed to be the fastest existing AV2 decoder for all supported platforms. It is hoped that the software implementation of AV2 offered in dav2d will help compensate for the lack of hardware decoders in the early stages of the AV2 codec's development.

The new dav2d library is similar in purpose and architecture to the existing dav1d project , but implements the AV2 codec instead of AV1. Some common features have been ported from the dav1d codebase. The dav2d library will support all AV2 features, including advanced subsampling modes and all specified color depth control parameters. The project is still in development and is not yet recommended for production systems, as the final AV2 specification has not yet been approved.

https://news.ycombinator.com/item?id%3D47988504

qBittorrent 5.2.0:

04/05/2026

qBittorrent 5.2.0, a torrent client written using the Qt toolkit and developed as an open-source alternative to µTorrent with a similar interface and functionality, has been released. qBittorrent features include an integrated search engine, RSS subscription, support for many BEP extensions, remote control via a web interface, a sequential download mode in a preset order, advanced settings for torrents, peers, and trackers, a bandwidth scheduler and IP filter, a torrent creation interface, and support for UPnP and NAT-PMP. The project is written in C++ and distributed under the GPLv2+ license. Builds are available for Linux, Windows, and macOS.

https://github.com/qbittorrent/qBittorrent/releases/tag/release-5.2.0

Dropbear SSH 2026.90:

04/05/2026

Release 2026.90 of the Dropbear project, an SSH server and client popular in wireless routers and compact distributions like OpenWrt, has been published. Dropbear boasts low memory consumption, the ability to disable unnecessary functionality at build time, and support for building the client and server in a single executable, similar to busybox. When statically linked with uClibc, the Dropbear executable is only 110 KB in size. Dropbear supports X11 forwarding, is compatible with the OpenSSH key file (~/.ssh/authorized_keys), and can create multi-connections with forwarding through a transit host. The project's code is written in C and distributed under an MIT-like license.

https://lists.ucc.gu.uwa.edu.au/pipermail/dropbear/2026q2/002396.html

OmniOS CE r151058:

05/05/2026

OmniOS Community Edition r151058 has been released. It is based on the work of the Illumos project , which continues to develop the OpenSolaris kernel, network stack, file systems, drivers, libraries, and core system utilities. OmniOS is notable for its support for the bhyve and KVM hypervisors, the Crossbow virtual network stack, the ZFS file system, and lightweight Linux container launchers. The distribution can be used for building scalable web systems, virtualization, and storage systems.

https://omnios.org/article/r58

ToaruOS 2.3:

05/05/2026

ToaruOS 2.3, a Unix-like operating system written from scratch and shipped with its own kernel, bootloader, standard C library, package manager, user-space components, and graphical interface with a compositing window manager, has been released. The project was initially developed at the University of Illinois as a research project into creating new compositing graphical interfaces, but was later transformed into a standalone operating system. The project's

code is written in C and distributed under the BSD license. A 7.4 MB live image is available for download and can be tested in QEMU, VMware, or VirtualBox.

ToaruOS is based on a kernel that utilizes a hybrid modular architecture, combining a monolithic core with support for loadable modules. These modules implement most of the available device drivers, including disk drivers (PATA and ATAPI), EXT2 and ISO9660 file systems, framebuffer, keyboard, mouse, network cards, sound chips, and VirtualBox guest add-ons. The kernel supports Unix threads, TTYs, virtual file systems, the pseudo-file system /proc, multithreading, IPC, ramdisk, ptrace, shared memory, multitasking, and other common features.

https://toaruos.org/toaruos-23-is-out.html

MyLibrary 5.0:

06/05/2026

MyLibrary 5.0, a home library cataloger, has been released. The program code is written in C++ and is available under the GPLv3 license. The graphical user interface is implemented using the Qt6 library. The program is compatible with Linux and Windows operating systems.

MyLibrary catalogs book files in fb2, epub, pdf, djvu, odt, txt, and md formats, both directly accessible and packed into archives (zip, 7z, jar, cpio, iso, tar, tar.gz, tar.bz2, tar.xz, rar), and creates its own database without modifying the original files or changing their location. The fbd format is also available for cataloging (a book file packed into an archive along with a file with the fbd extension containing an fb2 description tag). The fbd format can store any files, not just books. Collection integrity and change control are monitored by creating a database of file and archive hash sums.

MyLibrary can work with collections located on an external server (the corresponding folders and files must be accessible via the SMB protocol and mounted on the local computer using gvfs, kio-fuse, or their equivalents).

https://github.com/ProfessorNavigator/mylibrary/releases/tag/v5.0

Incus 7.0 LTS:

06/05/2026

Stéphane Graber, the Linux Containers project leader and former technical lead of the LXD project, announced the release of Incus 7.0 LTS, a community-created fork of the LXD container and virtual machine management system created after the original project was acquired and licensed by Canonical. The project's code is licensed under the Apache 2.0 license. An online demo is available for review.

Incus 7.0 LTS will be supported until June 2031. The first two years will see the release of patches containing bug fixes and minor improvements, after that the project will transition to a maintenance phase with only critical vulnerability fixes. The current branch of Incus 6.0 LTS has been transitioned to support mode, with only security-related fixes being released.

https://stgraber.org/2026/05/05/announcing-incus-6-23-2/

Recreating Unity Shell Using Wayfire and Libadwaita:

07/05/2026

Developer MA Muqtadir, who contributed to the Ubuntu Yaru theme and the Vanilla OS

distribution, presented the first results of an experiment to recreate the Unity user interface using modern GNOME stack components and the Wayland protocol. The demonstrated prototype is built on the Wayfire compositing manager, which uses Wayland and enables the creation of lightweight user interfaces with 3D effects in the style of Compiz 3D plugins. The sidebar, top bar, pop-up dialogs and Dash, interface for navigating through installed applications are implemented using the gtk4-layer-shell add-on and widgets provided by the libadwaita library. Video available here: https://www.youtube.com/watch?v=eoUYAcf2ml0

https://mastodon.social/@muqtxdir/116489004484434484

Valve has released CAD files for the Steam Controller shell:

07/05/2026

Valve has released designs, models, and design data for the Steam Controller case and Steam Controller Puck dock. The data is available in STP and STL formats and is licensed under a CC BY-NC-SA 4.0 (Creative Commons Attribution-NonCommercial-ShareAlike 4.0) license, which permits copying, distribution, use in projects, and creation of derivative works, as long as attribution is given, the license is preserved, and use is for non-commercial purposes only.

https://steamcommunity.com/groups/steam_hardware/announcements/detail/702141174212723353

OpenWrt 25.12.3:

08/05/2026

A minor release of the OpenWrt 25.12.3 distribution, developed for network devices such as routers, switches, and access points, has been released. OpenWrt supports over 2,200 devices and offers a build system that simplifies cross-compilation and the creation of custom builds. These builds allow for the creation of ready-to-use firmware with a desired set of pre-installed packages, optimized for specific tasks. Ready-to-use builds have been published for 41 target platforms.

https://lists.openwrt.org/pipermail/openwrt-announce/2026-May/000085.html

Ubuntu Touch 24.04-1.3:

08/05/2026

Ubuntu Touch 24.04-1.3, a firmware update based on Ubuntu 24.04, has been released. The firmware is being developed by the UBports project, which took over development of the Ubuntu Touch mobile platform after Canonical stepped away from it.

Ubuntu Touch 24.04-1.3 update will be released soon for Asus Zenfone Max Pro M1, F(x)tec Pro1 X, Fairphone 3/3+/4/5, Google Pixel 3a/3a XL, JingPad A1, Oneplus 5/5T/6/6T, OnePlus Nord N10 5G/N100, Sony Xperia X, Vollaphone X/22/X23, Xiaomi Poco X3 NFC / X3, Xiaomi Poco M2 Pro, Xiaomi Redmi Note 9 Pro/Pro Max/9S, Volla Phone Quintus, Volla Tablet, Lenovo Tab M10 HD 2nd Gen, Rabbit R1 and Xiaomi Redmi 9/9 Prime.

Ubuntu Touch 24.04-1.3 primarily fixes bugs that caused issues with launching GTK4 programs, placing X11 windows, playing voice messages sent via MMS, and scaling the output of some Qt applications. A freeze during shutdown that occurred on some devices has been resolved. Support for launching X11 programs outside the Lomiri environment has been added. Improved interaction with docks that provide input devices, such as NexDock.

On a side note, the development of Ubuntu Touch 24.04-2.0 has been announced. The most notable improvement will be an update to the Morph web browser, which will be migrated from QtWebEngine 5.15.19 (QWE), based on the outdated Chromium 87 engine, to the modern Qt 6.x stack. Since many programs in Ubuntu Touch remain based on Qt 5, Ubuntu Touch 24.04-2.0 will ship both Qt 5 and Qt 6, which will result in an increased system image size, which may not fit into the operating system-reserved partition on some supported devices.

https://ubports.com/blog/ubports-news-1/ubuntu-touch-24-04-1-3-release-and-updates-on-ubuntu-touch-24-04-2-0-3996

Hyprland 0.55 composite server:

09/05/2026

The Hyprland 0.55 compositing server, which uses the Wayland protocol, is now available. The project focuses on tiling windows, but also supports classic free-form window placement, tabbed window grouping, pseudo-tiling mode, and full-screen window expansion. The code is written in C++ and distributed under the BSD license.

Features for creating visually appealing interfaces include gradients in window frames, background blur, animation effects, and shadows. Plugins can be added for expanded functionality, and socket-based IPC is provided for external control. Configuration is handled via a configuration file, with changes updated on the fly without restarting. Other notable features include dynamically created virtual desktops; on-screen layout modes; global hotkey handling; and touchpad/touchscreen gesture control.

https://hypr.land/news/update55/

KDE updates:

09/05/2026

The latest KDE weekly development report has been published, presenting changes for the KDE Plasma 6.7 branch, expected to be released in June. KDE Plasma 6.7 is currently in a soft freeze.

KDE Plasma 6.7 will include the new Union style engine, but it's unclear whether it will be enabled by default or remain a settings option. Union provides a unified style processing system that allows for the use of various application styling technologies available in KDE.

The engine consists of three layers: input, intermediate, and output. The input layer is implemented through plug-ins that parse input style file formats and convert them into abstract rendering descriptions. The intermediate layer is implemented as a library that describes the data model and methods for applying styles to each element. The output layer contains plug-ins that convert the universal style generated by the intermediate layer into rendering commands specific to a particular graphics stack.

For example, SVG or CSS themes can be used as input, generating styles for QtQuick or Qt Widgets as output. The default input format has been changed from SVG to CSS. A new implementation of the Breeze theme, formatted in CSS, has been developed.

https://blogs.kde.org/2026/05/09/this-week-in-plasma-icc-profiles-%25EF%25B8%258F-hdr/

Release of lay:

10/05/2026

The lay project has been published. It helps correct words typed using the wrong keyboard layout in the GNOME desktop running on Wayland. The utility corrects the last word typed by double-pressing the Shift key. The code is written in Rust and distributed under the MIT license. At this stage of development, the program is in beta quality – bug reports are welcome.

The project consists of a background process that works with evdev/uinput and a small GNOME Shell add-on that enables layout switching in GNOME on Wayland. By default, the program runs locally and does not use the cloud, clipboard, or large language models. An experimental "--smart" mode is available as an option, which uses a locally running AI

model to automatically detect input errors. The project also includes a separate command-line utility for converting text to a different layout. Support is currently focused on GNOME Wayland.

https://github.com/radislabus-star/lay-public

Nocturne 1.0:

10/05/2026

Nocturne 1.0, a music player with the ability to manage the music library and connect to network music services is presented. The project code is written in Python using libadwaita widgets and the gstreamer multimedia library and is distributed under the GPLv3 license. Ready-made builds are available in Flatpak format. Why should you care? Well, this plays nice with Jellyfin for those of you with your own streaming servers.

https://thisweek.gnome.org/posts/2026/05/twig-248/

Laptop Game Server - Pt.2

Let's continue our discussion on setting up a game server, what you need to check on the back end (in broad strokes).

While most of you may be using DHCP on your network, usually game servers require static addresses. In Ubuntu, it is not difficult to make that change, but just in case there is a newbie picking up our magazine, I'll walk you through a few more concepts.

So what is an IP address?

An IP address is a unique identifier used for communication between devices on your LAN (local area network) or out on the Internet. It is the linchpin in sending and receiving data across networks. There are two flavours of IP addresses: IPv4 (32bit) and IPv6 (128bit).

Most of us are comfortable with IPv4, as it is easy to read, 192.168.1.1, for instance and IPv6 seems more alien, 2009:0c78:56a5:::8a2e:0b70:f311. While Ipv6 does have the added benefit of giving everyone their own IP address, it also allows for people to exclude you and identify you.

We will look at IPv4 here as we are assuming you will be hosting your, say, minecraft server for your kids in your house. The same principle will apply for internet facing servers, but it will use your public IP address.

Let's start by checking your IP address on Ubuntu

Before faffing, configuring a static IP address, you should first check your current IP address. On Ubuntu, you can check your IP address using either the command line or the GUI.

On the terminal, you can type:

```
ip a
```

(that is shorthand for ip address, both will work in your terminal).

You can also check your IP address using the graphical interface. Click the Gnome drop down in the top right corner and select the gear icon, "Settings." Now go to the "WiFi" or "Network" menu, select your current network connection, and click "Details." or select your WIFi and click on the gear icon, next to the name. Your IP address, subnet mask, gateway, and other details will be displayed on the first page.

The current network configurator in Ubuntu is called "netplan". The configuration is in YAML format, usually found at /etc/netplan/90-NM-randomletters.yaml (for instance).

In the WiFi section, you may see many, each representing a saved wireless network. You would need root access to read these.

Should you edit any of these, you would need to apply the changes with netplan apply or restart the network device or reboot your computer.

Always create a backup of any configuration file before editing!

The easier way is via the GUI, but servers are mostly without those.

If you prefer to configure a static IP using the GUI, follow these steps:

Open the network settings, select your current connection and choose the "Manual" option. Enter the desired IP address, gateway, and DNS servers.

A good idea is to verify your settings before giving out your new IP address.

Let's talk about the "ping" command. To verify that your client computers can "see" your server, you can ping the server for a reply. This sends a special network packet (ICMP) to the server that will receive a reply if everything is fine.

With game servers, latency is

the key to smooth gameplay. A high latency could be an indicator of something being wrong. The ping command handles all this in one go.

It can check network connectivity. For example, you can quickly check whether you are connected to the internet by entering: ping www.google.com.

You can measure latency. The ping command helps measure the time (in milliseconds) it takes for a packet to be sent and received, sometimes known as a round trip. This indicates network speed and quality.

Identifying problems

Pinging the server from other devices and pinging other devices from the server on a local network, lets you identify potential network issues.

When you ping a name, like www.google.com, you are verifying that DNS works as well, but on your local networks, you can simply use your IP addresses, like so:

```
ping 192.168.1.2
```

(use your IP addresses)

Non-routable IP address ranges are not accessible from the internet or another network, so don't use these if you plan on sharing outside of your own network.

Ping has a verbose mode, so if your game server is internet facing, you can use it like so:

```
ping -v
www.fullcirclemagazine.org
```

The other favourite is traceroute, and it does what it sounds like. So when you route packets between networks, you may need to follow it to see where the error lies, if your packet does not reach its destination.

In essence traceroute sends packets and records the responses from each router along the path. This process allows users to see every 'node' the packets pass through.

While not as simple as "ping", it is still simple enough to use. The basic syntax for using traceroute is:

```
traceroute [options] <target
hostname or IP address>
```

"Executing the traceroute command displays the routers the packets pass through, their IP addresses and the latency for each hop". This sounds like a mouthful, but when you use it, you will understand.

Try it by typing:

```
traceroute www.google.com
```

When you see stars (asterisks *) in your output, it either means that the router is not replying or that the destination was not reached.

You can use different protocols when sending your request, for instance, traceroute -T www.google.com to send TCP packets instead, or traceroute -I www.google.com to use UDP packets instead of the standard ICMP packets.

When it comes to game servers, ports are important, so we can ping a specific port as well, for example, traceroute -p 9005 gameserver.org

Most games use the UDP protocol as it is faster, so remember to test that as well.

There you go, another quick infodump on what you may need to set up a game server in your home. While this was all about a game server, everything we have talked about translates to using almost any server in your home.

Any mistakes let us know: misc@fullcirclemagazine.org

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.

Are you a distrohopper? Do you want all the same applications installed across your machines with minimal effort? If the answer to these questions are "yes", then you need tuxmate. Are you a recent Windows convert and the command line scares you? Well, tuxmate is trying to ease you into things. What is tuxmate? If you ever used ninite on Windows, you may be familiar with this type of bulk installer. Though you could use it to install single applications, it is aimed at bulk installations across multiple machines.

Tuxmate requires only that you visit their website (or your version of it!), choose your distribution in the top right hand corner and you can start selecting software that you would like to install.

As bulk app installers go, this one is not bad. It's not great either, but it gets the job done.

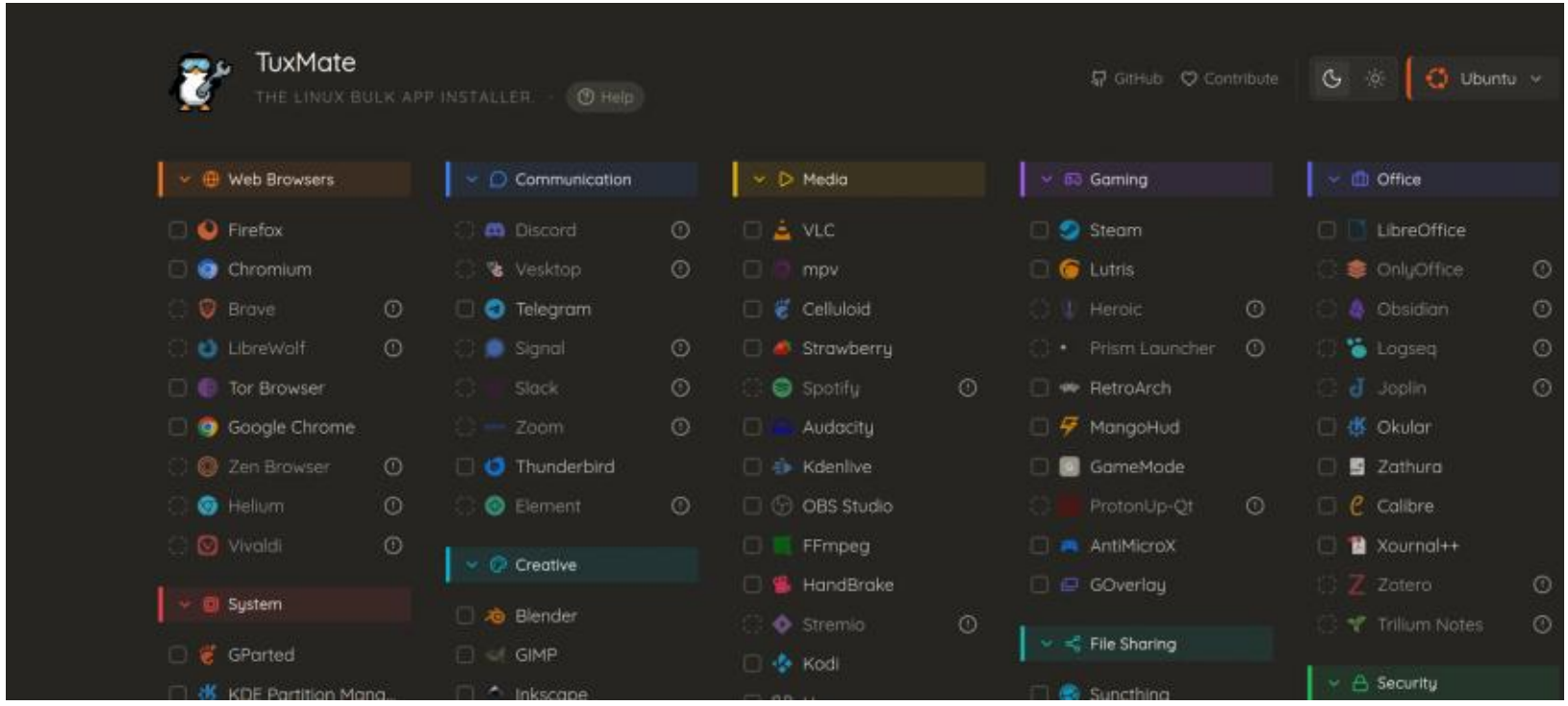
Where it shines is in package names. What do I mean by this? Well, in one package manager you may have godot engine as just the word "godot" while in another it may be "godot4" thus installing the same application across multiple distributions may not be straightforward. This saves you from searching for a package or looking it up online.

The web page is actually in two parts, one being the application selection part and down at the bottom we have the terminal or scripting part.

In this deceptively small part, lies a lot of functionality. You could copy and paste from the central window, but you could also preview your selection and download that as a script if you'd like to install it on another computer or would rather do it later. The downloaded file is nicely labelled as tuxmate-<distribution name>.sh and it is easy to find.

You can also bring up the preview window at any time, simply by pressing the TAB key while you are doing your selections.

Some packages are not available to all repositories, so make sure of your selections. Again, I'll use Godot as an example, when you select SUSE, the option to get the godot package is not selectable. With Arch, you may need to select a helper package. I would have liked to see the same sort of thing for Ubuntu, with say, deb-get packages, but we will see what the future



brings.

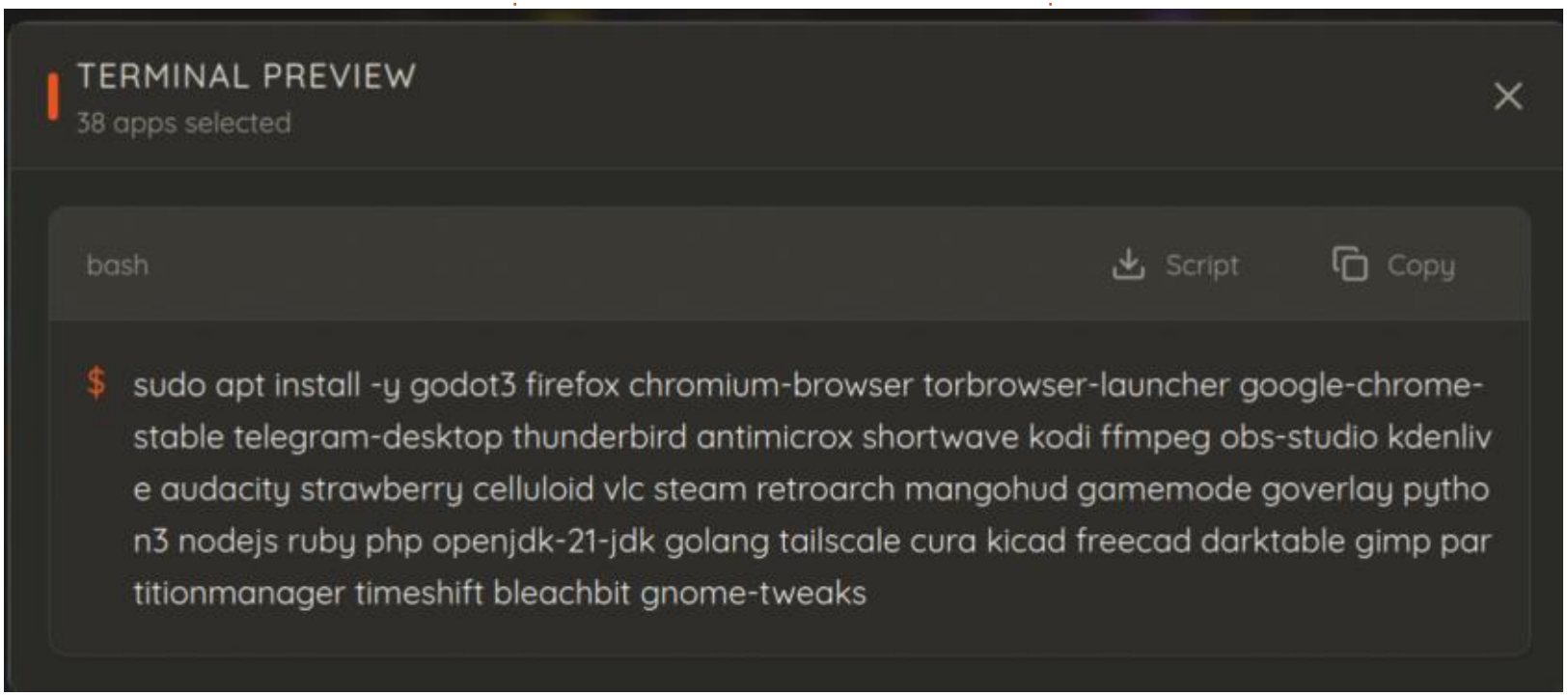
Tuxmate also has support for Snap packages and Flatpak packages, but not AppImage packages for some reason.

If you would like this functionality in your home or business, you can also deploy tuxmate as a docker container. Just head on over to the github page and grab the quick start instructions.

On Ubuntu, you are going to want to pay attention to all the exclamation marks. For instance, it will not help you install LibreWolf (as you need extra repositories for it) or DaVinci Resolve, telling you that you need the AUR for that. As I said, not the best tool, but certainly a handy tool.

Website

https://tuxmate.com/



Godot Intro Pt.7

In the last issue I showed you how to just mess about, without any code, and actually see some results. It may not be the best result ever, but I want you to think a bit of what it reminds you of. I mean brick breaker / arkanoid / bat 'n ball, is just that - a moving "floor" with a "bouncing ball" that just got a bit of imagination added to it. That is what makes a game, the imagination added to a simple concept. Remember that Godot is not only about games, you can make applications with it as well, though the project is geared towards making games. Just remember, just a drop of imagination can turn it into whatever you'd like and while we end this short series on this note, in the next, we will do some other things to showcase the power of the open source game engine. We just needed some understanding of where to look for what.

I want to help you get the most from your Ubuntu experience, so here are a few tips.

Don't just copypasta from random YouTube tutorials. I did – and it was a mistake. There is usually more than one way to skin a cat. You need to know at least three and understand one or two – up to the level that you can explain it to someone else. If you don't, you won't know why your project breaks later down the line. It has happened to me, where I could not figure out what went wrong. You need to actually learn. Tutorials are not rubber stamps or blueprints. What works for Brackeys, may not work for you or your game. He is giving you the tools to make your own, not just copy his. Your biggest asset is asking "why?". Why is he doing that? The other part to remember is that most tutorials are a tiny slice of a much larger project and not the final outcome.

The next tip I'd like to give you is that a lot of time is going to be eaten up by playtesting. Allow yourself a way to skip levels or if you have particularly long and complicated levels, have a way to place your player where you need it, or simply remove the hitbox on the player as some kind of 'godmode'. This can save days, if not weeks, of replaying sections or levels.

When things inevitably go pear-shaped, look for changes to parent nodes. Why? Because if you change something on a parent node, it drops down that list of child nodes and changes them too. Things may look right at first glance, then come back to bite you later as you look for bugs, and ignoring the thing that worked like you thought it did on the surface, but it is being torpedoed by faulty logic in the child nodes, stemming from the change in the parent node.

Next, I want you to take a moment and remember to lock sprites and collision shapes when moving things on screen. Be mindful of the origin (that little crosshair) and how it relates to your objects. That said, be aware of the difference between Transform > Object and Offset. If you have no idea what I'm talking about, put this high on your research list. Trust me. You will thank me later. This is why my bullets left my gun at the barrel tip during the initial testing and why they flew from a random point during the level run. This is important when you spawn anything on screen.

Your game runs at a constant clock speed. Feel free to slow it down and speed it up in certain places to make the game feel more 'real'. Play around: incorporate things into your game that may not be gamey. You can also use this for debugging. Speaking of debugging: test as much as you can. ABT: Always Be Testing. A buggy mess will discourage people you ask to play your game for feedback.

Don't just learn how to make a game, learn how to optimize your game. While you may have 128GB of RAM and never see an issue, the guy actually playing your game may have only 8GB, so do not assume and do not load everything at once. There is no point in having the boss at the end of the level do his thing, when you load in the game. There is no-one there to appreciate it. In the case of Godot (and many other game engines) the tree falling in the woods does make a sound – so

to speak. It may be processing all the code assigned to it, in the background, even if you did not intend it.

There is a difference between a tutorial written for Godot 3 and one written for Godot 4, so be mindful of what you learn. Not everything is transferable. If something does not work in Godot 4 that worked in Godot 3, find out what the new way of doing is. Do not get caught up in the "it worked last month, why can't it work now?" trap. I wrote an Asteroids clone in Godot 3 when it first launched and it broke completely when I try to load it now. Not because the game engine is not backwards compatible, but because my code was so bad it worked sort-of on Godot 3 but Godot 4 refused to run my junk code. I did not know or care when I started out why it was working, so much as that it was working at all. This circles me back to always ask why. Why something is not working, but also why it is working!

Have fun with Godot.

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.

Latex - T

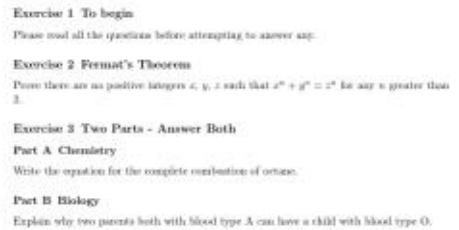
This FCM issue snuck up on me. I have had a busy month and got to the end of it before I expected. This time I am going to explore topics starting with T. Since T is a letter that is used fairly often in English the list of topics starting with T is fairly long. Languages included in this group are Thai, Tibetan, Turkish and Turkmen. Turkmen is the language of Turkmenistan which became an independent state in 1991 after the collapse of the USSR.

As could be predicted there is a selection of packages for teachers and teaching. The first one I will work with this time is the exesheet package. It is "designed for typesetting exercise or exam sheets" according to the documentation provided by the developer. It is built upon the article class. It calls the schooldocs package which means the basic layout style follows the schooldocs instructions.

Exesheet allows for the display of individual questions or answers or both. It can also display a detailed scoring guide and correction instructions if desired. This would be especially useful if more than one person grades the work. Exesheet can be used either as a document class or as an environment within the article document class.

I have included a small sample of the package commands to show a few example questions. There is much more to this package. Questions with parts can be typeset in different ways: as enumerated lists or in tables. Items in tables can be aligned vertically or horizontally. For example, sentence or word translation might be arranged in a list. Math questions or definitions might be put into a two or three column table. As I mentioned, it is possible to set up answers and scoring in the main document. Both can be hidden from students taking the test and made available to markers as well as to students once the test is over.

The forty-five page documentation is thorough and relatively easy to read with examples of each set of commands. The developer provided a table comparing the features of exesheet to seventeen other packages designed to help teachers prepare tests and exams. He provided all of the Latex source code for all of the examples starting on p.~39 of the documentation (see below).



The dollar signs around the equation put Latex into math mode. That means the caret is recognized as the exponent

```
\usepackage{exesheet}
\begin{document}
      \exercise[To begin]
      Please read all the questions before attempting to answer any.
      \exercise[Fermat's Theorem]
      Prove there are no positive integers \textit{x, y, z} such that $x^n+y^n=z^n$ for any \textit{n} greater than 2.
      \exercise[Two Parts - Answer Both]
      \subpart[Chemistry]
      Write the equation for the complete combustion of octane.
      \subpart[Biology]
      Explain why two parents both with blood type A can have a child with blood type O.
\end{document}
```

indicator. The equation could also be written in text mode with superscripts for the exponent.

```
x\textsuperscript{n}
+y\textsuperscript{n}
=z\textsuperscript{n}
```

I hope it is clear why using the math mode is much less work, especially if you write Latex in a text editor with no code completion. Using math mode also sets the equation in an italic font which may or may not be desirable.

The next package I want to work with in the teaching topic is called figchild. It was designed for "teachers who need to design colorful and engaging activities for students." So says the developer at the beginning of the documentation. Twenty-four of the thirty pages of documentation are catalogues of the images available using the macros in the figchild package. That is all the package does. It makes it possible to include any of the nearly four hundred images quickly and easily.

The images were designed by university students in Latex using TikZ and xcolor. They are invoked by including the figchild package in the preamble of a Latex document. Each image has its own macro and so its own command starting with \fc and then the name of the image. The documentation I downloaded refers to updated documentation which was not available on ctan.org at the time of this writing.

The documentation does say "all TikZ options can now be applied directly by including them inside square brackets after the figure command." Of course this means users somewhat familiar with TikZ can adapt these images more easily than those of us who need to experiment or need to find out how to get the result we want. Options in TikZ use key/value pairs. The example in the figchild documentation includes keys: draw, line width and scale. (Draw refers to the colour of the line used to make the figure.) Possibly because my system runs the 2024 update of Latex I could not use the TikZ options. When I start the \fc command I get: \fcAirBallon{scale}{color}{thickness}. Thickness is line thickness, no units allowed, the default is points.

```
\usepackage{figchild}
\begin{document}
      \begin{center}
      \fcTrain{2}{blue}{2}

      \fcAbajourA{1}{red}{1}
      \end{center}
```

The illustration shows the train scaled two times larger and the lamp not scaled. That means all the images were not drawn to the same size. Some experimentation (a big word for "trial and error") is needed to get the desirable results.

The last package I will explore this time is called schedule. It has more details to be entered than most other packages. That is because it generates a table which includes all of the personal information for one week's schedule. The limits for the table must be set first and then the information entered. The first four pages of the eighteen-page documentation describe the various bits and pieces under the user's control. The rest of the pages is a listing of the code.

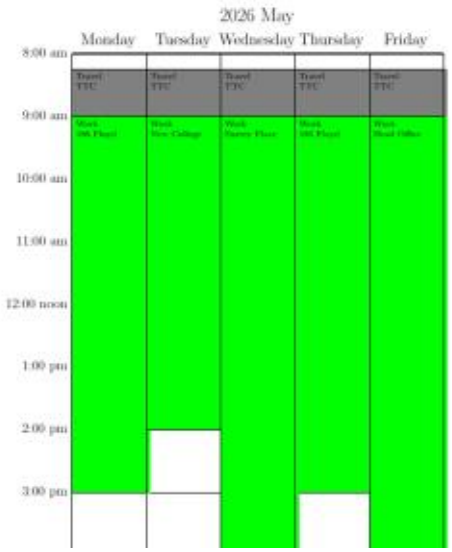
Note: I know I mention documentation with every package. I worked in IT education for many years. I know how easy it is to ignore documentation and also how easy it is for first time users to get lost. The quality of the package documentation is very important to me as I introduce to you packages that might be new to both of us.

I had to include the xcolor package in order to get coloured blocks in my table.

Notice the use of the NewAppointment command. It allows you to use names other than "class" in the schedule. That gives the user the ability to use different colour schemes for different kinds of appointments.

Notice the two commands for travel are both written below the commands for class even though the first travel happens before

work starts. There is no requirement to write your schedule in a strict time sequence. The package will arrange the items properly.



Commands in this package are case sensitive. I do usually mention this since Linux systems are always case sensitive. This is just a reminder to help prevent typing errors.

That is all I have for this issue. Next time I will pick a few more packages to explore. I am getting closer to the end of the alphabet. There are fewer packages starting with the letters U – Z. I may have to do combinations of letters in a few issues. I am sure that will not upset any readers.

```
\begin{document}
      \CellWidth{2.5cm}
      \CellHeight{2cm}
      \TimeRange{08:00-17:00}
      \SubUnits{60} %to indicate minutes
      \BeginOn{Monday}
      %\TextSize{\tiny} Removed to make text in graphic normal size
      \FiveDay %five day week
      \TwelveHour %Twelve hour clock displayed in table
      \NewAppointment{class}{green}{black}
      \NewAppointment{travel}{gray}{black}
\begin{schedule}[2026 May]
      \class{Work}{186 Floyd}{M,Th}{09:00-15:00}
      \class{Work}{New College}{T}{09:00-14:00}
      \class{Work}{Surrey Place}{W}{09:00-16:00}
      \class{Work}{Head Office}{F}{09:00-16:00}
      \travel{Travel}{TTC}{M,T,W,Th,F}{08:15-09:00}
      \travel{Travel}{TTC}{M,T,W,Th,F}{16:00-16:45}
\end{schedule}
```

Inkscape - Part 169

Stop Press: Inkscape 1.4.4 has been released. This release predominantly consists of bug fixes and performance improvements. Unfortunately, as with the previous release, this version persists with the Inkscape project's efforts to unilaterally equate the venerable SVG <view> element with Inkscape's notion of pages. Therefore, as with the previous version, loading any file with manually added <view> elements (as used with the 'SVG Sprites' technique in web development) will remove those elements on saving the file. See part 166 of this series, in FCM#226, for more background and my rather strong opinions on this change.

This month we're continuing our tour of the extensions that ship with Inkscape by default. Last time we got as far as the Extensions > Color submenu, and had looked at most of the available extensions. Let's resume from where we left off…

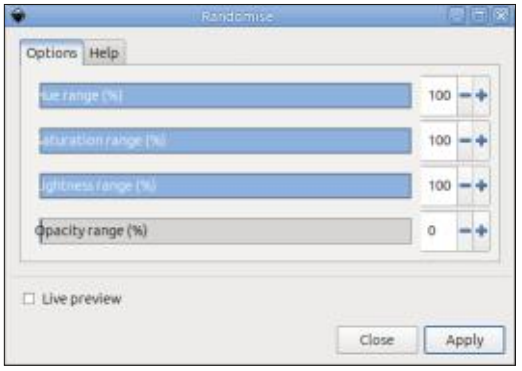
Color > Negative

This takes each RGB component of the object's fill and stroke colors, on a scale from 0-255, and flips them around the center point (127.5). For example, a value of 0 becomes 255, a value of 127 becomes 128, and a value of 155 becomes 100 – and vice versa. In other words, if you think of the values from 0 to 255 along a line, with a mirror placed at the 127.5 point, each component's value in your color is replaced by its mirror equivalent.

This is very much a mathematical approach to negating a color, which does not take the non-linear response of the human eye into account. Whether or not it's a useful definition of 'negative' is therefore up for debate – but if you just want to quickly flip some colors to make other colors then it might be good enough.

Color > Randomise…

You can probably work out from the name alone what the general behaviour of this extension is – though the presence of an ellipsis after the name does suggest some amount of control.

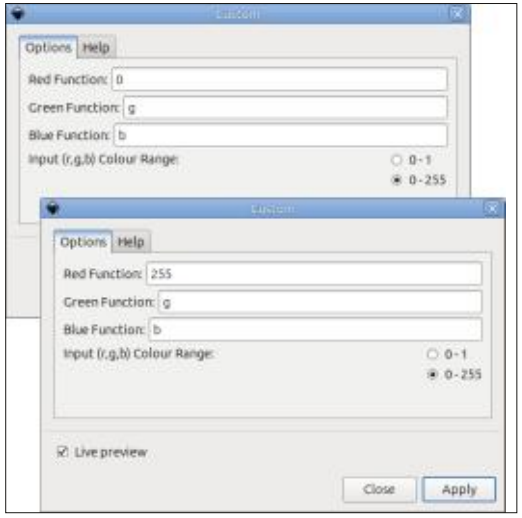


The dialog that opens makes it clear that this extension is based on the Hue, Saturation and Lightness (HSL) color model, which is definitely better suited to its task than RGB would be. The sliders allow you to restrict the amount of randomness applied to each component (plus the Alpha channel, labelled as 'Opacity'). A value of 0 for a slider means that the corresponding component won't be changed at all, whereas 100 means that component could be randomised to any number at all. Values in-between limit the maximum difference in value between the original and the randomised result. This allows you to more usefully constrain the randomness, such as only randomising the color (Hue) and Opacity, while leaving the other channels untouched (by setting the Saturation and Lightness ranges to zero), or leaving the color alone but adding slight variance to the Saturation and Lightness to add some texture to an otherwise uniform array of objects.

As with the Color > HSL Adjust… extension from last month, it's a shame there's no button to re-trigger the random number generator. Instead, the easiest option is to nudge one of the values up or down, using the +/- buttons.

Color > Remove Blue/Green/Red

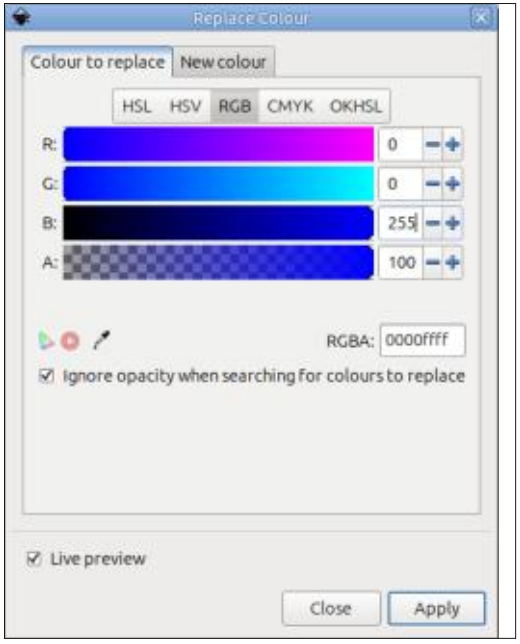
These three extensions simply set the corresponding channel to zero for both the fill and stroke. Quite why you want to do this, I don't know. If you do want to do



this, you're also the sort of person who might want to max out the corresponding channel, setting it to 255 – yet there's no Max Blue, Max Green or Max Red extensions. I suppose you could use the Negate extension, then the Remove Blue/Green/Red extension, then use Negate again, but that does seem to be a lot of hassle. You'd probably be better off learning to use the Color > Custom… extension from last month. Here are the values you'd need to enter for an equivalent of Remove Red and Max Red (I'll let you work out the Green and Blue equivalents for yourself) – but this approach also has the advantage that you could actually set the channel to any value you want, not just zero.

Color > Replace Color…

This is one of those extensions that falls into the category of "not as useful as it could have been." As the name suggests, it replaces one color in your selection with another color. But it's very specific about the color it's replacing: it has to be an exact match to the one you choose in the dialog, with very little flexibility allowed.



As you can see, the UI is fairly straightforward: there is one tab to choose the color you wish to replace, and a second tab in which to pick the new color that will replace it. When selecting the color to replace, however, you have to be precise. In the screenshot the color is 0, 0, 255 (pure blue), and that's the only color that will be replaced. If your selection includes 0, 0, 254 or 1, 0, 255 they'll be left untouched.

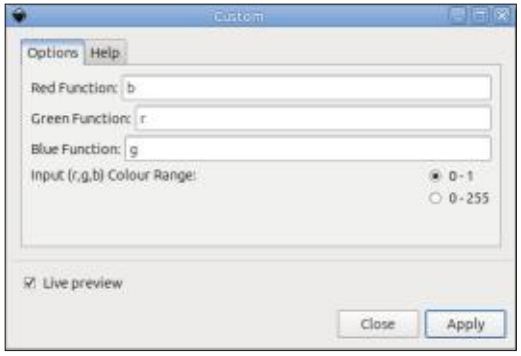
Fortunately this uses the standard Inkscape color pickers, which means you also get an eyedropper button below the sliders. Clicking this lets you choose a color from your image by clicking on it, which is probably the best way to select the color to replace, if your object has a solid color applied to it. Just be aware that when choosing from a gradient or objects with transparency you're unlikely to get the right value to replace in most cases.

The color picker also includes an Alpha slider, however there is a checkbox that gives you the option of ignoring this component when finding the colors in your selection. Most of the time you probably want this enabled, unless you are specifically trying to match a very particular color with a very particular opacity.

The thing that is obviously lacking from this dialog is some kind of 'Range' slider to let you adjust how far from the selected color a value can be to still be considered a match. That would provide a way to easily replace all the 'darkish blue' colors with a single value, or all the 'orange-red' colors with green, for example. Without that, this extension is too specific to be useful, for most cases.

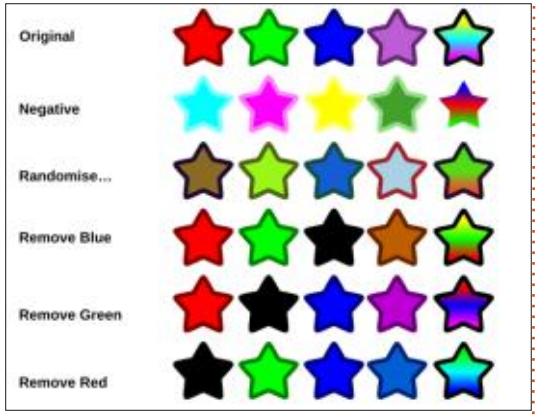
Color > RGB Barrel

What an utterly useless extension! All this does is map red to green, green to blue, and blue to red – 'rotating' the channel values. I suspect its name comes from the idea that it's somehow performing a 'barrel roll' – but that's a bit of a stretch. Call it three times, and you're back to where you started.



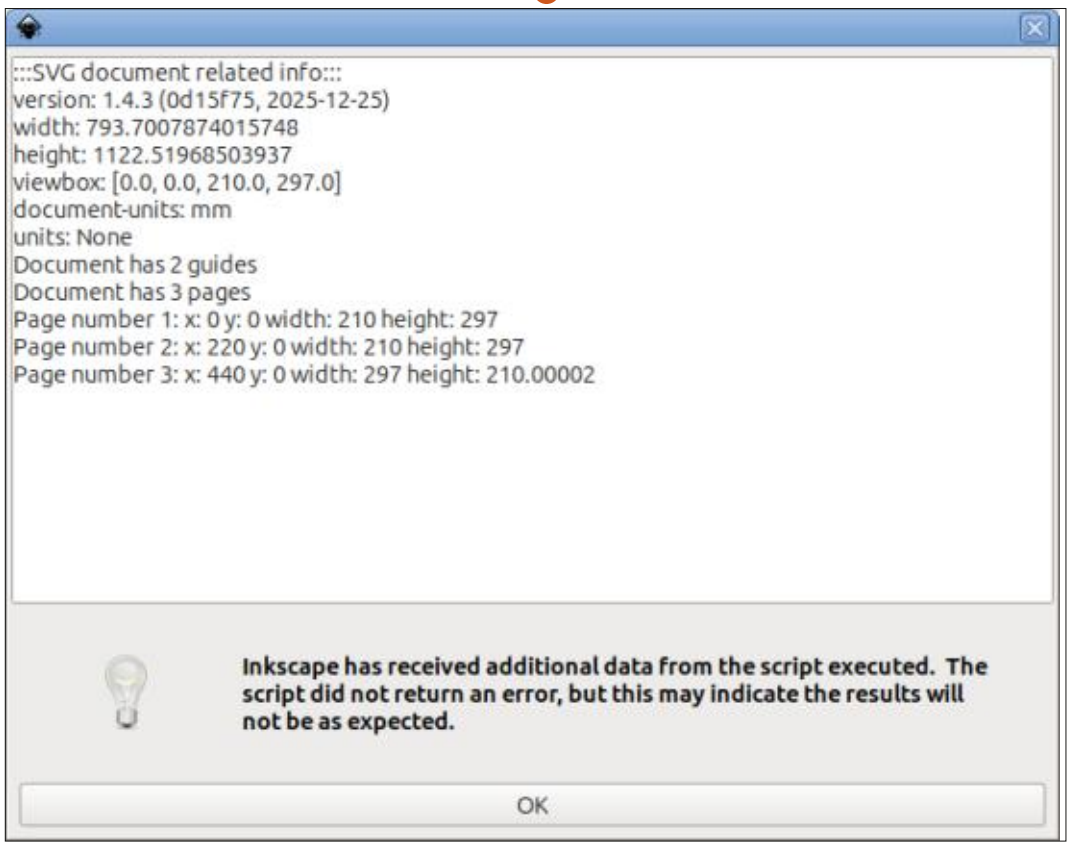
You know what else can be used to remap the channel values like this? Color > Custom… Here you go, just plug in the strings 'b', 'r' and 'g' to get exactly the same result. Or put in 'g', 'b' and 'r' for a 'reverse barrel roll.'

With that disappointing end to the color extensions, we'll move onto the next sub-menu: 'Document'. But not before providing an example of some of these color extensions in action.



Document > DOC Info

This extension returns some information about your document. It's nothing that couldn't be found through other dialogs and controls in Inkscape, but this extension collates it together into one dialog. Whether or not it's particularly useful to have this information collated is another matter entirely.



After a header line saying ":::SVG document related info:::" the first bit of information is not actually related to the SVG document. The 'version' field refers to the Inkscape version number. This is doubly confusing because the SVG format also has a version number, referring to the SVG spec that the document conforms to. In this case the SVG version was 1.1, but I found that via the XML editor, as it is not included in the output from this extension.

The next few lines contain information that could be useful for a web developer who wants to manipulate the SVG file using JavaScript. The information about the number of guides doesn't seem to be terribly useful to me, as it doesn't even indicate whether they are horizontal, vertical or angled, let alone providing information about their positions or colours.

The page info is more useful, as it also includes the position, width and height of each page. With the forthcoming change to store pages as SVG <view> elements (see the Stop Press section), this might have been more usefully formatted as a viewbox string.

Inkscape extensions usually don't return a value unless an error has occurred. Because this extension wraps its entire functionality into a return string, Inkscape assumes that some sort of issue may have occurred – hence the text in bold at the bottom of the dialog. You can safely ignore this.

The contents of the dialog can be selected and copied to the clipboard for use elsewhere, which is good. But it would have been better still if the values had been stored in a more structured format – perhaps as a JSON object – which is more amenable to further processing. As it stands, the data in this extension is likely only useful to web developers but, ironically, it doesn't actually output its results in a format that would be particularly useful to a web developer.

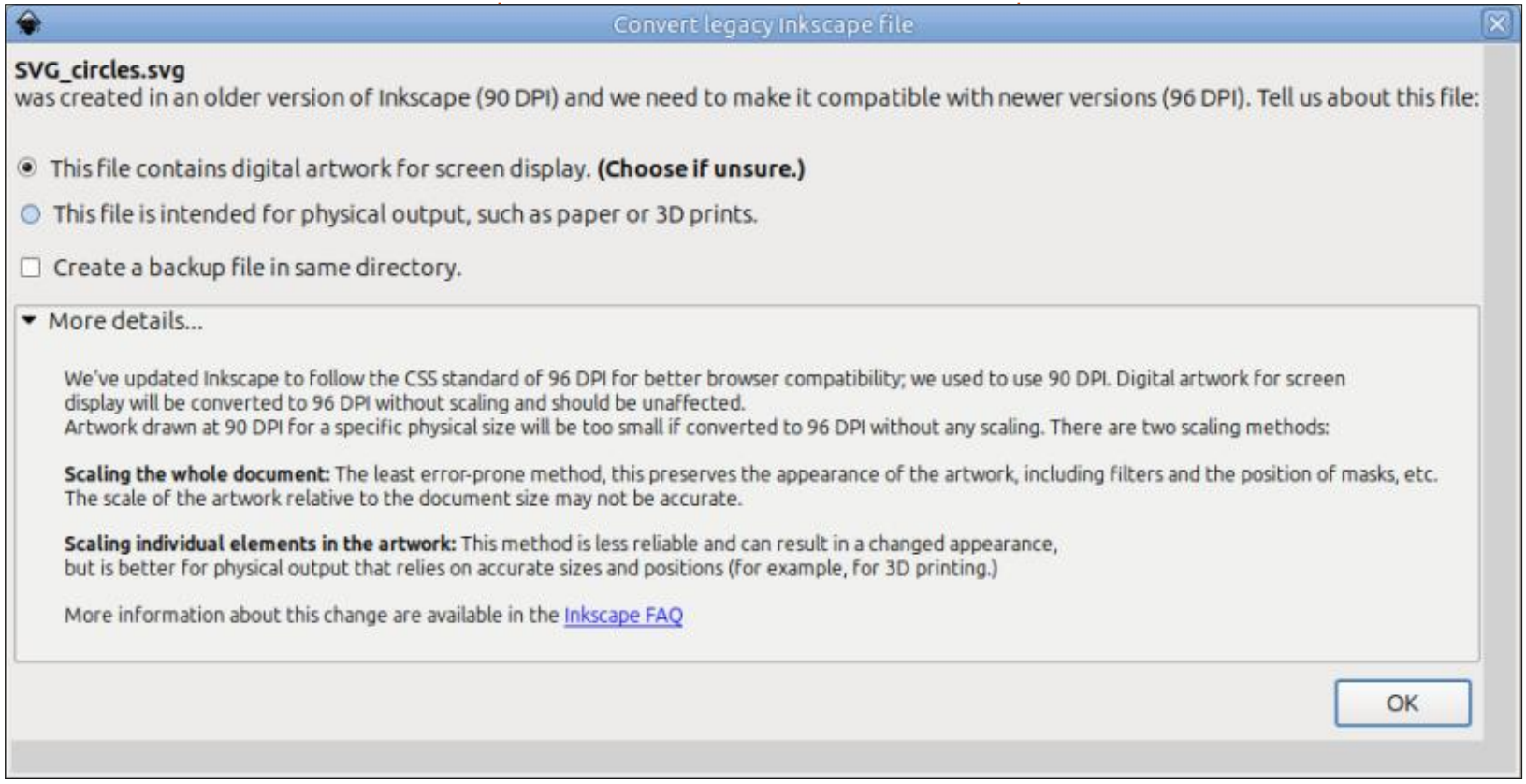
Document > DPI 90 to 96, DPI 96 to 90

Historically, the SVG format originally specified 90 dots per inch (dpi) as its nominal resolution for screen output. Meanwhile the rest of the web browsing world settled on 96 dpi as the standard value. Eventually the SVG spec caught up, as did Inkscape – with the result that loading an older Inkscape document into any even remotely recent version of the program will prompt you to convert it to the newer standard, with this dialog.

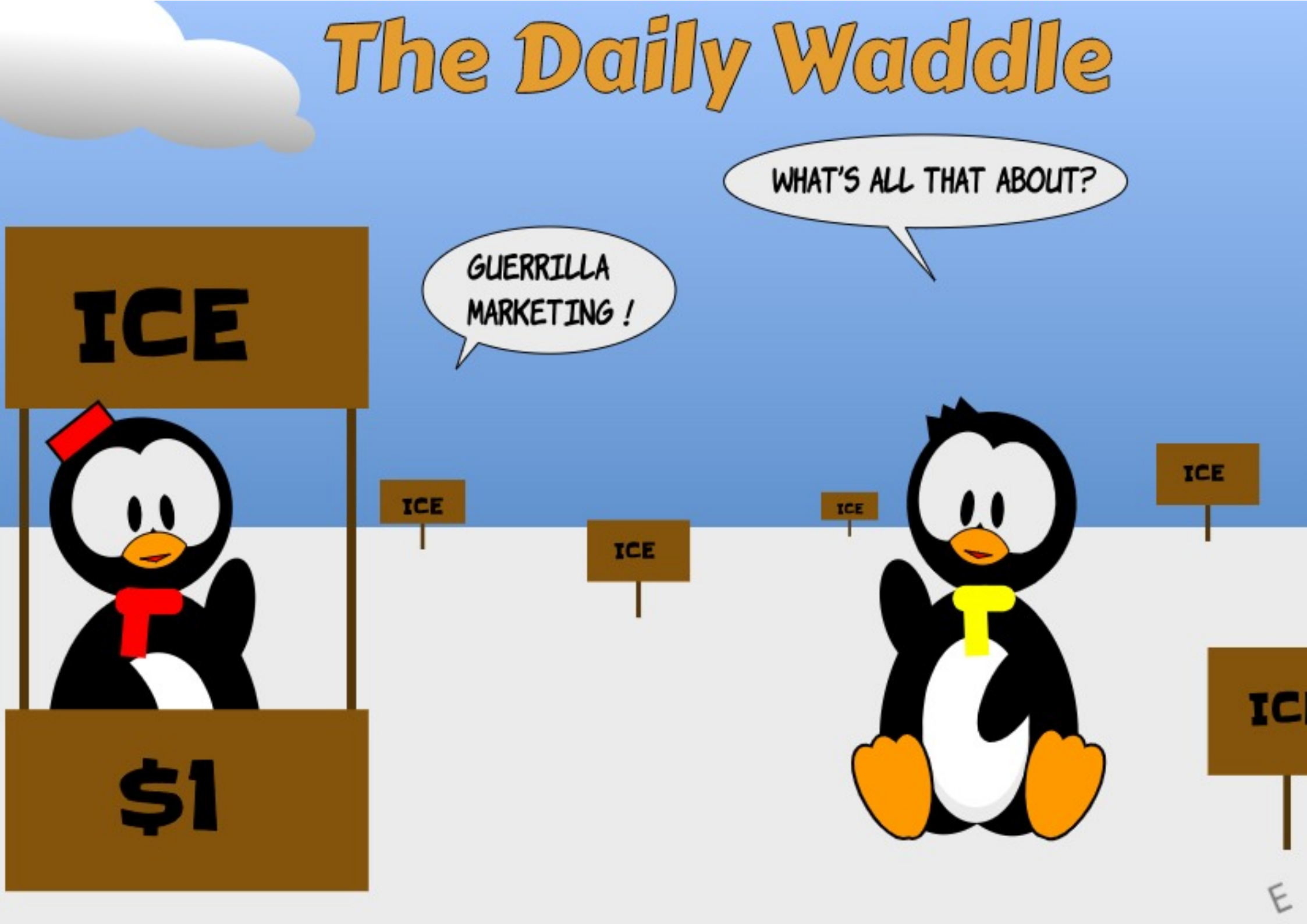
I've only ever used the first option when loading my older documents, with no ill-effect. But then, I tend to work on web comics and other items for display on screen, and very rarely do I need anything to be accurately sized against real-world measurements. For those projects I tend to break out FreeCAD.

With all that background out of the way, you can perhaps begin to understand what these two extensions are for: the first assumes your document is 90dpi and converts it to 96dpi, while the second does the opposite.

Hardly anyone should ever need to use these. The only exception would be if you load a file into Inkscape and find that something drawn to a specific physical size in the document comes out a little too large or too small when printed. In that case you may need to apply one of these extensions to modify the dpi of your document to compensate.



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**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Lightweight

*Joseph Wiley is the nephew of the lead dev of the Bodhi Linux project and a future leader within the project. - **Moss***

The word "Lightweight" gets thrown around a lot in the Linux world, and most people hear it and immediately think one thing: old or low-end hardware. It's often treated like a category you fall into when your machine can't keep up. A fallback. Something you install to squeeze a few more years out of aging hardware.

Bodhi Linux tends to get pulled into that assumption because it does run incredibly well on older systems. Recently, I've even seen someone say it was the only distro they could get running on a 20+ year old laptop. When that's the reputation, it's easy to assume that's all it's meant for. But that's not really what lightweight means.

For some, it's just a system that happens to run well on older hardware. For others, it's something more deliberate, a system designed from the ground up to stay out of your way. That difference matters just as much on modern hardware.

In practice, there are two distinct approaches.

The first is intentional lightweight. These are systems where performance and efficiency are part of the design from day one. They avoid unnecessary layers, keep background activity minimal, and aim to do exactly what's needed without excess. Moksha, the desktop environment used in Bodhi Linux, fits squarely in this category.

The second is what you might call incidental lightweight. These systems can feel fast, especially when compared to heavier desktop environments, but they aren't strictly built around minimalism as a constraint. XFCE is a good example. It's relatively light, widely available, and works well, but it still carries the structure and expectations of a more traditional desktop stack. There's nothing wrong with that. Many of these systems are stable, flexible, and perform well across a wide range of hardware. The difference is less about raw performance and more about intent. Some environments are designed to cover a broad range of use cases out of the box, while others keep a tighter baseline and build upward more selectively.

With many distributions, achieving a truly lightweight system is something you arrive at over time. You disable services, remove packages, swap components, and tune behavior until things feel right. That process works, and for many users it's part of the appeal.

Bodhi takes a different approach. It starts from a minimal, efficient baseline and builds upward only where it makes sense. The goal isn't to strip things down as far as possible, but to avoid adding complexity that doesn't serve a clear purpose.

Moksha reflects that mindset. It doesn't try to mimic a full modern desktop environment with fewer resources, and it doesn't chase

every new trend as it appears. Instead, it evolves deliberately, refining what works, improving what doesn't, and integrating new ideas without breaking the underlying model. That balance shows up in small ways. The system stays predictable. Customization remains straightforward. Changes tend to feel like improvements, not resets. The result is a system that feels consistent over time. Not because it avoids progress, but because it treats progress as something to shape rather than something to chase.

Lightweight systems take a different stance. They aim to reduce overhead not as a limitation, but as a choice. In Bodhi's case, that choice extends beyond performance. It shows up in how features are introduced and how the system evolves. The goal is not just to stay light, but to stay understandable. And that intent scales. On older hardware, Bodhi feels responsive where heavier systems struggle. On modern hardware, it crosses a different threshold entirely. Applications open without hesitation, the desktop reacts instantly, and the system fades into the background in a way many environments never quite achieve. Those differences show up in small ways. Faster startup, lower memory usage, fewer moving parts. Over time, they add up to a system that feels predictable and easy to manage.

Lightweight isn't about winning a benchmark or claiming the lowest RAM usage at idle. It's about intent. You can build a lightweight system out of almost any distribution with enough time and effort. Many people do.

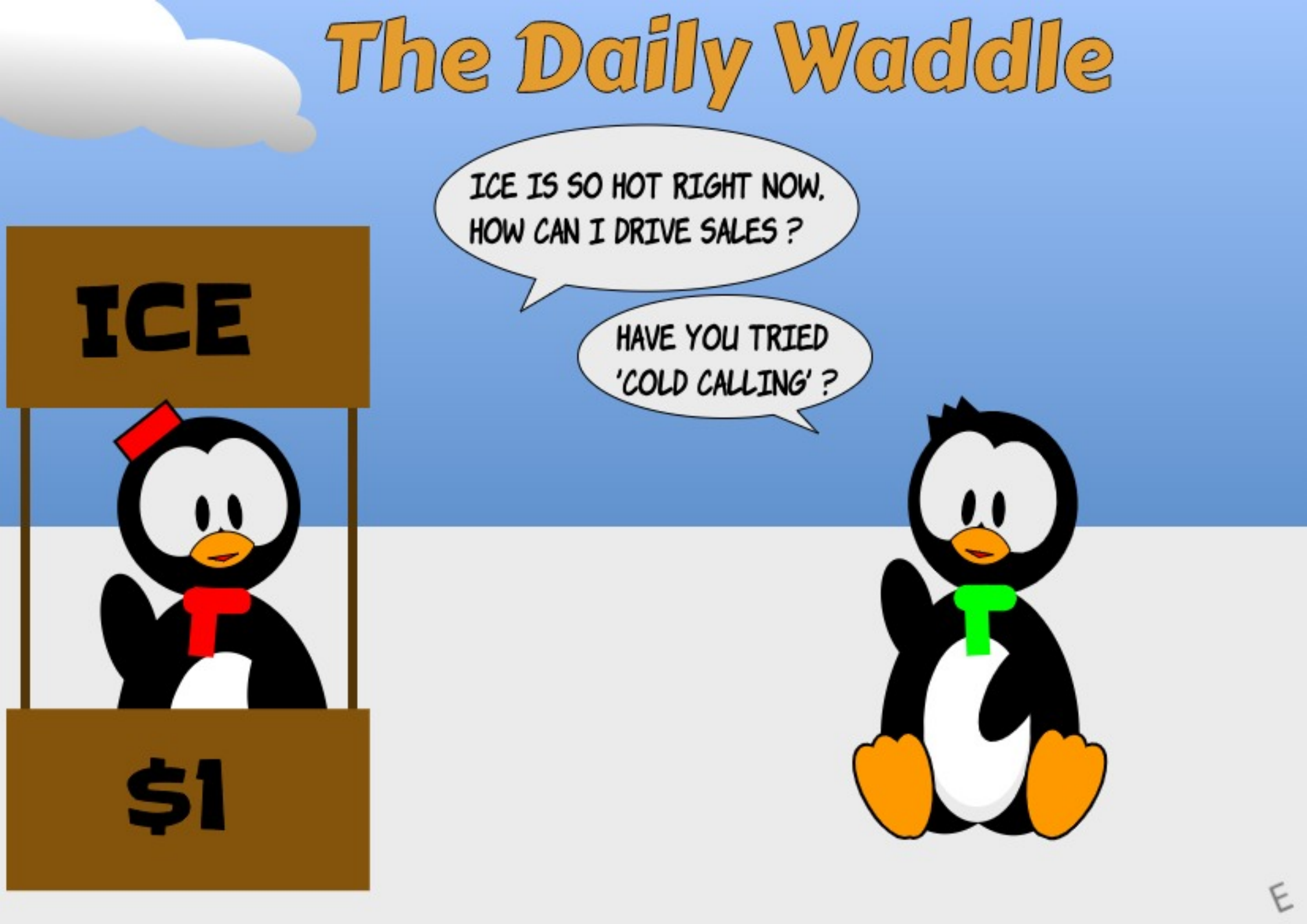
The difference with Bodhi is that you don't have to fight your way there.

UBPORTS DEVICES

Written by UBports Team

BACK NEXT MONTH

The Daily Waddle



MY STORY

Written by Bruce Goodman

I like to keep an eye on the FCM Telegram channel, and toward the end of March there was an item that linked to an OMG Ubuntu page about Martin Wimpress's intention to step away from Ubuntu MATE. I had mixed feelings reading the article - mixed because while I appreciate and respect his desire to move on after so many years at the helm, for me, it felt like the end of an era.

Back in the 2000s I was dabbling in linux a bit. I bought all the A5 size (that's about Half Letter size in the US) booklets from my local newsagent about getting up and running with Mandrake, Redhat 9.0 and others, and I loaded up the included CDs. I also bought several larger books from the big bookstores - remember them? Sadly, they are no more in my part of the world. But after building quite a collection of CDs I just could not make linux work for me - something would always go wrong and I didn't have the know-how to fix it. It wasn't all disappointment though, I did survive those years without destroying any CRT displays by entering incorrect scan frequencies - that was a plus. I sensed that Linux was on the rise and that I should know a bit more about it; perhaps knowing my way around Linux could even open up career opportunities. To that end, I scanned Linux news sites and followed a few podcasts. One of those was the Ubuntu Podcast, where I listened as Martin described how he and Alan Pope spent a Sunday afternoon getting the MATE desktop installed on Ubuntu; they were trying to produce a distro for Martin's relatives that would be 'set and forget', and minimize his family tech support load. Now, if the new-fangled Ubuntu MATE could work for them, maybe it might just work for me.

It did, and I loved it. I quickly got comfortable with the classic MATE desktop layout and over the next few years Ubuntu MATE weaned me off Windows; it also started what's now looking like a never-ending journey down the terminal/bash rabbit hole. I bought a 'LibreTrend' machine after seeing them advertised on the Ubuntu MATE web site - I was home! All went swimmingly well for several years, that was until the in-place upgrade to 17.04. 'Name resolution' broke and my desktop could no longer find the printer or the Mediawiki virtual machine I had recently built. I couldn't resolve the issue, and my internet trawling left me thinking I was alone in having the problem. I could have soldiered on by putting machine name/IP address entries for those in each machine's 'hosts' files but that would be a clumsy brute force work-around. While trying to fix it I was able to confirm that DNS requests were being sent from the Ubuntu MATE machines but no responses came back. The DNS server did however respond to other distros - just not to anything based on Ubuntu 17.04 or later. It took a long time to land upon the

cause and fix, meanwhile I needed a working distro for the daily drive.

The first version of OpenSUSE Leap had just been released, and its name resolution worked. So began a long period of enjoying Leap KDE as the daily drive. That ended mid-2023 when OpenSUSE distros developed a really odd quirk which I shall not digress into here - that may be a story for another day - suffice to say Leap and I had to go our own separate ways. It was in the Leap years I finally nutted out the Ubuntu DNS issue - I needed to go from a 'workgroup' environment to a 'domain name' one. Once I gave my DNS server a domain name, and applied that to all my machines, things went to where they should have been all along.

Having been marinated in KDE for the SUSE years my next distro was Kubuntu, and I happily stayed there until moving to Debian KDE on a whim a few months ago.

I dare say though that had it not been for Martin Wimpress scratching his itch on a Sunday afternoon all those years ago building what became Ubuntu MATE I would not have a room full of Linux machines today. Moreover, I probably wouldn't be enjoying FCM either.

My thanks go to Martin, and the countless other developers who not only make the linux eco-system possible, but keep it advancing apace. We Linux users are indeed fortunate to be able to stand on the shoulders of such giants.

Bruce Goodman lives in Melbourne, Australia, and alternates between his Linux machines and the golf course.

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

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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.

Ubuntu 26.04 LTS

On a Thursday, late in every April of the even-numbered years, something special happens in the Ubuntu world: the new long term support (LTS) version arrives.

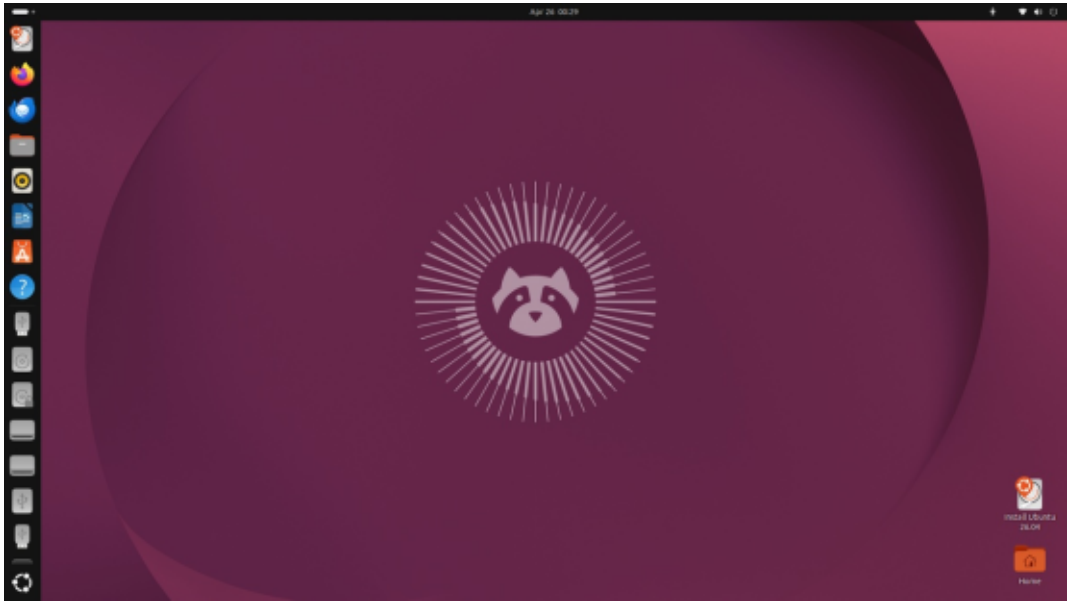
On 23 April 2026, Ubuntu 26.04 LTS was released. I will start by stating unequivocally that it is a pretty flawless release. In fact, it may be the best Ubuntu yet and that is saying something, given how good some past releases have been.

I predict that this version is going to make Ubuntu fans really happy, as most of them will be running this very slick and polished release for the next few years. It not only works right but it looks good, too. I think it is going to be very successful, will be widely adopted and seen everywhere from corporate board rooms, to medical offices, to your home. Your dentist is probably already running it. I also think that level of success is going to make Ubuntu haters really hate it a lot.

These biennial LTS releases are significant for several reasons. First and foremost is that these are the versions that most users install and run. They are the end result of a two year and three interim release development process and are generally a refined and stable end product. Crucially, instead of the nine month support period of the interim releases, the Ubuntu LTS releases come with five years of support (ten if you sign up for free Ubuntu Pro), while the other Ubuntu flavors generally come with three years of LTS support. That means you can install it, run it and depend on it for many years to come.

Anyone upgrading from the previous Ubuntu 24.04 LTS is going to find a lot that is new in this LTS, although without a steep learning curve.

This is Ubuntu's 44th release and the 18th with the current modified GNOME 3 desktop (There were 13 Ubuntu releases with GNOME 2 and 13 with Unity, so the current interface is the longest lasting one, at least so far). As an LTS release, it is supported for five years, until April 2031, or for ten years, until April 2036, with Ubuntu Pro.



Code named Resolute Raccoon, after the ubiquitous North American trash panda, this is the second Ubuntu release with an "R" code name. The previous one was Ubuntu 13.04 Raring Ringtail, which was released back on 25 April 2013, 13 years ago. Since there are 26 letters in the English alphabet and two Ubuntu releases per year, the letters naturally repeat on a 13 year cycle.

Unlike the last release, Ubuntu 25.10, which arrived with Flatpaks broken, this one did not debut with any notable bugs, which is always a good sign!

Installation

I downloaded the Ubuntu 26.04 LTS ISO file from the official source using Transmission to get the BitTorrent and carried out an SHA256 sum check to ensure that the ISO file download was good.

This release has increased in size

to 6.4 GB, which is up 600 MB or 9% over Ubuntu 25.10's 5.8 GB ISO file size. They are getting big!

I tried Ubuntu 26.04 LTS over several live sessions from a USB stick equipped with Ventoy 1.1.12, which worked perfectly as expected, given that Ubuntu is officially supported.

System requirements

The recommended minimum system requirements for Ubuntu 26.04 LTS have been increased since Ubuntu 25.10 and are now:

2 GHz dual-core processor or better
6 GB system memory
25 GB of free hard drive space
Either a USB port or a DVD drive for the installer media
Internet access is helpful

The new specs are simplified, but the main change is the bump in minimum RAM from 4 GB to 6 GB. This seems like a significant increase but, in fact, it just reflects today's operational environment, especially for web browsing, more than what the OS itself consumes. In fact, I would suggest 8 GB is a more realistic minimum and state the obvious: more RAM is always better.

The idle RAM after a fresh boot is now 2.11 GB which is actually down slightly from recent Ubuntu versions which tested at 2.3 GB.

New

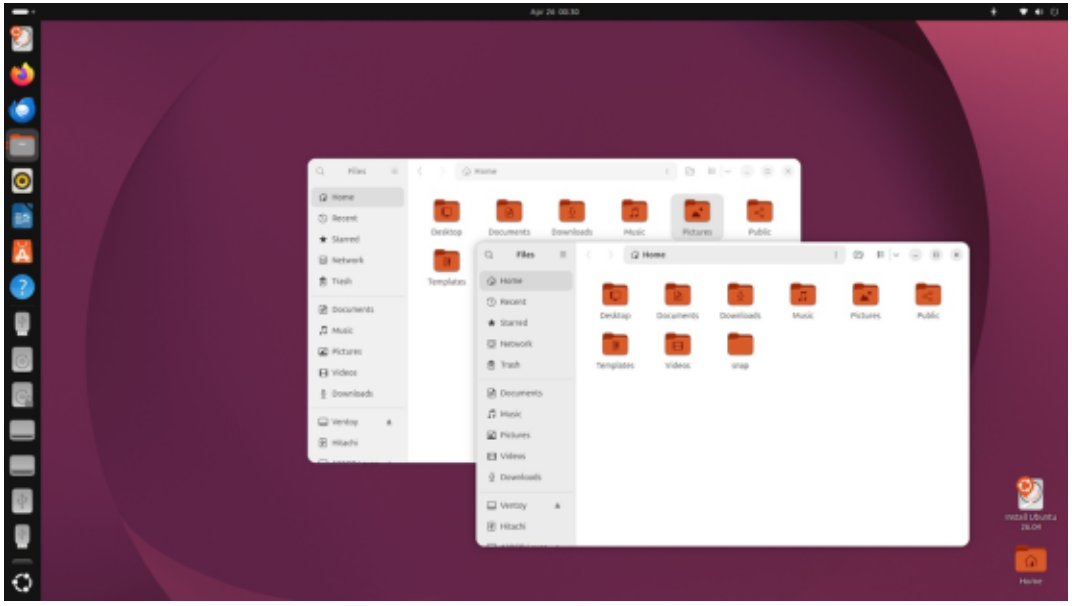
Like the last Ubuntu release, this one has some new attractions for desktop users but there is also a lot that is new behind the scenes. This is a bit unusual for an LTS release, which usually emphasizes stability over new stuff.

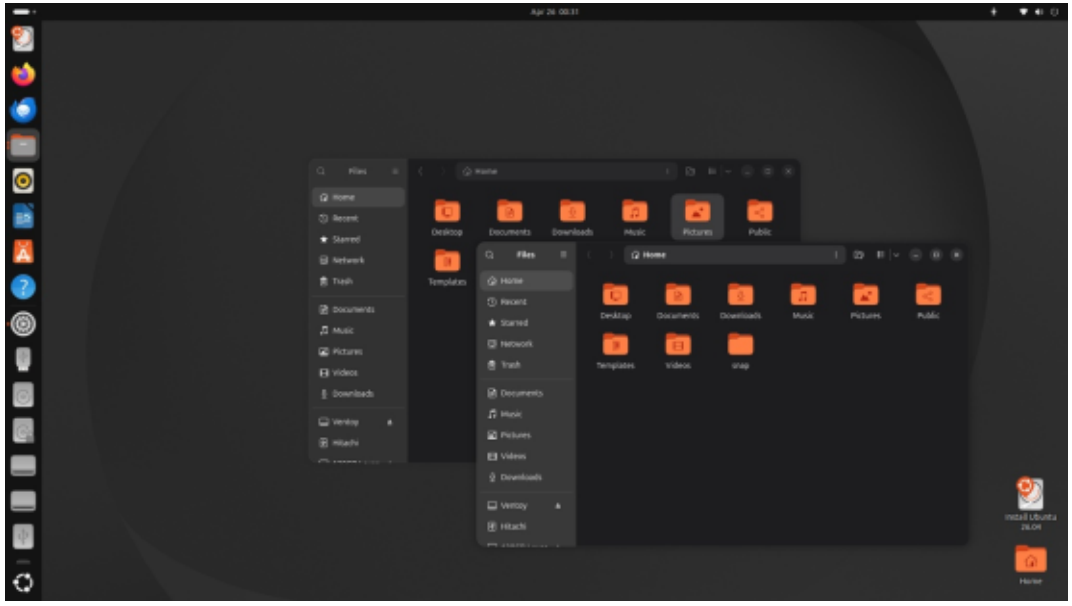
Ubuntu 26.04 LTS features the GNOME 50 desktop which is Wayland-only, in this case using the Ubuntu Mir compositor, so there is no option of an X11 session. Welcome to the 21st century!

GNOME 50 itself brings many desktop improvements including better screen fractional scaling (thanks to Wayland), improved parental controls, accessibility requirements, sound settings, date and calendar settings and screen reader updates. It also has VRR (variable refresh rate) by default (on displays that support it, that is), X11 application scaling on Wayland and GPU-accelerated remote desktop access.

X11-only applications can still be run using the included XWayland. There is no user action to make that happen, just open them and they run.

This release comes with Linux kernel 7.0 and Mesa 26.0 graphics.





This kernel now incorporates Rust on a non-experimental basis, has improved support for Intel Core Ultra Series 3 processors (Panther Lake), introduces targeted optimizations for Intel Xe3 integrated graphics and the integrated NPU (Neural Processing Unit).

The initialization system is systemd 259.5. This release marks eleven years and 23 releases since systemd was first introduced in Ubuntu 15.04 and over that time it has been pretty flawless.

The GNOME Shell (workspace switcher) search function can now search for Snap applications and also do web searches in Firefox. Although on by default, both of these can be turned off in settings-search.

Snap applications that use XDG Desktop Portals now have better desktop integration, including access permissions set in settings. Also, there are fingerprinter improvements for devices so equipped. Sandboxed image loading is now also employed for improved security, using the glycin image parser.

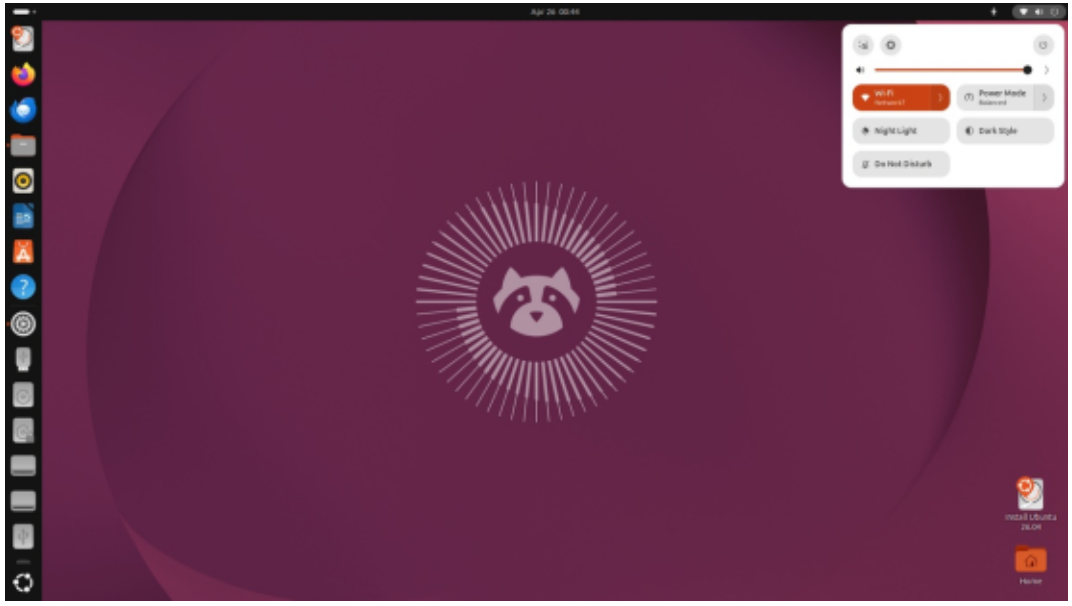
This release introduces a new Hardware Enablement (HWE) virtualization stack, including qemu-hwe, libvirt-hwe, seabios-hwe and edk2-hwe. It also has improved TPM-backed Full Disk Encryption (TPM/FDE).

Much has been made of the new system boot loader graphics and spinner but, of course, if you have some modern and fast hardware you won't see it for long!

One good move is that the previously huge firmware update packages have now been split, making the updates smaller to download.

There have been some system appearance changes. The Ubuntu Dock is now opaque, there is greater interface contrast added with things like bold text for notifications and some improved consistency in box, popover and menu radii. Furthermore, the top GNOME panel will now show a power icon when either "Performance" or "Power Saving" mode is selected, but none is displayed if using the default "Balance" profile.

The Yaru theme used is now closer to the look of the upstream GNOME theme, incorporating many icon updates. The file browser folder icons in particular are all new and show the selected coloring as the main folder color and not just as a highlight. There are also new default folder icons. They don't look that great in the default rusty orange on the default light theme, but try some of the other colors in Settings-Appearance for nicer color



results (just ignore the color labels, that is purple, not pink, at least on my laptop). I will admit that the orange folders actually do look better on the dark theme.

The Software & Updates graphical interface has been removed, leaving all users with the normal defaults for updates. If you are unhappy with this, then you can always manually install it and set it up as you like (the file name is software-properties-gtk).

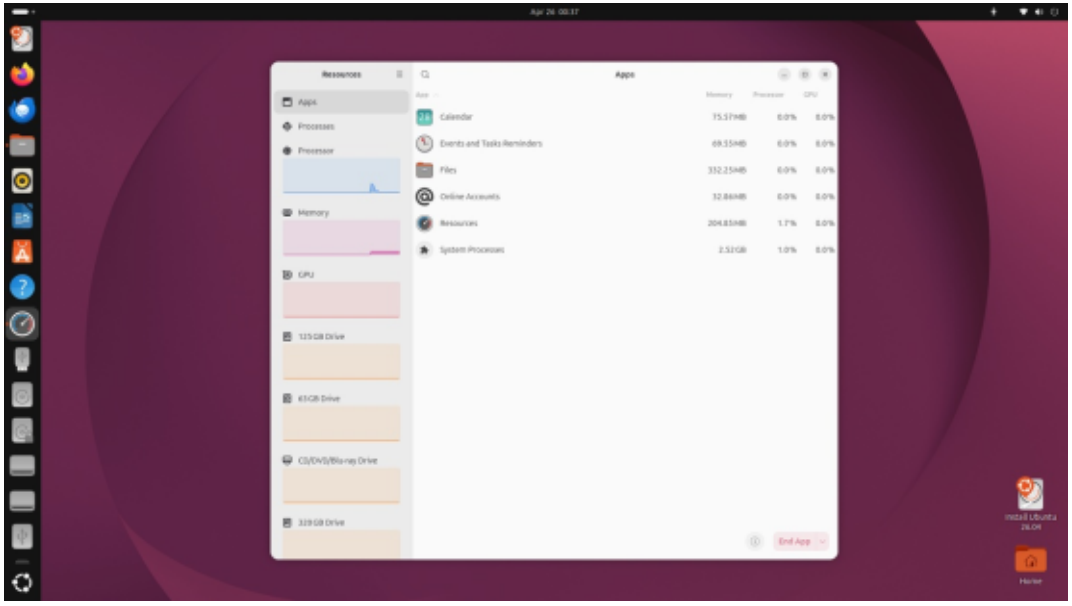
Some longstanding system bugs have been fixed in 26.04 LTS. Deleted default folders now no longer reappear on reboot and the password text leaking into IM pre-edit fields is also fixed. Here is some more good news: the JPEG XL image file format is now fully supported by default; there is nothing to add to get it working!

There are many behind-the-scenes changes to packages and toolchains that most desktop users will probably not notice. For desktop and server these include: Apache 2.4.65, Chrony 4.8, containerd 2.2.2, cloud-init v. 26.1, Django 5.2.9, Docker 29, DocumentDB 0.108-0, Dovecot 2.4.2, EDK2 2025.11, Exim4 4.99.1, fence-agents 4.17.0, glibc 2.43, GStreamer 1.28, HAProxy 3.2, libvirt 12.0.0, LLVM 21, MariaDB 11.8.6, multipath-tools 0.12.2, MySQL 8.4.8 and MySQL Shell 8.4.8, .NET 10, Nginx 1.28.2, OpenJDK 25, OpenLDAP 2.6.10, OpenSSH 10.2, OpenStack 2026.1 Gazpacho, Percona Toolkit 3.7.1, PHP 8.5.2, Postfix 3.10.6, PostgreSQL 18, QEMU 10.2.1, resource-agents 4.17.0, runc 1.4.0, Rust 1.93.1, Samba 4.23, SSSD 2.12, Squid 7.2, SoS 4.10.2, strace 6.19, unbound 1.24.2, Valkey 9.0, walinuxagent 2.15.0.1 and Zig 0.15.2. If you don't know what any of those are, then you probably don't need to worry about them!

Settings

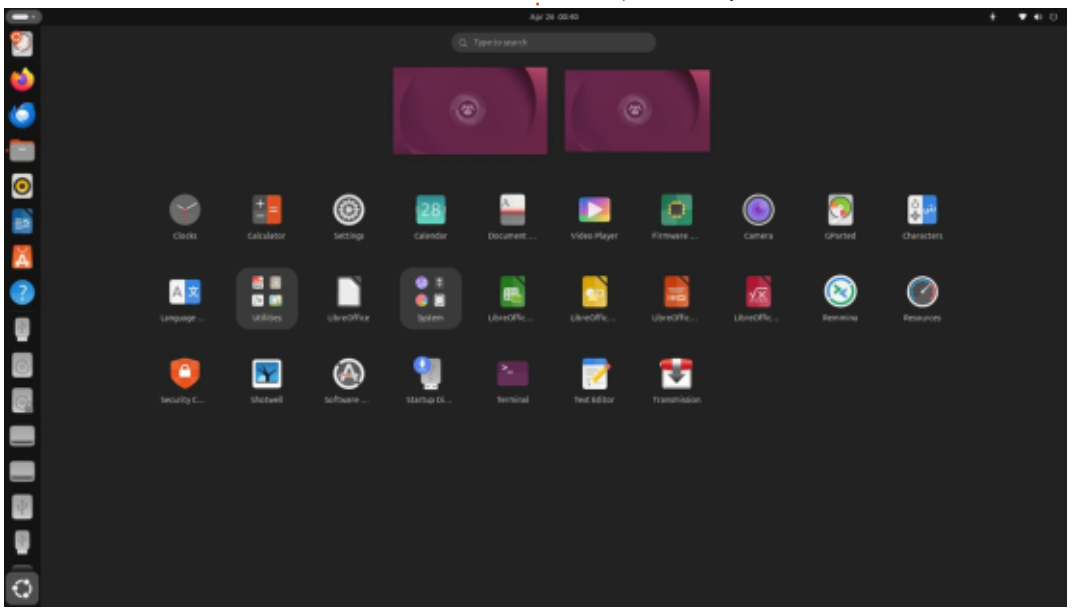
Ubuntu still has very limited choices for user customization. There are just two window themes: light (which is labeled "default") and dark, plus a choice of ten highlight colors (with orange as the default), giving a total of 20 color and theme combinations. This is less than Kubuntu or Pop!_OS offers for customization, but it is actually probably enough choices to keep most users happy.

This release is code-named Resolute Raccoon and so it comes with a new raccoon-themed light wallpaper, which changes to a dark wallpaper when the window color theme is changed from light to dark. There are 19 wallpapers provided, of which nine are raccoon-themed, plus some creative alternatives. The wallpapers included are actually impressively elegant and well done.



Applications

As in recent releases, if you install Ubuntu's default minimal installation, you will get only Firefox, Nautilus, GNOME Text Editor and a few GNOME utilities, although any desired applications can easily be added from the repositories. The ISO file does come with the complete extended selection of applications, though, in case you would rather do the full installation. The live session displays the full extended selection so you can at least have a look at it. The choice between the two installation options is really a user trade-off between spending time adding the applications that you want or spending time removing ones you don't want.



Some of the applications included with the full 26.04 LTS extended selection installation are:

Archive Manager (file-roller) 44.6 file archiver
CUPS 2.4.16 printing system
Deja Dup 50.0 file back-ups
Firefox 149,0.2 web browser**
GNOME Calculator 50.0 desktop calculator
GNOME Calendar 50.0 desktop calendar
GNOME Clocks 50.0 clocks
GNOME Disks 46.1 disk manager*
GNOME Document Scanner (simple-scan) 48.1 optical scanner*
GNOME Document Viewer (papers) 50.1 PDF viewer
GNOME Files (nautilus) 50.0 file manager
GNOME Image Viewer (Loupe) 50.0 image viewer
GNOME Snapshot 50.0 webcam application
GNOME Resources 1.10.2 system monitor
GNOME Sysprof 50.0 system profiler
GNOME Terminal (Ptyxis) 50.1 terminal emulator
GNOME Text Editor 50.0 text editor
GNOME Videos (showtime) 50.0 movie player
Gparted 1.8.0 partition editor***
LibreOffice 26.2.2.2 office suite, less LibreOffice Base
PipeWire 1.6.2 audio controller
Remmina 1.4.40 remote desktop client*
Rhythmbox 3.4.9 music player
Security Center (desktop-security-center) 0+git.25daa58 security controller**
Shotwell 0.32.13 photo manager
Startup Disk Creator (usb-creator-gtk) 0.4.1 USB ISO writer*
Systemd 259.5 init system
Thunderbird 140.9.1 ESR email client**
Transmission 4.1.1 bit torrent client
Ubuntu App Center package management system**
Wget 1.25.0 command line webpage downloader*

* indicates same application version as used in Ubuntu 25.10
** supplied as a Snap, so the version depends on the upstream package manager
*** included on the ISO for boot-up, but not included in a full installation

With the desktop being upgraded to the Wayland-only GNOME 50, there are very few older holdover applications. Almost everything is new.

This release also includes two new default user applications, the GNOME Resources system monitor which replaces the old GNOME System Monitor and the GNOME Showtime video player which replaces the long serving GNOME video player, Totem. These join other recently added default applications, the Ptyxis terminal emulator, the Loupe image viewer and Papers PDF viewer, to provide a suite of new, Rust-based and more integrated desktop utilities.

The Ptyxis 50.1-1ubuntu2 terminal emulator introduces a new Ubuntu color palette which includes accessible color-contrast and a

light-theme variant. It also now shows password feedback for sudo, displaying asterisks when typing instead of the longstanding tradition of showing nothing at all. If you find it disquieting, it can be turned off by hitting the tab key.

The GNOME Files (nautilus) 50.0 file manager introduces a number of changes including a more refined interface and improved performance. Google Drive integration in Files has been removed, though, meaning you can no longer mount Google Drive storage, although Google Drive is still accessible though Firefox of course. The Google Drive integration was removed because the libgdata library, used for the integration, is unmaintained so posed a security risk.

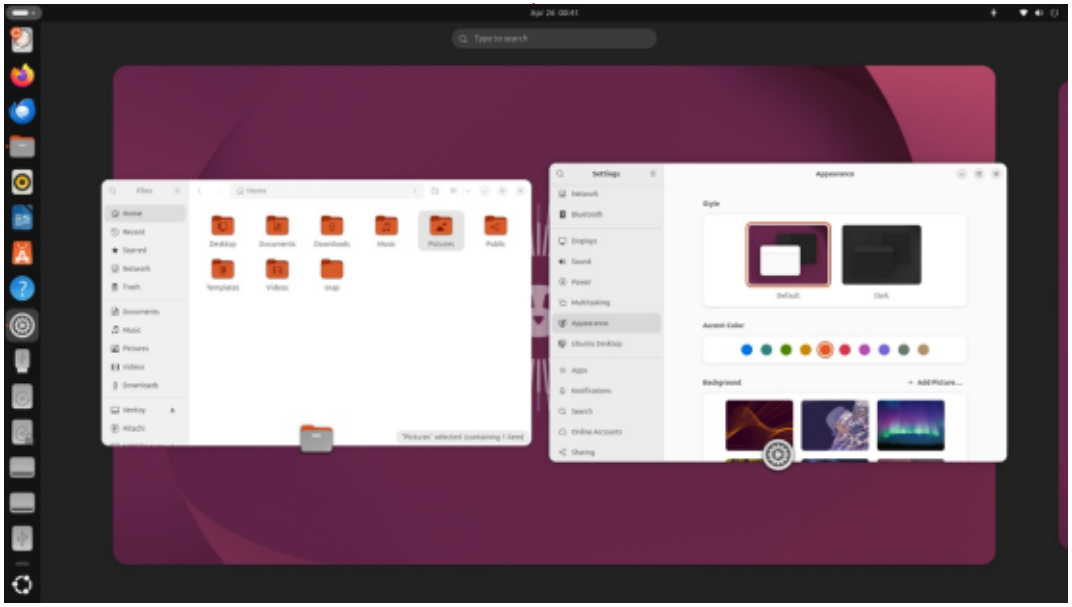
There is some very good news regarding the much-maligned Ubuntu App Center. It will now install .deb files as well as Snaps, something that users had long requested. This makes it much more useful.

Conclusions

Ubuntu 26.04 LTS is a high-quality and frankly aesthetically beautiful release, with no obvious vices to report. This version completes the full (and now irreversible) move to Wayland using the Mir compositor and incorporates a long list of updates and improvements plus some new default applications. It will look as sharp in a professional office or on your own laptop in your local overly-fashionable coffee shop.

Perhaps the only downside to Ubuntu 26.04 LTS is that if you are an old-time 1990s Linux user and like to spend hours doing backend tinkering to get your Linux distribution actually working (you know, like having to repeatedly recompile the kernel) than this is definitely not the distro for you. This one works right out of the box, ready to get to work on first boot-up. There is literally nothing to fix.

Linux users who define their whole identities by how much they hate Ubuntu (you know who you are) are going to find a lot to hate here because it is basically, annoyingly flawless and that means a lot of people are going to be using it. I suspect Canonical made it that way on purpose just to annoy you.



External links

Official website:
https://ubuntu.com/

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.

Kubuntu 26.04 LTS

Kubuntu has enjoyed a solid fan base since its inception in 2005, but I think Kubuntu 26.04 LTS is going to up that already successful game. In trying it out, I will say that this is quite an impressive release, with more polish than past ones. This may be the best Kubuntu yet and that may be enough to bring even more users to Kubuntu.

Kubuntu 26.04 LTS arrived with the other Ubuntu family 26.04 LTS (long term support) releases, on 23 April, 2026. This is Kubuntu's 43rd release and the fourth one with the Qt toolkit-based Plasma 6 desktop. This LTS version crowns the two year development cycle that included three interim releases since the last LTS.

Because this is an LTS release, Kubuntu 26.04 LTS will have three years of support, running until April 2029.

Installation

I used the Transmission BitTorrent client to download the Kubuntu 26.04 LTS ISO file via the official source. As always, I carried out a command line SHA256 sum check on it, just to confirm that the file was good.

This Kubuntu ISO file came in at 5.1 GB in size, which was 200 MB bigger than the last release, Kubuntu 25.10 at 4.9 GB. Most of the Ubuntu flavors have been gaining size over the last couple of releases.

I dropped the ISO file onto my USB stick equipped with Ventoy 1.1.12 and it booted up perfectly as expected given that Kubuntu is listed as officially supported by Ventoy.

System requirements

The recommended minimum system requirements for Kubuntu 26.04 LTS have not changed and remain:

2 GHz dual-core processor
4096 MiB RAM (system memory) for physical installs
2048 MiB RAM for virtualised installs
25 GB (8.6 GB for minimal) of hard-drive space (or USB stick, memory card or external drive but see LiveCD for an alternative approach)
3D acceleration-capable GPU with at least 256 MB of VRAM
1024x768 or higher resolution display
USB flash drive or DVD drive or for the installer media
Internet access is helpful

It is worth noting that the mainstream Ubuntu 26.04 LTS bumped up their minimum requirements from 4 GB to 6 GB of RAM with this release.

The recommended 4 GB of RAM for Kubuntu is probably a bit light for web browsing use today and 8 GB or greater is a more realistic recommendation. Other than the cost, there is no downside to having more RAM.

New

The Kubuntu development team blurb for this release claims, "whether you're a developer, creator, or everyday user, this release emphasises Wayland

maturity, modern security, and seamless integration with the open source world." So let's see if it lives up to the hype!

This LTS release does introduce some changes, which is not always the case with an LTS release. It moves to using the Qt 6.10.2 toolkit and KDE Frameworks 6.24.0, has updated applications from KDE Gear 25.12.3 and features the KDE Plasma 6.6 desktop. Like Ubuntu 26.04 LTS, it comes with Linux kernel 7.0 and systemd 259.5 as its initialization system. All of these are upgrades from the last release.

This version is the fourth one to employ a Wayland display server for "improved security, smoother rendering, and better HiDPI display support". The old X11 display server is no longer installed in Kubuntu as a fallback option, although plasma-session-x11 can still be retrieved from the repositories if desired. I will note that X11 is also no longer supported by the Kubuntu developer team either; basically it's gone and done! Older X11-based applications will still run on Kubuntu, though, using XWayland, which comes already installed. With Xwayland, legacy X11 applications will just open and run seamlessly.

Also new with the KDE Plasma 6.6 desktop is that Spectacle, the included screenshot tool, now includes built-in optical character recognition (OCR), allowing it to create text from screenshots. For this capability, it interfaces with the Tesseract free software OCR engine.

The KDE Plasma 6.6 desktop also includes a virtual keyboard that works with touch screen devices. It features standard keyboard keys, function keys, and even emoji support.

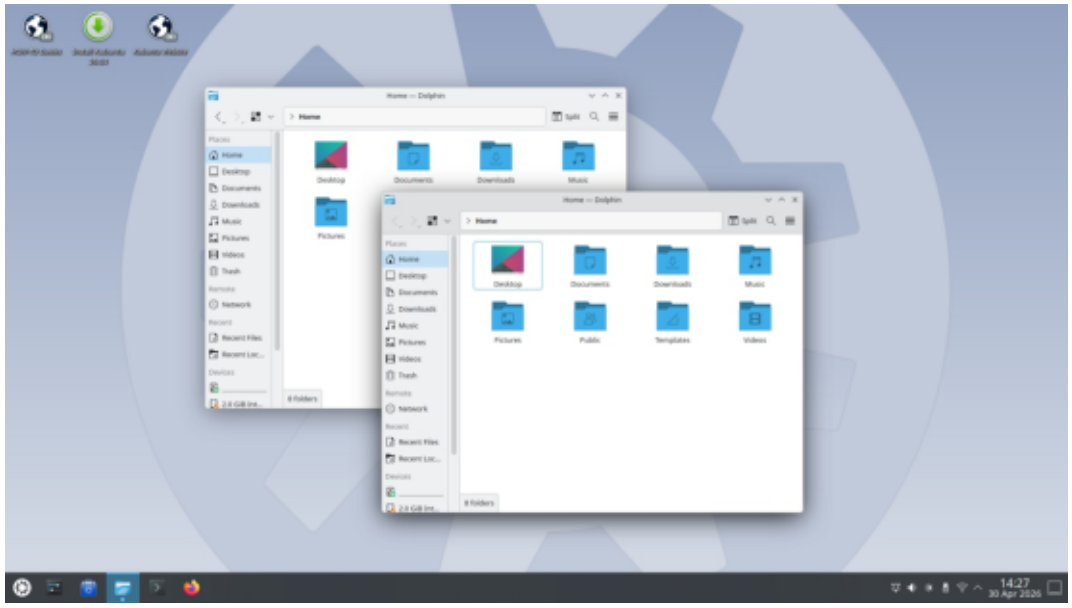
The KDE Plasma 6.6 desktop also includes some big improvements to themes and configurations. This accounts for the significant upgrade to how Kubuntu looks and is a definite improvement. KDE is often thought of as a rather technical desktop, so it is nice to see some effort being put into aesthetics.

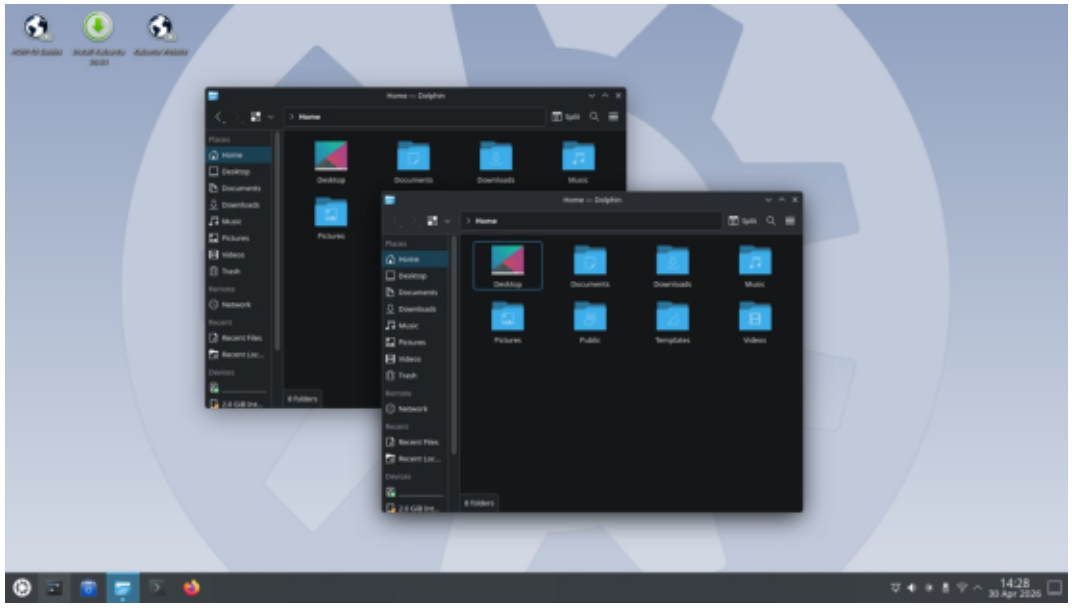
There are also a number of other recent upgrades, including sudo-rs by default, Rust-powered core utilities, upgraded toolchains and APT 3.2 package management.

Overall, I would say it meets the claims made for this release and hasn't been "over-sold".

Settings

Kubuntu is renowned for its range of user choices, specifically compared to mainstream Ubuntu, and Kubuntu 26.04 LTS expands on this philosophy.





It offers:
Seven global themes: Breeze, Breeze Dark, Breeze Twilight, Kubuntu, Kubuntu Dark, Kubuntu Light & Oxygen (increased from five last time)
Four application styles: Breeze, Fusion, MS Windows 9X & Oxygen (same as last release)
Seven Plasma styles: Breeze, Breeze Dark, Breeze Light, Kubuntu, Kubuntu Dark, Kubuntu Light & Oxygen (increased from five last time)
Five window color schemes: Breeze Classic, Breeze Dark, Breeze Light, Oxygen & Oxygen Cold (same as last release)
Three window decoration styles: Breeze, Oxygen & Plastik (same as last release)
Two icon sets: Breeze & Breeze Dark (same as last release)
Eight cursor styles: Breeze Dark, Breeze Light, KDE Classic, Oxygen Black, Oxygen Blue, Oxygen White, Oxygen Yellow & Oxygen Zion (same as last release)
Three system soundscapes: Ocean, Oxygen & FreeDesktop (same as last release)
Three splash screens: Breeze, Oxygen & None (same as last release)
Three login screens: Breeze, Kubuntu & Kubuntu Light (increased from two last time)
Ten boot splash screens: BGRT, Breeze, Breeze (Text Mode), Details, Kubuntu Logo, Kubuntu Text, Spinner, Text, Tribar & Ubuntu Text (same as last release)
40 wallpapers (seven fewer than last release)

As always, these are just the installed options as most of the settings pages have one-button downloads to retrieve many more options.

Most Kubuntu users will have their favorite themes and colors. Given the extensive choices, a personal checklist of how to set-up your own Kubuntu favorite look is not a bad idea, although don't miss checking out the new theme additions along the way. One of them may turn out to be your new favorite!

Kubuntu 26.04 LTS comes with 67 pre-installed widgets, one fewer than in the last release. These KDE widgets are small applications that can be added to the panel and display on the desktop when activated. These include things such as clocks, timers and weather reports. Hundreds more can be downloaded for installation, limited only by your tolerance for panel clutter. On the current Plasma 6 desktop, the widget installation options are hidden away in the panel's right-click menu, so they are easy to miss as they are not in settings where you might expect them to be. The widgets in Plasma 6 are also displayed differently from Plasma 5. On that former desktop, most appeared directly on the desktop itself whereas now

they are displayed as panel icons until clicked to open. This is actually an improvement, makes them less intrusive and reduces clutter.

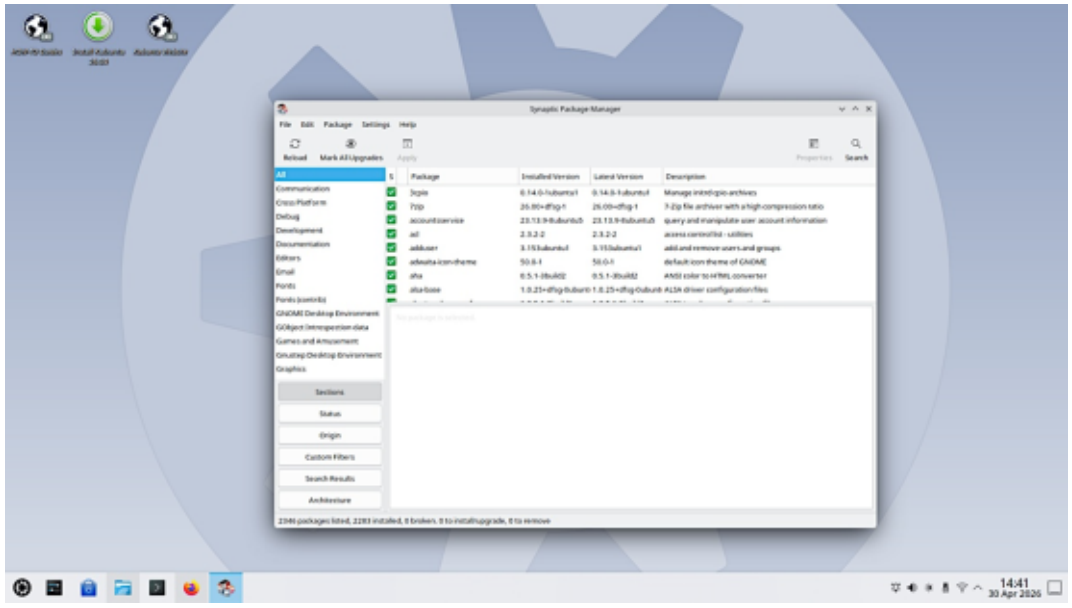
As usual, this Kubuntu release comes with a new default wallpaper, "Kubuntu Focus Design", a switch from the usual graphical artwork used, to a subtle and light Kubuntu-themed design. There are a total of 40 wallpapers provided, down seven from the last release. Many of the ones which are included are favorites from previous Kubuntu releases, so if you have a past favorite, it may well be there. As is usually the case with Kubuntu, the developers have ignored the code name for this family of Ubuntu releases, "Resolute Raccoon", and there are no raccoon-themed wallpapers. If you really want one though, you can find copies of the Ubuntu raccoon wallpapers on-line.

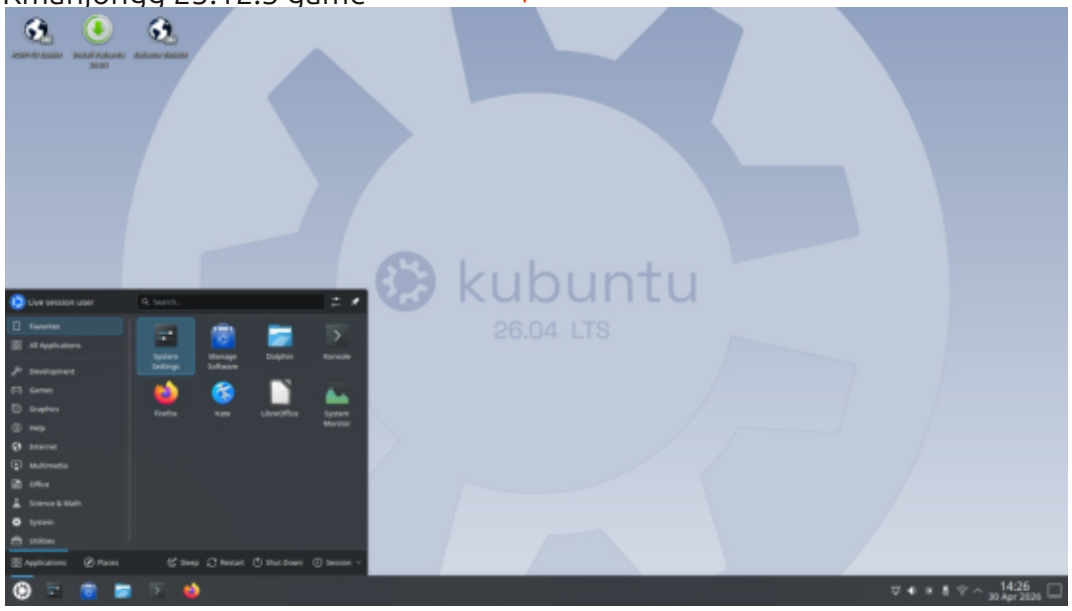
Oddly Kubuntu 26.04 LTS has the "wobbly windows" desktop effect turned on by default. When you move an open window on the desktop the window wobbles like it is made out of jello. I have always thought that this was only included to amuse five year olds, so it seems odd that it is on by default and in an LTS release, too. The good news is that if you find it annoying you can easily turn it off at System Settings - Window Management - Desktop Effects.

Applications

Some of the applications included with Kubuntu 26.04 LTS are:

Ark 25.12.3 archive manager
CUPS 2.4.16 printing system
Discover 2.1.2 software store*
Dolphin 25.12.3 file manager
Elisa 25.12.3 music player
Firefox 149.0.2 web browser**o
Gwenview 25.12.3 image viewer
Haruna 1.7.0 video player
Kate 25.12.3 text editor
Kcalc 25.12.3 calculator
KDE Connect 25.12.3 smartphone connection
KDE Partition Manager 25.12.3 partition editor
Kmahjongg 25.12.3 game
Kmines 25.12.3 game
Konsole 25.12.3 terminal emulator
Kpatience 25.12.3 game
Ksudoku 25.12.3 game
LibreOffice 26.2.2.2 office suite, less only LibreOffice Base database
NeoChat 25.12.3 Matrix client
Okular 25.12.3 PDF viewer
PipeWire 1.6.2 audio controller
Plasma System Monitor 6.6.4 system monitor
Skanlite 25.12.3 scanning utility
SkanPage 25.12.3 multi-page scanning utility
Spectacle 6.6.4 screenshot tool
Startup Disk Creator 0.4.1 (usb-creator-kde) USB ISO writer*
Systemd 259.5 init system
Thunderbird 140.9.1 ESR email client**
Vim 9.1.2141 console text editor





* indicates same application version as used in Kubuntu 25.10
** supplied as a Snap, so version depends on the upstream package manager

While almost all of the KDE applications provided have been updated to their KDE Gear 25.12.3 versions, there is no change to the actual mix of default applications provided. It is a pretty extensive suite of applications so there is really not much more to add for most desktop users, except perhaps a video editor. For that role, I recommend Kdenlive, as it is from the KDE desktop, so it integrates nicely and works really well.

As is usually the case, LibreOffice 26.2.2.2 is supplied complete, less only LibreOffice Base, the office suite's database application. Base is probably the least used component of the suite but it is in the repositories for installation, if needed.

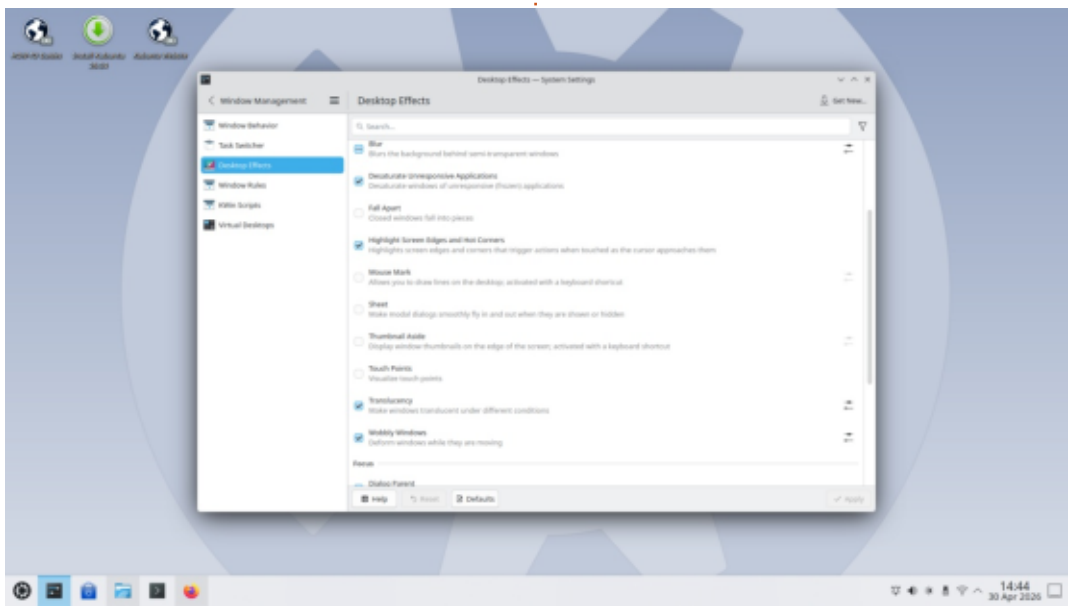
Conclusions

Kubuntu 26.04 LTS is a great new version to complete this two-year and four release development cycle. This release combines a solid suite of fresh KDE applications with some nice look and feel improvements, giving this Kubuntu some attractive aesthetics rivaling any other desktop available today, plus you get three years of support.

I think most Kubuntu and KDE fans are going to be impressed with how integrated Kubuntu 26.04 LTS looks. It works well and I think users will be happy running it for the next few years.

External links

Official website:
https://kubuntu.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.

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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 was watching some videos on making Firefox better. Things like betterfox and the like. I was thinking that Firefox needs a visual overhaul and to get out of your way in the sense that more is not better.

Be honest, how many of you use pocket and any of the nonsense that the default Firefox has? While I look at it from a different perspective, most normies look at it at face value. It had me thinking, does FireFox have a PR problem? I mean I remove all the nonsense like pocket and whatnot immediately, do you? Most normies use things as they get them. Be honest now, do you use all the "features" your browser comes with? I have had people say to me that Chrome was better, and when I ask in what way, I get: "It looks more professional", "It looks cleaner", etcetera. Notice how it all starts with "it looks"... Instead of adding features and plug-ins, maybe the FireFox people should invest in "looksmaxxing", as the kids say? Perception seems to be the measuring staff here. Can the same be said for Linux? I have had people say that it looks "weird" before. Sure Ubuntu Gnome breaks the mold of the standard desktop layout, but if you consider that most screens are wider than they are taller these days, it makes sense. I'm not saying I like it, but it makes sense, sort of how Ubuntu was ahead of the curve with convergence with Ubuntu on the phone. What are your thoughts on this?

Q: My software won't update, I'm not sure I have the right repositories installed. $ sudo apt-get install novelwriter
Reading package lists... Done
Building dependency tree... Done
Reading state information... Done
novelwriter is already the newest version (2.6.3+ubuntu22.04.0).

A: Head over to https://launchpad.net/~vkbo/+archive/ubuntu/novelwriter and you will see -
novelwriter 2.8.1+ubuntu24.04.0 Veronica Berglyd Olsen (2025-12-28)
novelwriter 2.7.3+ubuntu24.10.0 Veronica Berglyd Olsen (2025-07-07)
novelwriter 2.6.3+ubuntu22.04.0 Veronica Berglyd Olsen (2025-02-16)

So the last one compiled for Ubuntu 22.04 was 2.6.3 to get 2.8, you need to be on Ubuntu 24.04.

Q: My Ubuntu Gnome has gone crazy. When I turn it on, the virtual desktops just scroll by all the time. When I press the super key, it randomly switches to another workspace. It's 24.04 BTW. I have turned it off for now as I cannot work like that, reboot does not help.

A: The last time I had a similar issue, I searched and found this post: https://forum.endeavouros.com/t/strange-auto-switching-workspaces-with-app-drawer-use-super-key-or-just-on-its-own/27168 - When we unplugged the users wireless mouse and dongle it was attached to and rebooted, all returned to normal.

Q: I have a Dell 9510 laptop that shipped with Ubuntu. Lately the firmware updater has asked me to update from 1.35 to 1.37 skipping 1.36. I let it complete and it was successful. However, upon restarting, I only have a black screen and high fan. What can I do?

A: This is not an Ubuntu issue, but you could "recover" your BIOS to the previous version. Remove the power, but make sure the battery is charged. Hold down CTRL+ Esc and plug the power cord back in. Once the keyboard lights up, let go, and follow the recovery instructions on screen.

Q: I have no use for the insert key, and it keeps giving me a pop-up in LibreOffice whenever I hit it accidentally, as it is right next to my delete key. How do I get rid of it please. I have asked the question elsewhere an people say I should keep it.

A: Isn't that the worst? You ask a question and people give opinions instead of answers. It's very simple, go to tools->customise->keyboard and find it and delete the short-cut for it. Done.

Q: Sorry for my bad English. My girlfriend is listening to audio books online and I want to download to SD card. The download button is fake, https://sharedaudiobooks.co/sylvia-day-one-with-you-audiobook-2/ and can't work. How can I do this on Ubuntu? <removed> Acer Aspire go slim 15, 8GB memories.

A: My first suggestion is not to download to an SD card, download to a drive and copy to an SD card. As to websites with fake buttons, I feel your pain. Thirdly, I suggest installing a download manager like uget, to get the most speed. Open the page in Firefox, press F12, click on the "network" tab and press play in the main window. The media file will start and under the column "transferred", number will go up. Right click the file name in that row, next to "get" and then "copy url". Uget should now take over and simply click OK. If not, make sure uget is launched first.

Q: I'm trying to install protonvpn from here -> https://protonvpn.com/support/official-linux-vpn-ubuntu because you know you need one when people are trying to ban them, but I'm getting stuck at step 3. "E: Unable to locate package proton-vpn-gnome-desktop". I have tried a few times now, but noting works.

A: I'm stealing from Reddit, here you do:

Basically, create this file manually:

```
/etc/apt/sources.list.d/protonvpn-stable.sources
```

with this contents:

```
Types: deb
URIs: https://repo.protonvpn.com/debian
Suites: stable
Components: main
Signed-By: /usr/share/keyrings/protonvpn-stable-archive-keyring.gpg
```

then try again:

```
sudo apt update

sudo apt install proton-vpn-gnome-desktop
```

Q: My Ubuntu 24.04 PC shuts down and runs out of steam before switching off. I have to press the button every time. It did not do this on my old PC, with a Nvidia 1080 card. I'm wondering if it is the 3070 I have now. Could you help me in any way?

A: For a pc to "switch off, the 5V line has to dip. That is all you are doing when you press the power button. It could be a bad capacitor somewhere holding charge. That said, I found this post on the Arch Linux side: https://bbs.archlinux.org/viewtopic.php?id=303082 -that is marked as solved. Maybe try that if your system has no obvious issues?

Q: I'm trying to download videos from Youtube, what are the best options on Ubuntu and FireFox please? I want something that is easy to use and hopefully works great on Firefox. People have recommended XDM and IDM to me before, but it is just not kosher, you know?

A: Honestly I cannot say, back in the day I used "downthemall" browser extension (is that still a thing?) and some questionable one, but these days I just use yt-dlp and it has a GUI as well, not that I have tried it. My suggestion is to look here: https://alternativeto.net/software/downthemall/?p=2&platform=firefox -and see if there is anything that you like. I do not like to recommend something

as there is bound to be people who will respond with: x or y is better.

Q: I have a Nvidia Quadro card and I was hoping to play games on Steam with it. Can I play games on it with Ubuntu 20.04?

A: I would have liked some more info here, but I can tell you that it is possible. I have an A4000 Quadro and it plays games quite fine. Because my CPU is older I have it runnig pure Debian, but I can assure you that it works. If you have a *really old quadro, it may not. This is why I always ask at the top of our QnA for as much info as possible, for me to help you better.

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.

Primal Planet

Website: https://seethingswarm.itch.io/primal-planet-demo

Price: +- $9 USD (GOG)

Blurb: "*Unveil a heartfelt story of family, dinosaurs, and UFOs! Craft, upgrade, and survive in a realm of primeval predators, savage tribes and... ancient aliens. Rise from a humble cave dweller to the planet's last hope — alone or in local co-op. Welcome to the dinovania!*"

This game came to us via a Godot showcase. It has local co-op, so we decided to give it a go and the demo was surprisingly playable. As far as we can tell the game is free of DEI politics, so you are safe to spend your money here.

Installation

The GOG installer ran perfectly without any calls to the internet. The game installed in seconds and we are left with a lovely icon on our desktop.

Operation

As you can immediately tell, it is a tale with a Sci-Fi angle.

If you leave the game on the very first screen after pressing "start", you are treated to quite the soundtrack. We left ours there and just watched the dinosaurs walk (and fly) by. There are also heavy walking sounds and some calls. The odd UFO passing makes no sound. Immediately you notice that a lot of work has gone into making the audio fit the game.

When you start the game, you are treated to a cut scene, where your favourite cave family is sitting around a fire, enjoying the night, when a large sharp toothed reptile makes its appearance and the race is on to escape the beast. The whole time, there are things happening on the screen, beasties in the foreground, beasties in the middle ground and beasties in the background. I have no doubt that this game would have been praised for its graphics if it were played on a CRT, but we can talk about that another time. The sounds in combat are nice and crisp. In the beginning, you only have your knife, but later you are able to wield a spear as well.

The default controls are set to arrow keys and Z,X,C,V.

The graphics are good, a little low on the resolution side for our tastes and the parallax background has been used in a Godot tutorial. (meaning that it is assets, not art done by the dev) That said, the whole thing had a lot of effort put into it and it shows. The animations were a mixed bag, some feeling stiff, but others are really great. There were a few that also were waaay too fast, so that you miss them completely. The world animations were great and it felt like the game world was alive. Water is flowing everywhere and bugs are flying around. Even the interactions were helping with the immersion, where you can sneak past sleeping carnivore dinosaurs or just simply march past herbivores and even get different enemies to attack each other whilst you make your escape.

We've never been a fan of double jump, it's just too unreal, we prefer the "bouncing on enemies" approach, so the movement did not impress us. (you can double jump in water) The dashes and the spears and whatnot felt on the money, no lagging. That said, the realism did take a bit of a dive later on in the game, where you damage a metal war machine with a stone spear, but it did remain fun and that is all that matters.

The other thing that was odd was that the game had a map. Not a good one or an "authentic" one, but a lazy Nintendo-style one. You know, the kind where you go to a spot that is open on the map, just to find it blocked on-screen. Other things, like where you are on the map, or where you are supposed to go, is iffy. We cannot say we'd miss it if it wasn't there, at all. (The map had us backtracking quite a bit.)

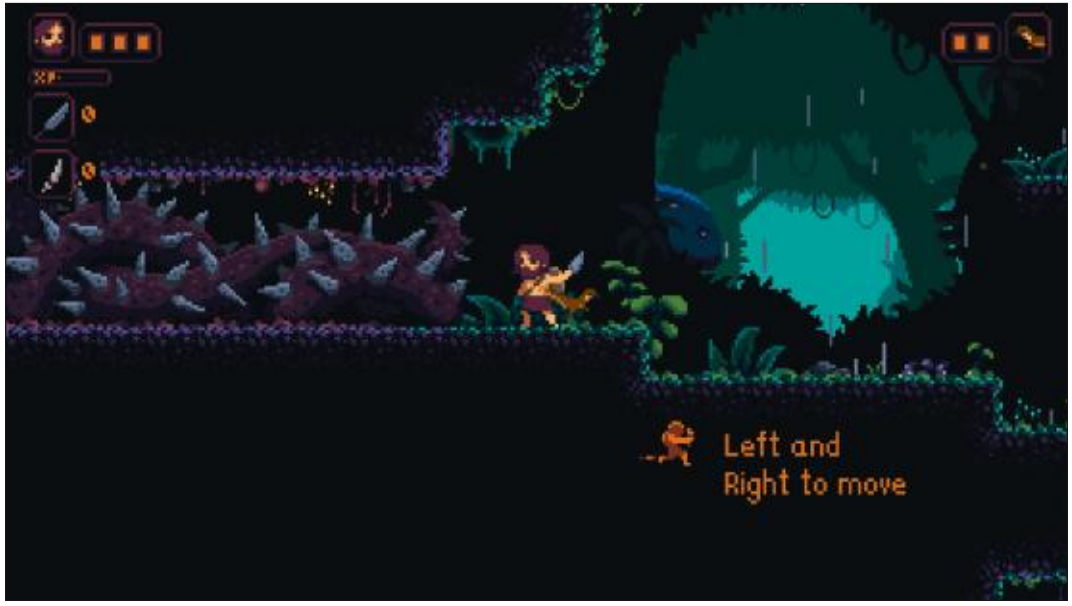
The game starts you out rather tame, but then leaves you to fend for yourself. There are no mission objectives, there are no arrows or flashing indicators as to where you are supposed to go, which feeds into the immersion. For this sort of thing to work though, you need to have markers and the like, like slightly different tile sets, to prevent the player from going around in circles. It's tough if you missed something earlier and you need to backtrack a long way, just to flip a switch.

This "progression" is true for other things too, like combat. In the beginning, the enemies do not almost kill you in one go, but later those same enemies do. Our suggestion here is to "grow" the enemies as the damage "grows". In the beginning the enemies will telegraph moves, but later that will vanish, making the combat feel punishing.

Let's quickly talk about survival mechanics. Yes there are some in the game, taking you beyond just running and jumping. Cooking food and crafting tools are just some of the activities waiting for you should you choose to give this game a go. We feel there is a bit of a missed opportunity here, as it is not fleshed out the way it should be. Oh well...

Another thing that stood out was the storytelling, the game does the "show, don't tell" rather well and your brain fills in all the missing bits. There are touching scenes, with some great animations, don't miss it!

The game is touted as a "metroidvania" and I'm sorry, but whoever came up with that word, needs cement shoes at the bottom of the bay. We got through the game in about ten hours, but it can be done in less, if you don't get caught up in all the backtracking. The game is an indie game, made by



one guy and it shows. Just a bit more, say tile sets, so you don't keep getting lost and having to backtrack, would make this top notch.

If you plan on playing it on your steam deck, you will understand what we mean about the graphics fidelity needing to be better. We want to love this game, but it feels "messy", looking back.

For us it just kept falling short of "great". It is "good", but it has the potential to be "great", just a pity it missed.

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 current site was created thanks to **Arun** (from our Telegram channel) who took on the task of completely rebuilding the site, from scratch, in his own time.

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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