

The **NEW** PCLinuxOS Magazine

Volume 41

June, 2010

OpenOffice:
An Overview

Game Zone:
Warzone 2100

Creating a Local
PCLinuxOS Repository

Alternate OS: ReactOS

Configuring USB Speakers

Xfce 4.6.1: An Overview

Xfce 4.6.1: Customize Your Xfce Menu

Xfce 4.6.1: Xfce Settings Manager - Part 1

A Multipart Series

Spotlight On Xfce

How Can YOU Contribute Back To PCLinuxOS?

Gimp From A Beginner's Perspective: Part 2

Computer Languages A to Z: Lisp

Command Line
Interface Intro: Part 9

And more
inside!



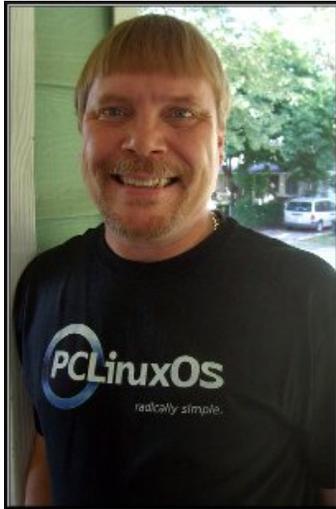
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Welcome From The Chief Editor

Good things just keep happening with PCLinuxOS. The month of May saw the much anticipated release of the PCLinuxOS OpenBox remaster. We also saw the first of the quarterly remasters released, with PCLinuxOS 2010.1. The quarterly updates for the other remasters are currently being worked on by their respective maintainers.



The steam keeps building as more and more new users discover what the rest of us have known all along: the incredibly stable operating system that we all use, where everything just flat out works, thanks to the high standards of Texstar.

The PCLinuxOS Forum is awash with the stories from users of other Linux distros who have come to witness and experience PCLinuxOS and Texstar's magical touch. What greets them is an ever-expanding choice of ISOs from which to choose. Face it – what other Linux distro offers the user six different desktop environments, and 11 different ISOs, all under the same banner? None that I can think of.

May also saw two more remasters released: [PCLinuxOS 2010 Full Monty](#) by Pinoc, and [PCLinuxOS Power Pack](#) by Sefy. Besides the PCLinuxOS OpenBox remaster, work has progressed on a remaster that uses IceWM (Ice

Window Manager). But there is one common thread between them all: they are all built on the same common and stable core. Only the desktop environment varies.

There is no shortage of items to talk about in the June, 2010 issue of The NEW PCLinuxOS Magazine. This month, we start a series of articles on Xfce, and use PCLinuxOS Phoenix 2010 as the basis for these articles. We start off by taking an look at what Xfce is, in **Xfce 4.6.1: An Overview**. We also start an examination of how to customize and tailor your Xfce desktop, with **Xfce 4.6.1: Xfce Settings Manager - Part 1**. We then tackle a more advanced topic on how to customize your Xfce menu, with **Xfce 4.6.1: Customizing Your Xfce Menu**.

Meemaw also starts another new series that takes a closer look at the OpenOffice suite of office-related applications, with **OpenOffice: An Overview**. She plans to follow up with a look at each of the components that make up this popular office suite. We also continue with the other article series that have been running in the magazine. First, Peter Kelly continues his tutorial on the command line, with **Command Line Interface Intro: Part 9**. Gary L. Ratliff, Sr. continues his look at computer programming languages, with **Computer Languages A to Z: Lisp**.

Back this month is an article for the gamers of the community, with AndrzejL's **Game Zone: Warzone 2100** article. TuxTorch also gives us a glimpse at the new Linux game installer in Linux, with his **DJL: A Linux Gamer's Paradise** article. I take a closer look at how you can contribute back to PCLinuxOS, in my **How Can YOU Contribute Back To PCLinuxOS?**

article. Leiche reprises his ZipPlayer article from last month, with **ZipPlayer Plays Music Archives: Part 2**. Hairyplotter shows us how to set up our own local repository, with his **Creating A Local PCLinuxOS Repository** article.

Of course, back this month are the regular columns by ms_meme, **Forum Foibles: Friendship** and **ms_meme's Nook: If My Friends Could See Me Now**. Georgetoon also gives us another installment of **Double Take & Mark's Quick Gimp Tip**. Smileeb details how he made a slide show for his niece's recent wedding, with his **How I Finally Made My Slide Show** article. Wamukota describes how to set up PCLinuxOS 2010 to use USB speakers, in his **Configuring PCLinuxOS 2010 KDE 4 To Use External USB Speakers** article. I start a periodic examination of Firefox add-ons, with my **Firefox Add-ons: Personas Make It Personal** article.

Blndsyd continues his series, **Gimp From A Beginner's Perspective: Part 2**. Darrel Johnston starts a new series that takes a look at alternative free, open source operating systems with his **Alternative OS: ReactOS** article. Of course, **Screenshot Showcase** is back, with 11 new images collected from the Monthly Screenshots thread of the forum.

This month's **magazine cover is by Timeth**, and literally puts the spotlight on Phoenix, the PCLinuxOS Xfce remaster. We round out the articles in the June, 2010 issue of the magazine with a testimonial from Terrick Wright, in the **Testimonial: A PCLinuxOS Journey** article.

So until next month, I wish each and every one of you peace, happiness and tranquility.

How Can YOU Contribute To PCLinuxOS?

by Paul Arnote (parnote)

A couple of months ago, we talked about community, and specifically, the PCLinuxOS Community. Last month, we talked about how to be a good citizen in the PCLinuxOS Forum. Most any PCLinuxOS user can vouch for the value of the incredibly stable operating system that Texstar and the Packaging Crew provide for us. None of us are forced to give anything back. Not even a thank you. No money. Nothing. But, as a good community citizen, there are ways you can contribute back to PCLinuxOS. Let's take a look at some of those ways.

Donate and receive PASS Server account as a thank you from Texstar. Like I said before, no one forces you to pay anything for PCLinuxOS. Yet, there are operating costs involved. Those costs include payment for the servers that run the PCLinuxOS web site. Surely, PCLinuxOS is a free Linux operating system. And that is what attracts many of us to it. By making an annual donation of \$25 (U.S.) or more, you will get access to the PASS server for one year. In case you aren't familiar with it, the PASS server is where the stable packages appear first (often about three days earlier), before being posted to the public access servers. With a PASS Server account, you get access to new packages before the rest of the community.

When you think about the value of what you've received from using PCLinuxOS, that's a pretty cheap price. Another way of thinking about it is how much would you spend for a commercial operating system, were a free alternative like PCLinuxOS not be available? For the price of only five or six Grande Latte's from Starbucks, you can help defer the costs

involved in running PCLinuxOS, and get access to the PASS server in return.

Volunteer your services. All of us have areas that we excel in. Some may do exceptionally well at creating graphics. Some may write well. Yet others may be really good at explaining things. Whatever your area of excellence is, you can volunteer those services for the community. For me, I volunteer my time to help create The NEW PCLinuxOS Magazine. It doesn't matter how inconsequential you may think your contribution is. It is valued. Sproggy, Archie and Timeth all excel at graphics. Coffeetime excels at helping users sort out their wireless issues. MBantz is the resident MythTV expert. AndrzejL excels at making videos that help showcase PCLinuxOS. There are many others who excel in their area of expertise. Even our forum moderators and administrators volunteer their time to help insure that everything runs well and in an orderly fashion, lest chaos should reign.



how stable it is. Wax poetic on how you can browse the internet, without fear of picking up a virus,

Become an evangelist. Tell other computer users of the wonderful thing you've found with PCLinuxOS. Talk up the fantastic job it does at recognizing your computer's hardware, old and new. Brag on

malware or spyware ... all without running an anti-virus suite or an anti-spyware package. Reveal how secure your computer is running PCLinuxOS. Chat about all the programs you can run, that are all available for the same price as PCLinuxOS: free!

Give out free copies of the Live CD. I don't know about you, but I give out copies of the PCLinuxOS Live CD (or one of its excellent remasters) like I'm giving out free cotton candy at the state fair. I'm rarely without a copy (or more) to give out to those who express more than a passing curiosity about PCLinuxOS. Often times, these are computer users who have older hardware who feel left behind with the "advances" of commercial operating systems, who cannot afford to go out and buy new hardware every time a new version of the commercial operating system comes out. By doing this, I've converted the following to PCLinuxOS (either KDE, or one of the remasters): a father-in-law, two brothers, three co-workers, my shift supervisor, my wife, a nephew, and two nieces. Those are just the ones that I know about. By giving out free copies of the Live CD, and explaining that they can try it out without making any changes to their computer's hard drive, you are likely to get them to at least give it a try. And, the cost for you is minimal (at least in the U.S.), with blank CD-Rs costing well under 25 cents each.



Attend local LUG meetings. Most people have local Linux User Groups in their area. Attend their meetings. Volunteer to give a talk about PCLinuxOS. Hand

out free copies of the PCLinuxOS Live CD. Evangelize at those meetings. Show off your laptop running PCLinuxOS.

Post product reviews for your computer equipment. Believe it or not, people DO read the product reviews at such online retailers as Newegg.com and Amazon.com. When I am looking to purchase a new piece of computer equipment, I frequent the online retailers (there's little that can beat shopping from the comfort of my sofa, without any pressure or misinformation from ill-informed sales people). Once on the online retailer's site, I look through the product reviews. Specifically, I look for reports that the hardware works well with Linux. I'm doubly thrilled when I see a report that a piece of hardware works well with PCLinuxOS.

I recently purchased a new laptop from Newegg.com. After it was delivered, one of the first things I did was to run some of my PCLinuxOS Live CDs on the new computer. I then went back and entered a product review for that laptop. As a result of my product review, it weighed heavily in the decision of another PCLinuxOS community member to purchase the same laptop for his use.

An added benefit is that it helps get the name of PCLinuxOS out there for others to see. The more they see it, the more likely they are to remember it when they go distro hopping. So, every PCLinuxOS user should take the time to go back and enter a product review for every piece of computer hardware they purchase and use with PCLinuxOS.

Learn how to package. Believe it or not, you can learn how to package RPMs for PCLinuxOS. If you are interested, you can head on over to the Packager's Section of the PCLinuxOS Forum. There, you will find instructions on how to get started with packaging, and also be able to pick the brains of those who are already helping create packages for PCLinuxOS. It might also be advantageous to check out the "Santa's Little Helpers" archived thread over at the community projects forum, at MyPCLinuxOS.com (link takes you straight to the archived thread).

Help other users solve their problems. Of course, PCLinuxOS has some fairly active forums. Jump on in there and help other users solve their problems and dilemmas. By doing so, you ARE giving back to the community. You are reinforcing your Linux knowledge. And you may even learn something new in the process of helping others, further expanding your knowledge. Most Linux users have their own special area of "specialty" that they can help other users with. Share yours.



Summary

As you can see, there are several ways you can contribute back to PCLinuxOS. Maybe you've already thought of these. And maybe I've brought up some ways you haven't considered. I'm sure you can come up with some other, equally productive ways that you can give back to PCLinuxOS. The suggestions I offer are, I'm sure, only the tip of the

iceberg when it comes to ways you can contribute back to PCLinuxOS. If you have other ideas, I'd love to hear them. If I get enough suggestions (half dozen or more), I'll publish them in a follow up article in the magazine.

An advertisement for PCLinuxOS. It features a portrait of Albert Einstein on the left, with his hand to his chin in a thoughtful pose. To the right of the portrait is the PCLinuxOS logo, which includes the text 'Radically Simple' written vertically. Below the portrait and logo is a list of slogans: 'It's easier than E=mc2', 'It's elemental', 'It's light years ahead', 'It's a wise choice', 'It's Radically Simple', and 'It's ...'.

It's easier than $E=mc^2$
It's elemental
It's light years ahead
It's a wise choice
It's Radically Simple
It's ...

Screenshot Showcase



Uploaded by Sproggy, May 14, 2010, running Xfce

The
PCLinuxOS
Magazine

The PCLinuxOS name, logo and colors are the trademark of Texstar.

The NEW PCLinuxOS Magazine is a monthly online publication containing PCLinuxOS-related materials. It is published primarily for members of the PCLinuxOS community. The Magazine staff is comprised of volunteers from the PCLinuxOS community.

Visit us online at <http://www.pclosmag.com>

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Xfce 4.6.1: An Overview

by Paul Arnote (parnote)

When you ask Linux users about their favorite desktop environments, most users are going to say KDE or Gnome. And while both offer fine, full featured desktops, their "full featured-ness" tends to make them a bit heavy when it comes to RAM usage or processor usage. So what about users who want to run Linux on their more modest older hardware, which may not have the processing power or RAM to support either of the "big daddies" of the desktop?

This is where Linux shines, by offering alternate desktop environments. These "other" desktop environments are typically less hungry when it comes to processor power or RAM, enabling them to run with ease on older, more memory-limited hardware.

One such desktop environment is Xfce. In the PCLinuxOS line of offerings, Phoenix 2010 showcases the abilities of Xfce. It does so, while remaining capable of running on older hardware with a minimum of RAM. Xfce can easily run on a Pentium III with only 256 MB of RAM. You can only imagine how well it performs on newer hardware.



About Xfce

Xfce was started in 1996 (the same year as Gnome), and stood (at the time) for XForms Common Environment. Since that time, Xfce has been rewritten twice and no longer uses the XForms toolkit. Hardly anyone at the time wanted to include it, because it depended on the closed-source (but free for private use) XForms toolkit. Finally, in 1999, Olivier Fourdan started a full rewrite of Xfce, based on the GTK+ libraries. In February 2001, Xfce 3.8.1 was uploaded to SourceForge.net. Starting with Xfce 4.4.0, Xfce was updated to the GTK+ 2.0 libraries.

From the [Xfce website](#):

*"Xfce is a lightweight desktop environment for various *NIX systems. Designed for productivity, it loads and executes applications fast, while conserving system resources." - Olivier Fourdan, creator of Xfce*

Xfce embodies the traditional UNIX philosophy of modularity and re-usability. It consists of a number of components that provide the full functionality one can expect of a modern desktop environment. They are packaged separately and you can pick among the available packages to create the optimal personal working environment.

Another priority of Xfce is adherence to standards, specifically those defined at [freedesktop.org](#).

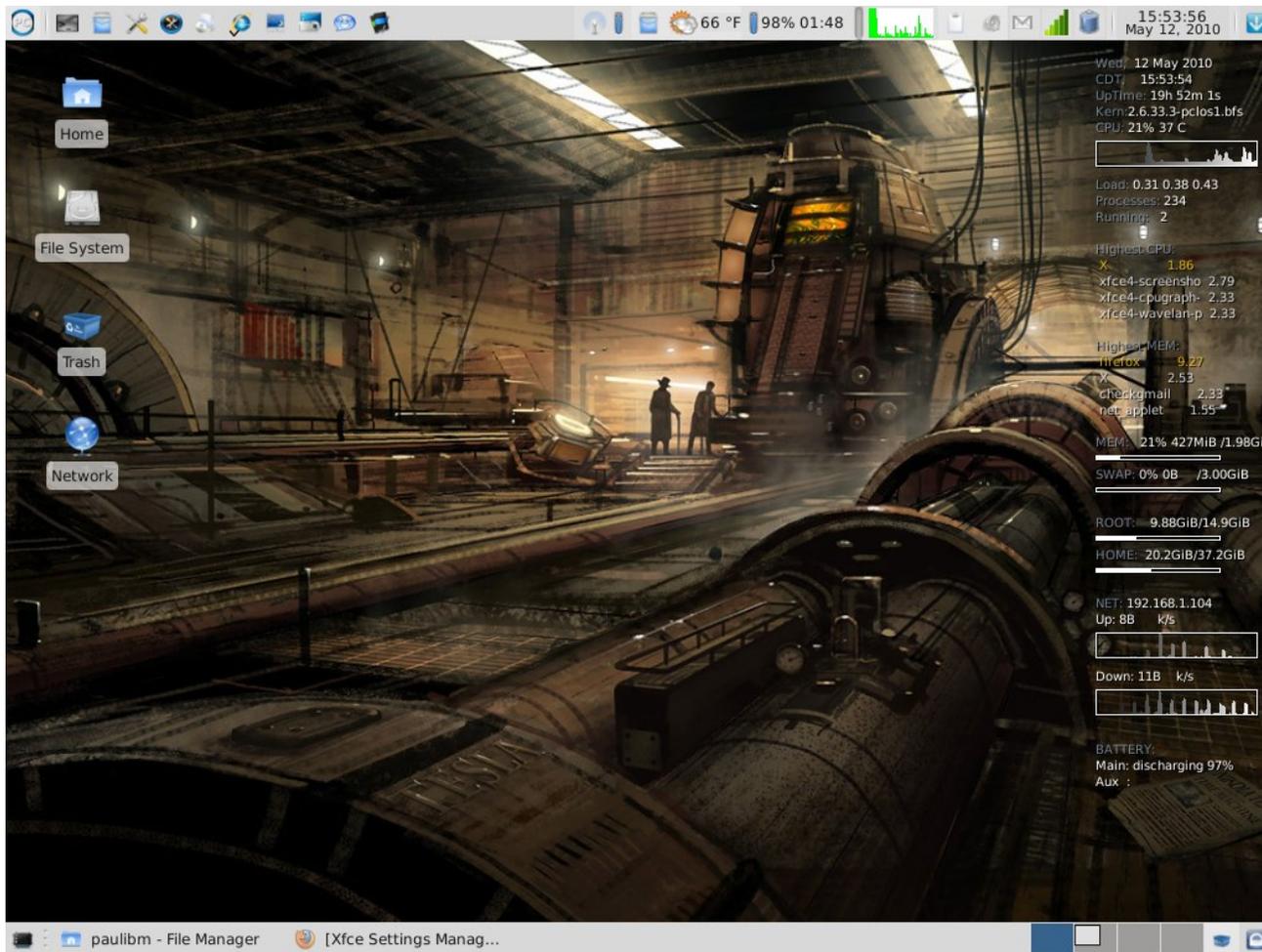
Xfce can be installed on several UNIX platforms. It is known to compile on Linux, NetBSD, FreeBSD, OpenBSD, Solaris, Cygwin and MacOS X, on x86, PPC, Sparc, Alpha...

Built using the GTK+ 2.x libraries (the same as Gnome), Xfce aims to provide the user a fast, responsive desktop environment, while maintaining an attractive appearance, and without the bloat. In essence, it aims to be lean and mean, but give the user the most options on a stable platform.



Having been around for over 10 years, Xfce has matured to the point where it meets those goals. It has its own window manager (xfwm). It has its own file manager (Thunar, named after the Nordic god of thunder). Xfce has a whole host of additional panel applets to add functionality. It also has a whole host of applications written for it, to take advantage of the Xfce goals. These include media players, a screen shot utility, a window compositor, a special version of Cairo dock, a text editor, a CD/DVD burning application, its own bitTorrent client, a weather forecast applet, and a whole host of other specially-tailored applications.

Being written using the GTK+ 2.0 libraries, Xfce can take advantage of virtually any other application written using the GTK+ 2.0 libraries. This includes applications written for Gnome. Care should be exercised when utilizing or choosing Gnome applications, since some Gnome applications will pull in large amounts of the Gnome libraries, thus conflicting with the Xfce goal to create a functional and fast desktop for modest hardware, with minimal



My desktop, as it appeared on my installation of Phoenix 2010 when this article was written.

software bloat. Yet other Gnome applications have virtually no dependencies on Gnome libraries, making them essentially GTK+ 2.0 applications, despite their naming that favors the Gnome desktop.

Taking a Close-Up View

So why am I doing an overview of Xfce? Over the next few months, we'll be taking a closer view at

what Xfce has to offer. The PCLinuxOS Magazine staff is planning to take a look at some of the things you can do with Xfce. Of course, we'll be using Phoenix 2010 as our guinea pig and role model. Here's some of what we have planned (the list is subject to change, and may not be all-inclusive):

- * Creating your own xfwm themes.
- * Adding/deleting items from the Xfce menu.
- * Adding extra right-click functionality to Thunar.
- * Covering the Xfce Settings Manager, in-depth.
- * How to set up and customize your Xfce panels.
- * Overview of Xfce panel applets.
- * Taking a closer look at some of the Xfce specific programs.

After all, Linux is about choice, and Xfce is just one of the many choices that PCLinuxOS users have been given.



Visit Us On IRC

- Launch your favorite IRC Chat Client software (xchat, pidgin, kopete, etc.)
- Go to freenode.net
- Type "/join #pclinuxos-mag" (without the quotes)

Configuring PCLinuxOS 2010 KDE 4 For External USB Speakers

by Alain Baudrez (Wamukota)

If you are like me, you like listening to music while working at the computer. Most desktops have a nice set of external good quality speakers attached because you like good quality. If you have a laptop that audio quality is sometimes a far-fetched dream.

In come the external USB speakers set. You find a nice set, buy one, come home, plug it in, the control led lights up and ... nothing. Sound still comes through the laptop's speakers, though. Does that mean that the USB speaker set is not recognized? Maybe, but mostly it is just a case of telling PCLinuxOS to get its priorities right.

Modify the system settings:

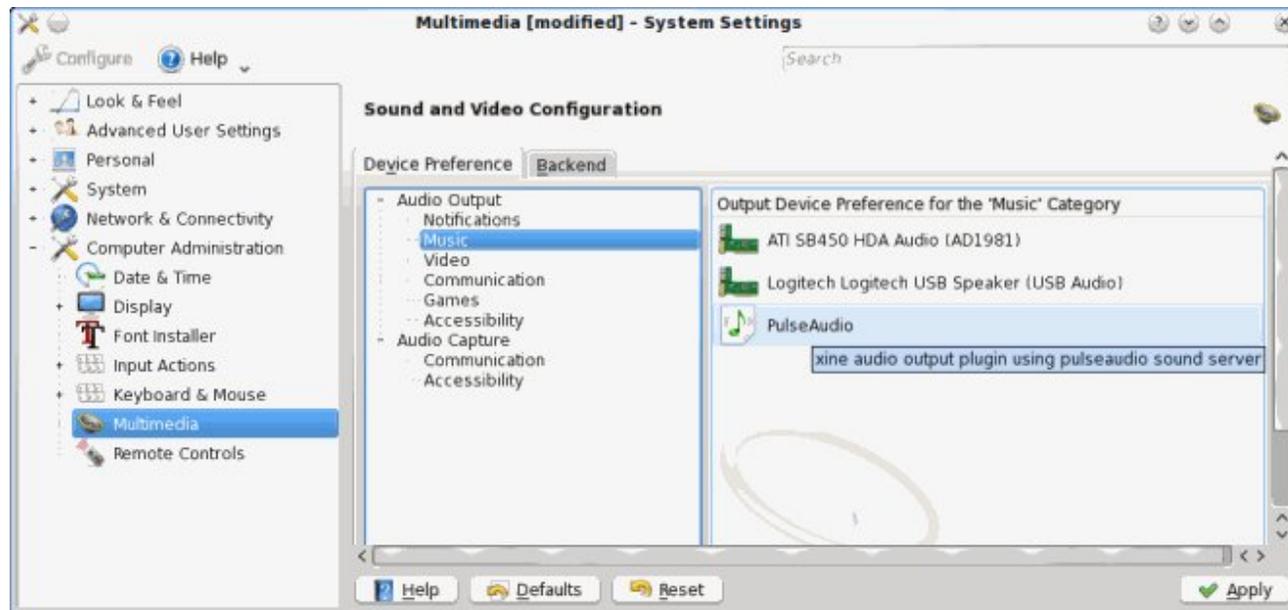
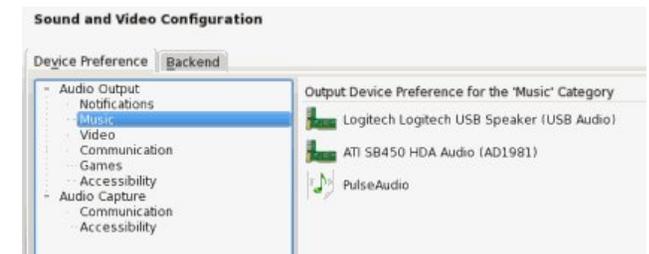
- * Open the 'Configure Your Desktop' application
- * Select the option 'Computer Administration'
- * Activate the 'Multimedia' option
- * Select the Device Preference 'Audio Output' - 'Music'

You'll be presented with a similar interface (bottom).

As you see, on my box, both the internal (ATI) and external (USB) audio devices are recognized, with the internal one being the one with the highest priority.

Change the priority

It is just a matter of sliding the internal card below the USB speakers (click on it with the mouse and drag it to the second position), and now your external speakers will be used to output audio from your audio applications.



Do the same for the other Output devices. (Video, Communication, ...)

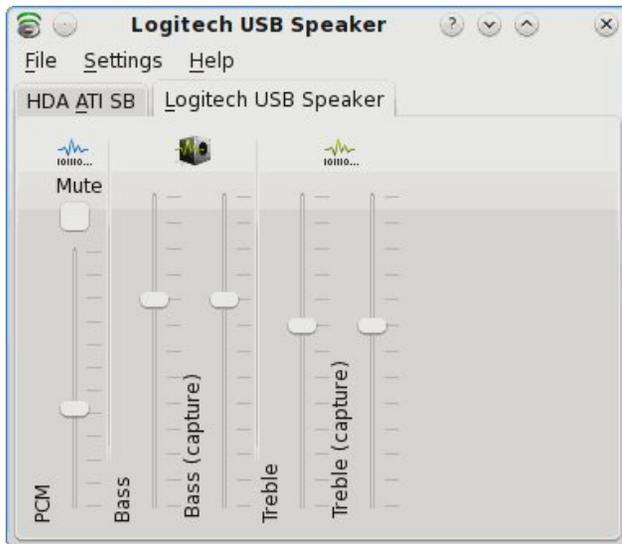
Configure KMix

Right-click on the KMix icon in the systray, and configure the USB device.

Don't forget to set the 'Master Channel' to your USB device if you want to control the audio level using KMix.

Disconnected USB speakers

If you disconnect the external speakers, this is reflected in the System Settings, as the USB entry is grayed out.



In that case, the second device – the internal audio card – will be automatically selected. Upon logging in, a temporary warning message appears on top of your screen or through KNotify and you are back in the 'old' PCspeaker output.

The next time you plug in the USB speakers, they will be used.

Nice to know

Although you now have the correct settings, some applications might still output their audio through the PC speakers. In that case, it is just a matter of modifying the program's audio preferences and selecting the USB speakers as main audio output device.



Phonon: KDE's Multimedia Library

The audio playback device **Logitech Logitech USB Speaker (USB Audio)** does not work. Falling back to **ATI SB450 HDA Audio (AD1981)**.

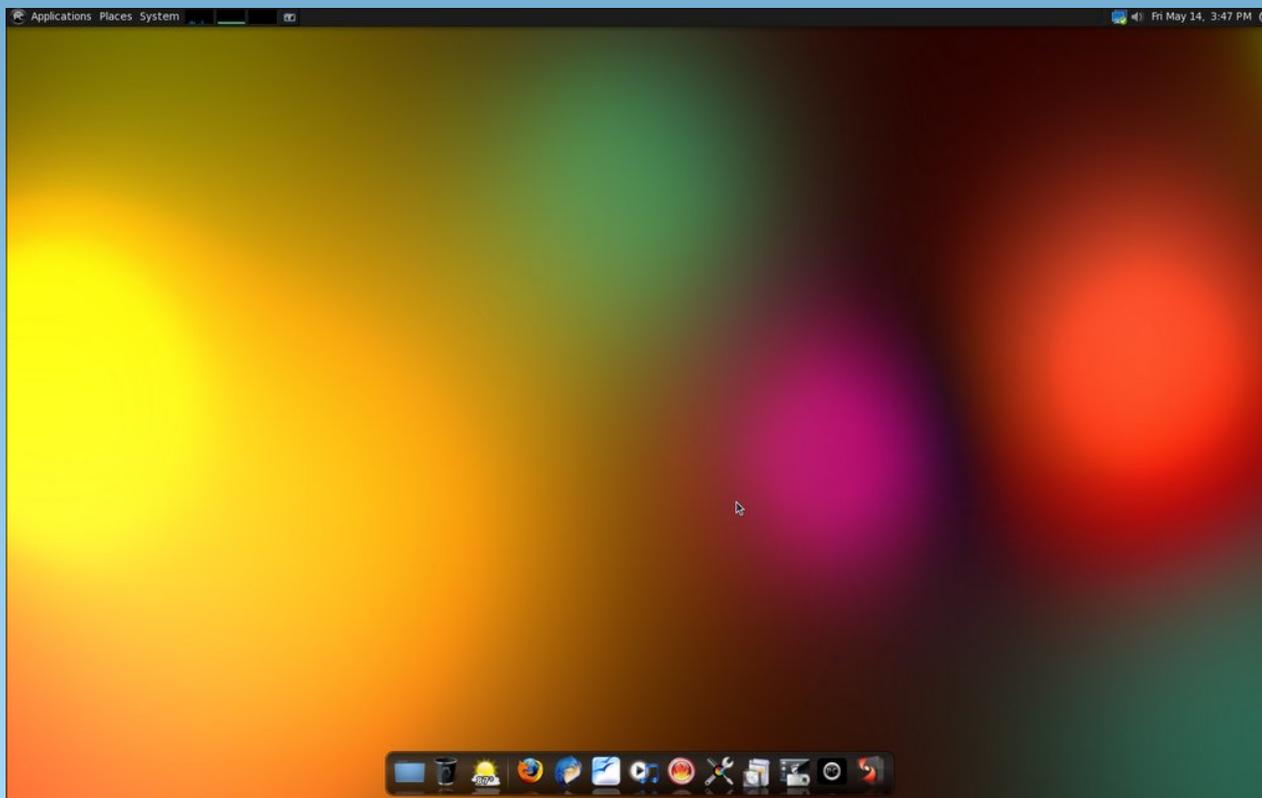


A magazine just isn't a magazine without articles to fill the pages.

If you have article ideas, or if you would like to contribute articles to the PCLinuxOS Magazine, send an email to:
pclinuxos.mag@gmail.com

We are interested in general articles about Linux, and (of course), articles specific to PCLinuxOS.

Screenshot Showcase



Uploaded by mmesantos1, May 14, 2010, running Gnome

International Community
PCLinuxOS Sites



Double Take & Mark's Quick Gimp Tip

Double Take

by Mark Szorady



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Answers on Page 50

Find at least seven differences between cartoons.

Mark's Quick Gimp Tip

The Force is with [The Gimp!](#) Thanks to [Gimp's](#) creative community and its ability to add plug-ins, a Star Wars lightsaber effect is easily created with a single mouse click! First, download the lightsaber plug-in from Gimp's plug-in registry at <http://registry.gimp.org/node/21369>. Drop the script into `/.gimp-2.6/scripts`. Next, open Gimp and open an image. Create a new layer with transparent background on top of the original image. Make sure this new layer has an alpha



channel. Now, simply draw a white line. It's helpful if you already have a reference in the photo such as a sword blade, pole, stick or other prop to draw over. Select `Filters>RED STORM FX>LXSE v1.0`. In the new dialog box, select your core size, glow size, glow color, etc. Click OK and the plug-in does the rest! You can see an example (at right) of how well the plug-in works. That's me using a double lightsaber to cut my birthday cake! Again, the plug-in did all the work!

After creating a new layer and drawing the white lines, The effect was achieved with one mouse click in less than ten seconds!



-Mark Szorady is a nationally syndicated cartoonist. His work is distributed by georgetoon.com. Email Mark at georgetoon@gmail.com.

Xfce 4.6.1: Xfce Settings Manager - Part 1

by Paul Arnote (parnote)

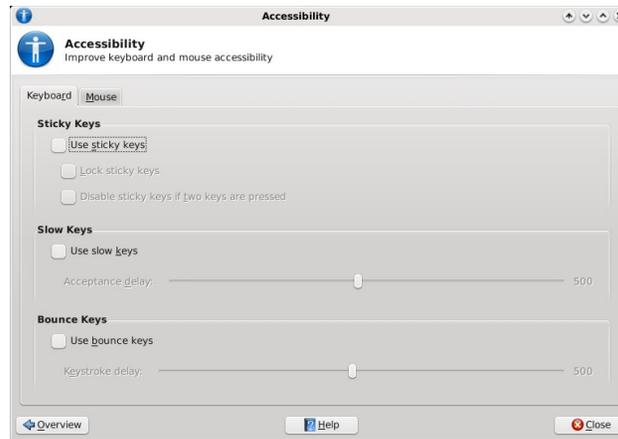
Despite being one of the lighter weight desktop environments, Xfce boasts a fairly comprehensive settings manager, where you can easily tailor the behavior of Xfce and its appearance.



Starting this month, and concluding two months from now, we'll take a three part look at the Xfce Settings Manager. Each month, we'll take a look at six of the categories in the settings manager for controlling Xfce. Notice that there are usually 19 categories, but we'll only cover 18, since one of the icons simply launches another instance of the Xfce Settings Manager.

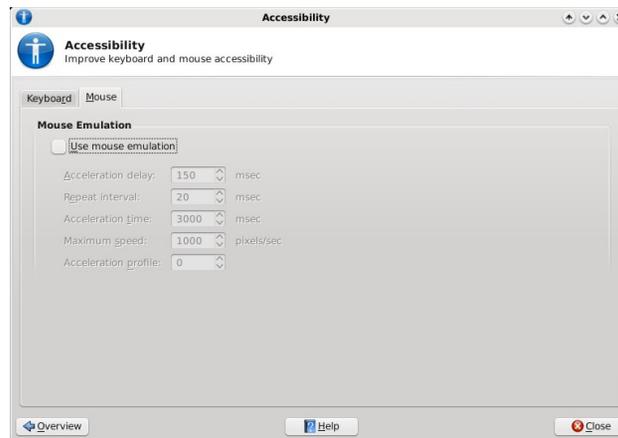
Accessibility

The first tab in the Accessibility section of the Xfce Settings Manager, Keyboard, allows us to choose if we want to "Use sticky keys." Sticky keys are useful for those users who may have a disability that prevents them from using a keyboard in the



traditional manner. So by using sticky keys, it prevents the user from having to press two keys together (such as Shift + G or Ctrl + C).

The user can also choose to "Use slow keys." This allows much greater time between key presses. The "Use bounce keys" setting helps improve keyboard

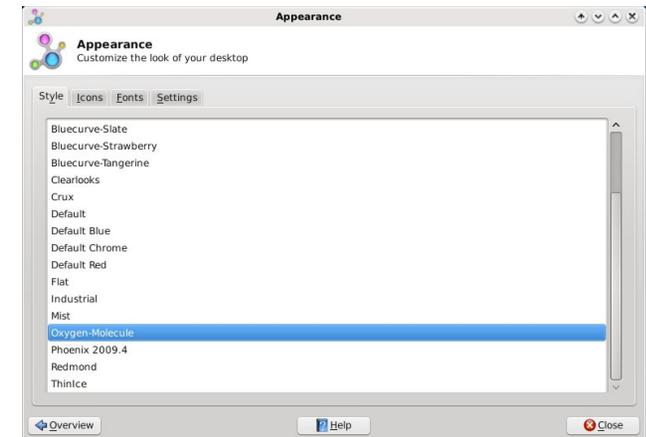


accuracy for those who may not have as much dexterity, and prevents multiple occurrences of a letter if the key experiences a "bouncing" touch.

Under the Mouse tab, the user can choose to "Use mouse emulation." This is helpful for someone who lacks the dexterity to use a traditional computer mouse, but can operate the keyboard and use keys to move the mouse cursor around the screen.

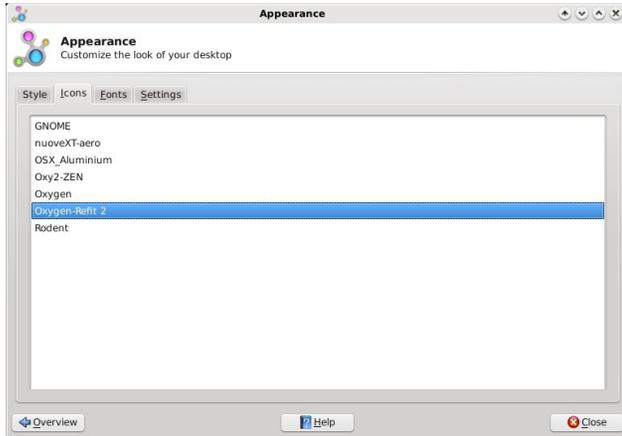
The default setting in Phoenix 2010 is to have all accessibility options turned off.

Appearance

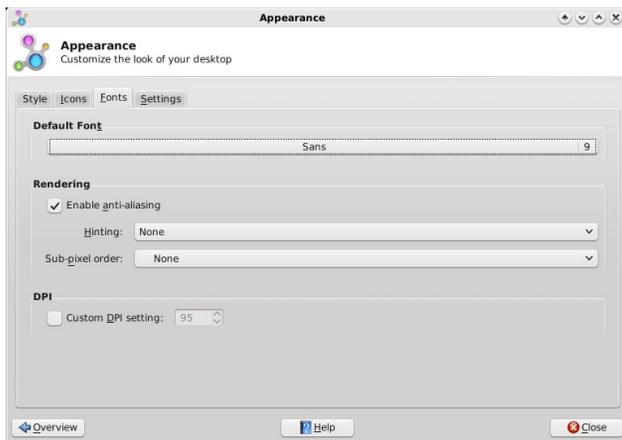


Under Appearance in the Xfce Settings Manager, you can make settings related to Xfce's appearance on your computer. The first tab, Style, allows you to select the xfwm (window manager) style you want to apply to the decorations of the windows displayed

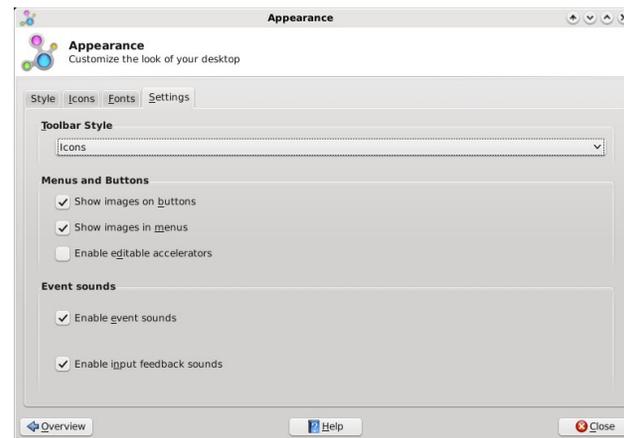
on your screen. We'll talk more about xwm themes later, in another article. The default setting in Phoenix 2010 is Oxygen-Molecule.



The second tab, Icons, allows you to select which icon set to use. The default in Phoenix 2010 is Oxygen-Refit 2.



The third tab under Appearance, Fonts, allows you to select which font to use when Xfce displays the text of the window title bars, used for the text displayed under the desktop icons, or the text displayed on the task list in the panel. The default font in Phoenix 2010 is Sans, 9 point. Under the rendering section, you can enable anti-aliasing of the fonts displayed on your system (the default), or turn it off. You can also turn on font hinting and the sub-pixel order to use to display your fonts. The default in Phoenix 2010 is to have font anti-aliasing enabled, with font hinting and sub-pixel order both set to "None." You can also set a custom DPI setting for the display of fonts, if you choose. By default, it is turned off.

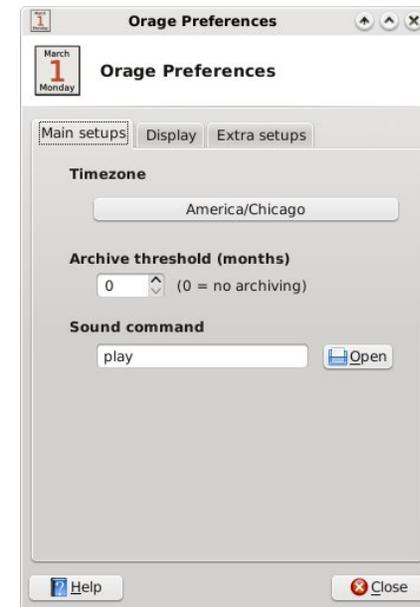


The last tab under Appearance, Settings, allows you to select the style for the display of toolbars. The default is "Icons" in Phoenix 2010. You can also set options for "Menus and Buttons," where you can choose whether or not to show images on buttons, show images in menus, or to enable editable accelerators in those menus. The last section of the

Settings tab, Event Sounds, allows you to choose whether or not event sounds are enabled (off by default), and whether to enable input feedback sounds (also off by default).

Calendar

Xfce sports its own calendar application, called Orage. This calendar program is tightly integrated into the Xfce desktop, is highly configurable, and can be set

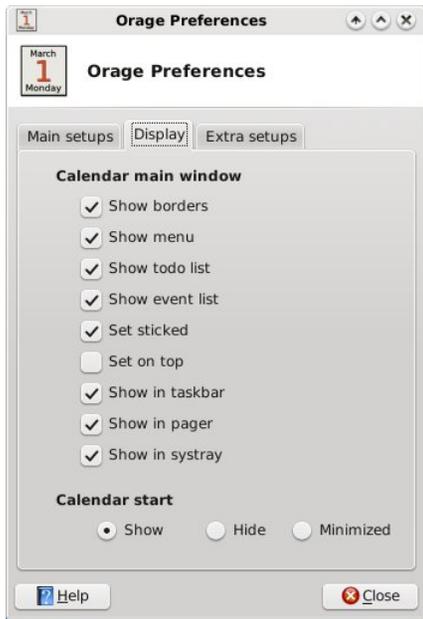


to alert you to appointments and important dates with either a message popup, or with a sound notification. It also allows you to specify a "to-do list" that is linked to your calendar. Orage also sports a panel plug in, but the plug in is

not active in a default installation of Phoenix 2010.

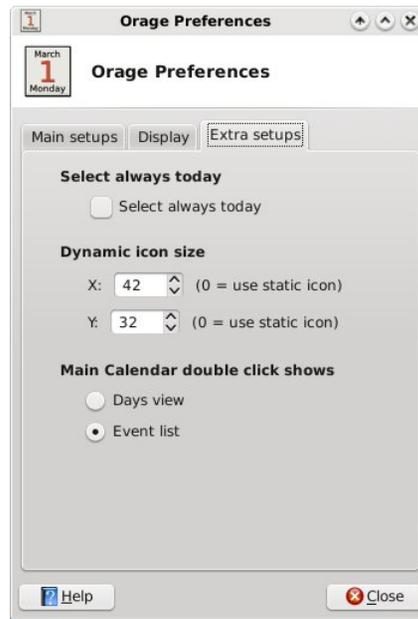
Under the first tab (above), you can set the time zone for the proper display of the current time. You can also set the archive threshold in the number of

months. By default, this is set to "0," or no archiving. You can also set the file name of the sound file you might want to play when an event occurs.



The second tab, Display, allows you to specify how to display the Orage Calendar main window. The list of options are fairly obvious as to what each does.

The third tab, Extra Setups, allows you to make further customizations to the calendar display. You can choose whether today's date is always selected when the calendar is opened. You can also select the dynamic icon size for Orage to use. The last setting allows you to select whether the Days view or the Event list is displayed when you double click on

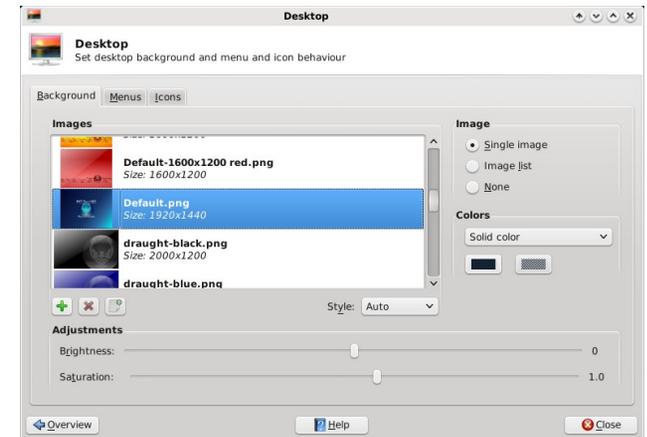


a date in Orage. All the settings in the above graphic are the default settings in Phoenix 2010.

Desktop

Under Xfce Settings Manager's Desktop settings, you can further fine tune the appearance of your Xfce desktop. Under the first tab, Background, you can select the wallpaper to display. Under Phoenix 2010, the default wallpaper is simply called, "Default.png."

You can also choose to specify images in an image list. Create a new image list by selecting the third button from the left, under the thumbnail display



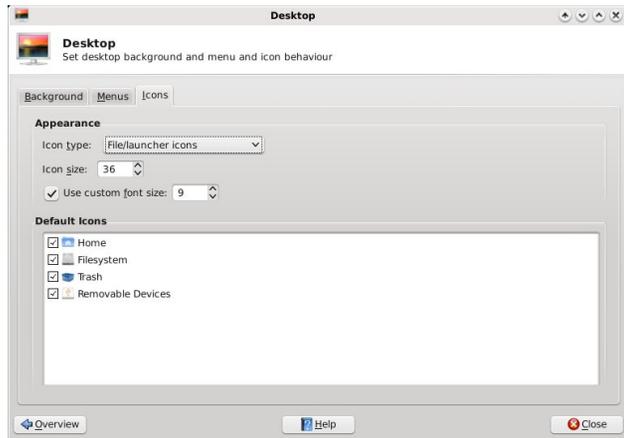
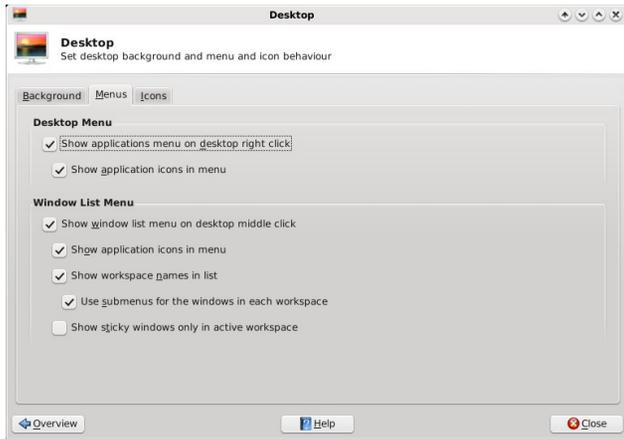
section of the window. Give the image list a file name (I used images.list) and store it in a location you choose (I chose to store the list in the same directory where I store all of my wallpaper files). Then, start selecting images to fill up that list. As you do, a thumbnail of the images you select and add to your list will start appearing in the thumbnail display section of the window. Now, each time you start Xfce, a random image from your image list will grace your desktop.

If simple colors are more your style for your desktop, you can also select to not use any image on your desktop. You can instead choose to use either a solid color, a horizontal gradient, a vertical gradient, or select transparency. You set the background colors below the drop down selection box where you choose the type of color display.

If you want to add one of your own wallpaper files to the list of files to choose from in the thumbnail selection window, simply click on the green "+"

button, and select the file you want to add. Similarly, you can delete images from the thumbnail selection window by clicking on the red "X" button.

At the bottom of the screen, you can adjust the brightness and saturation of the image that's displayed on the desktop.



The second tab of the Desktop settings window allows you to select how menus are displayed. Looking through the settings, I think you'll agree that the choices are self explanatory.

The third tab of the Desktop settings window, Icons, allows you to specify how icons are displayed on your Xfce desktop.

Display

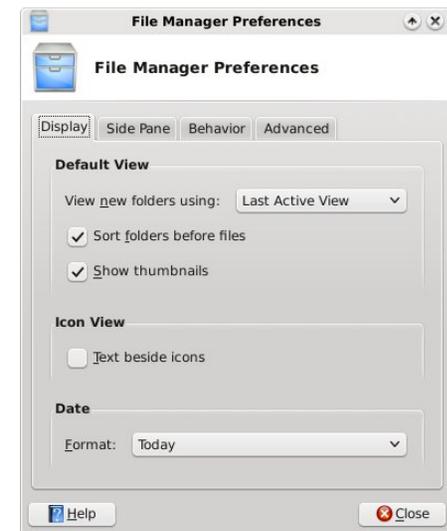


The Display setting does pretty much what you might expect it to do: it allows you to set up the display of Xfce on your monitor. You can choose the resolution, the refresh rate and the orientation of the screen rotation. If you have more than one display

adapter on your system, you will also see it listed on the left side of the window.

File Manager Settings

When you select File Manager Settings, you can select some of the behavior of Thunar, the default



file manager in Xfce. Under the first tab, you can select items relating to the default view Thunar will provide. You can view new folders using the default value of "Last Active View," which means that it will display your new folders exactly

how you have your current view portal set up, or you can choose "Icon View," "Compact View," or "Detailed View." Right below that, you can select whether or not you want folders to appear before files in a directory listing, and whether or not to display thumbnails.

Under "Icon View," you can select whether the text appears below the icon (the default setting), or if it appears next to the icon, to the side.

You can also select how Thunar displays the date of your files. The default value is "Today."



Under the second tab, "Side Pane," you can select how you want icons to be displayed in the Shortcuts Pane, and in the Tree Pane views.

The "Behavior" tab allows you to select whether Thunar opens files with a single or double click of the mouse.



With the "Advanced" tab, you can specify how Folder Permissions are handled, and whether or not volume management is enabled. Typically, on a home installation, you will want to have volume management enabled, so that Xfce will be able to see and access USB drives (flash or otherwise), as well as any cameras you might want to connect, so you can download the images to your computer.



Conclusion & Things To Come

As you can see, the Xfce Settings Manager has a lot of configuration options, packed into a tight space. We've only just begun. Next month, we'll take a look at the next six Xfce Settings Manager applets, starting with Keyboard settings, and ending with the Printer settings.

Forum Foibles: Friendship

The **friendly** community here should make you feel right at home. Set a spell. Kick your shoes off. Enjoy!

Lots of smart, interesting, **friendly**, funny people here!!!! (and some who are also a little crazy!!!!)

Loving my new found **friend** in PC Linux OS 2009.2.

Thanks for the **friendly** help fellas.

Glad you feel at home by now. **Friendly** support is the best and you can find it here.

Friendliest, most helpful forum I have ever been with. Very grateful to all the PCLinuxOS team.

And the forums are filled with **friendly** folks who really go out of their way to help you get your system running tip-top!

Welcome home, **Friend!**

There's a rumor going 'round
I want to put to rest
That our forum's the **friendliest**
besides being the best
I wanted to ask the mods
as I started on my quest
But decided to search ...
instead of being a pest

I typed in '**friend**'
and boy was I impressed
A hundred zillion hits
more than I would'a guessed
"**Friend** this" "**Friend** that"
posted with great zest
Is the rumor true? Yep!
We are really blessed

You will learn, you will make **friends** and you will laugh if you use this forum.

And don't be afraid to ask anything you need here. Everyone here is very **friendly** and helpful,

We're a fun loving bunch. One thing about **friends** who have fun together, we always forgive each other, in the morning, no matter what. So, come join in the fun!

Welcome to our **friendly** little corner of the penguin universe. You don't have to be crazy to be here, but it helps.

The PCLOS community is still the most helpful and **friendly** forum in the Linux world.

My many thanks and gratitude to all our mods and admins do to make this the **friendliest** Linux forum around!

To all our new **friends**,
welcome to the boards and
the community.

I really want to keep this distro
because of the great and
friendly support I've received.

*I'm sure you'll enjoy your stay here
and as always Welcome new **friend**.*

This forum**Friendly** and Helpful
exactly what it says on the can.

*PCLinuxOS sold me with it's speed, ease-
of-use, and stability, but the **friendly** help I
found on the forums sealed the deal.*

PCLOS forum 'tis the **friendliest**.

*Everyone here is helpful and
friendly, so don't hesitate if you
have a problem or want to chat!*

Welcome to the **friendly** and most
supportive world of PCLinuxOS. So make
yourself comfortable and enjoy.

What matters what **friends** look like
What matters where **friends** live
What matters what **friends** dress like
It only matters what **friends** give
I cannot know the future
Beyond me it transcends
But I do know for certain
I am glad for my
PCLinuxOS FRIENDS
ms_meme

And welcome to the **friendliest** most New
Friend friendly
Linux user forum in the world

Friendly support is the best and you can find it here.

Lots of **friendly** folks around here ready to lend a helpful hand.

*Thanks all for the **friendly** replies.
I shall do my best to be worthy.*

Thank you my dear **friend**
& fellow countryman !!

Friends from different walks of
life open one's eyes.

*Ask whatever you need people
here are very **friendly**.*

*We're all looking for the same
outcome, a fixed problem, and
a happy community **friend**.*

Again thanks for the **friendly** welcome.

You'll find the community here is very
friendly and helpful.

*I predict that you'll find **friendly**,
helpful assistance from folks right
here on the PCLinuxOS forum.*

Screenshot Showcase



Uploaded by dotunix, May 16, 2010, running KDE 4



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Command Line Interface Intro: Part 9

by Peter Kelly (critter)

Almost everything that you do on the command line involves moving, changing, comparing or deleting text data. This data may reside in a file on a disk drive or be generated as the output from a previous command in the form of a data stream.

When the UNIX operating system was first developed at Bell Laboratories in the early 1970's, Ken Thompson, who is generally regarded as the chief architect of the project, was keen to implement a system of inter-connecting streams of data as an alternative to using a series of discrete processes to achieve the required output. Today we refer to this system as 'pipes' and 'redirection'.

The software tools available in those dark days were rather primitive, but have mostly survived and evolved into what we use today. The program `ed` has survived mostly unchanged in its usage since those times (which probably accounts for its lack of use today). `ed` is a line editor, unlike text editors such as `vi(m)`. A line editor reads in a file and works on one line at a time, not on the whole file. You make changes to the line and then move to another line.

Just as the program was simple, and so were the commands. You used `p` to print the line to the terminal so that you can actually see what you are editing (this is not done automatically), `d` to delete the line, `s` to substitute some text for some other text, but only in that line. To edit a large text file interactively, by hand, this is far too restrictive. So the text editors that we more commonly use today were developed.

With the introduction of pipes for streams of data through this method of editing line by line, non-interactively is ideal and so a new tool was introduced known as a stream editor. This reads in data and applies a series of commands to the data as it flows through. These commands, deletions, substitutions etc, could be supplied on the command line, or read in from a file or script. If the input data is from a file, then that file is not changed. Only the data in the output stream is affected, and this can be saved as a new file or further processed along the 'pipeline'.

As a model for this new tool, the `ed` editor was chosen and named `sed` - stream editor, which you may have heard of.

SED

The `sed` utility retains a lot of the simplicity of commands it inherited from `ed`, but it adds a lot more functionality. Its command line or script can be a bewildering gibberish text when you first encounter it.

```
sed -n -e 's/M/ MegaBytes;/s/-.{12}|(.  
MegaBytes) \|[0-9]{4}|-\|[0-9][0-9]|-\|[0-9][0-9])  
... \(.*$)/4\3\2 \1 \5/p' sed-demo
```

If we break down this gibberish into manageable phrases, then it becomes more comprehensible. It really does, trust me.

Now before you throw your hands in the air and say "This is not for me!" let me say that it is very unlikely that you would ever need to construct such a complicated command.

Here's something a lot simpler and is actually useful. Many Linux users also use MS Windows, but if you try to read a Linux created text file in Windows, then you find that the line breaks don't work and extend to the full width allowed by the editor, probably notepad. This is because Linux terminates its lines with a newline character `\n`, while DOS and Windows need a newline and a carriage return pair `\n\r` (just like the old typewriters, where you move the paper up a line and push the carriage back to the beginning of the line). A newline on its own is not recognized as a line termination. `Sed` makes light work of this.

```
sed 's/$/\r/' linux-file > dos-file
```

 makes Linux files DOS-readable.

```
sed 's/\r/' /dos-file > linux-file
```

 converts them back, although this usually isn't necessary as Linux will disregard the extra carriage returns.

It would be a trivial matter to put these two files in a script and create a couple of aliases to them, perhaps `l2d` & `d2l`.

The syntax of `sed` is very simple:

```
sed {options} {commands} {file}
```

options

The most useful options available for GNU `sed`, which is the version that Linux users will most likely find that they have installed, are:

- e is required when you are specifying commands on the command line and tells the application that what follows should be treated as a command to be applied to the current line. The option can be repeated on the command line to apply multiple commands to the input data.
- n silent mode, don't automatically print the lines to stdout.
- f script add the contents of the named script to the commands to be executed
- r use the extended set of regular expressions (like egrep)
- posix disable gnu extensions. This makes scripts portable to systems that have the standard unix-like version of sed
- help covers all the options for the version that you are using.

commands

These define what you do to the data as the stream passes through, and I will describe the use of the most important ones in the body of this text.

file

This is the input data stream, and if the file name is supplied on the command line, it is treated as stdin. That is, **sed command file** and **sed command < file** mean the same thing. The input may also be

piped in to the command, e.g. **cat file | sed command** or **ls -l | sed command**.

To get started, find or create a file to play around with. I have used a short listing of my /boot directory, in a file named sed-demo, **ls -ALLGgh /boot >sed-demo**, which looks like this:

```
total 31M
-rw-rw-r-- 1 440 2010-04-02 10:59
boot.backup.sda
-rw-r--r-- 1 111K 2010-04-03 15:11
config
-rw-r--r-- 1 108K 2010-03-16 15:11
config-2.6.32.10-pclos2.pae
-rw-r--r-- 1 111K 2010-04-03 15:11
config-2.6.33.2-pclos1.pae
-rwxr-xr-x 1 579K 2010-04-02 10:59
gfxmenu*
drwxr-xr-x 2 4.0K 2010-04-05 04:11
grub/
-rw----- 1 6.4M 2010-04-02 11:35
initrd-2.6.32.10-pclos2.pae.img
-rw----- 1 6.4M 2010-04-04 08:56
initrd-2.6.33.2-pclos1.pae.img
-rw----- 1 6.4M 2010-04-04 08:56
initrd.img
-rw-r--r-- 1 1.5K 2010-04-10 14:04
```

kernel.h

```
-rw-r--r-- 1 1.5K 2010-04-02 11:59
kernel.h-2.6.32.10-pclos2.pae
-rw-r--r-- 1 1.5K 2010-04-10 14:04
kernel.h-2.6.33.2-pclos1.pae
-rw-r--r-- 1 249K 2006-11-05 23:23
message-graphic
-rw-r--r-- 1 1.4M 2010-04-03 15:11
System.map
-rw-r--r-- 1 1.4M 2010-03-16 15:11
System.map-2.6.32.10-pclos2.pae
-rw-r--r-- 1 1.4M 2010-04-03 15:11
System.map-2.6.33.2-pclos1.pae
-rw-rw-r-- 1 256 2010-04-02 10:59 uk-
latin1.klt
-rw-r--r-- 1 2.0M 2010-04-03 15:11
vmlinuz
-rw-r--r-- 1 2.0M 2010-03-16 15:11
vmlinuz-2.6.32.10-pclos2.pae
-rw-r--r-- 1 2.0M 2010-04-03 15:11
vmlinuz-2.6.33.2-pclos1.pae
```

This file contains a mixture of lines of varying length, and fields of differing construction. To select only data that meets certain criteria, and to re-format parts of it to more accurately meet my requirements, would be very difficult without a utility like sed.

The changes I want to make to this set of data are:

1. Remove the total count
2. Keep only regular files, no links, directories etc.
3. Remove the permissions fields
4. Remove the link counts
5. Keep only lines that contain files of 1MB or larger
6. Change 'M' to 'MegaBytes'
7. Change the date format from year-month-day to day/month/year
8. Remove the time field
9. Output the date size and file name - in that order.

Now that looks like a lot of work, but thanks to the flexibility of sed, I can do it in one command.

To get rid of the line 'total 31M' and leave only the lines with file details, I could issue the following command:

sed -e '/total/d' sed-demo

This is the beginning of the output from this command.

```
jane@daisy > ~ $ sed -e '/total/d' sed-demo
-rw-rw-r-- 1 440 2010-04-02 10:59 boot.backup.sda
-rw-r--r-- 1 111K 2010-04-03 15:11 config
-rw-r--r-- 1 108K 2010-03-16 15:11 config-2.6.32.10-pclos2.pae
-rw-r--r-- 1 111K 2010-04-03 15:11 config-2.6.33.2-pclos1.pae
```

The line at the start of the listing that contained the expression total has disappeared from the output.

So what did I do here? I issued the sed command with the -e option, which told sed to treat the next

command line argument, '/total/d', as a command to apply to the input file sed-demo.

What sed did was to read in the entire sed-demo file line by line into an area of memory known as pattern space and examined each line to see if it could match the regular expression total, which is surrounded by a pair of slashes. Whenever a match was found, sed applied the d command, which deletes the current line from pattern space. This results in no output from sed from the analysis of that line. Lines that do not contain a pattern match are unaffected and flow through the command to stdout, which in this case is the terminal, as output has not been redirected elsewhere.

While that simple example of sed usage is not difficult to follow, the key phrase here is 'regular expression,' and a good understanding of regular expressions is required to make effective use of this command.

We covered the basics of regular expressions when we discussed the grep command, so perhaps a refresher is in order.

A regular expression is a sequence of literal characters and meta-characters. Literal characters are treated exactly as they are written and are case sensitive. Meta-characters have a special meaning in regular expressions, and must be expanded to produce the search pattern from the regular expression. These are the basic meta-characters:

- . The dot character matches any single character

- * The asterisk matches zero or more occurrences of the preceding character. This is not the same behavior as the shell wild-card character.
- ^ The caret is a tricky one, it has two meanings. Outside of square brackets it means match the pattern only when it occurs at the beginning of the line, this is known as an anchor mark. As the first character inside a pair of brackets it negates the match i.e. match anything except what follows.
- \$ Another anchor mark this time meaning to only match the pattern at the end of a line.
- \<< \> More anchor marks. They match a pattern at the beginning \<< or the end \> of a word.
- \ The backslash is known as the escape or quoting character and is used to remove the special meaning of the character that immediately follows it.
- [] Brackets are used to hold groups, ranges and classes of characters. Here a group can be an individual character.
- \{n\} Match n occurrences of the preceding character or regular expression. Note that n may be a single number \{2\}, a range \{2,4\} or a minimum number \{2,\} meaning at least two occurrences.

\(\) Any matched text between \(and \) is stored in a special temporary buffer. Up to nine such sequences can be saved and then later inserted using the commands \1 to \9.

In the previous example, the regular expression we used, total, contained only literal characters. But more usually, you will build up a regular expression from literals, meta-characters and character classes such as [:digit:] or [:space:]. The use of meta characters in regular expressions enables you to very quickly match quite complicated or unknown patterns. Some examples:

sed -e '/^#/d' .bashrc would strip out any comments from your .bashrc file as comments begin with a #.

sed -e '/^\$/d' .bashrc would remove any blank lines by matching the beginning and end of the line with nothing in between.

It is quite safe to try these out since the source file is not altered. Only the output to the terminal is changed.

In my test file, I have one directory, /grub, and this is denoted by the letter d at the beginning of the line. To remove the line, we can use sed's delete command with a regular expression that matches only that line.

sed -e '/^d/d' sed-demo matches all lines beginning, that's the ^, with d, and applies the delete command. The command is single quoted to prevent shell expansion of meta characters. Recall that single quotes are known as strong quotes, and

protect the contents from the effects of shell expansion, which wouldn't have had any effect here, but it is a good habit to get into.

To keep directories and remove all other lines, we need to reverse the effect of the command, which we can do with:

sed -n -e '/^d/p' sed-demo

The -n turns off automatic echoing of pattern space to the terminal, and the p command, on finding a pattern match, prints the current contents of pattern space to stdout which, as the output has not been re-directed, is the terminal.

Alternatively we could look for lines that begin with a hyphen, and that would also exclude anything that wasn't a regular file.

sed -n -e '/^-/p' sed-demo

image
The directory line has been removed but so has the total line as that also did not begin with a hyphen. In this case it helps, but we have to be extremely careful about what we want to include or exclude. Similarly, we can remove all lines that do not contain an uppercase M followed by a space to keep only files of one MB or larger. Without the space, the total line would be included, as that also contains an uppercase M but no trailing space.

sed -n -e '/M /p' sed-demo

```
jane@daisy > ~ $ sed -n -e '/^-/p' sed-demo
-rw-r--r-- 1 440 2010-04-02 10:59 boot.backup.sda
-rw-r--r-- 1 111K 2010-04-03 15:11 config
-rw-r--r-- 1 108K 2010-03-16 15:11 config-2.6.32.10-pclos2.pae
-rw-r--r-- 1 111K 2010-04-03 15:11 config-2.6.33.2-pclos1.pae
-rwxr-xr-x 1 579K 2010-04-02 10:59 gfxmenu*
-rw----- 1 6.4M 2010-04-02 11:35 initrd-2.6.32.10-pclos2.pae.img
-rw----- 1 6.4M 2010-04-04 08:56 initrd-2.6.33.2-pclos1.pae.img
```

In the first example, I matched the pattern total to remove the first line, but I could more easily have specified an address.

sed -e '1d' sed-demo the 1 is the line number that I want to remove. Addresses can be ranges, so sed -e '8,20d' will remove lines 8 to 20 from the output.

```
jane@daisy > ~ $ sed -n -e '/M /p' sed-demo
-rw----- 1 6.4M 2010-04-02 11:35 initrd-2.6.32.10-pclos2.pae.img
-rw----- 1 6.4M 2010-04-04 08:56 initrd-2.6.33.2-pclos1.pae.img
-rw----- 1 6.4M 2010-04-04 08:56 initrd.img
-rw-r--r-- 1 1.4M 2010-04-03 15:11 System.map
-rw-r--r-- 1 1.4M 2010-03-16 15:11 System.map-2.6.32.10-pclos2.pae
-rw-r--r-- 1 1.4M 2010-04-03 15:11 System.map-2.6.33.2-pclos1.pae
-rw-r--r-- 1 2.0M 2010-04-03 15:11 vmlinuz
-rw-r--r-- 1 2.0M 2010-03-16 15:11 vmlinuz-2.6.32.10-pclos2.pae
-rw-r--r-- 1 2.0M 2010-04-03 15:11 vmlinuz-2.6.33.2-pclos1.pae
```

Notice that the total line and the directory line are still in the output, as the original data has not been altered.

In this case, I knew the address was 1, but usually you have to search for it. You do this by specifying a regular expression surrounded by slashes. The address of the line to delete in the first example was given by matching the regular expression /total/

Substitution

Now that we have a means of keeping only those lines that we want in our final data set, we need to change some of that data.

Probably the most used command for sed is s, to substitute one regular expression for another. The format for this is:

sed -e 's/old/new/' {file}

So that the command

sed -e 's/M/ MegaBytes/' sed-demo

would change all the uppercase Ms to ' MegaBytes' (note the preceding space) in my test file. Note that sed by default only matches the first occurrence of the pattern on each line. If you need to match every occurrence, which is often what you want, then you have to add the g-global command:

sed -n -e 's/r/R/p' sed-demo would only replace the first r with R.

sed -n -e 's/r/R/gp' sed-demo replaces every occurrence.

Combining two commands we can make a substitution and output only the lines that we want to keep.

sed -n -e 's/M/ MegaBytes/' -e '/Mega/p' sed-demo

```
jane@daisy > ~ $ sed -n -e 's/M/ MegaBytes/' -e '/Mega/p' sed-demo
total 31 MegaBytes
-rw-r--r-- 1 6.4 MegaBytes 2010-04-02 11:35 initrd-2.6.32.10-pclos2.pae.img
-rw-r--r-- 1 6.4 MegaBytes 2010-04-04 08:56 initrd-2.6.33.2-pclos1.pae.img
-rw-r--r-- 1 6.4 MegaBytes 2010-04-04 08:56 initrd.img
-rw-r--r-- 1 1.4 MegaBytes 2010-04-03 15:11 System.map
-rw-r--r-- 1 1.4 MegaBytes 2010-03-16 15:11 System.map-2.6.32.10-pclos2.pae
-rw-r--r-- 1 1.4 MegaBytes 2010-04-03 15:11 System.map-2.6.33.2-pclos1.pae
-rw-r--r-- 1 2.0 MegaBytes 2010-04-03 15:11 vmlinuz
-rw-r--r-- 1 2.0 MegaBytes 2010-03-16 15:11 vmlinuz-2.6.32.10-pclos2.pae
-rw-r--r-- 1 2.0 MegaBytes 2010-04-03 15:11 vmlinuz-2.6.33.2-pclos1.pae
```

The substitute command can also be used to good effect to delete a part of the line. To remove the time field, we could match two characters followed by a colon followed by two characters and replace it with something like this:

sed -e 's/..:..//' sed-demo

To remove the permissions, the link count and trailing space at the start of the line, we could match a hyphen followed by exactly 12 characters by using the dot, { & } metacharacters.

sed -e 's/-.{12}//' sed-demo

The dot matches any character, and the number inside the escaped braces tells the command how many matches to make. In other words, match exactly 12 characters.

One thing to be aware of when using regular expressions with meta characters is that they are greedy. They will always try to match the longest possible string.

If you try to remove the permissions with a command like this:

sed -n -e 's/.*-//p' sed-demo

looking for a hyphen followed by some characters followed by a hyphen, then you might be disappointed to see that it matched strings like this **-rw-r--r-- 1 111K 2010-04-03 15:11 config-2.6.33.2-** and output only **pclos1.pae**

Putting all this together makes for a pretty long command line, so I have used the shell line continuation character, the backslash, to make it more legible. But remember that it is all one line, as far as the shell is concerned.

```
jane@daisy > ~ $ sed -n -e 's/-.{12}//' \
> -e 's/M/ MegaBytes/' \
> -e 's/..:..//' \
> -e '/Mega/p' \
> sed-demo
total 31 MegaBytes
6.4 MegaBytes 2010-04-02  initrd-2.6.32.10-pclos2.pae.img
6.4 MegaBytes 2010-04-04  initrd-2.6.33.2-pclos1.pae.img
6.4 MegaBytes 2010-04-04  initrd.img
1.4 MegaBytes 2010-04-03  System.map
1.4 MegaBytes 2010-03-16  System.map-2.6.32.10-pclos2.pae
1.4 MegaBytes 2010-04-03  System.map-2.6.33.2-pclos1.pae
2.0 MegaBytes 2010-04-03  vmlinuz
2.0 MegaBytes 2010-03-16  vmlinuz-2.6.32.10-pclos2.pae
2.0 MegaBytes 2010-04-03  vmlinuz-2.6.33.2-pclos1.pae
```

The skill in using sed is recognizing what you want to match, and the building of a regular expression that matches that part of the line, and only that part. This comes with practice and an understanding of regular expressions. Matching the file name is quite tricky, as there seems to be no 'standard format' that could be easily matched. So the easiest way out is to match everything else.

sed -e 's/-.{34}//' sed-demo

Here's the start of the output:

```
jane@daisy > ~ $ sed -e 's/-.{34}//' sed-demo
total 31M
boot.backup.sda
config
config-2.6.32.10-pclos2.pae
config-2.6.33.2-pclos1.pae
gfxmenu*
```

No, I didn't count all 34 characters. I took a guess, tried it and adjusted it. This trial and error method is quite common when building regular expressions, although not everyone admits it.

If you noticed that the total line is in the output, it is because it doesn't begin with a hyphen and we hadn't already removed it. The order of operation of your commands can have a great effect on the resultant output.

sed -e 's/[0-9]{4}-[0-9][0-9]-[0-9][0-9]//' sed-demo matches the date part of the line and removes it. Here's how it works.

The first slash starts the search expression.

`[0-9]{4}` matches exactly 4 digits

- matches a literal hyphen

`[0-9][0-9]` matches 2 digits

- matches a literal hyphen

`[0-9][0-9]` matches 2 digits

The second slash ends the search expression.

When a match is found, it is replaced by whatever is between the second and third slash. In this case, nothing.

For example, in the second line of the test file, 2010-04-02 is a match and will be removed.

Now we have most of the methods needed to complete the task, but the command line is getting rather clumsy.

We could write a script and put all of the commands in there, but there is another way using the meta characters `\(` and `\)`.

Any thing that matches the regular expression that appears between this pair is stored and can be recalled for later inclusion. A match from the first pair can be recalled with `\1`, the second pair with `\2` and so on up to `\9`.

Here's the final command which turns off automatic line echoing, matches the entire line storing parts of it and then outputs some of those stored parts in the required order.

sed -n -e 's/M/ MegaBytes/' -e 's/-.{12}\(.\. MegaBytes\) \([0-9]{4}\)\-([0-9][0-9])\-([0-9][0-9])\ ... \(.*\$)/\4/\3/\2 \1 \5/p' sed-demo

Another way of writing this command without repeating the `-e` option is to separate the commands with a semicolon

sed -n -e 's/M/ MegaBytes';s/-.{12}\(.\. MegaBytes\) \([0-9]{4}\)\-([0-9][0-9])\-([0-9][0-9])\ ... \(.*\$)/\4/\3/\2 \1 \5/p' sed-demo

Personally, I find this harder to follow, but the choice is yours.

This is easier to follow if I break it down. Just to remind you, here's a typical line from the input file.

```
jane@daisy > ~ $ sed -n -e 's/M/ MegaBytes/' -e 's/-.{12}\
}{\.\. MegaBytes\) \([0-9]{4}\)\-([0-9][0-9])\-([0-9][
0-9])\ ... \(.*$)/\4/\3/\2 \1 \5/p' sed-demo
02/04/2010 6.4 MegaBytes initrd-2.6.32.10-pclos2.pae.img
04/04/2010 6.4 MegaBytes initrd-2.6.33.2-pclos1.pae.img
04/04/2010 6.4 MegaBytes initrd.img
03/04/2010 1.4 MegaBytes System.map
16/03/2010 1.4 MegaBytes System.map-2.6.32.10-pclos2.pae
03/04/2010 1.4 MegaBytes System.map-2.6.33.2-pclos1.pae
03/04/2010 2.0 MegaBytes vmlinuz
16/03/2010 2.0 MegaBytes vmlinuz-2.6.32.10-pclos2.pae
03/04/2010 2.0 MegaBytes vmlinuz-2.6.33.2-pclos1.pae
```

**-rw-rw-r-- 1 440 2010-04-02 10:59
boot.backup.sda**

`sed -n -e 's/M/ MegaBytes/'`

The first expression is a substitution replacing 'M' with a space, followed by the word MegaBytes

`-e 's/-.{12}`

The second expression is also a substitution, replacing a hyphen, followed by exactly 12 characters.

`\(.\. MegaBytes\)`

Followed by a character, a dot (which has to be escaped to retain its literal meaning), another character, a space, and the word 'MegaBytes'. All of the matching data is stored in `\1`. This is the size.

`\([0-9]{4}\)`

followed by exactly four digits, which are stored in `\2`. This is the Year.

-\([0-9][0-9]\)

followed by two digits, is stored in \3, and represents the month.

-\([0-9][0-9]\)

followed by two digits, is stored in \4, and represents the day.

....

followed by a space, two characters, a colon, two more characters and a space. This is the time, but as we don't use it, it isn't stored.

\(.*\$\)/

followed by any number of characters that end the line, hence the dollar sign. This is the file name, and is stored in \5. This ends the search section of the substitution.

This is what we are going to replace the data we just matched with:

\4 First \4 - the day

\ followed by a forward slash that has to be escaped, or else we would terminate the substitution command

\3 followed by \3 - the month

\ followed by a slash

\2 followed by \2 the year

\1 followed by a space and \1 - the size

\5/p' and finally a space and \5 the file name, the substitution command terminating slash and the p command to print out the substituted data.

sed-demo This is the name of the file that we want sed to process.

Easy peasy :)

Of course in real life, that is far too long a command to enter on the command line. Normally, such a complex operation would be written to a file and referenced by sed with the -f option.

With our commands in a file, we can easily test and adjust until we get the required result. We can also group multiple commands that you want to apply to the same address, or to each line, by placing them within braces. In the previous example we changed M to Megabytes, but more realistically, we might want to change M to MB and K to KB. If we create a file named sed-file (call it what you like) with the following text:

```
{
    s/K/KB/
    s/M/MB/

    p
}
```

Then execute:

sed -n -f mysed-file sed-demo

As we haven't specified an address before the opening brace, all lines will be processed by applying both substitutions to each line, and then printing them to the terminal.

Lets try another test file. Here's a very simple html file that lends itself nicely to reconfiguration by sed. I've named it 2010.html. Don't worry if you don't know any html code. You only need to know that the things in the «» affect the look and format of the web page. «p» starts a paragraph and «/p» ends it. These are known as tags.

«body»

```
<h1>PCLinuxOS 2010
Release</h1>
<p>Texstar recently anounced
the release of the 2010 version of
this popular distribution.</p>
<h2>Now available in the
following versions</h2>
<p><li><em>KDE4</em> The base
distribution</li></p>
<p><li><em>Minime</em> Minimal
KDE4 installation</li></p>
<p><li><em>Gnome</em> Full
installation of Gnome</li></p>
<p><li><em>ZenMini</em>
Minimal Gnome distribution</li></p>
<p><li><em>LXDE</em> A
lightweight desktop</li></p>
<p><li><em>Phoenix</em> The
XFCE desktop</li></p>
<p><li><em>Enlightenment</em>
The beautiful e17 desktop</li></p>
```

```
<p><li><em>Openbox</em> Suitable for
older hardware</li></p>
</body>
```

This is how it appears in Firefox:

PCLinuxOS 2010 Release

Texstar recently announced the release of the 2010 version of this popular distribution.

Now available in the following versions

- *KDE4* The base distribution
- *Minime* Minimal KDE4 installation
- *Gnome* Full installation of Gnome
- *ZenMini* Minimal Gnome distribution
- *LXDE* A lightweight desktop
- *Phoenix* The XFCE desktop
- *Enlightenment* The beautiful e17 desktop
- *Openbox* Suitable for older hardware

The emphasized or italic text is turned on and off by the `` and `` tags. To change this to bold, we need to replace the `em` with `b`.

To do that change only for the KDE based distributions, we need to supply a start and end address, and write the output to another file.

```
sed -e '/KDE4/,/Minime/s/em>/b>/g' 2010.html
>2010b.html
```

The beginning address is the first match of `KDE4`, and the ending address is the first match of `Minime`.

Voila! all done.

PCLinuxOS 2010 Release

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- **KDE4** The base distribution
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- *Enlightenment* The beautiful e17 desktop
- *Openbox* Suitable for older hardware

`sed` has three more commands that aren't used very much, and because of their unusual two line syntax, are best applied from a file. They are `a` - append, `i` - insert and `c` - change.

Our new html test file has one sub-heading, which is identified by the `<h2></h2>` pair. Normally, there would be many such headings, and possibly a folder of many html files. In such a case, the overall look of a website can be completely changed with a small `sed` script. Our little test file will suffice to show the operation of these commands.

If I create a file with this text and name it `sed-file`

```
/<h2>/{
  i\
  _____
  a\
  _____
}
```

And then issue the command:

```
sed -f sed-file 2010.html > 2010new.html
```

Then any line that has the `<h2>` tag (that's the address to which the group of commands between the braces will applied) will have a row of underscores inserted before it and appended after it.

The `c` command works in the same manner, changing any matching line or lines with the supplied text. If the address supplied covers a range of lines, then the entire block of text is replaced with a single copy of the new text.

In addition to the commands that I have covered here, `sed` has many more that would stretch us beyond an introductory text. There are flow control commands such as `b` - branch which enable scripts to loop under certain conditions, labels to which we can jump to perform certain operations dependent upon the outcome of a previous one, and is usually determined by the `t` - test command.

There are also a group of commands to manipulate an area of memory known as hold space. `sed` reads input lines into the area of memory known as pattern space and some, or all, of that data can be temporarily copied to hold space as a sort of scratch pad. `sed` can't operate on the contents of hold space. It can only add to it, read from it or swap one with the other. The commands are: `g`, `G`, `h`, `H`, `x`. They are known as `get` (from pattern space), `hold` (in pattern space) `end exchange` (swap). The uppercase versions append, and the lowercase versions overwrite the data.

The last command that I want to mention here is `y` which, in a not very intuitive way, means transform the characters in one string to the characters in another string by character position. The `n`th character in the first string is replaced by the `n`th character in the second string. As usual, an example shows this better.

To force a line to lowercase so that there will be no misunderstandings when the shell is interpreting a script:

```
sed
'y/ABCDEFGHIJKLMNOPQRSTUVWXYZ/abcdefghijklmnopqrstuvwxyz/' myscript.sh
```

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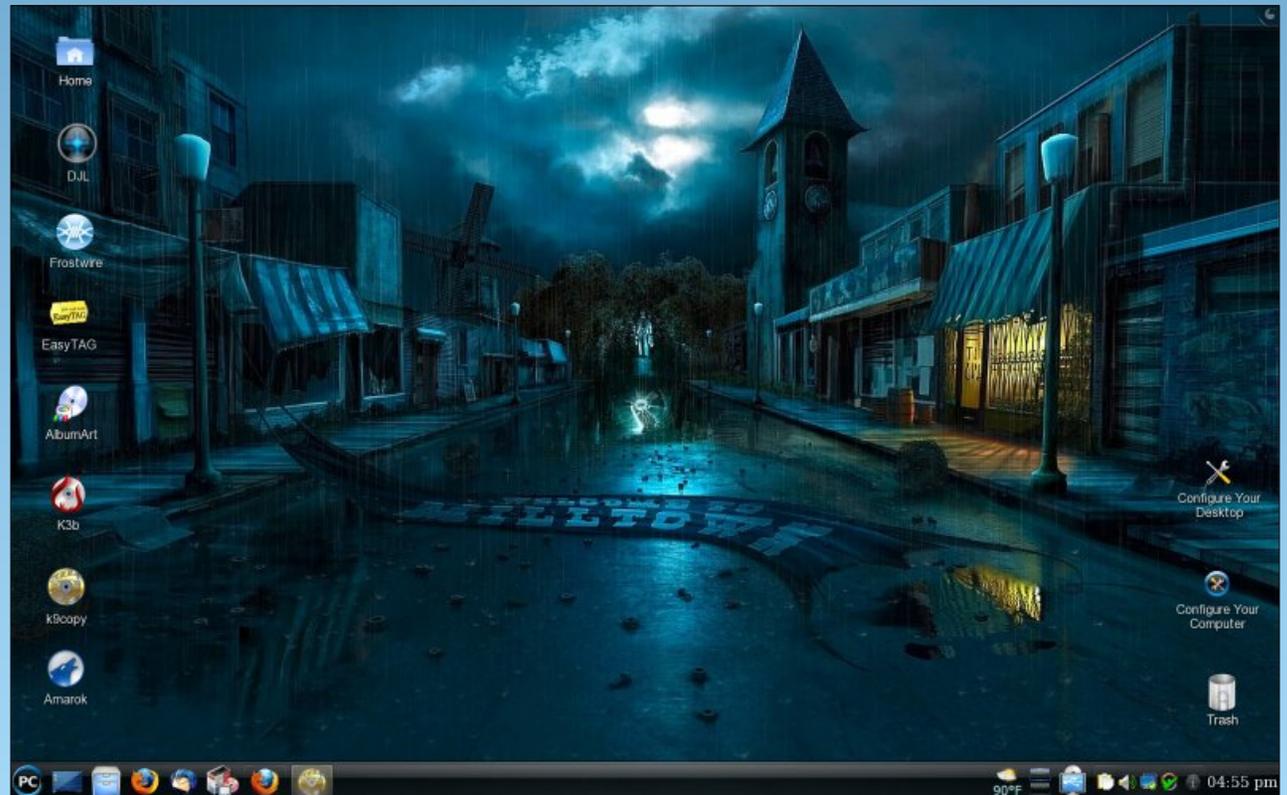
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MyPCLinuxOS Forum:

<http://mypclinuxos.com/forum/index.php?board=157.0>

Screenshot Showcase

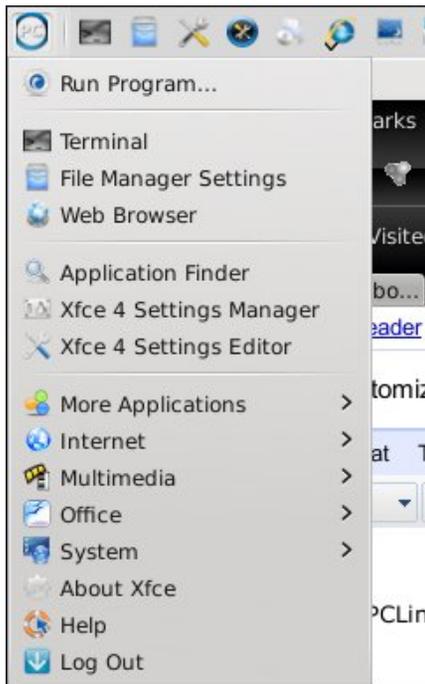


Uploaded by BubbaBlues, May 10, 2010, running KDE 4

Xfce 4.6.1: Customize Your Xfce Menu

by Paul Arnote (parnote)

Clicking on the "PC" menu in PCLinuxOS Phoenix 2010, you get a menu that is very reminiscent of the menu used in PCLinuxOS 2009 KDE 3.5.10, and earlier. Here is what the default menu in Phoenix 2010 looks like:



When you start digging into Xfce, it may not be readily apparent how you change your menu. Certainly, a menu editor would make customizing your menu a lot easier. In fact, there was one in previous versions of Xfce. The Xfce developers are

very hopeful that the menu editor will make a return in Xfce 4.8.

Fortunately, it's not as difficult as you might suspect. Also, as with many things related to Linux, there may be more than one way to modify the Xfce menu. Let me show you the easy way.

Adding Menu Items

There is a way to add items to the Xfce menu so that it shows up for all users.

First, we need to create a .desktop file. Xfce adheres to the freedesktop.org standards, just like KDE and Gnome. Part of those standards include the standardization of the .desktop file. These .desktop files are typically stored in `/usr/share/applications`, and from there, they are available to all users on the computer. You can read more about the freedesktop.org standards for .desktop files, if you are interested.

If you were to access (as the root user) these files in a text editor, such as Mousepad in Xfce, you might see something quite similar to the one below that was created for xfce-screenshooter.

```
[Desktop Entry]
Version=1.0
Name=Screenshooter
Name[bg]=Снимка на екрана
Name[ca]=Captura
Name[cs]=Snímek obrazovky
Name[da]=Skærmbillede
```

```
Name[de]=Bildschirmfoto
Name[el]=Στιγμιότυπο οθόνης
Name[en_GB]=Screenshot
Name[es]=Captura de pantalla
Name[et]=Ekraanipilt
Name[eu]=Pantaila-argazkia
Name[fi]=Kuvakaappaus
Name[fr]=Capture d'écran
Name[gl]=Captura de pantalla
Name[hu]=Képernyőkép
Name[id]=Cuplikan Layar
Name[it]=Istantanea
Name[ja]=
Name[nb]=Skjermbildekopi
Name[nl]=Schermafdruk
Name[pl]=Zrzut ekranu
Name[pt]=Captura de ecrã
Name[pt_BR]=Captura de tela
Name[ro]=Captură de ecran
Name[ru]=Снимок экрана
Name[sv]=Skärmbild
Name[tr]=Ekran görüntüsü
Name[uk]=Знімок екрану
Name[ur]=وش نیرکس
Name[ur_PK]=وش نیرکس
Name[vi]=Ảnh chụp màn hình
Name[zh_CN]=
Comment=Take screenshots of the entire screen, of the active window or of a region
Comment[bg]=Направи снимка на целия екран, от активния прозорец или от района
Comment[ca]=Fes les captures de tota la pantalla, de la finestra activa o d'una regió
Comment[cs]=Pořizuje snímky celé obrazovky, aktivního okna nebo zvolené
```

```

oblasti
Comment[da]=Tag skærbillede af hele
skærmen, af det aktive vindue eller af
et område
Comment[de]=Bildschirmfoto des ganzen
Bildschirms, des aktuellen Fensters
oder eines Bereichs erstellen
Comment[el]=Λήψη στιγμιότυπου οθόνης
ολόκληρης της οθόνης, του ενεργού
παραθύρου ή της περιοχής
Comment[en_GB]=Take screenshots of the
entire screen, of the active window or
of a region
Comment[es]=Realiza capturas de la
pantalla completa, de la ventana
activa o de una zona
Comment[et]=Tehke ekraanipildid
tervest ekraanist, käsilolevast aknast
või alast
Comment[eu]=Panataila osoaren, aktibo
dagoen leihoaren edo panatailaren
eremu baten pantaila-argazki bat egin
Comment[fi]=Kaappaa kuvia koko
näytöstä, aktiivisesta ikkunasta tai
näytön alueesta
Comment[fr]=Prendre une capture
d'écran de l'écran tout entier, de la
fenêtre active ou d'une zone
Comment[gl]=Facer capturas de pantalla
de toda a pantalla, da ventá activa ou
dunha zona
Comment[hu]=Képernyőkép készítése a
teljes képernyőről, egy ablakról vagy
területről
Comment[id]=Ambil cuplikan layar dari
seluruh layar, dari jendela yang aktif
atau dari sebuah daerah
Comment[it]=Esegui l'istantanea

```

```

dell'intero schermo, di una porzione o
della finestra attiva.
Comment[ja]=
Comment[nb]=Ta en skjermbildekopi av
hele skjermen, det aktive vinduet
eller et område av skjermen
Comment[nl]=Schermafdruk maken van het
gehele scherm, het actieve venster of
van een deelgebied
Comment[pl]=Wykonuje zrzut całego
ekranu, bieżącego okna lub wybranego
obszaru
Comment[pt]=Capturar imagens de todo o
ecrã, da janela activa ou de uma zona
Comment[pt_BR]=Obtem uma captura da
tela inteira, da janela atual ou de
uma região
Comment[ro]=Capturi ale întregului
ecran, ferestrei active sau unei
regiuni
Comment[ru]=Выполнить снимок всего
экрана, активного окна или региона
Comment[sv]=Ta skärmbilder av hela
skärmen, aktivt fönster eller ett
område
Comment[tr]=Tüm ekranın, etkin
pencerenin veya belirli bir alanın
ekran görüntüsünü alır
Comment[uk]=Отримати знімки всього
екрану, активного вікна або окремої
області
Comment[ur]=ای و نو لاعف، نیرکس یروپ
یراتا ریوصت یک قالع صوصمخ
Comment[ur_PK]=ای و نو لاعف، نیرکس یروپ
یراتا ریوصت یک قالع صوصمخ ای
Comment[vi]=Chụp toàn bộ màn hình, hay

```

```

cửa sổ đang kích hoạt hay một vùng màn
hình
Comment[zh_CN]=

```

```

Icon=applets-screenshooter
Exec=xfce4-screenshooter
Type=Application
StartupNotify=true
Terminal=false
Categories=GTK;Utility;X-
MandrivaLinux-Multimedia-Graphics

```

These .desktop files are typically created when you install a package from Synaptic, and the above is a typical example of one such .desktop file. You can also create a simpler, more abbreviated version, which is handy when you don't need all the language translations for the Comment portion of the file. A minimal .desktop file might look something similar to Leiche's SystemInfo program, as seen below:

```

[Desktop Entry]
Name=systeminfo
Type=Application
Comment=Show System Infos
Terminal=false
Exec=systeminfo %U
Icon=systeminfo.png
Categories=Infos;System;Monitor;
GenericName=Systeminfos
Encoding=UTF-8

```

In the minimalistic .desktop file above, it contains mostly only the required information. The "Name" parameter specifies the name of the program, as it will appear in the menu and is a required entry. There is also a "GenericName" entry, albeit an

optional one. It is considered good form to include it. For example, "Name" could have said "Firefox," while "GenericName" could have stated "Web Browser."

"Type" specifies that the file we are making a menu entry to is an application, and is another required entry. The "Comment" field holds the information that is revealed in a small pop up window when you hover your mouse over the menu entry.

You will also notice that the "Terminal" entry is set to false. If we wanted the application to open in a terminal session, we can change this parameter to "true." While this entry is not required, it is considered good form to include it. It also makes it possible to include menu entries for any favorite command line utility that you may like to run.

The "Exec" parameter is a required one. This is the command to execute to launch the item. Since our item is an application, it's command we would use to launch the program. We can specify the graphic file to use as the entry's icon, with the "Icon" parameter. The "Categories" item tells us where to place the item in the menu heirarchy. Finally, the "Encoding" parameter specifies which character set is used to encode the .desktop file, so the system knows how to read or interpret it. It is an optional setting, but again, considered good form to include it. It is also recommended that it defaults to UTF-8 character encoding.

One setting we don't see in the SystemInfo .desktop file is the "URL" parameter. It is a required entry if the "Type" entry is link. In that case, we specify the

URL (either a fully qualified Internet link, or a link to a local file). This means that, if you want to, you can create a .desktop file for one of your favorite Internet sites (possibly the PCLinuxOS Forum), or a file you frequently access on your computer.

Of course, you can create the .desktop file by hand, in a text editor. Fortunately, there is a GUI that helps create them.

GUI Creation of .desktop Files

First, open a terminal session, and change to the root user. Once you have root privileges, enter the following on the command line:

```
exo-desktop-item-edit --create-new /usr/share/applications
```

This will display a window, like in shown in the previous column.

Now enter the requested information. On the "Name" line, enter what you want to display in your menu item. On the second line, Comment, enter the information you want displayed when you hover your mouse over the menu item. The "Command" line is, as you might guess, the command you want to execute when you select the menu item. Here, I'm playing a wave sound file, r2d2-1.wav, when the menu item is selected. Obviously, you may want your menu selection to do something more significant than listen to r2d2 beep about your computer. Next, click your mouse on the "No Icon" button, and choose an icon you want to use to represent your menu entry. Click on "Create" to have your new .desktop file created in **/usr/share/applications**.

(Tip: if you plan on doing much of this, you may want to make a menu entry using the command above, to make it easier create additional menu entries. If you do, you need to change your command line to read **gksu -l 'exo-desktop-edit-item --create-new /usr/share/applications'** and when launched, it will properly ask for the root password. You **must** have root privileges in order to save the new .desktop file to **/usr/share/applications**.)



We're Almost There ...

There's only one more thing we have to do, and that is to specify where to place the menu item within the menu hierarchy. Notice that we really haven't messed with the menu hierarchy. That is defined elsewhere on your system. You can take a look at it by going to `/etc/xdg/menus/applications.menu`. But whatever you do, **do not** change anything there, unless you REALLY know what you are doing. You've been warned. All we are doing here is adding menu items within that menu hierarchy.

With root privileges, go to `/usr/share/applications`, and open the `.desktop` file you just created. Look for the "Categories=" section. At the end of whatever is on that line, add the following:

X-MandrivaLinux-Multimedia-Sound

This tells Xfce to place a menu item in the Sound sub-menu of the Multimedia menu (we are still presuming that we are playing the sound file from our example earlier). If you followed the tip above about how to put the GUI for creating `.desktop` files, you may want to put a menu item under System > Configuration. In that case, you would append the "Categories=" line with the following:

X-MandrivaLinux-System-Configuration

This will insert a menu item under System > Configuration with the name you specified and the icon specified. Trust me, it's a lot easier than it sounds.

Removing Menu Items

Lastly, if we can add menu items, we may also want a way to remove a menu item, as well. There are two ways to do this. First, we can simply delete the `.desktop` file from `/usr/share/applications`. But this method is destructive, and leaves you with no option to get the entry back should you later change your mind. You also lose all mime associations with that program, which may not be a good thing.

Fortunately, there's a much easier and less destructive way to remove a menu item. Simply add the following line to the `.desktop` file you want to remove from the menu:

```
NoDisplay=true
```

The `.desktop` file is preserved, as are all the mime associations with that program. And, should you change your mind and want the program represented by your `.desktop` file to appear in your menu once again, all you have to do is remove that line.

Conclusion

As you can see, it's relatively easy to add and remove items from your Xfce menus. Certainly, it would be a lot easier if there were a GUI menu editor, but then the Xfce developers are aiming to have that back in the mix in version 4.8.x of Xfce. Still, the process is not difficult, even if it is not readily apparent how to add or remove menu items.

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PCLINIXOS

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Open Office: An Overview

by Meemaw

I love OpenOffice! I needed something I could use at work in Windows and at home in Linux and that could open nearly any document I received.

Just in case you aren't familiar with OpenOffice, it is a suite of office programs that closely resemble MS Office ("Wow, there is an office suite that is compatible with MS Office? All my friends use that and send me stuff all the time, but I can't afford to buy the new version. I can't pay \$150.00 or more for an office suite." I'm sure we've heard this many times.)

The following list shows the comparison:

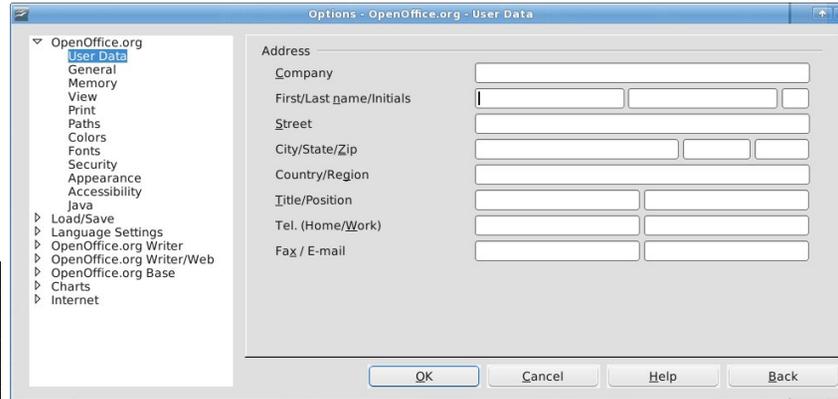
OpenOffice	MS Office	Function
OO Writer	MS Word	Word Processor
OO Calc	Excel	Spreadsheet
OO Impress	Power Point	Presentation
OO Base	Access	Database
OO Draw	(MS Paint is similar but not part of MS Office)	Drawing
OO Math (or Formula)	Equation editor in Word	Formulas & Equations
(Scribus is similar but not part of OO)	Publisher	Newsletters, Postcards, etc.

This will be a series on using OpenOffice. If you have not installed it yet, it is as simple as going to System > Configuration > Get OpenOffice. This will start the program which will install it to your computer.

One of our forum experts, Pinoc, tells us "as with many other distros, PCLinuxOS uses [GO-OO](#) instead of the standard OO. The reasons for this choice are basically listed on the mentioned GO-OO homepage. Basically, GO-OO is OpenOffice plus some useful enhancements, one of them being a

faster start-up time. In PCLinuxOS, GetOpenOffice is a little script to facilitate the installation of, adding localizations to, and proper removal of GO-OpenOffice."

After you install it, you will want to configure it for use. Open up OpenOffice Writer. Go to Tools > Options and you'll see the following;



This is the settings window, where you can configure the way you want OO to work.

In the first section, **OpenOffice.org**, you can enter your User Data (name, address, company, phone number and so on.) This is handy in many of your documents, and even if you want to print a sheet of return labels with your address on them. The Memory section lets you choose how

much memory you want your computer to use to run OO. You can keep the default if you wish. You can also choose to enable a quickstarter icon for your system tray. You can designate the colors you want to use, security settings and appearance, plus much more.

In **Load/Save**, you can designate the default file format for your documents. You can even have some MS Office documents automatically converted to OO format. Many of us need to work with MS Office documents daily, so OO.o can be configured to save documents in the MS Office format automatically.

In **Language Settings**, you can designate OO.o to appear in your native language (if available) and set the aids you can use for your work (dictionaries.)



In **OpenOffice Writer**, you can configure the way you want the window to look when you open it (whether you see the rulers and scroll bars, etc), a grid if you need one, the default font, how you want tables to appear, how you want

the editor to mark changes made to the document (if you have to share your changes with others) and even mail merge settings. **OpenOffice Writer/Web** has many of the same settings, but in HTML format for the web. (Note that a writer document has to be open for these options to show.)



In **OpenOffice Calc**, you can configure your spreadsheet preferences (a spreadsheet has to be open to see this menu.) You can configure what you view (scroll bars, rulers, etc), what color you want your gridlines, and much more. The General section is where you designate your unit of measure.



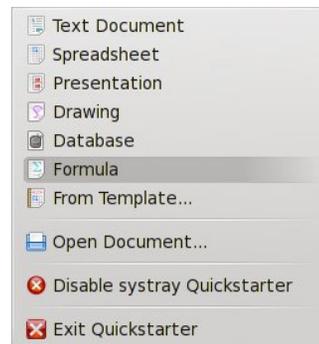
The last section is **Internet**, which lets you designate your proxy server (or let the system do it), designate your favorite search engine, and display documents in your browser if you wish.

If you go in your main menu and click on OpenOffice.org, this screen pops up (it does also when you close all your documents but not the program.) Sometimes I have this open all the time.

OpenOffice.org Base has settings for database files. There is a separate Charts section, where you define the colors to use in your charts.



If you put the Quickstarter in your system tray, you can open just about anything with a right-click on the icon. You will get a pop-up menu like the one below. Notice you can start any kind of new document, open a template or open an existing document from there.



When you get your office suite configured the way you want it, it's time to go to work. Settings can be changed at any time just by re-opening the Options window. Next month we'll look at OO Writer.



Screenshot Showcase



Uploaded by cidtux, May 01, 2010, running Gnome



PCLinuxOnline

PCLinuxOS News and Information



*The NEW
PCLinuxOS
Magazine*

*Created with
Scribus 1.3.5*



ZipPlayer Plays Music Archives: Part 2

by Daniel Meiß-Wilhelm (Leiche)

In the May issue of The NEW PCLinuxOS Magazine, we learn to create a script to open a zip archive to listen to the music files inside with xmms.

Before we get started, I need to update the previous article: I forgot to close this line `SAVE=$(kdialog --title "zip-player" --getopenfilename "open..."`. The corrected line is `SAVE=$(kdialog --title "zip-player" --getopenfilename "open...")`.

Now we want create a servicemenu for KDE 4.

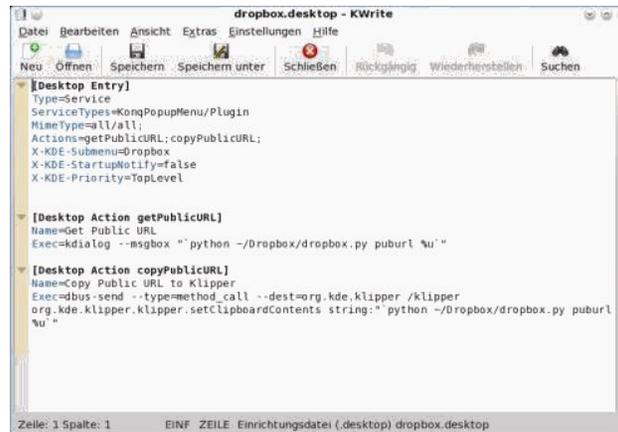
What Is A Servicemenu?

A servicemenu is an entry on the right click menu, and is used to help to start some apps easier, and to perform special functions on certain files.

When you want to add a servicemenu only for you, just save a text document in this directory: `/home/«user»/.kde4/share/kde4/services/ServiceMenus/`. If you want the servicemenu to be available to all users, then save the text document in the `/usr/share/kde4/services/ServiceMenus/` directory. The document should be saved as `zip_player.desktop`.

What should we put in the document?

When we open a another .desktop file, such as the `dropbox.desktop` file, with Kwrite, we get:



```
[Desktop Entry]
Type=Service
ServiceTypes=KonqPopupMenu/Plugin
MimeType=all/all;
Actions=getPublicURL;copyPublicURL;
X-KDE-Submenu=Dropbox
X-KDE-StartupNotify=false
X-KDE-Priority=TopLevel

[Desktop Action getPublicURL]
Name=Get Public URL
Exec=kdialog --msgbox "python ~/Dropbox/dropbox.py puburl %u"

[Desktop Action copyPublicURL]
Name=Copy Public URL to Klipper
Exec=dbus-send --type=method_call --dest=org.kde.klipper /klipper org.kde.klipper.klipper.setClipboardContents string:" python ~/Dropbox/dropbox.py puburl %u"
```

So, the right click menu shows:



In the first line, we find `[Desktop Entry]` as the heading, and under that, we find the following:

```
Type=Service
ServiceTypes=KonqPopupMenu/Plugin
MimeType=all/all;
Actions=getPublicURL;copyPublicURL;
X-KDE-Submenu=Dropbox
X-KDE-StartupNotify=false
X-KDE-Priority=TopLevel
```

We must first change some entries:

```
Type=Service
Name=Zip_Player
Encoding=UTF-8
ServiceTypes=application/zip
Actions=zip_player
X-KDE-ServiceTypes=KonqPopupMenu/Plugin
MimeType=all/allfiles;
```

Notice: There is not a specific order for the sequence of entries.

We do not need all entries, so we removed `X-KDE-Submenu=Dropbox`, since we have only one entry in our servicemenu. `X-KDE-Priority=TopLevel` is not needed, either. The `ServiceTypes` have we specified as `application/zip`. Also we add `Encoding=UTF-8`. By `MimeType=all/allfiles`; it will be displayed by all files in the right click menu. And the line `Actions=zip_player`, provides the name for the next entry line.

```
[Desktop Action zip_player]
Name=Zip Player
GenericName=Zip_Player
Exec=zip_player
Icon=xmms.png
```

In the header we read `Desktop Action zip_player`, the action for the Servicemenu (right click menu).

`Name=Zip Player` displays the name `Zip Player` in our pop up service menu in KDE 4.

GenericName=Zip_Player is not needed, and will not be displayed on the desktop.

Exec=zip_player specifies the executable program. (It's always in /usr/bin, not in /bin, so you must give the directory to the program as /home/USER/documente/zip_player).

Icon=xmms.png displayed a icon in the right click menu.

If you saved it in your home directory .kde4/share/kde4/services/ServiceMenus/, and you click now with the right mouse button on a ziparchive, it's displayed as your new created Servicemenu under Action » Zip Player. Feel free to click it, but what does it do?

Why open the file browser?

It should open the archive with xmms, and not the open file browser. Also we must change some lines in our script, so let us do it. Open the script with Kwrite:

```
#!/bin/bash
#
mkdir $HOME/.zplayer
SAVE=$(kdialog --title "zip-player" --
getopenfilename "open..." )
unzip $SAVE -d $HOME/.zplayer && xmms
$HOME/.zplayer && rm -fr $HOME/.zplayer | exit
```

At first (i forgot it) we add Encoding=UTF-8, so will correct set the font.

```
#!/bin/bash
#
Encoding=UTF-8
mkdir $HOME/.zplayer
SAVE=$(kdialog --title "zip-player" --
getopenfilename "open..." )
unzip $SAVE -d $HOME/.zplayer && xmms
$HOME/.zplayer && rm -fr $HOME/.zplayer | exit
```

But now, we need a FileOpenParameter as function. So, we add the following lines:

```
usage ()
{
echo "No File"
exit 1
}
#
if [ $# -eq 0 ];
then
usage
fi
#
FileOpenParameter="$1"
#
```

and remove the line

```
SAVE=$(kdialog --title "zip-player" --
getopenfilename "open..." )
```

In the next line, we change \$SAVE in "\$FileOpenParameter".

Our script shows now:

```
Encoding=UTF-8
#Funktion
usage ()
{
echo "No File"
exit 1 #Beendet Script
}
#
if [ $# -eq 0 ];
then
usage
fi
#
FileOpenParameter="$1"
#
if [ ! -d $HOME/.zplayer ]; then
mkdir $HOME/.zplayer
fi
#Archiv entpacken in Ordner, öffnen mit xmms,
nach Beendigung Ordner löschen.
unzip "$FileOpenParameter" -d
"$HOME/.zplayer" && xmms $HOME/.zplayer &&
rm -fr $HOME/.zplayer | exit
#
exit 0
```

Save it and try again to open a zip archive with Zip Player. It should now be working.



Firefox Add-ons: Personas Make It Personal

by Paul Arnote (parnote)

Beginning this month, we're going to regularly take a look at some of the more popular Firefox Add-ons – old and new. If you have a favorite Firefox Add-on (or several favorite Firefox Add-ons), please write them up for the PCLinuxOS Magazine and [submit them to the magazine staff](#). If they haven't been done before, we'll include your Firefox Add-on article in the PCLinuxOS Magazine. No fighting over writing them up, please. Articles submitted for the Firefox Add-ons column will need to be: a) accompanied with graphics (we need to see what you are talking about), b) should be at least one page in the magazine, c) be limited to the discussion of only ONE Add-on per article, d) as in-depth as possible (that doesn't mean you have to have a print out of the script, but we don't want you just "skimming the surface" of the Add-on's appeal), yet broad enough to characterize the add-on's appeal, and e) be of good taste and suitable for publication in the magazine.

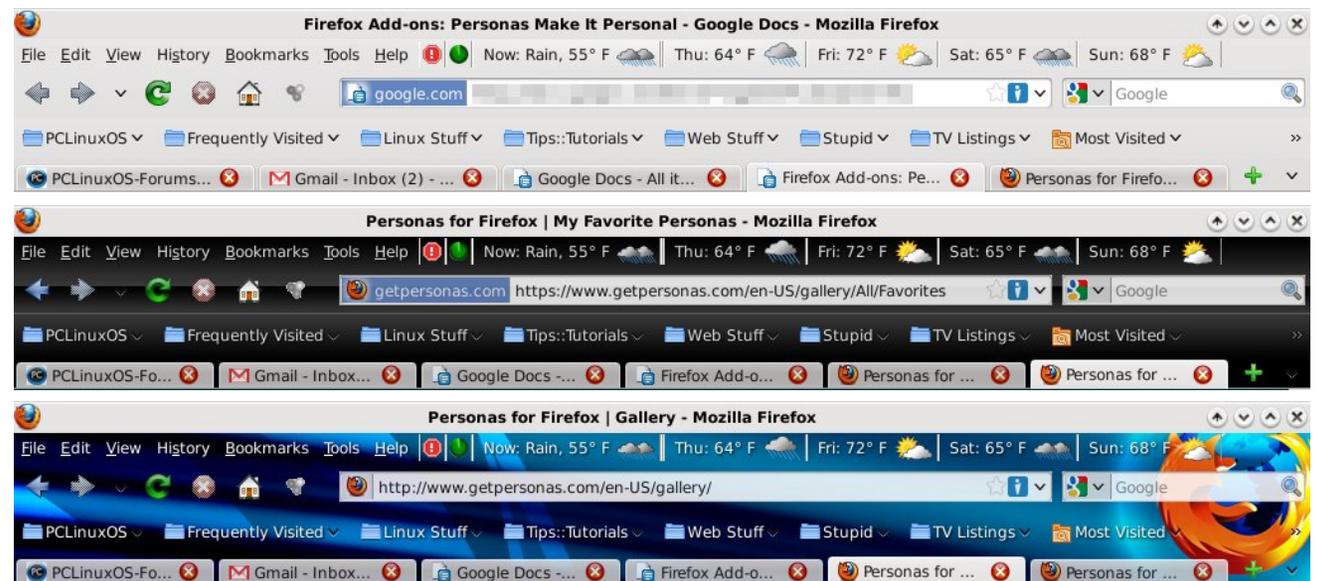
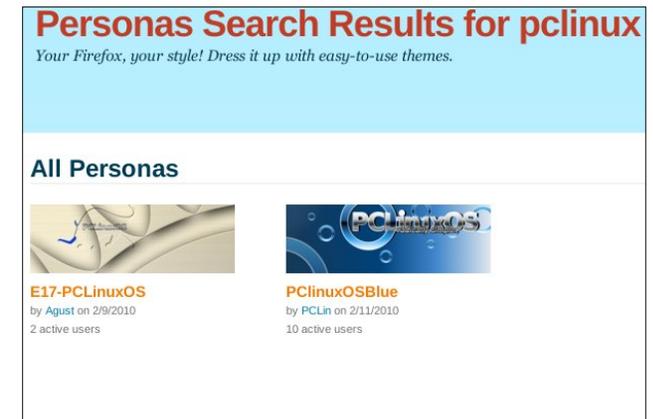
One of the more recent, and more popular, Firefox Add-ons to burst onto the scene lately is called Personas. Personas allow you to customize how Firefox is displayed on your computer, without the overhead of a full theme. Think of it as putting up curtains on your living room windows. Personas dress up your current Firefox theme with new curtains (graphics) for the background of the Firefox window, all while leaving your current theme intact and otherwise untouched.

Personas seem to present a happy medium between no customization options and a full Firefox theme, the latter of which can tend to slow Firefox to a literal crawl, especially if they are not well done. Also, I have yet to find a full Firefox theme where

everything is as I would like it. Something is always amiss. Either the menu text is too dark, or the text edit window has dark gray text on a black background. I am personally happy with the default Firefox theme that comes with the base installation of PCLinuxOS, and I like Personas because it allows me to dress that default theme up (hang new curtains from time to time), without having to install a full Firefox theme.

Currently, there are over 135,000 different Personas available for Firefox. And variety is the name of the game. Are you a Sponge Bob fan? Do you want to see the logo of your favorite band? Are pictures of the cosmos your thing? Whatever likes and tastes you have, you are certain to find a Personas theme to match.

And yes, there are even a couple of custom themes available for PCLinuxOS.

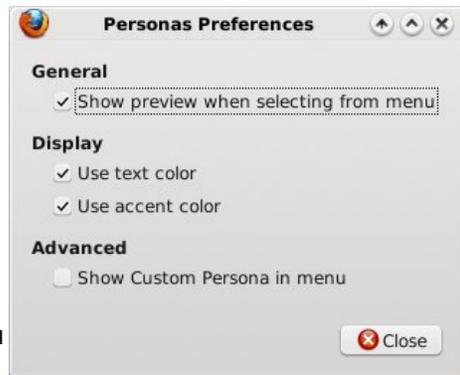


The default Firefox theme in PCLinuxOS (top). Two Personas themes: Stealth (mid), and Firefox Pavoninus (bottom)

You can get and use Personas without installing anything, simply by going to the [Personas web site](#). Just click on the Personas theme that you want to use, and you can choose to "wear it." But while you are there, you can also get an enhanced Firefox plug in, called GetPersonas Plus. This plug in inserts a Personas menu in your Firefox "Tools" menu, and allows you (when you're logged in) to save and recall Personas themes from your own list of favorite Personas.



The menu also gives you access to your recently selected Personas, as well as New & Featured, Most Popular, or All. If you want to turn off Personas and revert to the "stock" theme, simply click and put a check mark next to the Default menu



item (second from the bottom, in the second tier of the menu). Finally, Preferences brings up a few additional choices for controlling Personas.

Make Your Own Custom Personas Theme

Anyone can make their own custom Personas theme. The [full directions](#) are on the Personas web site, and it would be a good idea to read through them if you are inclined to try making your own custom Personas theme.

Basically, a Personas theme consists of two parts: the header and the footer graphics. The header graphic should be 3000 x 200 pixels in size, and is displayed at the top of the Firefox window, behind your menus, navigation buttons, Bookmark Toolbar, and tab bar. The footer graphic should be 3000 x 100 pixels in size, and is displayed at the bottom of the Firefox window, as a background for the status bar. You can use either JPG or PNG formats for your header and footer files.

Simple and subtle designs work best. Busier designs tend to compete for attention in the browser window, and it's recommended to avoid them.

Once you've created your custom Personas theme, it's time to test it out on your own computer. Don't worry – if you don't get something quite right, you won't mess anything up. Just delete your mistake, and start over. To test it on your own computer, you will need to open the Personas Preferences window, and select the last item (Advanced » Show Custom Persona in menu). Once you've done this, navigate

back to the Firefox "Tools" menu, select Personas, then Custom, and Edit.

Once you've done that, a dialog window will open. There, you can give your Persona theme a name, specify the files to use for the header and footer graphics, and select either a custom color for the text that will be displayed over the Persona theme graphics, or allow you to use the default text colors. Note that your custom Persona theme will have only been tested (at this point) on your computer and/or platform. The mileage of others may vary if they download your theme.

Now that you've created your own personal Persona theme, you can also [share it](#) with the rest of the world. Of course, this last step is optional, but where's the joy in keeping your new creation only for your use? Just follow the directions on the site, and you can find fame and (not so much) fortune by sharing your Persona theme with other Personas users.

Personas are fun to play with, and you can change them as often as you like, to help reflect your mood on any given day ... or hour. No one says you have to have only one or two. So if you like dark themes, light themes, whimsical themes, serious themes, musical themes, intergalactic themes, cartoon-ish themes, anime themes ... you can tailor how Firefox appears on your desktop to make your web browsing experience an even more personal voyage.

GIMP from a Beginner's Perspective: Part 2

by Dan Malewski (Blndsyd)

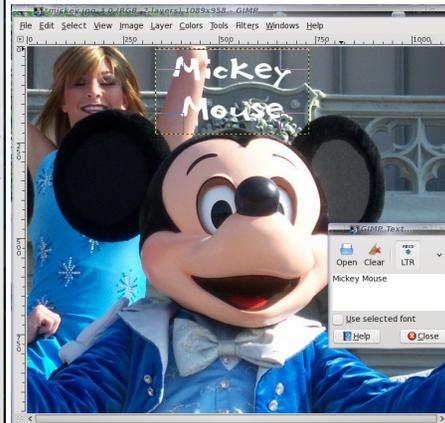
Hi all, and welcome back to the beginners Gimp workshop. This time around we will look at adding some text to our picture. Let's jump right in where we left off last time. Open your picture that we "sliced" or "cropped". Here is mine.



Let's add some text to our new picture. Select the "Big A" in the toolbox. From the same screen, you can choose your font size and color. You will be able to choose a different size once you place it on your image as well.

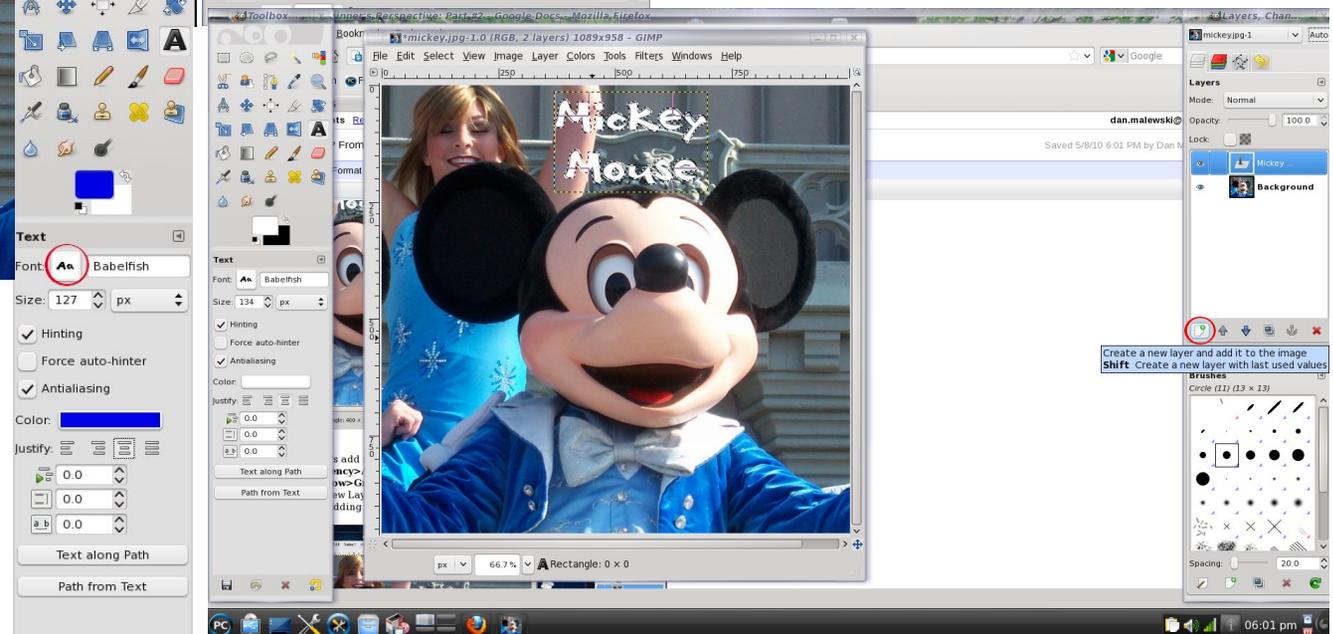
After selecting that, you will have to choose which font you want. In order to do that, select the "Aa" next to "Font" and choose from the drop down. I am going to choose something fun, and I picked Babelfish.

From here, we can place our text onto our image. I'll be adding the word "Mickey" right above his head.



Basically we just point our mouse on the image and a new "Box" will open where we place our desired text. The great thing about the way Gimp adds text is that we don't have to worry about adding "layers". It is done automatically. I will explain "layers" in another article. Just remember that "layers" are very important.

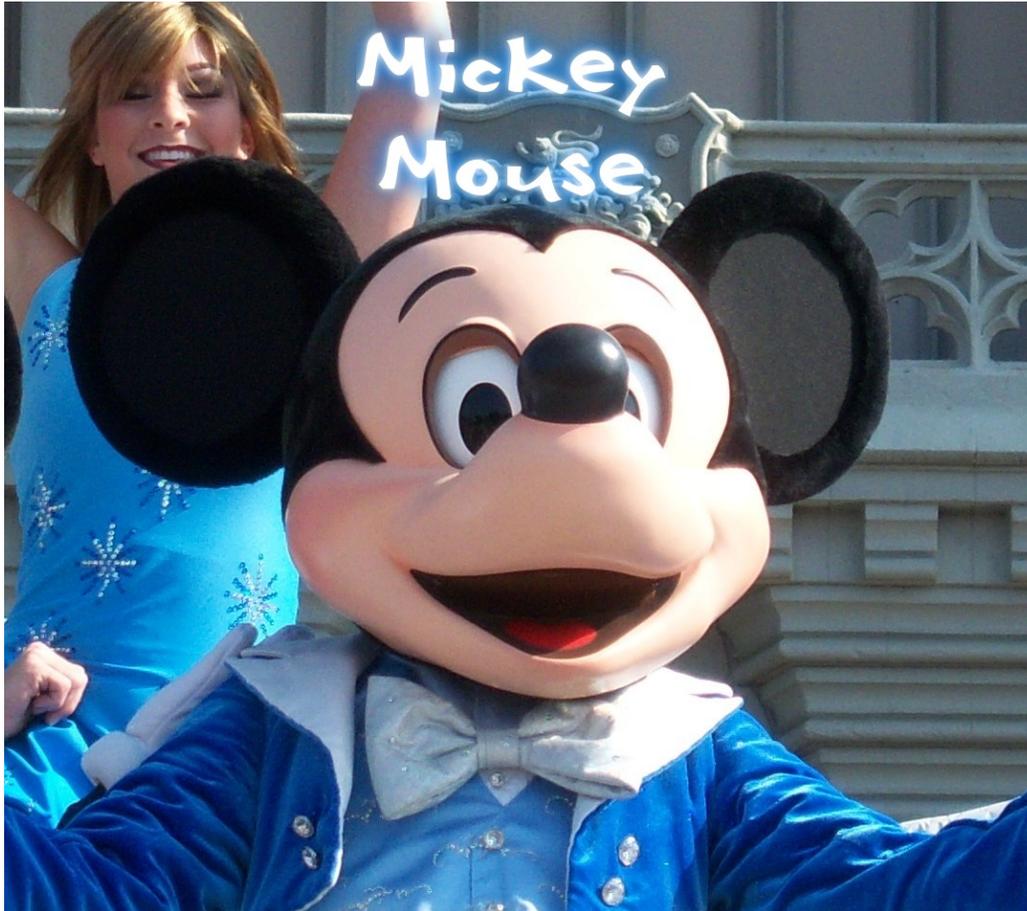
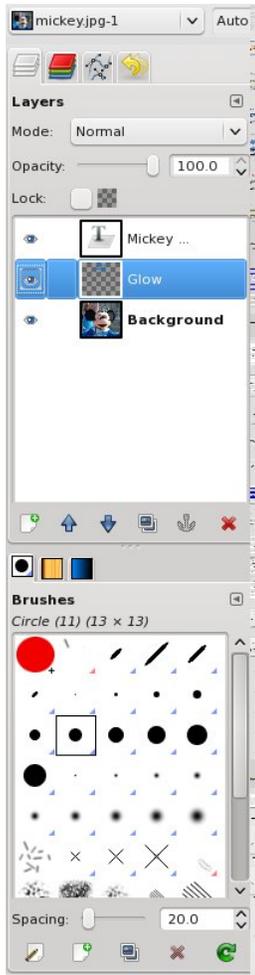
For our grand finale, let's add some glow to our text. The first step will be to add Alpha to Selection. Select Layer>Transparency>Alpha to Selection. Next, let's do Select>Grow>Grow Selection by 3 pixels. Next, we need to add a new Layer. To do this, click the piece of paper with the green plus sign. In future articles I will show you how and why adding plenty of Layers will be beneficial.



So add a new Layer and call it Glow. From here, go to the Toolbox and select a nice Light Blue Color. Click the Paint bucket and Fill the Layer. The next thing to do is to slide that layer under the main text layer so it looks like the arrangement in the Layer toolbox.

Now we need to Select/None (Ctrl Shift A). Keeping that

layer highlighted, select Filter>Blur>Gaussian Blur to 45. Right click the Glow Layer and select Duplicate Layer. We will add the blur effect to this layer as well, by setting Filter>Blur>Gaussian Blur to 30. In the last step, lets Duplicate the Mickey Mouse text Layer, then select Filter>Blur>Gaussian Blur to 15. Here is my finished product.



Alternative OS: ReactOS

by Darrel Johnston (djohnston)

To start off an examination of alternate, non-Linux, non-commercial operating systems for the PC, I downloaded and installed ReactOS in VirtualBox 3.1.2 OSE on PCLinuxOS 2007, fully updated through 2009, running KDE 3.5.10. The specifications for the test machine are: 2.6 GHz AMD dual-core CPU, 4 GB of system RAM, and an nVidia GeForce 8500 GT video card with 1 GB of video RAM. My CRT is run at a resolution of 1280x1024. I like to run the VirtualBox machine at a screen resolution of 1152x864, whenever possible. You can download ReactOS 0.3.11-REL from here: <http://www.reactos.org/en/download.html>.

So, just what is ReactOS? From the [ReactOS Home page](#):

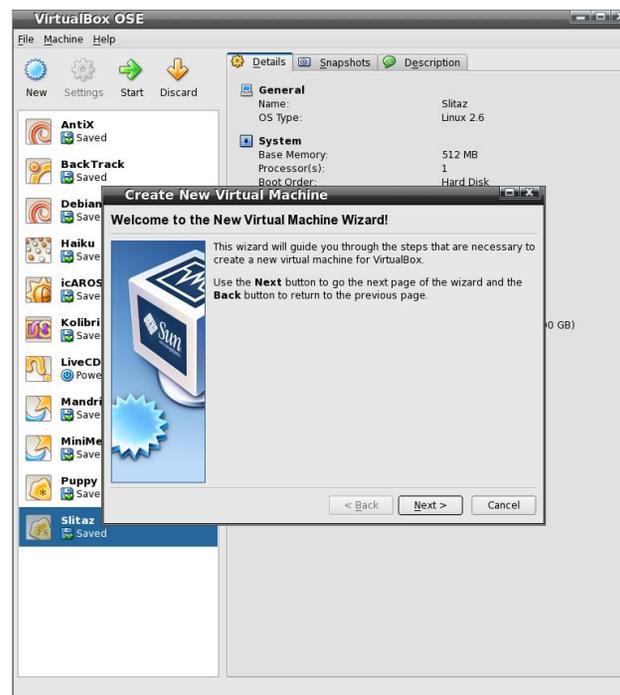
"ReactOS® is a free, modern operating system based on the design of Windows® XP/2003. Written completely from scratch, it aims to follow the Windows-NT® architecture designed by Microsoft from the hardware level right through to the application level. This is not a Linux based system, and shares none of the unix architecture.

The main goal of the ReactOS project is to provide an operating system which is binary compatible with Windows. This will allow your Windows applications and drivers to run as they would on your Windows system. Additionally, the look and feel of the Windows operating system is used, such that people accustomed to the familiar user interface of Windows® would find using ReactOS straightforward. The ultimate goal of ReactOS is

to allow you to remove Windows® and install ReactOS without the end user noticing the change."

Please note the admonition on the download page: "Please bear in mind that ReactOS 0.3.11 is still in alpha stage and is not recommended for everyday use."

With that in mind, I began this journey by installing the OS from the downloaded iso file. Begin by starting VirtualBox (available from the PCLinuxOS repository). Click the "New" icon in the upper left-hand corner. Click the Next button.

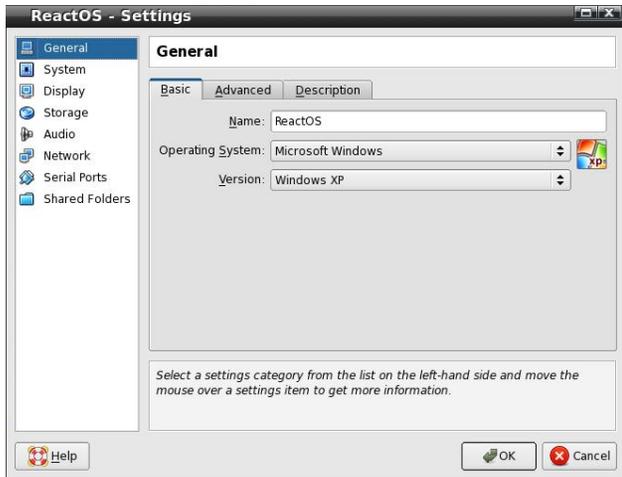


Give the VB image a name. I chose ReactOS as the name and WindowsXP as the operating system type. After all, that is what ReactOS is shooting for. Click Next. You will be asked to choose the base memory for the virtual machine. 192 MB is the recommended RAM for this type of install. Since I have plenty, I like to give almost every install I do 512 MB of RAM. Click Next to choose the size of the Virtual Hard Disk. Hard disk size is recommended at 10GB. I know ReactOS is not going to use all that, but I accept the default and click Next. A new virtual disk needs to be created, so click Next. The Hard Disk Storage Type is self-explanatory. I accepted the default and clicked Next.

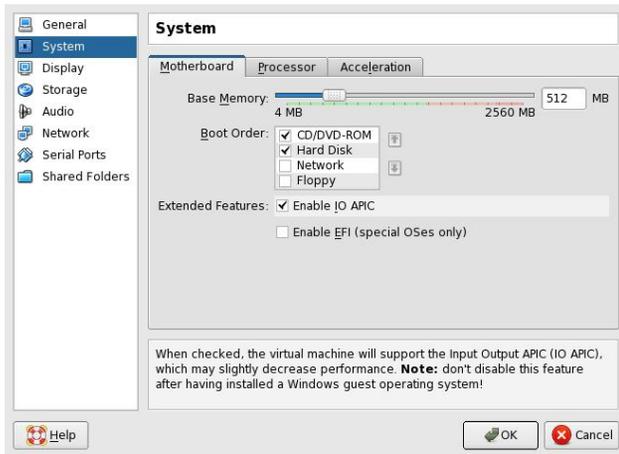


Give the hard disk image a name and click Next. NOTE: By default VBox stores created hard disk images in the folder at `~/VirtualBox/HardDisks`. (~ is your home directory, and `.VirtualBox` is a hidden directory in your home directory.) The location for the stored virtual hard disk can be changed to anything you like by clicking on the folder icon, next to the Location Name. Click Next on the next window. Click

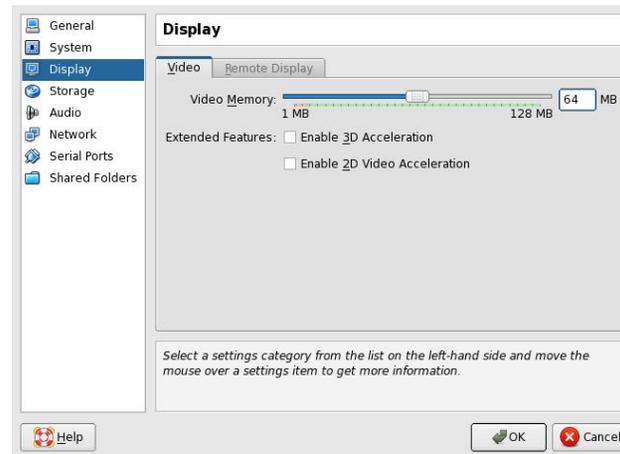
Finish on the Summary window. You will now be back at the main VirtualBox window. Click the Settings icon to open the Settings configuration dialog.



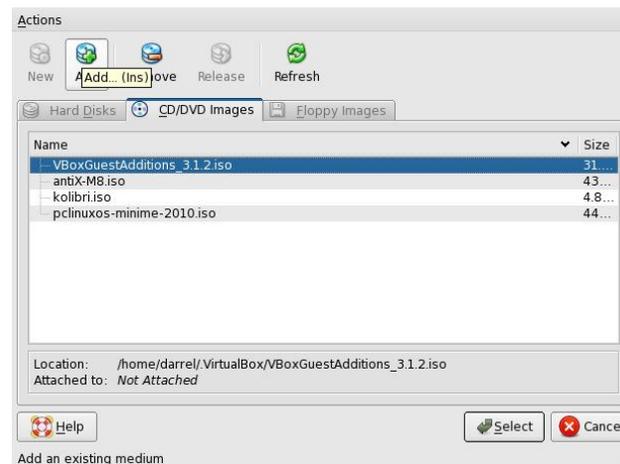
Click on "System" in the left pane. Ordinarily, I have no use for a floppy drive, or for it "cluttering up" the



boot sequence. I unchecked the floppy drive and moved it down. I also turned IO APIC on. Note the displayed warning, and click Next.

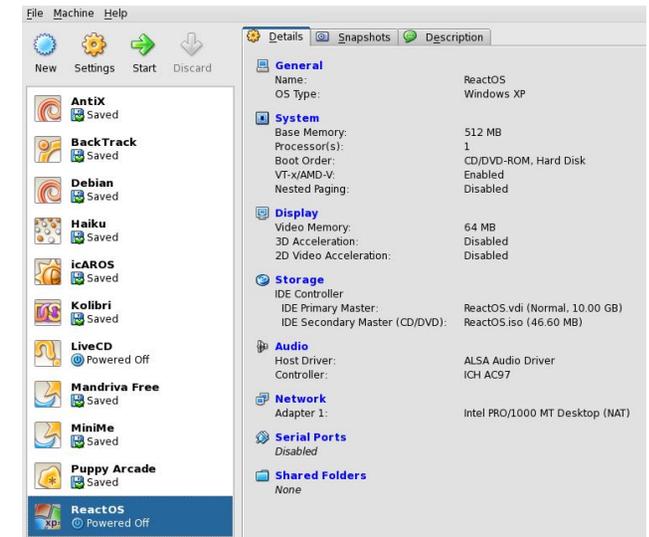


The default for Video Memory is set at 16MB. I have plenty of video to spare, so I changed it to 64 MB. Click Next.

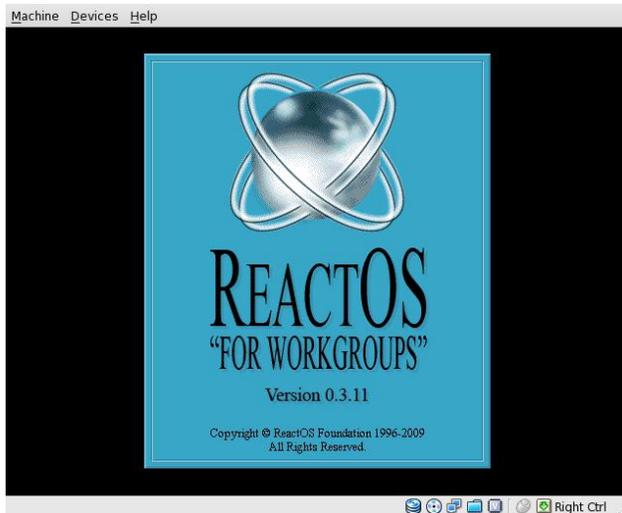


Click "Storage" in the left pane. You can delete the floppy controller. I did. Select the empty CD device, then click the folder icon at right. In the Actions window, click the Add icon.

Browse to whatever directory contains the ISO file and select it. Make sure the correct file is highlighted, then click the Select button. I won't cover the Audio, Network, Serial Ports and Shared Folders, since I left them all at default settings. Back in the main VirtualBox window, we can see the general settings summarised. To launch the newly-created virtual machine, click the big green arrow Start icon, or simply double-click the VM you want to start.



This thing boots very quickly. I missed the boot splash the first time around.

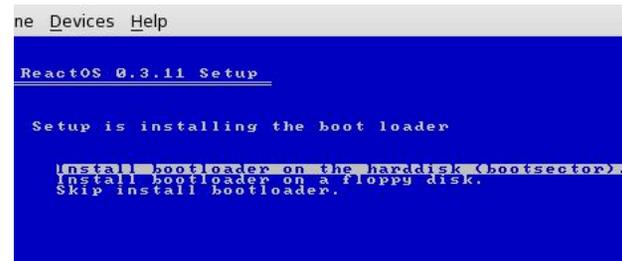


Select your language, and press Enter to begin the installation process.

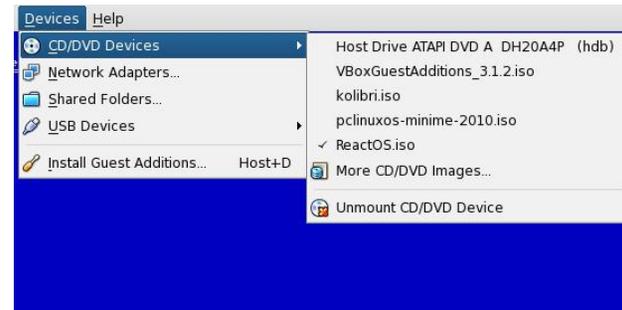


Press Enter again. In the setup, I changed the display parameters. Change the device settings to your liking, highlight "Accept these device settings", then press Enter. Choose unpartitioned space, and

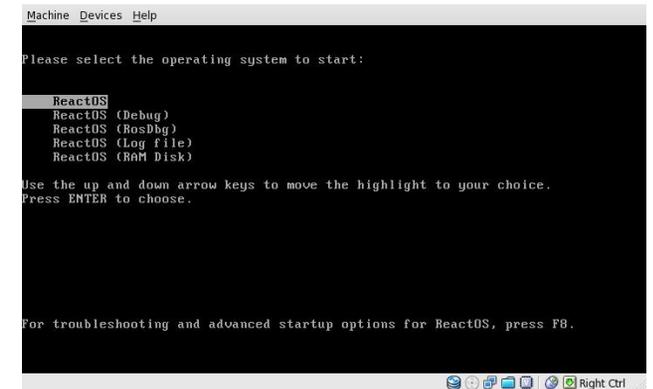
format as FAT. Accept the default install location. The setup procedure copies files (very quickly). Install the bootloader to the harddisk. This entire process will look very, very familiar to anyone who has installed Microsoft Windows over the last 15 years or more. Many of the screens are virtually identical, and for that reason, are not shown here.



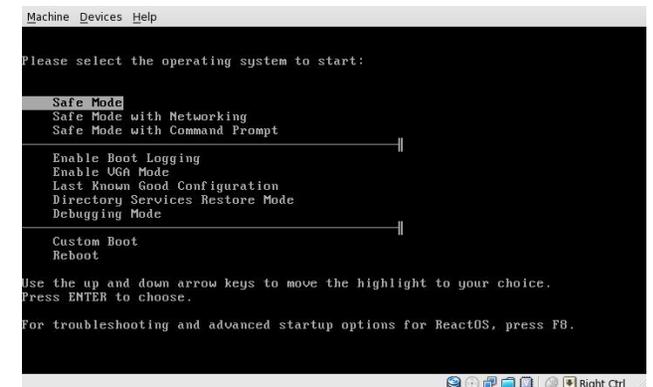
Well, there's no floppy to remove, but I do need to remove the CD before re-booting. In the lower right-hand corner of the virtual machine's window, we see "Right Ctrl" displayed. That is the hot key combination to regain control of the system's mouse, previously captured by the VirtualBox session. Press the CTRL key on the right side of the keyboard, and our system mouse re-appears. Click (in upper left-hand corner) on Devices, then CD/DVD Devices, then Unmount CD/DVD Device.



Then press Enter to re-boot the virtual machine, this time from the hard drive. The startup screen



Pressing F8 shows:



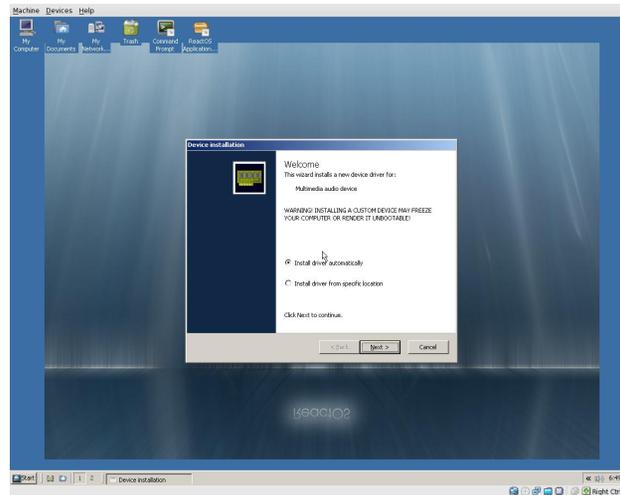
Start the installation wizard:



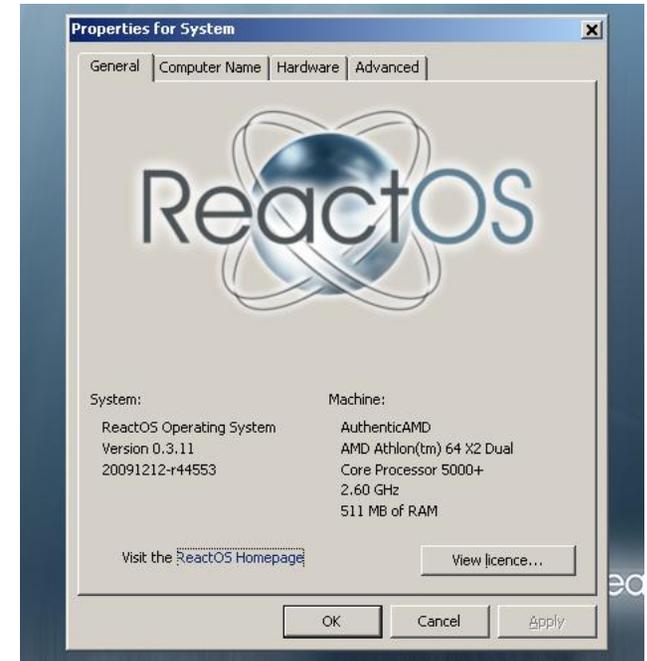
You will see the Acknowledgements screen, and can see the GPL screen by pressing View GPL button.

Next, you will go through two more setup screens. When I got to the Locale settings screen, I pressed the top Customize button. This locked up the installation routine, and ReactOS would no longer respond. So, I pressed the Right-CTRL button, clicked the close button on the VM session, and chose "Power off the machine."

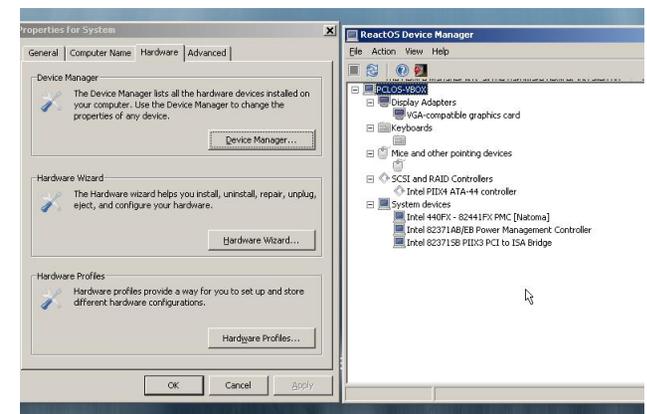
After booting again, I was taken through the final setup procedure as before. I left the locale options alone and continued. Set your date and time accordingly. Once I arrived at the desktop, a nice ReactOS wallpaper appeared, but it was sized for 800x600 display. The Device installation wizard began and showed my audio device.



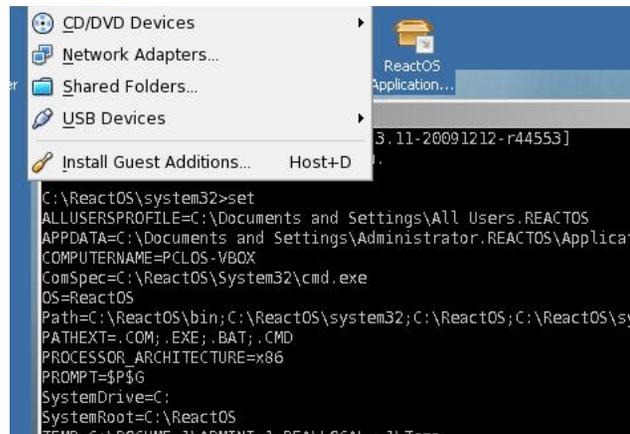
Hmmm. Installation failed. Next, the installer found a system device, then an ethernet controller. Driver installation for those devices failed as well. Well, to see what is going on with the devices, right-click My Computer and select Properties.



Click the Hardware tab in the Properties window.



Then click the Device Manager button, (just like WindowsXP). Device Manager doesn't show any semaphores (red or yellow symbols denoting a hardware issue). It simply lists the devices found.



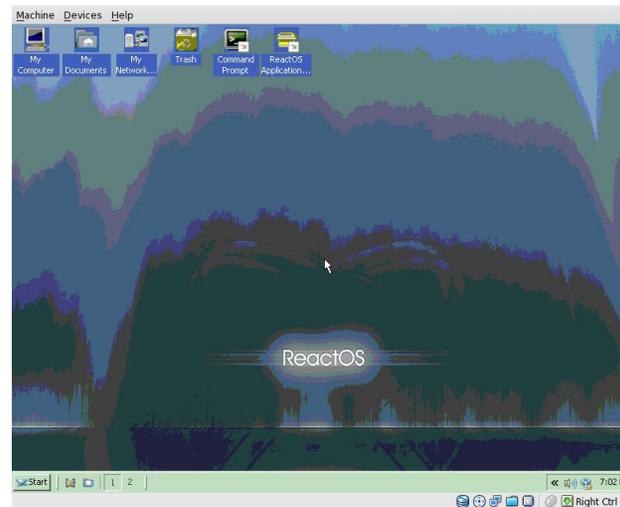
Well, opening a command prompt and looking at the environment set shows this is pretty standard Windows fare. NOTE: Using the same "set" command on a *nix box will return much, much more information than is shown at the DOS prompt.

OK, maybe the VirtualBox additions will rectify these driver issues. Click Right-CTRL, Click on Devices, then select Install Guest Additions.

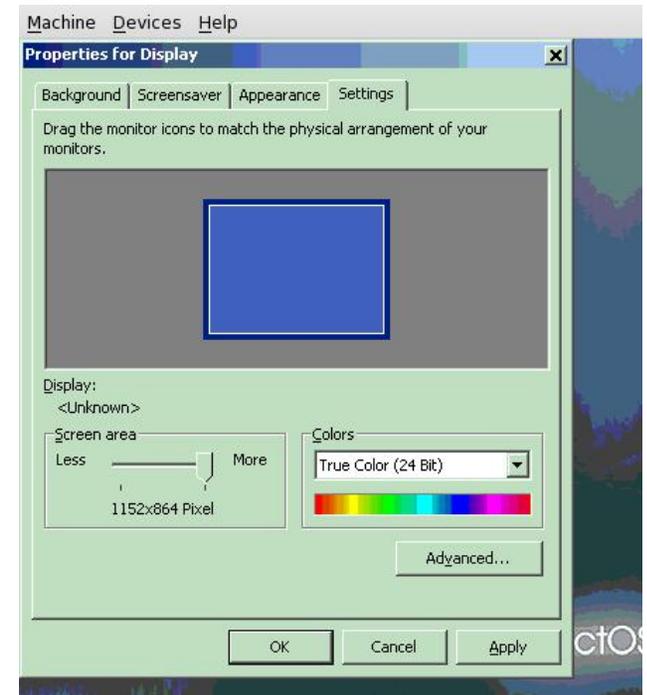


ReactOS has autoplay turned on, so the VB additions CD shows up in a new file Explorer window. Double-click the VBOXADDITIONS icon, then double-click the VBoxWindowsAdditions-x86.exe icon. The guest additions installation will launch. Agree to the license and follow the prompts. Finally, select "Reboot now" in the last window and let the machine reboot.

Well, this didn't look good, but it is often an after-effect of installing guest additions. For some odd reason, the guest OS will revert to the lowest common-denominator on screen resolution. From past experience, I knew this was an easy fix, and wasn't necessarily the fault of the guest OS.



Right-click the screen, select Properties, and change the properties from 256 colors @ 800x600 to 24-bit truecolor @ 1152x864.

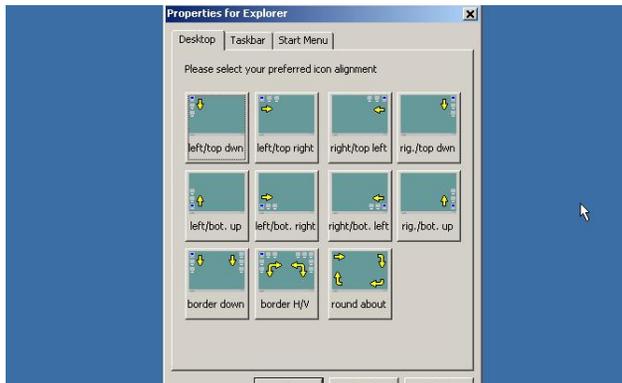


No matter what I did in the advanced display settings, such as "Apply color changes without restart", the settings just would not stick. I re-booted.



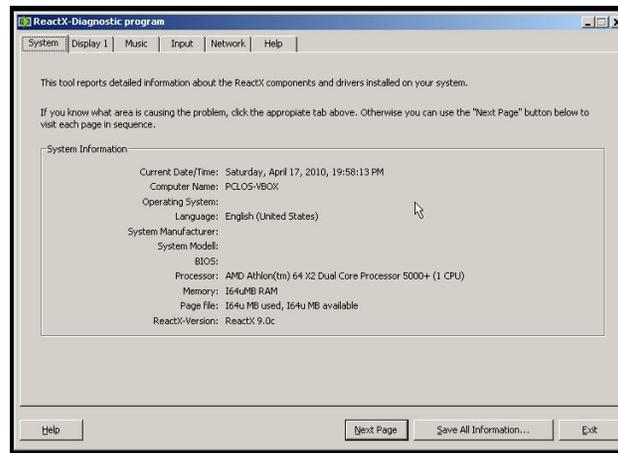
OK, now we have a decent-looking desktop, albeit without a wallpaper. I played for a while with putting the wallpaper back in "stretched" mode, but whenever I tried out a screensaver, the wallpaper would just disappear.

So I began looking at ReactOS's features. One interesting feature is its multiple desktops. When I right-clicked the desktop #1 icon on the task bar, I selected Properties and got this screen.



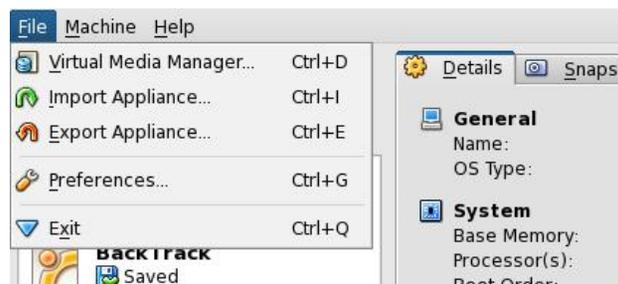
There seemed to be no way to configure the number of desktops. I selected the equivalent of dxdiag.exe from the Start menu.

I killed a little time playing Solitaire. The ReactOS Explorer's behavior is somewhat predictable, but often artifacts are displayed in the window. I spent some 15 minutes going through the configuration tools. They were what you would expect with a Windows-type OS, but many seemed to have no function at all (functionality not implemented). Some implemented settings just would not "stick." I went to the screensaver settings, selected the Matrix screensaver, and clicked on Preview. It was



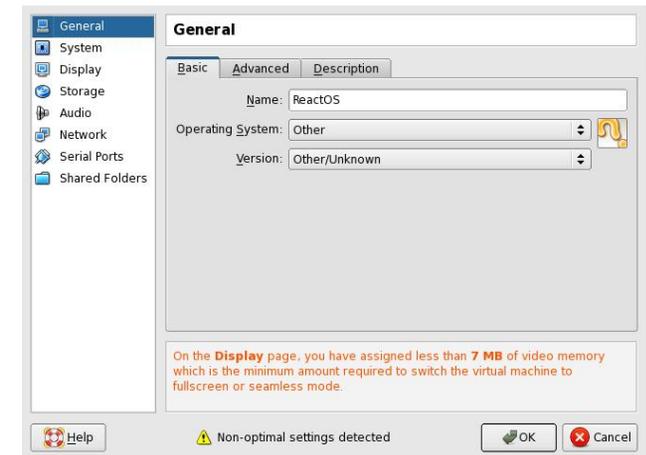
showing, all right. But it locked up the VirtualBox session, and locked up my X display session, as well. I could not regain control of either the host's or the guest's mouse. I restarted the X server and logged back in to a PCLinuxOS desktop session.

It was at this point that I realized ReactOS may need a more specialized environment than I had given it. Not being one to give up easily, I deleted the newly-created VirtualBox setup and the created harddrive. I wanted no confusion with the pre-configured VirtualBox image I would import. The downloaded file is ReactOS-0.3.11-REL-vbox.zip. After extracting

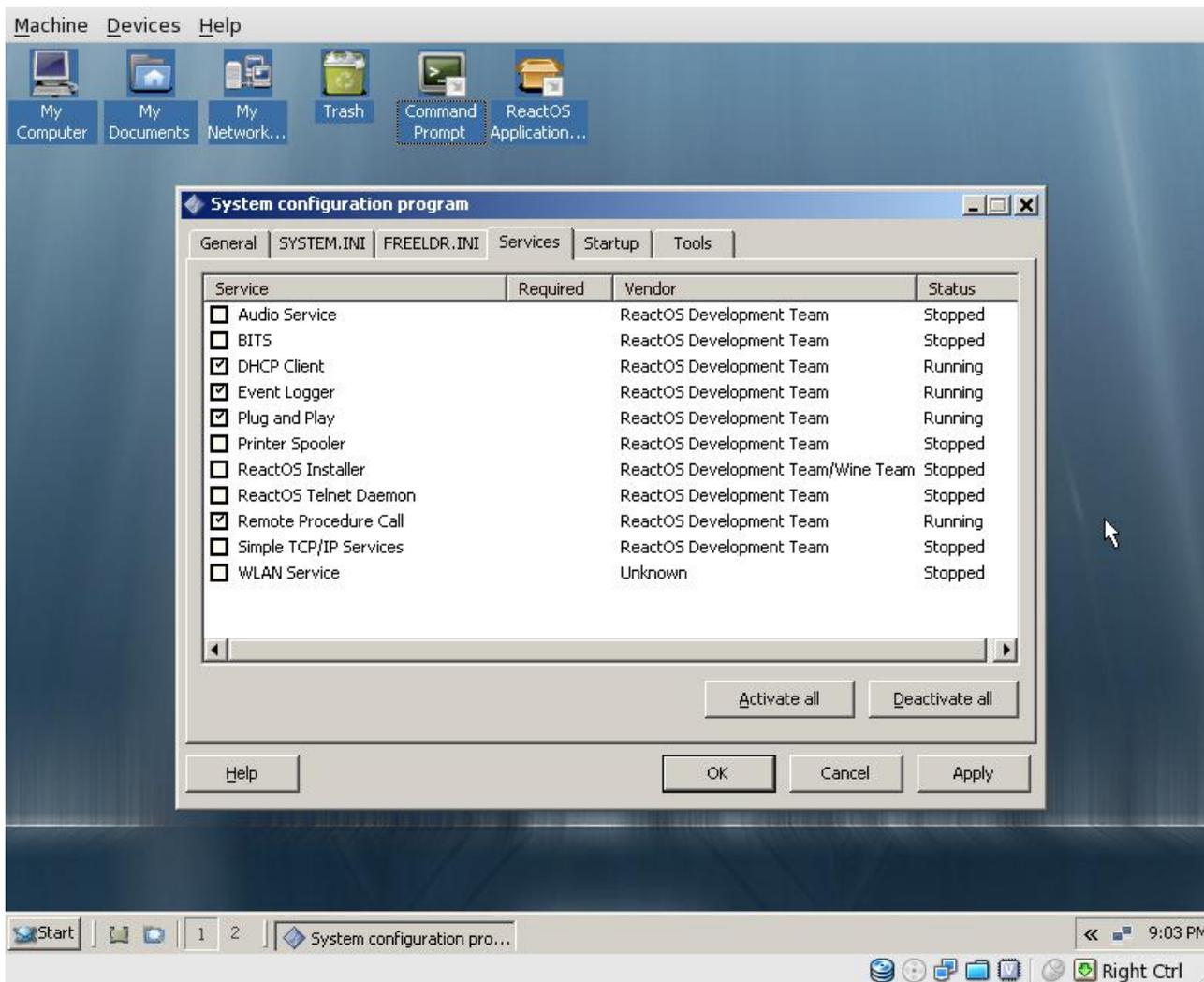


the contents, you will have a folder containing an .ovf and a .vmdk file. To import into VirtualBox, select File » Import Appliance from the VirtualBox menu.

Click Choose button, then select the downloaded .ovf in the file browser. The VM settings are shown in the Appliance Import Wizard window. Click Next, agree to the license and import the machine. Well, the settings are somewhat different than the ones I chose. For one, the OS type chosen is Other/Unknown. Also, the display size was set at 4 MB, so I got this error message when changing the pre-configured image settings:



I changed the VM settings to 512MB of RAM and 64MB of video RAM and launched ReactOS again. In my first sessions, installing from iso, I saw that I had no network connections. Now I did. A quick ping to Google confirmed this. Whereas I had no system services running on the last go-around, now I did.



Hmmm, in the C:\ReactOS folder, we see an explorer.exe and an explorer_new.exe. It appears

the new one is running. The audio output device was now working, but no mixer controls were found.

Although I had basic TCP/IP, I could find no web browser. Except for basic Windows-type accessories, Notepad, Paint, etc., I could find no programs in the menu.

All in all, I found ReactOS to be exactly what the authors claim. It is an alpha-quality clone of WindowsXP. Not all basic functionality is there yet. I didn't try any "outside" Windows executables to see what would happen. I stayed within the confines of the ReactOS environment to see what it was capable of "out of the box". I was not disappointed. This project has come a long, long way from where I remember it last, some two or three years ago. The installer is pretty much automated and straightforward. The OS actually boots and runs. I would say the developers are on target.

To those who may view this as a critique of ReactOS, nothing could be further from the truth. A true critique should be installed on a real computer, not a virtual one. A real critique should include "real world" tests to gauge the performance of the OS. None of that is here, because this is simply an article on how to install the OS to VirtualBox. There are some who lament that the ReactOS developers are aiming at a too rapidly changing target. On their website, they say that "The main goal of the ReactOS project is to provide an operating system which is binary compatible with Windows." Elsewhere on the page, they say XP/2003. Although I do not agree with their goals, I still admire anyone who can re-create the functionality of an operating system FROM SCRATCH. ReactOS underwent a self-imposed code audit during which all development was frozen. After the audit was concluded, the project found no Microsoft Windows

code in their base. In other words, they really did start FROM SCRATCH. Quite an achievement, in my book.

If you would like to check out ReactOS for yourself, I would recommend downloading the pre-installed VM image and installing it in VirtualBox. That location, again, is: <http://www.reactos.org/en/download.html>.



Answers to Mark Szorady's Double Take:

(1) Hair longer in back; (2) Shirt collar missing; (3) Shirt stripes different; (4) Laptop moved; (5) Arm moved; (6) cloud moved; (7) "Tex" changed to "Texstar"

This month's Double Take features Texstar, a.k.a Bill Reynolds, the founder and lead developer of PCLinuxOS. PCLinuxOS was "born" in 2003, and was initially based on Mandriva. Prior to that, Texstar had developed and maintained a special repository of Linux apps for Mandriva. Today, PCLinuxOS stands on its own, drawing elements from many different open source Linux distributions, such as Ubuntu, Fedora, openSUSE, Mandriva, and many others, as well as developing some items "in-house" through the PCLinuxOS Development Team.

Screenshot Showcase



Uploaded by Agust, May 01, 2010, running e17

Computer Languages A to Z: Lisp

by Gary L. Ratliff, Sr. (eronstuc)

We have already had 2 previous articles in this series which have dealt with the language Lisp. The first was the E lisp dialect where in we were able to execute lisp forms from the scratch buffer of the Emacs editor. And then we had a discussion of using the Scheme Dialect from Guile.

Lisp, like Fortran, is one of the very first high level languages developed for computers, and like the early fate of Fortran, there soon developed many non-compatible dialects of the language.

The solution to this problem was the same as that for Fortran: have the language standardized. So the leading experts of the most used Lisp dialects met and selected the best features of these dialects, and agreed on a dialect called Common Lisp. However, the standard is very broad and there are features offered in the Common Lips products of the differing providers.

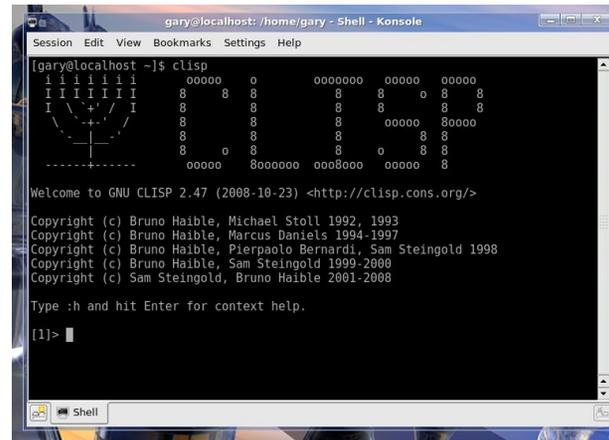
In this article, we will install and use three of these products: CLISP, Lispbox, and Lisp Works Personal Edition. We will demonstrate some very interesting features of these versions. Each of these has a separate set of documentation to explore.

Obtaining & Installing the Common Lisp Tools

The easiest to install is the CLISP version, which will be installed using synaptic. Simply perform a search for Lisp, mark the CLISP file for installation and click the Apply button. Once this has been installed, you will launch the program by entering the command **clisp** into an xterm or Konsole screen.

This will result in this display to show that the

program has launched:



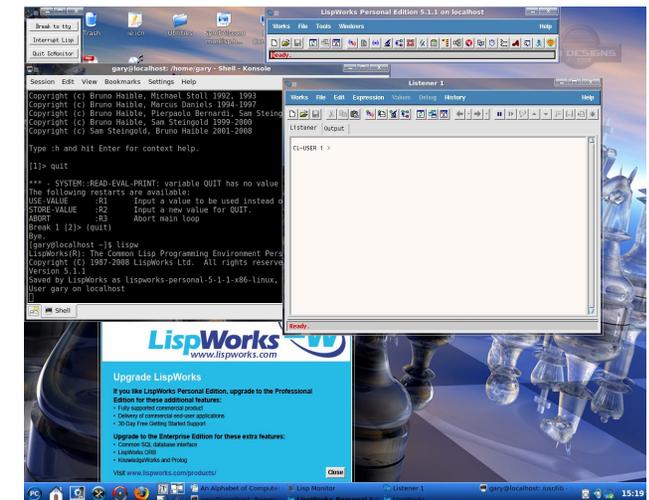
By far, the most difficult to install will be the free edition of the Lisp Works Personal Edition. These are the steps, as outlined on their website.

1. Read the Release and Installation Notes.
2. Download and run the Lisp Works license script.
3. Download and install the Lisp Works software in one of these formats:
 - a. RPM **or**
 - b. tar
4. Download and install Open Motif version 2.2 or greater.

The Open Motif is obtained via the use of Synaptic. The provided version will be 2.3. Perform a search for open motif and select openmotif. This will also download and install libopenmotif4. Because the system uses rpm type files, the easiest method will be to download the RPM version of the file. You can download the license script and the RPM file. They will go to the /home/username/Downloads/ folder. Now become root and cd into this folder. All examples will use gary as the username:

```
su
<enter root password>
cd /home/gary/Downloads
sh lwlper-license.sh
(accept the terms by entering yes when
asked then install)
rpm -i lispworks-personal-5.1-1.i386.rpm
cd /usr/bin
(rename the file to lispw to make it easier
to use)
mv lispworks..... lispw
(this actually creates a symbolic link to
the executable)
(Now when you first execute this file with
lispw you learn that it is looking for a
file named libXm.so.3 you will make version
4 of this library function by creating
another symbolic link.)
cd /usr/lib
ln -s libXm.so.4 /usr/lib/libXm.so.3
exit
```

Now when we run the lispw command we should see the following:



The third product is Lispbox, which is a modification of the Lisp-in-a-box product designed to be used with the book Practical Common Lisp. This is available for several different versions of Lisp for the x86 Linux family: Allegro 8.1, SBCL, and CLISP 2.36. Now because the text in the book states that the examples are based on the Allegro implementation, this is the version we shall download. We will find lispbox at the following website: <http://gigamonkeys.com/lispbox/>. Once here, you may wish to checkout the features offered. You may start the download by clicking on the line for the Allegro 8.1 version for i386 linux. This will place the file: lispbox-0.7-acl81-express.tar.gz to your /home/username/Downloads folder. The installation is to simply change to this directory and execute the command: tar xzvf lispbox<tab>. This action will create a directory named lispbox-0.7. Now simply cd into this directory and execute the command sh lispbox.sh. This action will produce this:

```

gary@localhost:~$ cd /home/gary/lovinglisp/
gary@localhost lovinglisp$ cd lispbox-0.7/
gary@localhost lispbox-0.7$ ls
acl81-express/  asdf.lisp  lispbox.sh*  slime-2.0/
asdf-extensions.lisp  emacs-22.3/  practicals-1.0.3/
gary@localhost lispbox-0.7$ sh lispbox.sh
Warning: arch-dependent data dir (/tmp/lispbox-0.7/emacs-22.3/libexec/emacs-22.3/pc/linux-gnu) does not exist
Warning: Lisp directory /tmp/lispbox-0.7/emacs-22.3/share/emacs/22.3/site-lisp does not exist
Warning: Lisp directory /tmp/lispbox-0.7/emacs-22.3/share/emacs/site-lisp does not exist
Warning: Lisp directory /tmp/lispbox-0.7/emacs-22.3/share/emacs/22.3/lisp does not exist
Warning: Lisp directory /tmp/lispbox-0.7/emacs-22.3/share/emacs/22.3/lisp does not exist
Warning: Lisp directory /tmp/lispbox-0.7/emacs-22.3/share/emacs/22.3/lisp does not exist

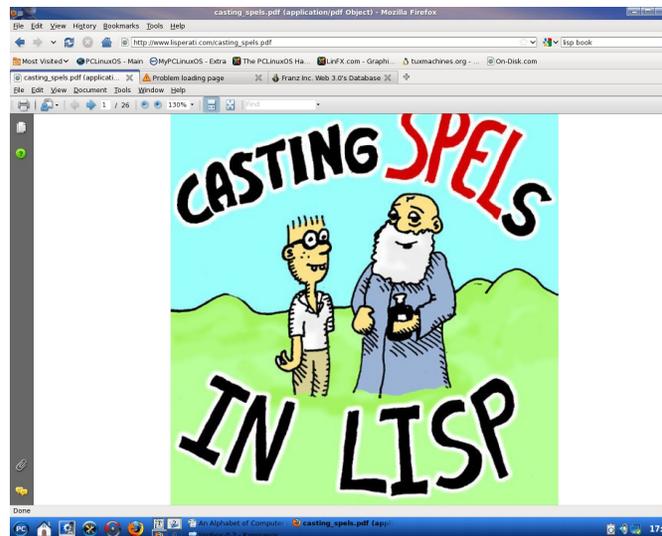
```

Another method, once the system has been setup, would be to move to the directory and click on the lispbox.sh item, which should appear as an icon.

The Documentation for these versions of Lisp

Now that these systems are installed, we will be ready to explore the documentation to learn how to use their features. If you check the Documentation section for the Lisp Works version, you will learn that the most recent set of files for the linux version was for 4.5. Since I installed the Windows and the linux versions, I just opted to use the pdf files from the Windows version for reading about the features of this system.

If you are not wanting to read a dry text version, there is even a comic book version in pdf format to teach the features of common lisp:



The book, which was designed to be used with the CLISP version, is called Loving Lisp, or the Savvy Programmer's Secret Weapon, by Mark Watson. You will find it at this web site:

<http://markwatson.com/opencontent/>. Simply move to the bottom of the page and find the download link. This will produce a license to accept before the book is downloaded. The book is in zip format and should unzip into a pdf formatted text.

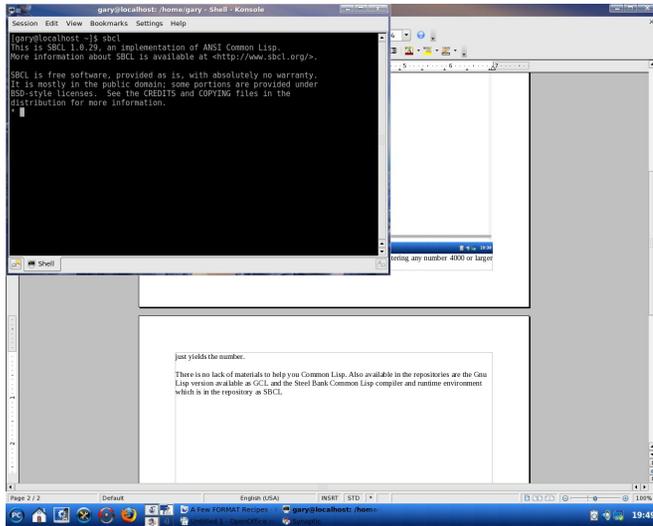
The book Practical Common Lisp is, of course, the documentation which will be used to explore the features of Lispbox. This book is 32 chapters and gives a thorough coverage of the dialect. It has several examples of how to use the features in making actual systems. The first two chapters provide a clue as to why you might wish to use Lisp as their main language.

As with other documentation, this may best be read using two different screens. Place the text of the chapter you are reading, and the Lisp-Emacs-Slime in the other. Then, as the text demonstrates the use of the features, it is easy for you to confirm the behavior and learn from the immediate feed back.

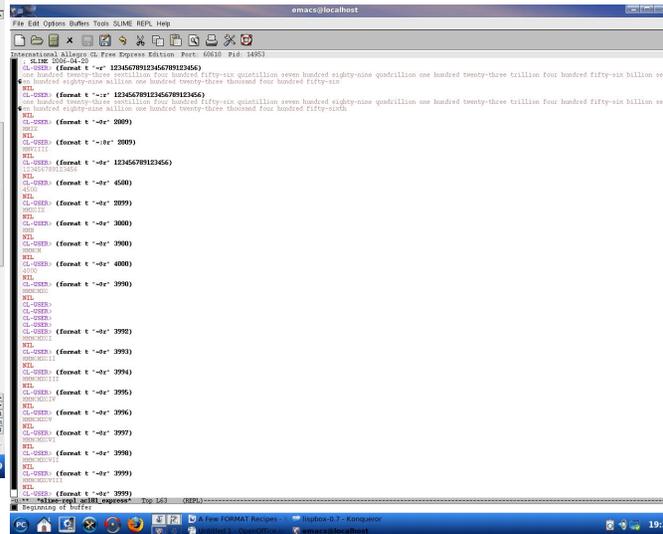
The chapter on the features offered by the format form are very interesting. This offers the ability to have very large numbers written out as cardinals and ordinals. Also it allows numbers to be expressed as Roman Numerals.

These are all accomplished with the r variable:

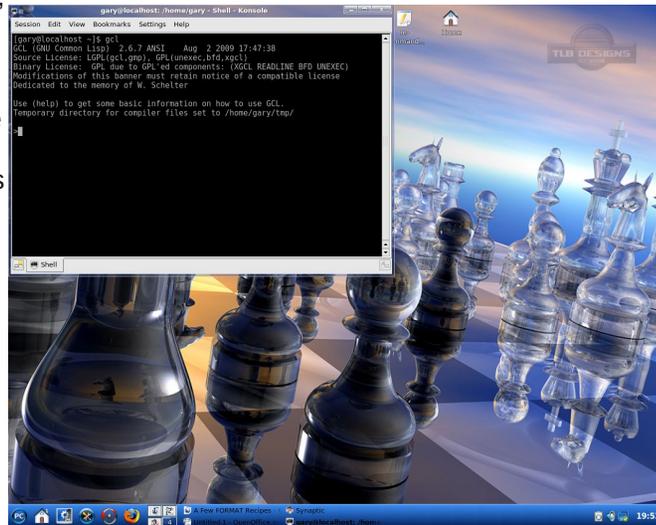
Note how the limit of the conversion to Roman numerals is 3999, as entering any number 4000 or larger just yields the number.



launch Gnu Common Lisp with the command gcl.



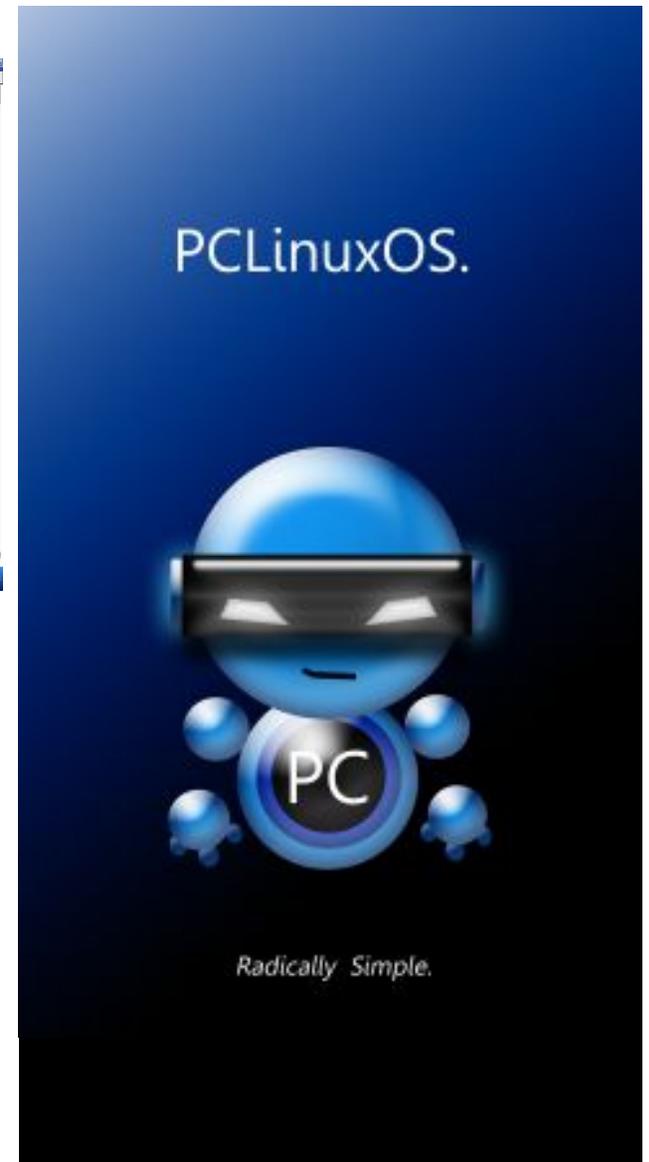
There is no lack of materials to help you with Common Lisp. Also available in the repositories are the Gnu Lisp version, available as GCL, and the Steel Bank Common Lisp compiler and runtime environment, which is in the repository as SBCL.



The photo to the right is what appears when you launch sbcl from a terminal.

Now for the final picture. Here is what appears when you

When you consider that the list of functions available in common lisp is over 978 item long and requires 12 pages just to list, it should be obvious that this is just a brief introduction to the world of Lisp programming.



Creating A Local PCLinuxOS Repository

by Robert Stahl (Hairyplotter)

Some might ask, "why keep a local repository when everything you need is available on the internet?" This is a valid question, and there are a couple of reasons why someone might want to create one. First, if you have more than one computer with PCLinuxOS installed, it makes updating, especially from a fresh install, very fast. If you store your repository on an external hard drive, you can install and update machines that might not be connected to the internet. Or if you're like me, you do it just to say that you have it.

I am not going to get into specific hardware configurations. You can store your repository on a spare computer as long as its connected to the internet, on an external hard drive or even your desktop system. The key to automating the process of synchronizing your repository is that the system you use is running, connected to the internet and the partition you choose to store your files is mounted when cron runs the update script (see below).

Step 1

Plan out the location of your repository and make sure you have enough free disk space. You can determine the amount of free disk space you have on all of your currently mounted partitions by opening konsole then typing `df <enter>`.

Filesystem	Size	Used	Avail	Use%	Mounted on
/dev/sda1	12G	4.7G	6.6G	42%	/
/dev/sda6	40G	18G	22G	46%	/home
/dev/hda	550M	550M	0	100%	/media/cdrom0
/dev/sdb1	459G	176G	260G	41%	/media/Seagate

Since I have 260Gb of free space on my external hard drive (/dev/sdb1), I will put the repository there. That will also allow me to update other computers when necessary.

WARNING: Make sure your repository is away from any other files and directories. Bury it under a few directories as I did with /media/Seagate/Repository/PCLinux/. The rsync command (see below) will delete any files not found in the repository you sync with. If you place your repository in /, it will delete ALL of your files.

If all you want are the standard repository sections, (main updates nonfree kde4 games), then you will need around 15g of free disk space. If you want to add SRPM (source rpms), then you should have between 30-40g free.

Step 2

Choose a repository close to your geographical location. Downloading the initial repository is the longest part of the setup, so I choose to do it in an interactive session. Doing it this way allows me to monitor its progress and interrupt it if necessary. The following is one command, with no line breaks.

```
rsync -aP --no-motd --stats --  
exclude=*testing --exclude=SRPM*  
spout.ussg.indiana.edu::pclinuxos/pcli  
nuxos/apt/pclinuxos/2010/  
/home/ftp/pub/linux
```

* Make sure to replace the bold text with the location you have chosen to house your repository.

* Remove the `--exclude=SRPM*` if you want the source rpms.

Once this part is finished, I wrote the following script and put it in `/usr/local/bin`, then created a link to it in `/etc/cron.daily*` to keep the repository updated daily and maintain a detailed log of file transfers.

```
* ln -s /usr/local/bin /etc/cron.daily  
  
#!/bin/bash  
#-----[ Change Log ]-----  
# 3/10/2010 Added --delete to the rsync  
command that was omitted by mistake.  
# Added $REPFIL variable to hold  
the location of the repository.  
# 5/24/2010 Changed rsync line to reflect  
2010 repository layout.  
#  
#  
#  
#  
#-----[ To Do List ]-----  
#-  
#-  
#-  
#-  
#-  
#-----  
# Function to perform some housekeeping  
before exiting.  
#-----  
function cleanup {  
#  
# Did we create a temporary file?  
if [ -f $TMPFILE ]; then  
# YES, then delete it before we exit.  
rm $TMPFILE
```

```

fi
# Terminate the script with a return code
of 0 (normal termination) or any other
number (abnormal termination).
exit $RETVAL
}
# name the file we are going to log our
output to.
REPFIL="/media/Seagate/Repository/PCLinux"
LOGFILE="/media/Seagate/Repository/rsync.lo
g"
# Create a temporary file.
TMPFILE=`mktemp -t rsync.XXXXXXXXXX`
# Was the temporary file created without
errors?
if [ $? -ne 0 ]; then
# NO, print a message to our log file then
terminate.
    printf "\n***** `date +'[%A %b %d
%Y] - [%r]` *****\n" >> $LOGFILE
    printf "Repository update FAILED: Unable
to create temporary file\n" >> $LOGFILE
    RETVAL=1
    cleanup
fi
# Set our file counter to 0
COUNT=0

# Call rsync to sync our repository with
spout.ussg.indiana.edu.
# -a: This is equivalent to -rlptgoD. It is
a quick way of saying you want recursion
and want to preserve almost everything.
# -P: Show progress. This isn't very useful
in a non-interactive session, but its nice
when we want to sync interactively.
# --no-motd: Most servers have an motd, we
don't need to see it so have rsync ignore
it.
# --stats: Give us some extra file transfer
stats. Good during an interactive session.
# --exclude=<pattern>: Ignore directories

```

```

matching <pattern>. In this case, testing
and SRPM (source rpms).
# --log-file=: Log output to the temporary
file we created above.
rsync -aP --no-motd --stats --delete --
exclude=*testing --exclude=SRPM* --log-
file=$TMPFILE
spout.ussg.indiana.edu::pclinuxos/pclinuxos
/apt/pclinuxos/2010/ /home/ftp/pub/linux
2>/dev/null
# get the return value from rsync and
assign it to RETVAL for later use.
RETVAL=$?
# Did rsync terminate without errors?
if [[ $RETVAL -ne 0 ]]; then
# NO, there was a problem with rsync. Write
a FAILED notice to our log file, then exit.
printf "\n***** `date +'[%A %b %d %Y]
- [%r]` *****\n" >> $LOGFILE
case $RETVAL in
1) REASON="Syntax or usage error";;
2) REASON="Protocol incompatibility";;
3) REASON="Errors selecting
input/output files, dirs";;
4) REASON="Requested action not
supported";;
5) REASON="Error starting client-
server protocol";;
6) REASON="Daemon unable to append to
log-file";;
10) REASON="Error in socket I/O";;
11) REASON="Error in file I/O";;
12) REASON="Error in rsync protocol
data stream";;
13) REASON="Errors with program
diagnostics";;
14) REASON="Error in IPC code";;
20) REASON="Received SIGUSR1 or
SIGINT";;
21) REASON="Some error returned by
waitpid()";;
22) REASON="Error allocating core

```

```

memory buffers";;
23) REASON="Partial transfer due to
error";;
24) REASON="Partial transfer due to
vanished source files";;
25) REASON="The --max-delete limit
stopped deletions";;
30) REASON="Timeout in data
send/receive";;
35) REASON="Timeout waiting for daemon
connection";;
*) REASON="Undefined error";;
esac
printf "Repository update FAILED with error
code $RETVAL: $REASON\n" >> $LOGFILE
RETVAL=2
cleanup
else
# YES, rsync finished without errors.
# get the number of package files
transferred.
TRANSFERRED=`cat $TMPFILE | grep -c .rpm`
# Were any files transferred during this
update?
if [ $TRANSFERRED -gt "0" ]; then
# YES, we had some files transferred.
# Add a note to the logfile detailing the
current time and the number of files
transferred.
    printf "\n***** `date +'[%A %b %d
%Y] - [%r]` *****\n" >> $LOGFILE
    printf "Repository update SUCCEEDED with
$TRANSFERRED files transferred.\n" >>
$LOGFILE
    printf "Number\tSection\t\tFilename\n" >>
$LOGFILE
    echo "-----" >> $LOGFILE
else
# NO, there were no files transferred
during this update.
# No need to add a note to the log file.

```

```
# Call the cleanup function which will
terminate this script after some
housekeeping.
RETVAL=0
cleanup
fi
# Since we had some files transferred, we
will parse our temp file line by line to
get the filenames.
cat $TMPFILE | while read line
do
# Does this line have .rpm in it (denoting
a package file)
FILE=`echo $line | grep .rpm`
if [ ! -z "$FILE" ]; then
# YES, lets increment our counter by 1 then
write that number along with the section
and filename transferred to our log file.
COUNT=$((COUNT+1))
FILE=`echo $FILE | awk '{ print $NF }'`
SECTION=`echo $FILE | cut -d'/' -f3`
FILENAME=`basename $FILE`
printf " $COUNT:\t$SECTION\t$FILENAME\n"
>> $LOGFILE
fi
done
fi
RETVAL=0
cleanup
```

Step 3

Now that I had the repository downloaded and ready to go, I needed to set up an ftp server to make the files available to all of my machines.

I started by installing vsftpd from the repositories.

After doing some reading on the vsftpd configuration file, I opened /etc/vsftpd/vsftpd.conf with kwrite and added:

```
* Change the text for anon_root= to the location of
your FTP.

# Allow anonymous FTP? (Beware - allowed by
default if you comment this out).
# I want a read only anonymous ftp.
anonymous_enable=YES
anon_root=/home/ftp
anon_upload_enable=NO
anon_mkdir_write_enable=NO
anon_other_write_enable=NO
anon_world_readable_only=YES

cmds_allowed=PASV,PWD,LIST,TYPE,MKD,CWD,EXIT,QUIT,HELP,RETR

pasv_min_port=10450
pasv_max_port=10500

pam_service_name=vsftpd
userlist_enable=YES
tcp_wrappers=YES

use_localtime=YES
```

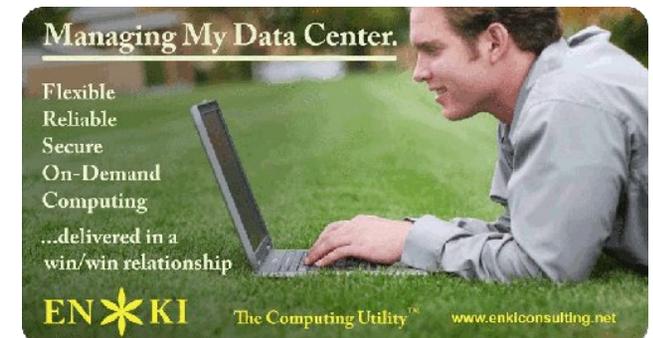
I set vsftpd to start when the computer is turned on through PCC -> System -> Manage system services by enabling or disabling them.

I opened Synaptic on my other machines, and went to "settings" -> "repositories", unchecked the default repository, then clicked "New."

```
URI: 192.168.1.105/pub/linux
Distribution: pclinuxos/2010
sections: main updates nonfree kde4 games
```

Click "Ok", then "Reload." You should now have your very own PCLinuxOS repository that keeps itself up to date.

* NOTE: 192.168.1.105 is the IP address I manually assigned to my spare machine. I used FTP as my means of serving the repository, but its not the only method available.



GAME ZONE: Warzone 2100

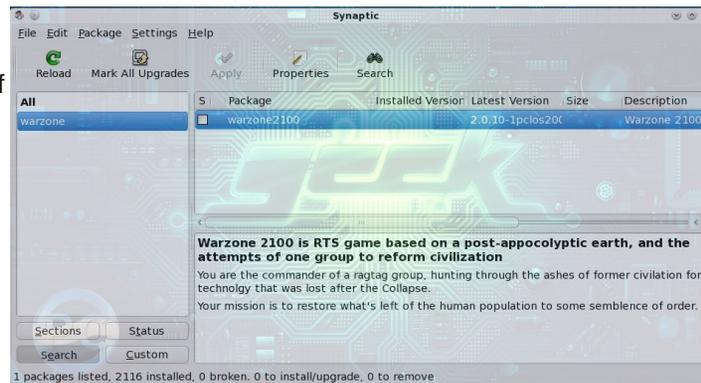
by AndrzejL

I was messing around with my machine sometime ago. I was bored. Really bored. I decided to find myself something that will entertain me for the rest of the day, so I have started browsing the web, hoping to find something really interesting there. Different search terms. Different websites. Finally I have found a website about an open-source games. That's it I said. I am gonna install a game for myself. But which one? Torcs? Already installed. Some shooters? No thank you. And all of a sudden ... BOOM! Warzone2100! What's that? Wikipedia answers this question better than I would ever do. According to Wikipedia, Warzone2100 is "an open source real-time strategy and real-time tactics hybrid computer game." More about it can be found here: http://en.wikipedia.org/wiki/Warzone_2100.

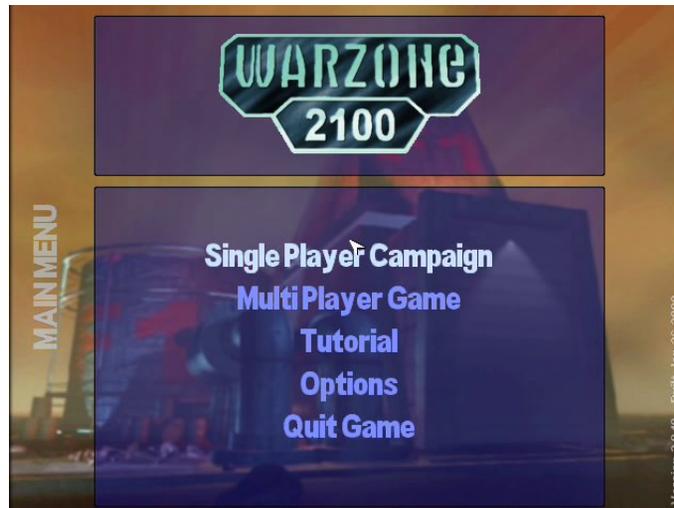
Basically, it's this: It's a free "Starcraft" or "Warcraft" kind of game, originally developed by "Pumpkin Studios" and published by "Eidos Interactive." The first time the world saw it was in 1999, and it was originally released for Microsoft Windows and PlayStation only. Nowadays, its available for Mac OS X, Linux and other OSes too.

It was a commercial game at first, but in the end of 2004, it was released under the GNU General Public License. WOW I said. Way cool! Now I hope that it's not big and that its easy to install, because I don't want to spend the rest of the day downloading it and struggling to install. WOW number 2! Well, it's about 13 MB download, and what is even better, it's available in the PCLinuxOS repositories. That makes it really easy to install via Synaptic, just like everything else. Way cool! I had to have it. I have started installing it, and few minutes later, I was

good to go and happy as a puppy.



After installation, the game can be found in Kmenu > Games > Strategy > Warzone2100. Click on the entry to start it.



Here the game opens in a full screen view and after a short demo the menu is shown. We can choose

few audio and video options, as well as some gameplay options. Done? Great – time to start. If you are a beginner, the game offers a tutorial episode. Just follow the instructions to learn the basic rules of the game.



From Wikipedia, you can find out that the story goes like this:

"In the late 21st century, the world's civilizations are wiped out by a series of nuclear strikes. While most of the survivors form scavenger bands to survive, one group of people, who refer to themselves as "The Project," seeks to rebuild civilization using pre-war technology.

The game begins with the Commander, the protagonist, sending teams to gather technology in Arizona that would help with reconstruction. While gathering said "artifacts," the Project fends off attacks from an organization called the New Paradigm, which is under the command of an organization called Nexus, which is actually one

man responsible for the nuclear war. In the final campaign, the Project launches a full-scale assault on Nexus, destroying it and thus removing all significant, organized barriers to its reconstruction of the Earth.”

realistically blocked by steep mountains. The camera is free-moving and can zoom in and out, rotate, and pan up or down while navigating the battlefield.

In the game, units of different factions are painted different colors. The New Paradigm, the Collective, and Nexus are the enemies of the Project in the campaign, and they can be seen attacking Project forces as well as Scavengers, survivors of the nuclear fallout.

Warzone 2100 places an emphasis on sensors and radar to detect units and to coordinate ground attacks. Counter-battery sensors detect enemy artillery by sensing their projectiles and firing arcs and pinpointing their location to coordinate artillery strikes against enemy artillery. VTOL sensors work like basic sensors, only they coordinate VTOL attacks. VTOL counter-battery sensors coordinate VTOLs to find and destroy enemy batteries.

There is an emphasis on artillery: although many direct- and close-combat weapons and anti-air weapons can be researched and deployed, artillery is a staple of assault on enemy bases and outposts. While the technology tree is clearly defined and consistent, it never appears in-game and, therefore, the player can be left guessing as to what technology is next in the tree. Technology can be acquired by gathering artifacts left behind by certain destroyed enemy structures or units. Researching is composed of largely small and incremental advancements over existing weapons, armor, and chassis types.

Videos frequently appear during gameplay. This image depicts a dropship transporting the player's forces towards the campaign's first Away mission. Every level, excluding the first and last, has a time limit. This gives a sense of urgency and keeps players from waiting very long to gather more resources for unit construction. However, in Away missions, the player must select a limited group of units to transport to a territory completely away from the original base.

All of the terrain throughout the campaign is essentially composed of three areas, with different sectors for Away missions and other such levels;



In my own words? You start with a few units, 3 trucks and few destroyers. You have to build a base and defend it. Gain control over power sources. Research new weapons/buildings/units from the found artifacts. Destroy enemies. Conquer new places. Sounds like fun? It is fun.

Wikipedia gives more information about the game:

“A New Paradigm dropship takes off after deploying an assault force against the Project. The game is fully 3D, based on the iViS games and 3D graphics engine developed by Sam Kerbeck of Eidos. The terrain is mapped by a grid; vehicles tilt to meet hilly terrain, and projectiles can be



Units can all be customized according to: chassis (which, for example, takes weight and power into account); drive system (such as wheels or tracks); and mounted object (such as a weapon, or one of various support tools). Units can level up from ranks such as Rookie to Trained and Professional.

Mobile mortar weapons bombard Scavenger-occupied shacks from afar.

upon progression, previous maps simply expand and the player's original bases from past levels are maintained. Also, its resource system is quite different from mainstream RTS games; Oil Derricks are established over specific, scarce locations which constantly provide a slow, fixed rate of income. Combined with a mission time limit, this resource method prevents players from simply waiting for long periods of time to amass surplus resources and ridiculously large armies using traditional RTS tactics."

Operating system - one of:

Windows 2000 or higher
Mac OS X 10.4 or higher
Linux or BSD

You will most likely need the latest version of the drivers for your video card.



All I can add is that the game is really likable. It looks great and it's a lot of fun.

I don't think you will regret installing it.



System Requirements

Recommended minimum hardware:

- ~1 GHz CPU
- 64 MB graphics card with good OpenGL support (make sure you have the newest drivers installed)
- ~ 100 MB free RAM for the game
- ~ 100 MB HD space for the game, up to ~ 600 MB extra for the large videos

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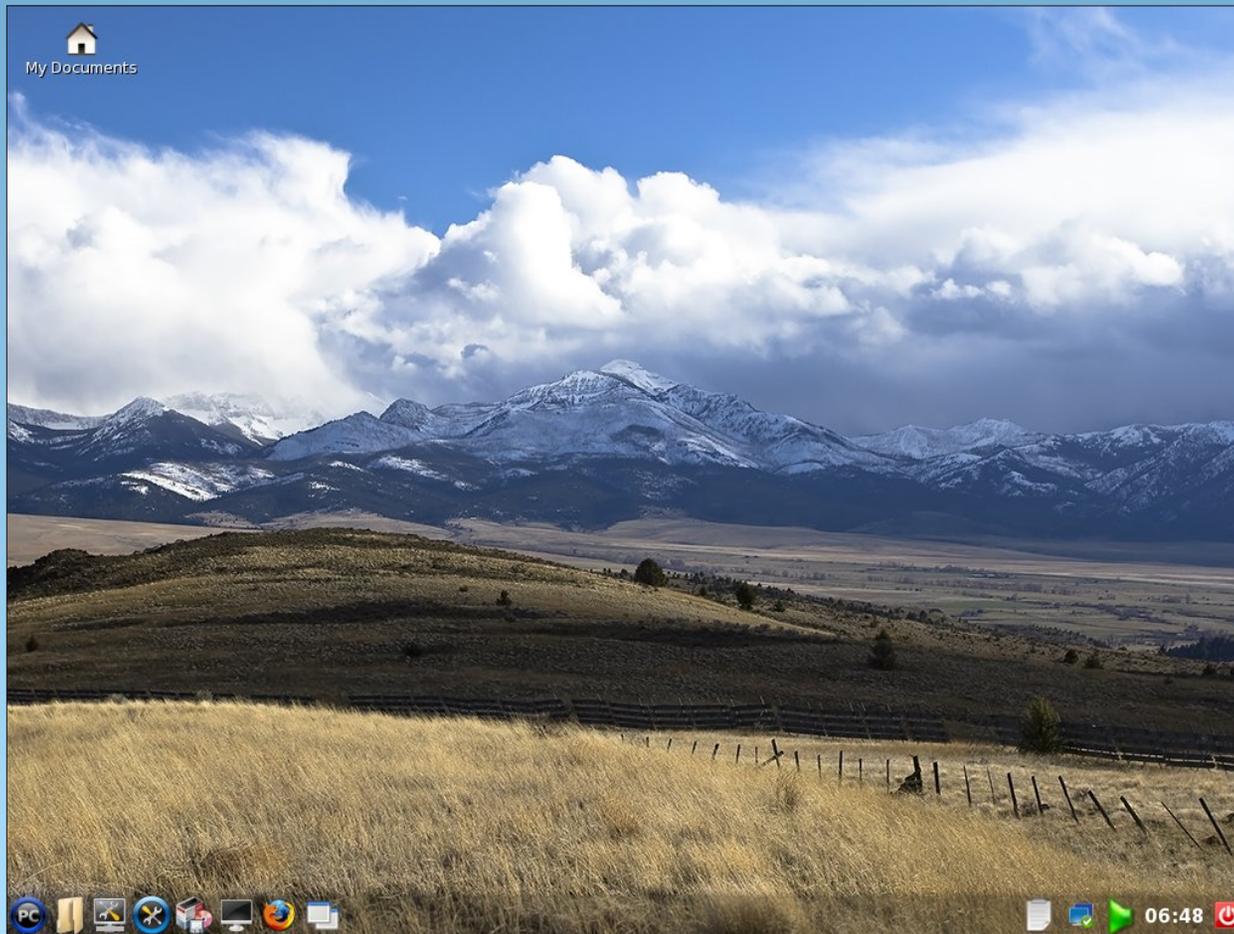
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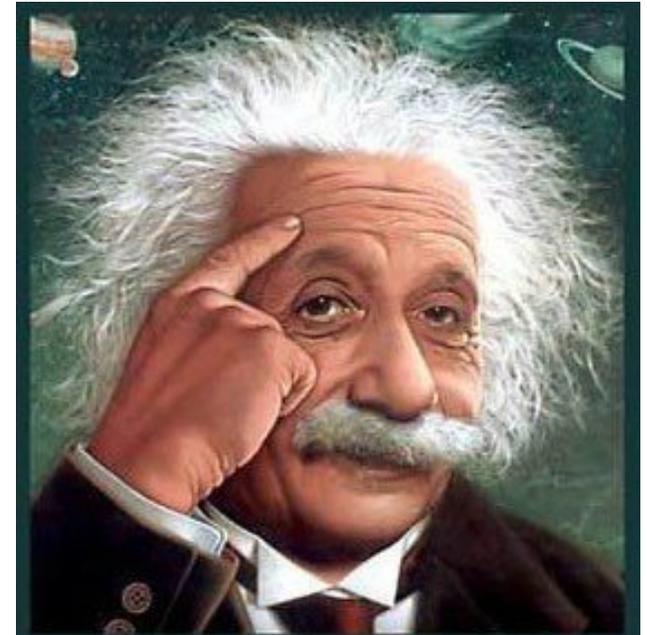
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Screenshot Showcase



Uploaded by Redeemed-05, May 09, 2010, running LXDE



It's easier than $e=mc^2$
It's elemental
It's light years ahead
It's a wise choice
It's Radically Simple
It's ...

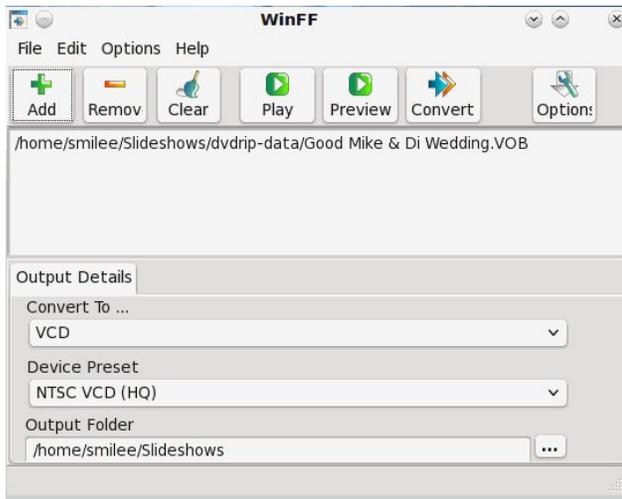


How I Finally Made My Slide Show

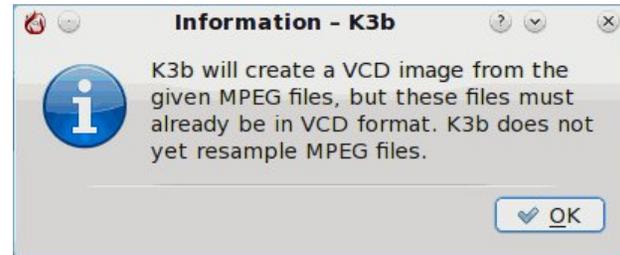
by Smileeb

My niece got married on December 02, 2009. I promised her a slide show of the pictures people took and sent to me so they could be added. The slide show ended up with 350 pictures and music all the way through. I tried different things members of the forum explained to me but, being inexperienced in doing this type of project, nothing seemed to work as I thought it should.

I used two different slide-show programs, because I made the promise, and because the Linux one failed me at the time. I first used my daughter's Windows computer that had Photodex Proshow on it. The program allowed the installation of the pictures and music, but didn't have the extras that Imagination has.

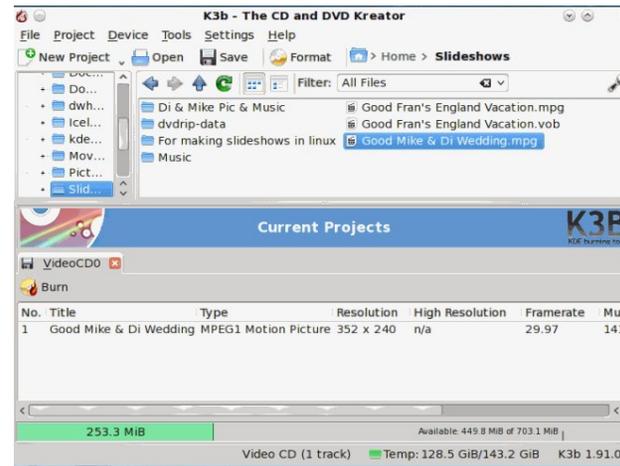


After many attempts at different conversions and burnings, I ended up with this one by taking the .vob file made by Imagination and loading it into WinFF.



When using WinFF, if the size of your vob exceeds 700MB, then select DVD instead of VCD. Be sure you pick the right device preset for your area, either NTSC or PAL.

This converts the file to a Good Mike & Di Wedding.mpg. You can then take this file and open K3b, and you will get this and the info box.



I ignored the info box and clicked on the burn button. It gave me a fantastic slide-show that played on my home viewer. I hope this will help others in their attempts in making slide-shows to give to friends to play on their home TV. The nice thing about this is the Windows application I had uses DVDs, and with this I can use CDs.



Testimonial: A PCLinuxOS Journey

by **Terrick Wright (newklear)**

I first stumbled upon PCLinuxOS after much trial and tribulation with other Linux Distributions, such as Ubuntu (which is incidentally our National Linux Distribution paved by Mark Shuttleworth and Canonical here in South Africa), Puppy Linux and then PCLinuxOS, which I found here at Distro Watch (www.distrowatch.com).

I installed 2009 LXDE as my first introduction to PCLinuxOS, and "Wow, oh wow," it was amazing :)

From the moment that I booted off of the download ISO turned into Live-CD, the experience was actually so much fun! I could not wait for the next step to come along. By that I mean, everything was so straight forward and simple. PCLinuxOS sure does keep to its principle of Simplicity with awesome functionality.

When I was initially downloading the ISO, I took the time to read through the forum link that was on the main PCLinuxOS page, and noted that the best practice for install was to do a system update through a package manager called Synaptic (Woweee, I know of Synaptic. Who doesn't, right?).

Right after the update, which was 170-ish odd megabytes, I installed a few games (doesn't everyone do that?), and I was really impressed with the available games. I was so happy to even see a build of the infamous and legendary game, Sid Meier's Civilization. After installing a few games (Solitaire just had to be one of them), Abiword extensions (what an amazing word processor) and Anjuta2 (IDE replacement for Visual Studio on Microsoft), I had a full complete Desktop

Replacement of Windows XP Professional and Windows 7. There are just so many packaged programs that are available in the Synaptic Package Manager that I dare not say how much. (It's a well kept secret that there are 30,000+ programs available).

First person I showed PCLinuxOS to was my grandmother, who is racing to her Century. I sat her down in front of PCLinuxOS 2009 LXDE, and showed her where the PCLinuxOS Start Menu was



(just the same as the START button in Windows). She clicked, clicked again, and was A and away. Very simple. The first games she played were the lovely card games you get, and she managed to browse through hundreds of various card games. My grandmother was my first PCLinuxOS convert. It's not only a wonderful topic starter to mention "my grandmother uses Linux," but also to know just how trusting people are of Grannies. My grandmother did all the converting in my household to be honest. We now run two desktop PC's and two laptops, all running various flavors of PCLinuxOS. I will definitely produce a few CD's with PCLinuxOS for the next

time she hosts Book Club. Since then, we have made no less than 11 CD copies for others to use.

Most people worry about support if something happens to go wrong, I was actually overwhelmed on how well set up and readable the PCLinuxOS forums were. Browsing through the various sections was very easy.

There is a wonderful control panel called PCC (PCLinuxOS Control Center), which is yet again so simple and straight forward to use. PCLinuxOS is once again Simplicity.

I also have to mention, and what totally sealed the deal, was that all of a sudden, with the new 2010 PCLOS Kernel release, our Huawei ETS 2258 Modem operated without any udev rules, or anything such whatsoever. Was just a matter of dialing up! This was the first Linux distribution that took the time to read our posts and implement them in new updates. You cannot begin to imagine how that makes me feel as a user. Thank you so much Texstar.

Have we looked back or regretted anything? Nope, none at all. We were even able to get a printer and a network card (NIC) that did not work before to run flawlessly. Running PCLinuxOS over the past few months has only brought joy and happiness in our family. In life, it is the teeny-tiny special things that bring joy and satisfaction to our hearts. Thank you to the developers and contributors to PCLOS, all of us sure do make a special family.

I believe credit due to everyone that has made such a wonderful, life-altering OS. Give yourselves a pat on the back. Job well done.

DJL: A Linux Gamer's Paradise

by J. C. Little (TuxTorch)

DJL is a game manager written in Python for the GNU/Linux Operating System, inspired by Valve's Steam software for Windows.

The description for DJL, from Synaptic, is as follows:

A game manager inspired by Steam from Valve software.

djl is an open-source (GPL licensed) game manager written in Python for the GNU/Linux Operating System, inspired by Valve's Steam software for Windows.

It makes it possible to download, install (via a repository) and remove a large number of games placed in a subdirectory in an absolutely invisible way (but without dealing with any dependencies).

It can also execute .desktop shortcuts located in another directory (this way, it's possible to launch games which were already installed).

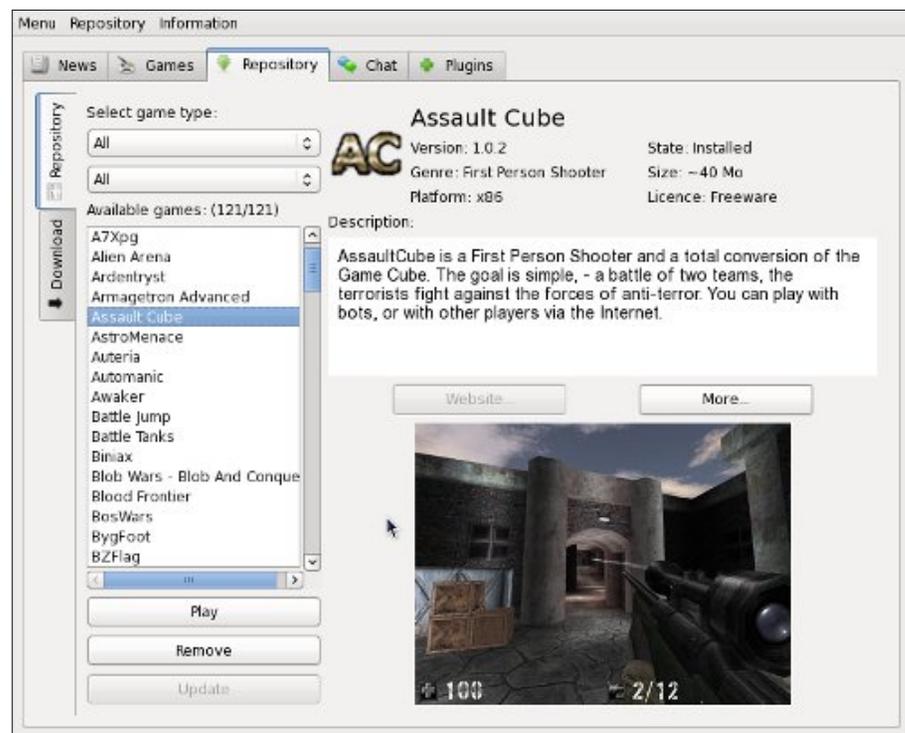
Several games are available in the repository. Anyone can submit new games to developers via a web page (http://djl.jeuxlinux.fr/djl_addgame_en.php).

It will also download the game selected and automatically install it for you.

Once the game is downloaded click on the games tab to see a list of your installed games and double left click to launch the game.

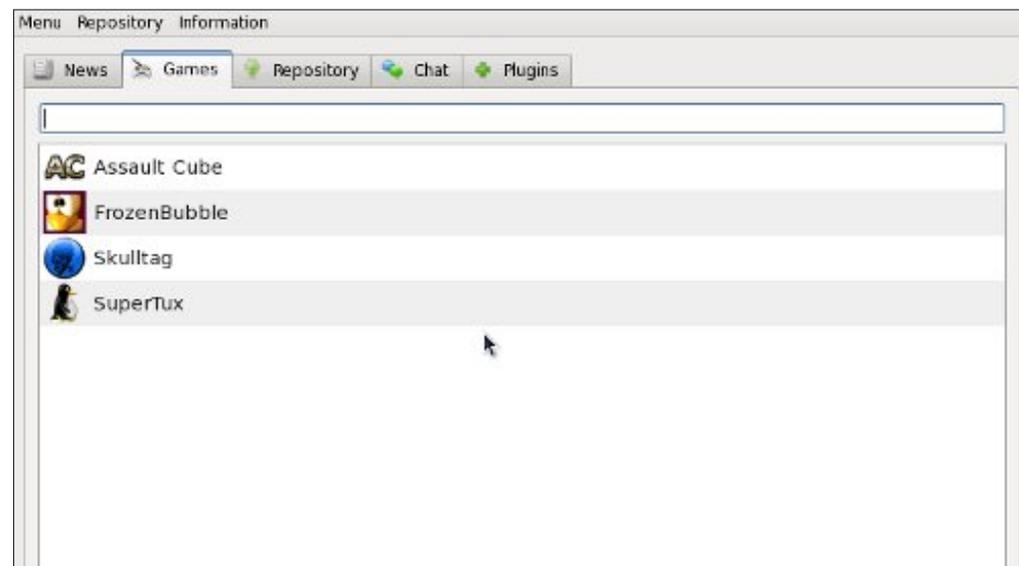
There is also a chat section for logging into their official IRC channels, so you can request games to be added etc, within the same program.

The news section contains a updated list of what's been added or updated!



This program provides a list of games with their screenshots and descriptions.

So if you're new to gaming in Linux and don't know where to turn, then check out DJL. I can guarantee you'll be playing your favorite type of game in no time!



More Screenshot Showcase



Top Left:

Uploaded by
Archie,
May 06, 2010,
running KDE 4.



Top Right:

Uploaded by
Meemaw,
May 19, 2010,
running KDE 4.

Bottom Left:

Uploaded by
TommyLee567,
May 08, 2010,
running KDE 4.



Bottom Right:

Uploaded by
sammy2fish,
May 02, 2010,
running KDE 4.

