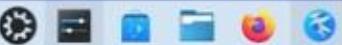




Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

ISSUE #217 - May 2025

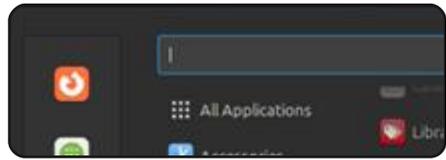


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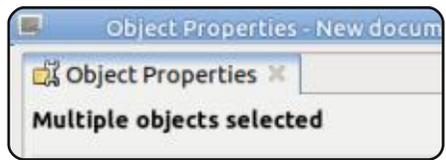
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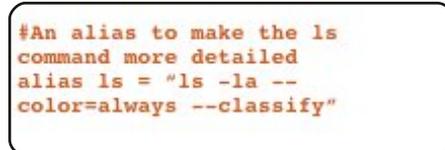
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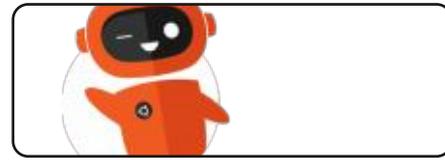
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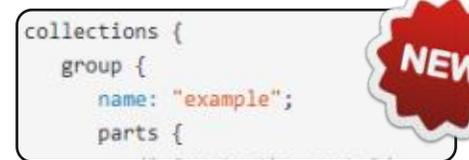
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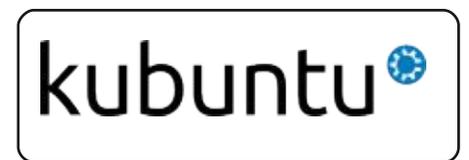
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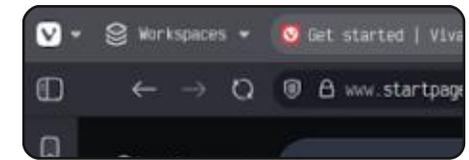
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WELCOME TO THE LATEST ISSUE OF FULL CIRCLE

Once again, we bring you the usual line up of Latex, Learn About, Trading Up, Inkscape and more Bodhi.

Under review, this month, we have Kubuntu 25.04 and Vivaldi browser. I have to admit, I was a Vivaldi fan a while back, but I've reached that age where I've no idea why I moved away from it. I remember moving to Brave browser, but now I use Firefox since it's installed by default (on the distro I use) and saves me installing new stuff. I'll maybe have to revisit Vivaldi sometime soon. If I can remember...

Art asks a good question in his opinion piece: can a distro go too far in trying to look like a certain other operating system? What do you think? Is it flattery, or is it deception? Email in. Let me know.

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

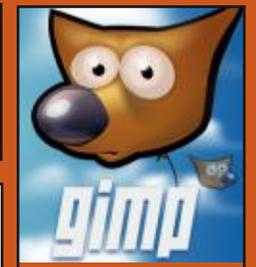
All the best!

Ronnie

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SCRIBUS 1.6.4 UPDATE:

21/04/2025

A new release of the free desktop publishing program, Scribus 1.6.4 is out. The package provides tools for professional layout of printed materials, includes tools for generating PDF's and supports separate colour profiles, CMYK, spot colours and ICC. The program is written using the Qt toolkit and is licensed under the GPLv2+ license. Ready-made binary builds are prepared for Linux (AppImage), macOS and Windows.

The new version disables encoding of custom fonts when inserting them into a PDF. New Python functions have been implemented for scripts to determine page sizes, page

element boundaries, minimum and maximum distances between words, and locked layers. Problems with PDF import and export have been resolved. Compilation problems, when using new versions of the poppler library have been fixed.

At the same time, the experimental branch of Scribus 1.7 is being developed, which includes porting to Qt 6, adding support for a dark theme, converting icons to SVG format, adding a new implementation of dockable toolbars, and redesigning the colour selection panel.

<https://www.scribus.net/scribus-1-6-4-released/>

BASTILLE 0.14 RELEASED:

21/04/2025

Bastille 0.14.20250420 has been released, a system for automating the deployment and management of applications running in containers isolated by the FreeBSD Jail mechanism. The code is written in the Shell and does not require external dependencies to work and is distributed under the BSD license.

To manage containers, a command-line utility called bastille is provided, which allows you to create and update Jail environments based on the selected FreeBSD version, as well as perform typical operations with containers, such as starting/stopping, building, cloning,

importing/exporting, converting, changing settings, managing network access, and setting resource consumption limits.

You can deploy Linux environments (Ubuntu and Debian) in a container, running them using Linuxulator. Advanced features include running typical commands in several containers at once, nested templates, snapshots, and backups. The root partition in the container is mounted in read-only mode. The environment for running containers can be created both on physical servers or Raspberry Pi boards, and in the AWS EC2, Vultr, and DigitalOcean cloud services.

The repository offers about 80 templates for quickly launching containers of typical applications, which host programs for servers (nginx, mysql, wordpress, asterisk, redis, postfix, elasticsearch, salt, etc.), developers (gitea, gitlab, jenkins jenkins, python, php, perl, ruby, rust, go, node.js, openjdk) and users (firefox, chromium). The creation of container stacks is supported, allowing you to use one



DistroWatch.com

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template in another.

<https://github.com/BastilleBSD/bastille/releases/tag/0.14.20250420>

MOX MAIL SERVER 0.0.15

IS NOW AVAILABLE:

21/04/2025

The Mox 0.0.15 project has been released. It develops a comprehensive solution for ensuring the operation of mail servers, including all components necessary for sending and receiving email. It offers its own implementations of SMTP and IMAP4 servers, a system for filtering unwanted content, as well as web interfaces for the administrator and users. The project code is written in Go and is distributed under the MIT license.

The goal of the project is to create an "all-in-one" solution that allows you to easily launch a working mail server without labor-intensive setup and without the need to interface with various separate services and applications. It is assumed that due to the complications in deploying and

maintaining mail servers, consumers prefer centralized email providers, thereby destroying the very idea of e-mail as a decentralized service formed from many proprietary mail servers.

Mox allows you to set up a secure mail server for your domains in 10 minutes, supporting a modern protocol stack and not requiring the installation of additional dependencies. Updating the software on the mail server comes down to downloading a new version of mox and restarting. Receiving and updating TLS certificates is done automatically. A web interface can be used to configure and perform maintenance tasks, and a configuration file is provided for advanced configuration.

To eliminate security issues arising from low-level memory management, Mox uses the Go language. Manual and automated compatibility testing with popular mail servers and clients, unit and fuzz testing, and comprehensive code documentation are used to maintain the high quality of the code base.

<https://www.xmox.nl/>

RELEASE OF CRUX 3.8:

22/04/2025

After two and a half years of development, the release of the independent lightweight Linux distribution CRUX 3.8 is ready. It has been developed since 2001 in accordance with the KISS (Keep It Simple, Stupid) concept and is aimed at experienced users. The goal of the project is to create a simple and transparent distribution for users, based on BSD-like initialization scripts, having a maximally simplified structure and containing a relatively small number of ready-made binary packages. CRUX supports a ports system that allows you to install and update applications like in Gentoo. The size of the iso image, prepared for the x86-64 architecture, is 1.7 GB.

The new release features updated versions of system components, including Linux kernel 6.12, glibc 2.40, gcc 14.2.0, binutils 2.43.1, sysvinit 3.14. The package includes new packages nvme-cli, rfind, libbsd, libcap-ng, libxcrypt. The X-server-based environment

(xorg-server 21.1.16, Mesa 25.0) continues to be supplied by default, but the ability to use the Wayland protocol has been implemented as an option. The ISO image is compiled in a hybrid representation suitable for booting from DVD and USB media. UEFI support is provided during installation.

<https://lists.crux.nu/archives/list/crux@lists.crux.nu/thread/Y4YDTGZFVILVVYEOZMSXF4XDWQHQTYJ6/>

MONADO 25.0.0 RELEASED:

22/04/2025

The Monado 25.0.0 project has been released, developing an open implementation of the OpenXR standard. The OpenXR standard was prepared by the Khronos consortium and defines a universal API for creating virtual and augmented reality applications, as well as a set of layers for interacting with VR equipment. Monado provides a runtime that fully complies with the OpenXR requirements, which can be used to work with virtual and augmented reality on smartphones, tablets, PCs and any other devices. The project

code is written in C and is distributed under the free Boost Software License 1.0, compatible with the GPL.

<https://gitlab.freedesktop.org/monado/monado/-/releases/v25.0.0>

OPENMANDRIVA LX 6.0:

23/04/2025

After a year and a half of development, the OpenMandriva Lx 6.0 distribution is released. The project is being developed by the community after Mandriva SA transferred project management to the non-profit, "OpenMandriva Association".

Live builds for the x86_64 architecture with KDE (full 3.2 GB, reduced 2.4 GB in variants with X11 and Wayland), GNOME (3.2 GB), Cosmic (3 GB), Xfce (2.5 GB) and LXQt (2.3 GB), as well as a build for servers (1.6 GB) are available for download. Both general builds for any x86_64 systems and builds with optimizations for AMD Ryzen, ThreadRipper and EPYC processors are available. For servers, an option for boards based on the ARM64 architecture is additionally

supplied. Users of the continuously updated OpenMandriva ROME branch, which provided access to the innovations being developed for the OpenMandriva Lx 6 branch, have already received all the necessary updates.

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

RELEASE OF NGINX 1.28.0:

23/04/2025

After a year of development, a new stable branch of the high-performance HTTP server and multi-protocol proxy server nginx 1.28.0 has been published, which has absorbed the changes accumulated in the main branch 1.27.x. In the future, all changes in the stable 1.28 branch will be associated with the elimination of serious errors and vulnerabilities. Soon, the main branch nginx 1.29 will be formed, where the development of new features will continue. For ordinary users who do not need to ensure compatibility with third-party modules, they recommend that you use the main branch, on which releases of the commercial product Nginx Plus are formed every three months. The

nginx code is written in C and is distributed under the BSD license.

According to W3Techs, nginx is used by 33.8% of the million most visited sites (in April last year, this figure was 34.3%, the year before - 34.5%). Apache's share has decreased over the year from 30.1% to 26.3%, and Microsoft IIS's share has decreased from 5% to 4%. Node.js's share has increased from 3.2% to 4.4%, and LiteSpeed's share from 12.9% to 14.6%.

<https://mailman.nginx.org/pipermail/nginx-announce/2025/B4BO3E3RWAVPF3AKYIRX3WEA56G5MZ03.html>

QEMU 10.0.0 RELEASED:

24/04/2025

The QEMU 10.0.0 project is ready. As an emulator, QEMU allows you to run a program compiled for one hardware platform on a system with a completely different architecture, for example, to run an ARM application on an x86-compatible PC. In virtualization mode in QEMU, the performance of code execution in an isolated environment is close

to the hardware system due to direct execution of instructions on the CPU and the use of the Xen hypervisor or the KVM module in Linux, or the NVMM module in NetBSD.

The project was originally created by Fabrice Bellard to enable x86-based Linux binaries to run on non-x86 architectures. Over the years, full emulation support has been added for 14 hardware architectures, with over 400 emulated hardware devices. More than 2,800 changes from 211 developers were made during the preparation of version 10.0.

<https://lists.nongnu.org/archive/html/qemu-devel/2025-04/msg04027.html>

RELEASE OF MYLIBRARY 4.0:

24/04/2025

The release of the MyLibrary 4.0 home library cataloger has been announced. The program code is written in C++ and is available under the GPLv3 license. The graphical user interface is implemented using the GTK4

library. The program is adapted to work in Linux and Windows. For Arch Linux users, a ready-made package build script is available in the AUR. For Windows users, an experimental installer is available.

MyLibrary catalogs book files in fb2, epub, pdf, djvu formats, both directly accessible and packed into archives (zip, 7z, jar, cpio, iso, tar, tar.gz, tar.bz2, tar.xz, rar), and creates its own database without changing the original files or changing their location. The integrity of the collection and its changes is monitored by creating a database of hash sums of files and archives.

Various operations with the collection are possible: update (the entire collection is checked and the hash sums of the available files are compared), quick update (without recalculating the hash sums), export and import the collection database, add books to the collection and remove books from the collection, add folders with books to the collection, add archives with books to the collection, copy books from the collection to an arbitrary folder, move books from the collection to the collection. Manual editing of

records about books in the database is available. A bookmark mechanism has been created for quick access to books. You can create custom notes to books. An interface for creating and connecting plugins is also available. You can open documentation for the MLBookProc and MLPluginIfc libraries (included in the project), if they were created during the build process.

<https://github.com/ProfessorNavigator/mylibrary/releases/tag/v4.0>

DEBIAN PROJECT LEADER ELECTION RESULTS

REVEALED:
25/04/2025

The results of the annual Debian Project Leader election have been announced. 387 developers took part in the vote, which is 35.1% of all participants eligible to vote (last year the turnout was 35.8%, the year before 28%, the historical maximum in 2000 was 62.25%, the minimum in 2016 was 27.56%). This year, four candidates for the post of leader took part in the elections. Andreas Tille won

and was re-elected for a second term.

Andreas Tille has been a Debian package maintainer for 26 years and is the author of the Debian Med project, which aims to optimize the distribution for medical and life sciences. In addition to development, Andreas also mentors newcomers who want to join the development team. Andreas maintains 1,627 packages and is the project's number one downloaded developer.

<https://lists.debian.org/debian-devel-announce/2025/04/msg00008.html>

MICROSOFT UP TO THEIR OLD TRICKS:
25/04/2025

Microsoft has made a change to the binary builds of the Microsoft C/C++ Extension (ms-vscode.cpptools) that blocks work in forks of the open source code editor VS Code (Visual Studio Code). The extension is proprietary and is used to add support for C/C++ languages to VS Code. After updating to version 1.24.5, users of

the VS Codium and Cursor editors, which is based on VS Code, faced the inability to continue using the add-on from Microsoft.

Initialization of the add-on ended with an error stating that the Microsoft C/C++ Extension package can only be used in Microsoft Visual Studio, Visual Studio for Mac, Visual Studio Code, Azure DevOps, Team Foundation Server, and related Microsoft products and services. To resume working with C/C++ projects, users are forced to roll back to an older version and disable automatic installation of add-ons in the settings.

Prior to this, Microsoft added a license agreement in September 2020 prohibiting the use of binary builds of the add-on in third-party products. Until now, this requirement remained a formality and did not lead to blocking. In addition, the terms of use of the VS Code add-on store prohibited connections from forks, but the developers of the Cursor fork used a proxy to bypass it.

Some of the Microsoft C/C++ Extension code remains under the MIT license, and the restrictions apply only to extended binary

assemblies distributed through the Microsoft app store under a separate proprietary license. Only the TypeScript component is open source, while the Runtime, which forms the core functionality, is proprietary and supplied in binary form.

The developers of the Cursor project have released an update that temporarily solves the problem, and in the future they decided to abandon the use of proprietary add-ons Remote access, Pylance, C/C++ and C#. The next version is planned to include open alternative add-ons developed by the community. The developers of the VS Codium project are planning a similar transition to open analogues.

<https://github.com/VSCodium/vscodium/issues/2300>

KDE IMPROVES WAYLAND SUPPORT AND MAKES UI CHANGES:

26/04/2025

Nate Graham, a quality assurance developer for the KDE project, has published the

latest KDE development report. Among the changes being developed for the KDE Plasma 6.4 release is: Improved Wayland support. The KWin composite manager uses a stable version of the Wayland ext-data-control protocol, which is necessary for the clipboard working, (previously, the wlr-data-control-unstable-v1 protocol was used). In the Wayland-based environment, the ability to use relative positioning on graphic tablets has been added, in which the stylus position is determined relative to the previous position, and not the absolute position on the tablet surface. The ability to control the graphic cursor using the keyboard has been adapted for working with Wayland. They also added labels for recently installed programs to the Kickoff application menu. Then they added a warning that is displayed when trying to access the microphone from an application if the microphone is set to silent mode in the settings. KMenuEdit now has the ability to configure selected applications to always run on the discrete GPU. A new section "Animation" has been added to the configurator, where the animated effects settings have been moved. General effects not related to the visualization of the

transition from one state to another have been left in the "Desktop effects" section. Changed handling of notifications when opening applications in full-screen mode. Instead of ignoring non-critical notifications when working with full-screen programs, the "do not disturb" mode is now automatically enabled. The difference is that after exiting full-screen mode, a warning about missed notifications will be shown. If desired, the new behavior can be disabled in the settings. The system tray now shows information about the unconfigured weather widget. In the panel settings dialog, two separate buttons in the header have been converted into menus, which has solved the problem with the dialog stretching on localized systems due to too long words on the buttons. The user management page now displays a warning when attempting to delete a user with an active session. If you confirm the operation, the files of that user will not be deleted. A warning has been added to the system tray settings that is displayed when attempting to disable the clipboard management service. The design of dialogs for setting up widgets for the clock, dictionary, timer, and displaying a slide show of selected

images has been modernized. They also increased the space between the "Configure" and "Pin" buttons in the "Digital Clock" widget window and more.

<https://blogs.kde.org/2025/04/25/this-week-in-plasma-multiple-major-wayland-and-ui-features/>

MinC:

26/04/2025

The MinC (MinC Is Not Cygwin) project develops a minimalistic kernel (285Kb) and toolkit based on MinGW, allowing you to rebuild and run standard OpenBSD utilities in Windows, similar to how the Cygwin package allows you to use GNU utilities in Windows. The project code is written in C and is distributed under the BSD license. It supports Windows versions from Windows XP to Windows 11.

After installing MinC, the user gets an environment that emulates OpenBSD in Windows and provides performance close to native execution. Work is provided by means of the libtrace and libposix libraries that translate the functions and system calls

necessary for OpenBSD applications into a format for work on top of Windows. For building programs, typical libraries libc, libdl, libsocket and libutil from OpenBSD are provided.

<https://minc.commandlinerevolution.nl/english/home.html>

THE SEVENTH ALPHA RELEASE OF COSMIC:

26/04/2025

System76, the company that develops the Linux distribution Pop!_OS, has published the seventh alpha version of the COSMIC desktop environment, written in Rust. ISO images with the latest version of COSMIC, built on top of alpha builds of the future Pop!_OS 24.04 distribution for systems with NVIDIA (3.3 GB) and Intel/AMD (2.9 GB) GPUs, are offered for testing. Ready-made packages other OS's are also being formed.

In addition to using the Rust language, COSMIC features include hybrid window tiling and stacked window pinning (window grouping similar to browser tabs), which can

be enabled in conjunction with virtual desktops. The project is also developing a Wayland-based 'cosmic-comp', composite server. The first stable release of COSMIC was originally scheduled for the first quarter of 2025, with no new dates specified. It is assumed that the next release will be assigned beta status.

<https://blog.system76.com/post/cosmic-alpha-7-never-been-beta>

OPENBSD 7.7 RELEASED:

28/04/2025

The release of OpenBSD 7.7 has been announced. The OpenBSD project was founded by Theo de Raadt in 1995 after a conflict with the NetBSD developers, as a result of which Theo's access to the NetBSD CVS repository was denied. After that, Theo de Raadt and a group of like-minded people created a new open operating system based on the NetBSD source tree, the main development goals of which were portability (13 hardware platforms are supported), standardization, correct operation, proactive security and integrated

cryptographic tools. The size of the full installation ISO image of the OpenBSD 7.7 base system is 746 MB.

In addition to the operating system itself, the OpenBSD project is known for its components, which have become widespread in other systems and have established themselves as some of the most secure and high-quality solutions. Among them: LibreSSL (a fork of OpenSSL), OpenSSH , the PF packet filter , the OpenBGPD and OpenOSPF routing daemons, the OpenNTPD NTP server, the OpenSMTPD mail server, the tmux text terminal multiplexer, the identd daemon with the implementation of the IDENT protocol, the BSDL alternative to the GNU groff package - mandoc, the CARP (Common Address Redundancy Protocol) protocol for fault-tolerant systems, a lightweight http server, and the OpenRSYNC file synchronization utility.

<https://www.mail-archive.com/announce@openbsd.org/msg00556.html>

QBITORRENT 5.1

RELEASED:

28/04/2025

The qBittorrent 5.1 torrent client has been released. It is written using the Qt toolkit and is being developed as an open alternative to µTorrent, with an interface and functionality similar to it. qBittorrent features include: an integrated search engine, the ability to subscribe to RSS, support for many BEP extensions, remote control via a web interface, a sequential download mode in a specified order, advanced settings for torrents, peers and trackers, a bandwidth planner and IP filter, an interface for creating torrents, and support for UPnP and NAT-PMP. The project code is written in C++ and is distributed under the GPLv2+ license. Builds are generated for Linux, Windows and macOS.

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

4MLINUX 48.0 RELEASED:

29/04/2025

4MLinux 48.0 is now available, a minimalist user distribution that is not a fork of other projects and

uses a graphical environment based on the JWM window manager. 4MLinux can be used both as a Live environment for playing multimedia files and solving user tasks, and as a system for recovery and a platform for running mini-servers. A live image (x86_64, 1.6 GB) with a graphical environment and a stripped-down console build (x86_64, 16.1 MB) are available for download.

<https://4mlinux-releases.blogspot.com/2025/04/4mlinux-480-stable-released.html>

DELUGE 2.2 RELEASED:

29/04/2025

After almost three years of development, the release of the multi-platform BitTorrent client Deluge 2.2 has been published. It is written in Python (using the Twisted framework), based on libtorrent and supports several types of user interface (GTK, web interface, console version). The project code is distributed under the GPL license.

Deluge operates in client-server

mode, where the user shell runs as a separate process, and all BitTorrent operations are managed by a separate daemon, which can be launched on a remote computer. Among the application's features are: support for DHT (distributed hash table), UPnP, NAT-PMP, PEX (Peer Exchange), LSD (Local Peer Discovery), the ability to encrypt the protocol (BitTorrent Protocol Encryption), support for working through a proxy, compatibility with WebTorrent, the ability to selectively limit the speed for certain torrents, and a sequential download mode.

<https://github.com/deluge-torrent/deluge/releases/tag/deluge-2.2.0>

THE GENODE PROJECT HAS RELEASED OS SCULPT 25.04:

29/04/2025

The release of the Sculpt 25.04 project is presented, that develops an operating system based on Genode OS Framework technologies, which can be used by ordinary users to perform everyday tasks. The source code of the project is distributed under the

AGPLv3 license. A system image of 32 MB in size is offered for download, which can be used on a PC, PinePhone smartphone and MNT Reform laptop. It supports Intel processors and graphics subsystems with enabled VT-d and VT-x extensions, as well as ARM systems with VMM extensions.

<https://genode.org/news/sculpt-os-release-25.04>

OPENSUSE LEAP 16 BETA RELEASED:

30/04/2025

Beta testing of the openSUSE Leap 16 distribution has begun. It is based on the technologies of the next major branch of the commercial SLES 16 distribution, which is moving to the new SLFO (SUSE Linux Framework One) platform, previously known as ALP (Adaptable Linux Platform). openSUSE Leap 16 will retain the features of a classic distribution using traditional packages, and for those who need an atomically updated system with basic filling in read-only mode, the openSUSE Leap Micro edition should be used. Builds for x86_64, ARM64, s390x

and PowerPC architectures are available for testing. The release is scheduled for October 2025.

<https://news.opensuse.org/2025/04/30/leap-16-enters-beta/>

DRAGONFLY BSD 6.4.1

RELEASED:

30/04/2025

Two and a half years after the publication of release 6.4, the DragonFly BSD 6.4.1 operating system was released, created in 2003 with the purpose of alternative development of the FreeBSD 4.x branch. Among the features of DragonFly BSD, one can highlight the HAMMER file system, support for loading "virtual" system kernels as user processes, the ability to cache data and FS metadata on SSD drives, context-aware variant symbolic links, the ability to freeze processes while saving their state on disk, and a hybrid kernel using lightweight threads (LWKT).

The DragonFly BSD 6.4.1 release is a corrective one and only fixes some accumulated bugs. For example, an issue in the pkg

package manager was fixed, where the `df-latest.conf` configuration files were deleted during an update. A memory leak in the IDE/NATA driver was fixed, which caused the kernel to panic. Problems with working on UEFI-only systems were solved. The `ca_root_nss` package was updated, which resolved problems with `pkg` working with the Avalon repository over HTTPS.

https://www.opennet.ru.translate.googleusercontent.com/translate?num=58424& x_tr_sl=auto& x_tr_tl=en& x_tr_hl=en-US& x_tr_pto=wapp

NIVAL INTERACTIVE HAS PUBLISHED THE CODE FOR BLITZKRIEG:

01/05/2025

Nival has released the source code for the 2003 real-time strategy military game Blitzkrieg. The code is written in C and C++ and is released under a license that permits non-commercial use and modification. The repository includes the single-player version of the game, as well as related game

data, map editors, and development tools. A build for the Windows platform is supported.

<https://github.com/nival/Blitzkrieg>

REDIS RETURNS TO OPEN SOURCE LICENSE:

02/05/2025

Redis Ltd announced a change in the project's licensing policy. Starting with the release of Redis 8.0, the project's code has become available under the free AGPLv3 license. The transition to an open license was made possible by the return of Salvatore Sanfilippo, the creator of the Redis DBMS, to the company. After leaving Redis Ltd, Salvatore developed a set of vector extensions (Vector Sets), which he was ready to contribute to Redis, but wanted the code he created to be provided under an open license. Salvador was able to convince his colleagues of the advisability of restoring the open nature of the project and improving interaction with the community.

Rowan Trollope, director of Redis Ltd, said the move to proprietary licenses last year had

served its purpose, with AWS and Google forking the code, co-developing it and sharing their past work. However, the change in licenses had damaged the relationship with the community, which the company would now try to repair by reverting to shipping code under a free license.

Along with the announcement of the license change, Redis 8.0 was released. However, despite the announcement of the release availability, the repository currently only contains a release candidate, and the link to download Redis 8.0 on the project website leads to a page with a general description of the installation process. The release notes also only list 8.0-RC1 so far.

<https://redis.io/blog/agplv3/>

KDE STOPS FORMING LTS RELEASES:

02/05/2025

At a meeting of KDE project developers in Graz (Austria), a decision was made to wind up the long-term support program for releases (LTS) of the KDE Plasma desktop environment. Instead of

maintaining LTS branches by the KDE project, this task will be delegated to distribution developers, who, if they wish to supply outdated code, will have to independently track bug fixes in packages with old versions of KDE Plasma. In its current form, long-term support from KDE does not cover the entire product - the LTS branch is available only for the desktop, but is not formed for frameworks and applications. Thus, the main work of maintaining long-term support for KDE as a product consisting of many components, most of which do not have LTS status, was already taken on by distributions.

For their part, instead of creating separate LTS branches, KDE developers will slightly extend the maintenance cycle of regular releases and will publish an additional corrective release for each significant branch (there will be six intermediate updates instead of five). The issue of extending the development cycle is under discussion - instead of three, it is proposed to release two major releases per year with a longer maintenance period, which will allow each release of KDE Plasma to be considered a mini-LTS. The

transition to a longer development cycle has been postponed until all the problems with Wayland are resolved, but the developers intend to return to this discussion in 4 months at the Akademy conference.

<https://pointieststick.com/2025/05/01/notes-from-the-graz-plasma-sprint/>

INTEL OPENS IAPROF:

02/05/2025

Brendan Gregg, one of the developers of the DTrace dynamic debugging system, now working at Intel and developing tools for performance analysis based on eBPF in the Linux kernel, announced the open source code of the iaprof (AI Flame Graphs) toolkit. The toolkit is designed to analyze information about the performance of Intel GPUs and its visualization. The code is written in C and is open under the Apache 2.0 license.

The supported hardware platforms include Intel Arc graphics cards based on the Battlemage microarchitecture (B-series), Max-

series datacenter GPUs, and various Intel Xe2 graphics cards, including those based on the Lunar Lake iGPU. The system requires a Linux kernel with up-to-date drivers for the Intel GPU (Intel Battlemage requires kernel 6.15 and the Xe driver, while Intel Max Series requires kernel 5.15 and the i915 driver). The Linux kernel must be compiled with the Intel driver-specific EU Stall and EU Debug interfaces .

The collected profiles reflect execution unit delays, CPU status, and GPU core information. The collected information allows you to link GPU performance metrics to the code running on the CPU.

<https://www.brendangregg.com/blog/2025-05-01/doom-gpu-flame-graphs.html>

DEBIAN PROJECT LAUNCHES PUBLIC VOTE ON AI MODEL OPENNESS CRITERIA:

03/05/2025

The Debian project has announced a general resolution (GR) vote among project developers to approve the criteria

for accepting machine learning models into the main repository of the project. At this stage, the discussion phase has been launched, thereafter, the collection of votes will begin (the start date of the vote has not yet been determined). About a thousand developers involved in maintaining packages and supporting the Debian infrastructure have the right to vote.

AI models distributed under open licenses, but without providing source material and tools for training the model, are proposed to be recognized as incompatible with the Debian criteria defining free software (DFSG , Debian Free Software Guideline). If the proposal is approved, such models will not be able to be included in the main repository of the project ("main"). The possibility of supplying such models to "non-free" repositories is not considered in the launched vote.

<https://lists.debian.org/debian-devel-announce/2025/05/msg00000.html>

LINUX KERNEL DEVS ON TRACK TO REMOVE I486 SUPPORT:

03/05/2025

I ngo Molnar, the maintainer of the x86 architecture, locking mechanism and task scheduler in the Linux kernel, has put up for discussion a set of patches that remove support for 486 processors (M486, M486SX, AMD ELAN) and the initial series of 586 processors from the kernel. The kernel is proposed to leave only the ability to work with x86 processors that support the CX8 (CMPXCHG8B) instruction and the TSC (Time Stamp Counter) register, which appeared in the Pentium CPU.

It is noted that in order to support the 486 CPU, the kernel has to contain code that emulates the CX8 (compare and exchange 8 bytes) and TSC (CPU cycle counter used in the task scheduler) operations. Such code complicates the kernel, makes maintenance difficult, and sometimes becomes a source of problems, the analysis of which takes time from developers. The end of support for 486 will allow removing 14104 lines of code from the kernel, which will

significantly simplify some functions in the kernel by eliminating layers that emulate CX8 and TSC, and will allow getting rid of the math-emu library that emulates the FPU.

The 486 systems that remain in use make little use of current Linux kernels. Specialized 486 processor variants for embedded systems, such as the Intel Quark, support CX8 and TSC and are unaffected by the change. Older original 486 CPUs are generally still used with legacy distributions that ship older versions of the Linux kernel. Modern Linux distributions have long since stopped supporting 32-bit x86 systems or have switched to using the X86_PAE build option, which requires CX8 support.

<https://lore.kernel.org/lkml/20250425084216.3913608-1-mingo@kernel.org/>

BLEACHBIT 5.0.0

RELEASED:

05/05/2025

BleachBit 5.0.0 that frees up disk space by deleting unnecessary files, is out. The program offers a

list of recommended components for deletion, from which the user can exclude certain items. The program supports console and graphical interfaces and can run on Linux and Windows. The code is written in Python using PyGTK and is distributed under the GPLv3 license. Ready-made packages are compiled for popular Linux distributions.

BleachBit allows you to clean caches, logs and temporary files of various applications, remove unused locales and files with rpm and deb packages left after installation, optimize internal databases of browsers, mail clients and package managers. The program also supports the "shredder" mode, which allows you to overwrite individual files or all free space on the drive to prevent recovery of files deleted by applications.

The new version adds the ability to select the interface language in the settings. They improved operation in multi-user systems and on Linux, cleaning of Librewolf, Microsoft Edge and Geary, deletion of temporary Bash files was implemented. They improved cleaning of logs after rotation and

damaged ".desktop" files. There are ready-made packages for Fedora 41/42, CentOS 9 and Ubuntu 24.10/25.04.

<https://www.bleachbit.org/news/bleachbit-500>

NEW VERSIONS OF S6-RC:

05/05/2025

The s6-rc 0.5.6.0 service manager is out. It is designed to manage the launch of initialization scripts and services. The system supports initialization scripts compatible with sysv-init and can import dependency information from sysv-rc or OpenRC. The code is written in C and is distributed under the ISC license.

The s6-rc service manager includes a set of utilities for starting and stopping long-running processes (daemons) or immediately terminated initialization scripts. During operation, parallel launch of non-intersecting services is ensured and a repeating sequence of script execution is guaranteed for different launches. All state changes are processed taking into

account dependencies, for example, when a service is launched, the dependencies necessary for its operation will be automatically launched, and when stopped, the dependent services will also be stopped.

Unlike other service managers, s6-rc supports proactive (offline) construction of a dependency graph for an existing set of services, which allows performing resource-intensive dependency analysis separately, rather than during loading or state changes. At the same time, the system is not monolithic and is divided into a series of separate and replaceable modules, each of which, in accordance with the Unix philosophy, solves only a specific task. The s6-rc project adheres to the philosophy of minimalism and consumes a minimum of resources.

Instead of runlevels, s6-rc offers the concept of bundles, which allows grouping services by arbitrary features and tasks. To improve the efficiency, a compiled dependency database is used, created by the s6-rc-compile utility based on the contents of directories with files for starting/stopping services. The s6-rc-db and

s6-rc-update utilities are offered for parsing and manipulating said database.

<https://skarnet.org/lists/skaware/2164.html>

OPEN WEBUI SWITCHES TO RESTRICTIVE LICENSE:

06/05/2025

The Open WebUI project, which develops a platform for deploying large language models on its own hardware and interacting with them via a web interface, has switched to a restrictive license that prohibits renaming. Initially, the project was supplied under a BSD-3 license, but starting with the release of 0.6.6, restrictive changes were added to the license text. In addition, the project introduced a mandatory signing of an agreement on the transfer of property rights for community participants wishing to transfer their changes.

When installing or distributing copies of Open WebUI, the user is now required to preserve the original branding, name, and logo. The only exceptions are for

developers who submitted changes before the license change, commercial license holders, and installations that have fewer than 50 users per month. These conditions do not meet the criteria for an open OSI license, so the project can now be considered proprietary, despite the word "Open" in its name. Code released before version 0.6.6 remains under the BSD license.

<https://github.com/open-webui/open-webui/commit/f0447b24ab5c8e3de7d84221823f948ec5c2b013>

GNOME SDK ADDS SUPPORT FOR BLUEPRINT INTERFACE LANGUAGE:

06/05/2025

The GNOME SDK includes a compiler called blueprint-compiler, which allows you to use Blueprint markup to define your application interface. Blueprint support in the GNOME SDK will allow you to use this interface description language in GNOME applications without manually installing additional dependencies. Blueprint is currently included in

the nightly builds of the GNOME SDK and will be included in releases starting with the fall release of GNOME 49.

Blueprint simplifies the creation of interfaces using the GTK4 library and is distinguished by the use of a simple declarative syntax that replicates the model of GTK widgets, supporting standard templates, types and handlers. Unlike the GTK ui file format, Blueprint does not use XML markup, which is perceived as overloaded and inconvenient for manual editing.

Thanks to its readable syntax, the Blueprint format allows you to do without the use of specialized visual interface editors. At the same time, Blueprint does not require changes to GTK and is positioned as an add-on that compiles markup into the standard XML format for GtkBuilder. The functionality of Blueprint is fully consistent with GtkBuilder, only the method of presenting information differs. The toolkit code is written in Python and is distributed under the LGPLv3 license.

https://thisweek-gnome.org.translate.goog/posts/2025/05/twig-198/?x_tr_sl=auto&x_tr_tl=en&x_tr_hl=en-US&x_tr_pto=wapp#blueprint

OFFICIAL FEDORA, ALMALINUX, AND ARCH LINUX BUILDS FOR WSL RELEASED:

07/05/2025

Microsoft has announced the formation of official builds with Fedora Linux for the WSL subsystem (Windows Subsystem for Linux). At the end of April, similar builds began to be published for Arch Linux and AlmaLinux. For Arch Linux, such builds are planned to be updated once a month, and for the rest as new releases are released.

Fedora, AlmaLinux, and Arch Linux builds are included in the list of Linux distributions distributed via the WSL repository and offered for quick installation in WSL. Other distributions in the WSL list include Debian GNU/Linux, Ubuntu, openSUSE Leap, openSUSE Tumbleweed, SUSE Linux Enterprise, Kali Linux, and Oracle

Linux. To install the builds, simply run the "wsl --install distribution" command in Windows, such as "wsl --install FedoraLinux-42", "wsl --install archlinux", or "wsl --install AlmaLinux-9".

<https://devblogs.microsoft.com/commandline/fedora-linux-is-now-an-official-wsl-distro/>

UBUNTU 25.10 AND SUDO:

07/05/2025

Canonical intends to use the Rust-based equivalent of sudo by default in the autumn release of Ubuntu 25.10. In March, a similar decision was made to replace GNU Coreutils with utils. Initiatives to replace zlib and ntpd with zlib-rs and ntpd - rs are under consideration], as well as to use Sequoia instead of GnuPG in the APT package manager.

sudo-rs is designed to be as compatible as possible with the classic sudo and su utilities, allowing sudo-rs to be used as a transparent replacement for sudo in most usage scenarios. For users who do not wish to switch to utils and sudo-rs, Ubuntu 25.10 will

provide an option to fall back to the classic coreutils and sudo system utilities.

The replacement of system components is part of an initiative to improve the quality of the system environment by delivering programs that are initially developed with safety, reliability, and correctness in mind. Delivering utilities written in Rust will reduce the risk of memory, such as accessing a memory area after it has been freed and going beyond the buffer boundaries. If the experiment is considered successful, Rust utilities will be used by default in the Ubuntu 26.04 LTS branch.

<https://trifectatech.org/blog/memory-safe-sudo-to-become-the-default-in-ubuntu/>

RELEASE OF PUZZLE 2502:

08/05/2025

The lightweight distribution Puzzle 2502 has been released, providing a pre-configured and ready-to-use LWDE (Lightweight Wayland Desktop Environment) desktop based on the Labwc

composite server. The distribution is built on Arch Linux, using its own repository. The project may be useful for enthusiasts who want to create their own environment for switching from LXDE to environments using Wayland. A build for the x86_64 architecture (511 MB) is available for download .

https://wiki.puppyrus.org/users_os/puzzle

MESA 25.1 RELEASED:

08/05/2025

After three months of development, the release of the free implementation of the OpenGL and Vulkan APIs - Mesa 25.1.0 - has been presented. The first release of the Mesa 25.1.0 branch has an experimental status - after the final stabilization of the code, the stable version 25.1.1 will be released.

Mesa 25.1 adds support for the Vulkan 1.4 graphics API in the ANV drivers for Intel GPUs, RADV for AMD GPUs, NVK for NVIDIA GPUs, Asahi for Apple GPUs, Turnip for Qualcomm GPUs, the lavapipe software rasterizer (lvp), and in

emulator mode (vn). The PanVK driver for ARM Mali GPUs supports Vulkan 1.2, and the v3dv (Broadcom VideoCore GPU for Raspberry Pi 4+) and dzn (Vulkan implementation on top of Direct3D 12) drivers support Vulkan 1.0.

Mesa also provides full OpenGL 4.6 support for the iris (Intel Gen 8+ GPUs), radeonsi (AMD), Crocus (older Intel Gen4-Gen7 GPUs), zink, llvmpipe, virgl (virgil3D virtual GPU for QEMU/KVM), freedreno (Qualcomm Adreno), d3d12 (OpenGL layer on top of DirectX 12), and asahi (AGX GPU used in Apple's M1 and M2 chips). OpenGL 4.5 support is available for AMD (r600) and NVIDIA (nvc0) GPUs. OpenGL 3.3 support is available in the softpipe (software rasterizer) and nv50 (NVIDIA NV50) drivers. OpenGL 3.1 is supported in the panfrost (ARM Mali GPU) and v3d (Broadcom VideoCore GPU) drivers.

<https://lists.freedesktop.org/archives/mesa-announce/2025-May/000802.html>

RELEASE OF CLONEZILLA

LIVE 3.2.1:

09/05/2025

The release of the Linux distribution Clonezilla Live 3.2.1 has been published. It is designed for fast disk cloning, in which only used blocks are copied. The tasks performed by the distribution are similar to the proprietary product Norton Ghost. The size of the ISO image of the distribution is 484 MB (amd64).

The distribution is based on Debian GNU/Linux and uses the code of such projects as DRBL, Partition Image, ntfscd, partclone, udpcast. It is possible to boot from CD/DVD, USB Flash and over the network (PXE). LVM2 and FS ext2, ext3, ext4, reiserfs, reiser4, xfs, jfs, btrfs, f2fs, nilfs2, FAT12, FAT16, FAT32, NTFS, HFS+, UFS, minix, VMFS3 and VMFS5 (VMWare ESX) are supported. There is a mode of mass cloning over the network, including the transmission of traffic in multicast mode, allowing simultaneous cloning of the source disk to a large number of client machines. You can clone from one disk to another, as well as to create backup copies by saving

the disk image to a file. Cloning is possible at the level of entire disks or individual partitions.

<https://sourceforge.net/p/clonezilla/news/2025/05/-stable-clonezilla-live-321-28-released/>

RELEASE OF LAZARUS 4.0:

09/05/2025

After a year and a half of development, the release of the integrated development environment Lazarus 4.0 has been published. It is based on the FreePascal compiler and performs tasks similar to Delphi. The environment is designed to work with the release of the FreePascal compiler 3.2.2. Ready-made installation packages with Lazarus are prepared for Linux, macOS and Windows.

<https://forum.lazarus.freepascal.org/index.php/topic,71050.0.html>

NEW VERSION OF RASPBERRY PI OS:

09/05/2025

The developers of the Raspberry Pi project have presented a new version of the Raspberry Pi OS distribution 2025-05-06 (Raspbian), based on Debian 12 and the Linux 6.12 kernel. About 35 thousand packages are available in the repository. The desktop environment is based on the labwc composite server, which uses the wlroots library from the Sway project. Three builds have been prepared for download - a reduced one (494 MB) for server systems, with a basic desktop (1.1 GB) and a full one with an additional set of applications (2.7 GB), available for 32- and 64-bit architectures. Additionally, an update has been formed for the legacy edition of Raspberry Pi OS, based on the Linux 6.1 kernel and Debian 11.

<https://www.raspberrypi.com/news/a-new-raspberry-pi-os-release/>

KDE REWORKS NEW FILE CREATION DIALOGUES AND FIXES KWIN CRASHES:

10/05/2025

Nate Graham, a quality assurance developer for the KDE project, has published the latest KDE development report. The development of the KDE Plasma 6.4 branch, scheduled for release on June 17, has been moved to a soft freeze, which limits the acceptance of changes to implement new features. There is a list at the following link:

<https://blogs.kde.org/2025/05/10/this-week-in-plasma-inhibit-sleep-while-transferring-files/>

NEW DIRECTOR OF GNOME FOUNDATION

APPOINTED:

10/05/2025

The GNOME Foundation, the organization that oversees the development of the GNOME desktop environment, has announced a new CEO. The CEO is responsible for the governance and development of the GNOME

Foundation as an organization, as well as for interacting with the Board of Directors, Advisory Board, and members of the organization. Steven Deobald, a GNOME user since 2002 and experienced in business development, organizing collaborative development, and managing open source projects such as XTDB and Endatabas, has been confirmed as the new CEO. As CEO, Steven aims to increase transparency, improve collaboration among project participants, and ensure the financial sustainability of the organization.

The decision to include the Showtime video player in the GNOME 49 release was also announced, which will be shipped under the name GNOME Video Player and will be used by default instead of the Totem video player (GNOME Videos). The program features a minimalist interface, displayed over the content and hidden during viewing. It supports standard controls, full-screen mode, changing the playback speed, showing subtitles and creating screenshots.

<https://foundation.gnome.org/2025/05/09/gnome-foundation-welcomes-steven-deobald-as-executive-director/>

OPENSEARCH 3.0 IS NOW AVAILABLE:

11/05/2025

The OpenSearch Software Foundation, a non-profit organization controlled by the Linux Foundation, has released the OpenSearch 3.0 project, which develops a fork of the Elasticsearch search, analysis, and data storage platform and the Kibana web interface. Companies such as Amazon, SAP, Uber, Aryn, Atlassian, Canonical, DigitalOcean, and NetAp are participating in the development of the fork. The code is distributed under the Apache 2.0 license.

OpenSearch includes the OpenSearch storage and search engine, the OpenSearch Dashboards web interface and data visualization environment, and a set of add-ons for machine learning, SQL support, notification generation, cluster performance diagnostics, traffic encryption, role-

based access control (RBAC), authentication via Active Directory, Kerberos, SAML and OpenID, single sign-on (SSO) implementation and detailed logging for auditing.

<https://opensearch.org/blog/opensearch-3-0-enhances-vector-database-performance/>

GNU M4 MACRO PROCESSOR RELEASE 1.4.20:

11/05/2025

Four years after the last update, the GNU M4 macro processor 1.4.20 was released, used as a wrapper for forming the sendmail configuration and generating configure scripts in the Autoconf toolkit. M4 allows dynamically generating text based on templates, passing the input text through itself and substituting the result of executing the macros specified in this text. Both native and ready-made functions can be called from macros, for example, for including files, performing arithmetic operations, manipulating string data, and running system commands.

<https://lists.gnu.org/archive/html/m4-announce/2025-05/msg00000.html>

SHOTCUT 25.05 RELEASED:

12/05/2025

The release of the Shotcut 25.05 video editor, developed by the author of the MLT project and using that framework for video editing, has been published. Support for video and audio formats is implemented via FFmpeg. You can use plugins with video and audio effects compatible with Frei0r and LADSPA. Features of Shotcut include the ability to multi-track editing with video composition from fragments in various source formats, without the need for their preliminary import or re-coding. There are built-in tools for creating screencasts, processing images from a web camera and receiving streaming video. The code is written in C++ using the Qt framework and is distributed under the GPLv3 license. Ready-made builds are available for Linux (AppImage, flatpak and Snap), macOS and Windows. There are a lot of fixes, Improvements and new features, listed at the URL below.

<https://shotcut.org/blog/new-release-250511/>

PLANKA PROJECT SWITCHES TO NON-FREE LICENSE:

12/05/2025

Planka, a self-hosted Kanban board service for teamwork and tracking tasks, has switched to a proprietary license. The project initially used the Expat/MIT license, switched to the AGPLv3 license in 2023 and now uses the proprietary Fair Use License, based on the Sustainable Use License. The license change was made in the second Planka 2.0 release candidate, so the 2.0 branch will be proprietary.

The author of the project was considering changing the license to closed. The developers assure us that "for the majority of users of the community version of the product nothing will change", keeping silent about the fact that the new license has not been approved by the OSI organization and the FOSS Foundation, since it does not correspond to the definition of Open Source and the criteria of Free Software.

The Fair Use License allows the use and modification of the source code only for personal use, for training purposes, or to support internal company processes. Using the code base to create paid products or to run services offered to third parties (for example, providing other legal entities with access to a deployed instance of Planka) is prohibited without purchasing a separate commercial license.

Meanwhile, for more than two years (since the Planka project switched to the AGPLv3 license), the 4gaBoards fork has been actively developed, continuing to use the Expat/MIT license. The fork implements a number of new features that are absent in Planka, including: extended interface customization options (collapsing columns, displaying as a list); tools for integration with external services (including authorization methods and synchronization); a sidebar for navigation between projects and boards; board templates.

<https://github.com/plankanban/planka/releases/tag/v2.0.0-rc.2>

ORACLE RELEASES NEW FREE SOLARIS 11.4 CBE EDITION:

14/05/2025

Oracle has released Solaris 11.4.81 CBE (Common Build Environment), a variant of the Solaris 11.4 operating system aimed at open source developers and personal use. CBE simplifies access to current versions of programs and updates for those who want to use Solaris, for free. This is the second release of the CBE series - the first was published in 2022. Unlike the main Solaris 11.4 builds, where the license allows free use for testing, development and use in personal projects, the CBE edition is distinguished by the use of a continuous publication model for new versions and is close to the Solaris 11.4 SRU (Support Repository Update) edition.

The build includes new versions of programs, extended functionality and bug fixes available at the time of the release. A separate iso image has been

prepared for download, and the ability to switch to using CBE after installing regular Oracle Solaris 11.4 builds is provided. To switch to CBE, simply connect the pkg.oracle.com/solaris/release repository in the IPS package manager and run the "pkg update" command. The code for the open Solaris components is available in their GitHub repository, and individual packages can be downloaded from pkg.oracle.com.

<https://blogs.oracle.com/solaris/post/announcing-a-new-oracle-solaris-environment-for-developers>

NOBARA 42 IS RELEASED:

14/05/2025

The Nobara 42 has been released, based on Fedora Linux 42 and including additional fixes to resolve issues with launching computer games, streaming, and performing content creation tasks. Nine installation images are available for download: the official one with a stylized KDE, additional ones with pure GNOME and KDE environments, Steam-HTPC for the KDE-based Steam Deck and Steam-Handheld for wearable devices, as well as separate builds of the first

four images with proprietary NVIDIA drivers.

The project aims to provide a ready-to-use user environment that does not require any additional post-installation steps and addresses the main issues that Fedora users face. The distribution comes with proprietary components commonly used on workstations, such as multimedia codecs and drivers, as well as packages that are not in the standard Fedora repository, such as OBS Studio, Steam, Lutris, and additional Wine dependencies.

Among the extended fixes offered by the distribution are the delivery of patches to the Linux kernel to reduce lag in games (Zenify), solve problems with OpenRGB, use the amdgpu driver with older GPUs, support for the

Steam Deck console and the Microsoft Surface devices, improve compatibility with ASUS laptops, eliminate SimpleDRM incompatibility with NVIDIA drivers, support for Lenovo Legion laptops, enable ashmem and binder for Waydroid and fix problems when using Wayland with the Nouveau driver.

The latest releases of Mesa and Wine, compiled from the core project repositories, are included. SELinux has been replaced with AppArmor. Patches have been added to Glibc, Flatpak, SDL2, Mutter, and xwayland. The Blender package now includes support for FFmpeg and the HIP ray tracing library. Additional dependencies have been installed for Davinci Resolve. A large selection of patches for OBS Studio is included, including patches to resolve issues

with screen capture for games using OpenGL and Vulkan, as well as patches for hardware encoding of H.264 and H.265/HEVC on AMD, NVIDIA, and Intel systems. The RPMFusion repository is enabled by default.

<https://nobaraproject.org/2025/05/13/may-132025/>

THE TOR PROJECT HAS INTRODUCED ONIUX: 15/05/2025

The developers of the Tor project have introduced the Oniux utility, designed to force traffic of individual applications through the Tor network. In its purpose, Oniux resembles the previously available torsocks program and differs in that it uses network namespaces provided by the Linux kernel for

solution, instead of replacing standard library functions via the LD_PRELOAD mechanism. The utility code is written in Rust and is distributed under Apache 2.0 and MIT licenses.

Oniux allows you to create an isolated container for any application, the traffic from that, is forcibly redirected through the Tor network only. To send traffic, a tunnel is created based on onionmasq, which looks like a virtual network interface (TUN) inside the container. Access to network interfaces available in the main environment is blocked at the isolation level of the network stack in a separate namespace.

Compared to torsocks, the new utility is not limited to replacing library functions and blocks possible channel leaks (for example, redirection through torsocks can be bypassed by directly accessing kernel system calls). The program also protects against leaks caused by errors in configuring a SOCKS proxy that routes traffic to the Tor network. The price of more rigid isolation is the loss of multiplatform compatibility - Oniux can only run on Linux.



DistroWatch.com

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The Oniux utility is self-sufficient and does not require a separate background Tor process to run. Interaction with the Tor network in Oniux is built using a library developed by the Arti project, while torsocks is based on CTor and uses a SOCKS proxy. The Oniux utility can be useful for running applications and services that are critical from the point of view of ensuring privacy.

Usage is reduced to adding a call to the "oniux" utility before launching the desired program. For example, to send a request via curl over Tor, you can run the command "oniux curl URL", and to send any requests through Tor within a session with a command interpreter - "oniux bash". Isolation of graphical applications is also supported.

<https://blog.torproject.org/introducing-oniux-tor-isolation-using-linux-namespaces/>

WHONIX 17.3 IS RELEASED:

15/05/2025

Whonix 17.3 is available, aimed at providing guaranteed

anonymity, security and protection of private information. The distribution is based on Debian GNU/Linux and uses Tor to ensure anonymity. The project's developments are distributed under the GPLv3 license. Virtual machine images in ova format for VirtualBox (2.3 GB with Xfce and 1.5 GB with console only) are prepared for download.

A special feature of Whonix is the division of the distribution into two separately launched components - Whonix-Gateway with the implementation of a network gateway for anonymous communications and Whonix-Workstation with a desktop. The components are separate system environments supplied inside one boot image and launched in different virtual machines. Access to the network from the Whonix-Workstation environment is performed only through the Whonix-Gateway, which isolates the working environment from direct interaction with the outside world and allows the use of only fictitious network addresses. This approach allows protecting the user from leakage of a real IP address in the event of a hacked web browser or exploitation of a vulnerability that

gives the attacker root access to the system.

Whonix-Workstation comes with the Xfce desktop environment by default. The package includes programs like VLC, Tor Browser, Thunderbird+TorBirdy, Pidgin, etc. The Whonix-Gateway package includes a set of server applications, including Apache httpd, nginx, and IRC servers that can be used for hidden Tor services. You can forward tunnels over Tor for Freenet, i2p, JonDonym, SSH, and VPN. If desired, the user can use only Whonix-Gateway and connect their regular systems through it, including Windows, which allows for anonymous access for workstations already in use.

<https://forums.whonix.org/t/whonix-17-3-9-9-point-release/21589>

GRML 2025.05 RELEASED:

16/05/2025

The grml 2025.05 Live distribution has been released, offering a selection of programs for system administration, such as data recovery after a failure or incident

analysis. The distribution is based on Debian GNU/Linux and celebrated its twentieth anniversary last year. The graphical environment is built using the Fluxbox window manager. The Zsh command shell is offered by default. The size of the full iso image is 960 MB, the minimal one is 536 MB.

<https://blog.grml.org/archives/423-Grml-new-stable-release-2025.05-available.html>

KDE NEWS:

17/05/2025

Nate Graham, a quality assurance developer for the KDE project, has published another KDE development report. Additionally, it was announced that the KDE Plasma 6.4 branch has entered beta testing and the code base has been frozen from making functional changes (only accepting patches). The release of KDE Plasma 6.4 is scheduled for June 17. The KWin composite manager has implemented the ability to enable extended dynamic range brightness for screens that do not support HDR, on which HDR is

simulated by changing the backlight brightness they also added a setting to limit the maximum color depth and implemented widget for HDR calibration. Applications using XWayland are given the ability to control the keyboard and mouse pointer without prompting for confirmation. This feature is disabled by default, as it reduces the security level of the system. The overview mode in the System Monitor app has been redesigned, with a GPU load indicator and free space charts for individual drives. They added text titles for audio input and output devices to the volume control widget. A progress indicator (spinner) has been added to the basket widget.

<https://blogs.kde.org/2025/05/17/this-week-in-plasma-hdr-calibration-wizard/>

DEBIAN 12.11 RELEASED:

17/05/2025

The eleventh corrective update of the Debian 12 distribution has been generated, which includes accumulated package updates and fixes to the installer. The release

includes 81 updates with fixes for stability issues and 45 updates with fixes for vulnerabilities.

In this release we can note the update to the latest stable versions of the dpdk, nvidia-graphics-drivers, nvidia-settings, openssl, postgresql-15 and wireless-regdb packages. The pidgin-skype (Skype is no longer available) and viagee (can no longer connect to Gmail) packages have been removed.

For downloading and installing "from scratch" installation builds of Debian 12.11 are prepared. Systems installed earlier and maintained in the current state receive updates present in Debian 12.11 through the standard update installation system. Security fixes included in new Debian releases are available to users as updates are released through the security.debian.org service.

At the same time, the first release candidate of the installer for the next major release of Debian 13 "Trixie" was built. The release of Debian 13 is expected in the summer of 2025. There are currently 257 critical errors blocking that release (For comparison, at a similar stage of

development, Debian 12 had 258 critical errors, and Debian 11 had 185).

<https://www.debian.org/News/2025/20250517>

RELEASE OF GNU TALER 1.0:

18/05/2025

The GNU Project has released the free electronic payment system GNU Taler 1.0. The assignment of the version number 1.0 is related to the readiness of the platform for the implementation of working payment services and the stabilization of the software interfaces, for which backward compatibility will be ensured in the future. Points of sale using the payment service based on GNU Taler can now be legally established in Switzerland and used by individuals and legal entities to perform transactions in Swiss francs.

It is stated that using GNU Taler to sell goods in Switzerland is now legal and users' assets are protected from potential risks (customers' deposited assets are

not subject to deposit insurance, but are kept in a separate bank account). Since the system has just been launched and there are no stores accepting payments via GNU Taler, the service currently has the status of a public beta version. The developers of GNU Taler encourage business owners in Switzerland to begin implementation. The organization Taler Operations AG was created to support and maintain the payment system.

The GNU Taler code is written in Python and distributed under the AGPLv3 and LGPLv3 licenses. It includes basic components that allow you to work with a bank, an exchange point, a trading platform, a wallet, and an auditor. The system allows you to identify sellers for tax reporting, but provides anonymity for buyers. The development is funded by grants from the European Commission and the Swiss State Secretariat for Education, Research and Innovation (SERI).

<https://www.taler.net/en/news/2025-01.html>



COMMAND & CONQUER

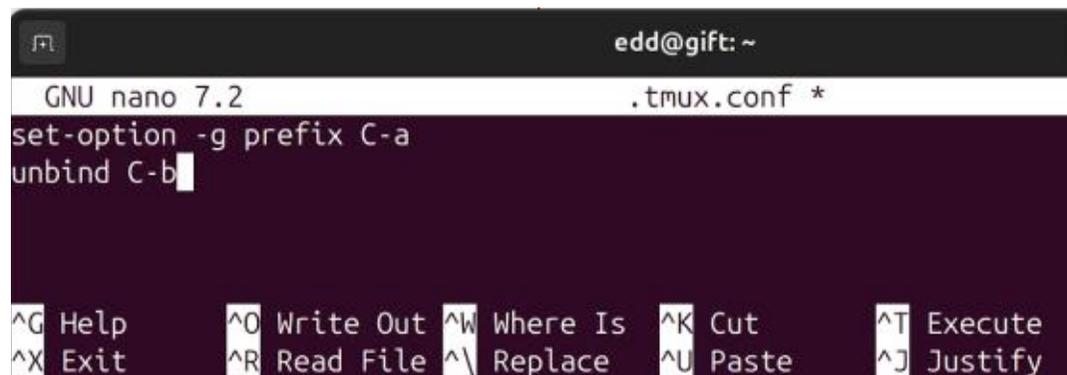
Written by Erik

Last issue we looked at tmux after screen. I was going to move onto something else this month, but I realised that I left out a few things. The first being how to change the horrible CTRL+b to CTRL+a or CTRL+l depending on the side of the keyboard you prefer. This will not disable CTRL+b, but it will add your key binding of choice as an alternative or you can disable it with unbind.

Open a terminal and type:

```
nano .tmux.conf
```

We will set an option with set-option, make it global with -g and tell it we want our prefix to be CTRL+a like screen. We will then unbind the CTRL+b key prefix.



Once done, write out and quit or exit and save. Tmux shows any error messages from commands in configuration files in the first session created, and continues to process the rest of the configuration file.

Now fire up tmux and test out the new settings.

That brings me to: CTRL+b and : -This is the other place you can type commands that are valid for the current session only, unlike our conf-file.

Let's do that quickly, open a terminal with tmux and open the tmux command line, now type:

```
set-option -g status-style bg=cyan -and press <enter>
```

(To support older terminals, tmux supports black and white and six colours by default, but we can force it to use 256 with set -g default-terminal "screen-256color".)

You should see the information bar at the bottom go from green to cyan. Now press CTRL+b and & -If you had more than one pane, please close those too. Now tmux should have exited. Open tmux again. You will notice that the information bar is now green again. If you copy that command to the tmux.conf file, the change becomes permanent. The command is taken directly from the man page, so head over to the "COMMAND PARSING AND EXECUTION" section and try adding that second option to your configuration file. As I said in the last issue, I really like that the short-cut key combinations have command substitutions. Press: CTRL+b and : -and type neww (new-window) and press <enter>

Now I don't know about you, but this one command at a time does not do it for me, so let's repeat the

exercise and type this instead:

```
neww;splitw
```

on the command line. Do not insert spaces as the man page has or the command will fail.

There are options to these commands as well, for instance, you could open a window in a folder that you want to work in. Open the tmux command line and type

```
neww -c /etc
```

At this point, tmux just starts to become its own thing and you can get lost in the weeds as a newbie, so we will stay near the surface.

As an alternative we also have tilix, but unlike tmux, the man page for tilix is empty by comparison. (we will get to this in another issue)

Note: The command: tilix -q will not work in a wayland session.

I use Byobu as my wrapper for

screen and tmux. You can specify what you want to work with when starting byobu, by typing `byobu-screen` or `byobu-tmux` or just `byobu` if you set up a configuration file. I find this a lot easier when I have to do things remotely that require screen and something locally, that I use tmux for.

The power of byobu is in the configuration files. You will find them under: `/home/<username>/.config/byobu`

Here you can tweak how tmux or screen behaves as well as how they look. Yes, that's right we can rice our sessions!

Tip: do not run byobu as root (don't use `sudo byobu`) as it will change the ownership of your configuration files to the root user. There is a way to do it, but just rule-of-thumb this.

Open a terminal and type `byobu`. (it defaults to `byobu-tmux`) If you don't have byobu installed, type: `sudo apt install byobu`

You will know byobu is running by its fancy information bar. Do the

```

edd@gift: ~
edd@gift:~$ echo "middle"
middle
edd@gift:~$

```

following:

```
echo " start" <enter>
```

press F2

```
echo "middle" <enter>
```

press F2

```
echo "end" <enter>
```

press F3, now press F4.

Notice that we are doing the same as we did in earlier issues, but the work flow is a lot easier and simple with single key presses.

Our modifiers are CTRL and SHIFT. Press: `SHIFT+F2`. What happened was that we split our window into two panes, with the new pane below the old one and then byobu numbered the panes

for you. Now try it with the other modifier, press: `CTRL+F2`. You should also see a decent line around the pane you are currently in.

We can now do the same with `F3` and `F4` and modify it with `SHIFT`. Give that a go. Now use `CTRL+b` and so like we did in the previous issue. Try `CTRL+F6` and then finally, `SHIFT+F6`. (`F6` being the violent key, hehehehe)

Since we did all this in the previous three issues, I'm not going to explain each one, suffice to say, I'm showing you how easy it is with byobu.

If you start byobu again, it will attach itself automatically to the last open session, you don't need to do anything. In byobu, if you want to rename a window, you simply

press `F8` and start typing.

There are lots of resources out on the internet regarding ricing, so I will not repeat them here. (Also I usually leave mine as default as it serves my needs, but if you spend a lot of time in it, you may want to start editing the configuration files.)

That brings me to one more tip, if you mess up or do not like the results, simply delete the corresponding configuration file.

Lets do that quickly. Press `CTRL+SHIFT+F5` a few times until the information bar is well and truly ugly. You will notice that ending a session will not reset the ugly colours. Navigate to: `/home/<username>/.config/byobu` and delete the "color.tmux" file. Now when you start a new instance of byobu, it will create this file again, so do not worry. There you go, you should be back to defaults. :)

As per usual, any errors, report them to: misc@fullcirclemagazine.org



HOW-TO

Written by Erik

Learn About Pt4

As we skipped a few issues due to me not having employment and attending lots of interviews, let us quickly recap.

In the very first article of this series, we looked at getting more information about your system, or a system that you may have connected to. Sometimes you need to know. We looked at all the ls-commands that you will find in Ubuntu. In the next article, we looked at basic logging and how to read users and groups. Then we moved over to storage, but we got a bit lost in the weeds getting another drive attached to a VM, so we could do more. In the third instalment we fuffed with understanding how block devices work and how to get a disk ready via the command-line and a little bit about how Linux uses UUIDs to identify drives.

Now that we are on the drive topic, let's look at how a system boots, and maybe even shuts down. This has nothing to do with the horrible book above, but I was reading up on UEFI/EFI and the

boot process, by a guy who forked rEFIT to handle multiple operating systems on one drive (Multi-boot).

Now if you are ancient, like me, you may know that there used to be another bootloader, named LiLo, and GRUB wasn't the only game in

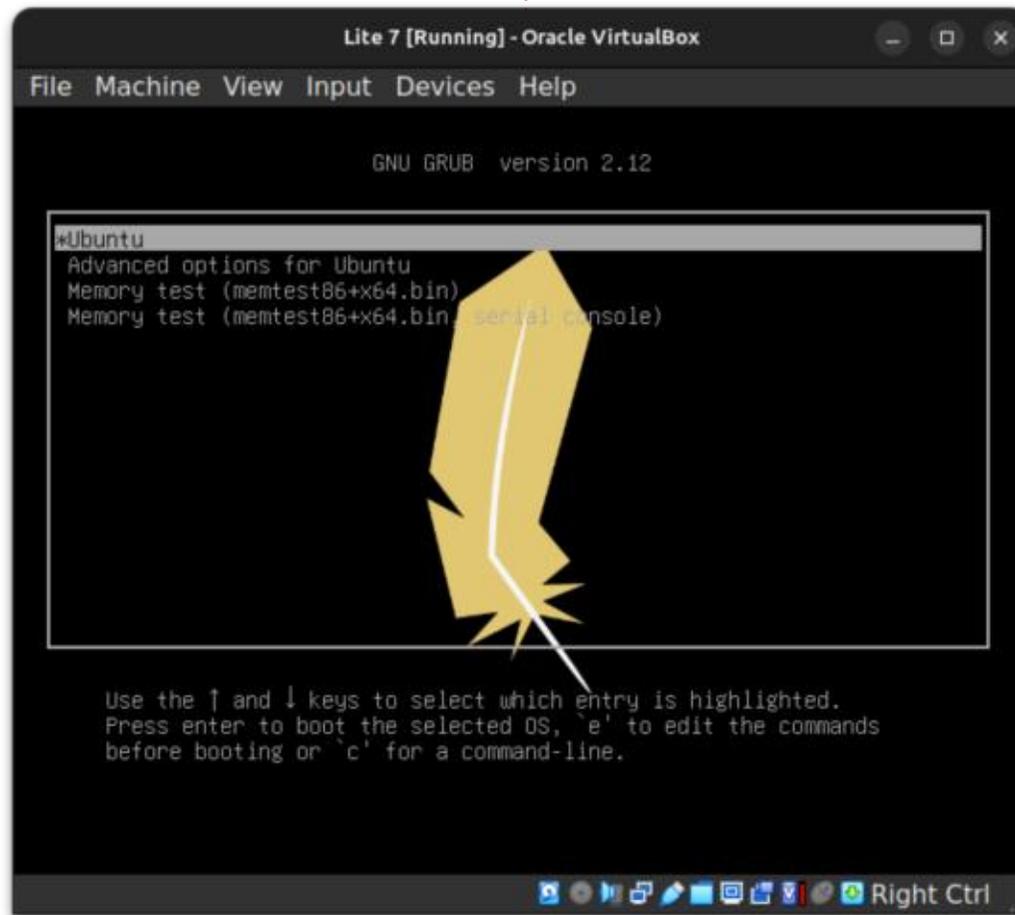
town (there was syslinux too, but it is defunct). It was very simple and you did not need to configure anything. GNU GRUB is the GRand Unified Bootloader, lovingly known as just GRUB.

When Ubuntu starts up, GRUB is

the first program that runs. It loads the kernel and then the kernel loads the rest of the operating system, including the shell, the desktop environment, and other operating system features. GRUB is also a boot manager. The boot loader is the part of GRUB that loads the kernel into memory. The 'boot selector' part of GRUB is the menu that allows you to select different operating system kernels to load. GRUB is also very configurable and has lots of options. Let's look at a boot selector on one of my VM's:

Have you encountered a screen like this before? They do not all look the same and the first interaction most newbies have with this screen is when things go wrong. I say that they do not all look the same, as yours may show a list of previous kernels to boot from and mine does not.

If you dual-boot with Windows, you may see that here too. You usually just select what you want and press enter, hence why it is called the boot selection screen.



HOWTO - LEARN ABOUT

You can, should you want to, do the thing that is mentioned at the bottom of my screenshot, and hit “e” to edit the entries – usually when things go wrong, otherwise, you may never interact with it.

Here we can see the output in edit mode. The changes you make when hitting “e” is temporary, only for this next boot (when you press F10 or type boot).

Let’s break it down, oomph, oomph, oh, not that way. OK then, the first line, “setparams”, is which entry in the list we are working with, most of the time there will be more than one. The usual suspect and a recovery option.

If we look at the block following that, up to the if-statement, that is usually where all the modules and variables are. The if-statement that has feature_platform_search_hint = xy is where your system determines where to boot from. This is where those UUIDs come into play that we discussed. You can see that it says “search” and it will do just that, with parameters like “--no-floppy” to skip searching for floppy drives. We can see my drive’s UUID, starting with 58de..., yours will be different. That is why Linux is so “smart” compared

to Windows. You see, with Windows I could add another drive, and that may become the “C” drive, and it will fail to boot. This is precisely the reason Linux does not rely on booting from sda1. So you could swap the cables on your drives and Linux will still boot.

If you were to page down on that screen, after the UUID, you will see which kernel is being loaded and where root is, and how to mount it – usually it reads “ro” for read only, and you should not change this unless you are recovering your drive. I usually like removing the “quiet” option on my slow machines, then I get to see the

boot messages scroll by. This works only on spinning rust really, as with SSDs it will just flash by and there is no point looking as it will scroll too fast.

That “initrd” that you see is the initial ram disk, that gets loaded into memory to start your daemons. If you make changes, you need to press CTRL+c to cancel and boot normally, or CTRL+x, to boot with the temporary changes. There is also the option to use the GRUB console, by pressing just “c”. This is a shell, but it is not bash, more like a GRUB-shell. When you type “help”, you will see commands that are not available in bash, and even the

commands that you may be familiar with, will not operate in the way you expect. I would encourage you to enter the GRUB-shell and use the “ls” command. If you have never used this shell before, I suggest running the help command followed by the listed command to see what it actually does. If you use logical volumes, I would suggest paying attention, maybe even taking a picture with your phone, before attempting anything. If you roll your own kernel, this would be where you go to boot from it.

As always, misc@fullcirclemagazine.org if there are mistakes.

```
GNU GRUB  version 2.06

setparams 'Ubuntu'

    recordfail
    load_video
    gfxmode $linux_gfx_mode
    insmod gzio
    if [ x$grub_platform = xxen ]; then insmod xzio; insmod lzopio; \
fi

    insmod part_gpt
    insmod ext2
    set root='hd0,gpt2'
    if [ x$feature_platform_search_hint = xy ]; then
        search --no-floppy --fs-uuid --set=root --hint-bios=hd0,gpt2 -\
-hint-efi=hd0,gpt2 --hint-baremetal=ahci0,gpt2 58de2990-0080-4957-b428-\
83ff761c49d2

Minimum Emacs-like screen editing is supported. TAB lists
completions. Press Ctrl-x or F10 to boot, Ctrl-c or F2 for a
command-line or ESC to discard edits and return to the GRUB
menu.
```



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



When we installed Linux Mint on our computer's hard drive and booted into our new operating system, in contrast to what we are used to in Windows, we found the Linux desktop to be very stark. One reason for this is the rather plain, black wallpaper that is used by default. Another reason is the lack of desktop icons for installed applications. However, it is a simple matter to rectify both of these issues since Linux is extremely configurable.

To give the desktop an entirely different look, open the settings menu and select Backgrounds (Start > System Settings > Backgrounds). The images under the Linux Mint tab are mostly rather plain, black or green, geometric patterns. However, the Wilma tab contains a number of colourful images (Figure 1). Select one of these, such as Body of Water by Meiyong Ng, and the desktop is immediately filled with an ethereal, blue image of mountains and water. Note also that the Pictures tab allows you to upload your own images for use as wallpaper.

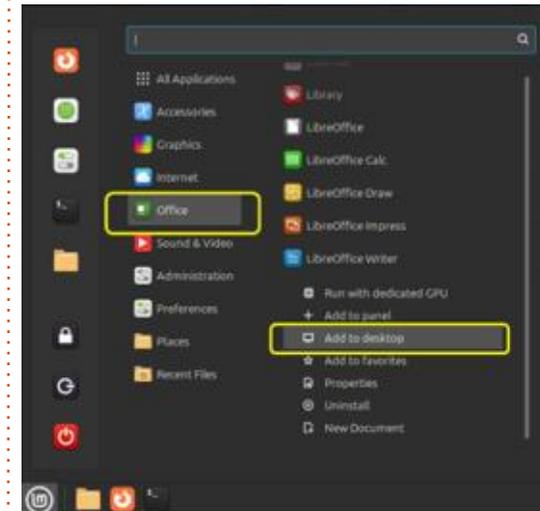
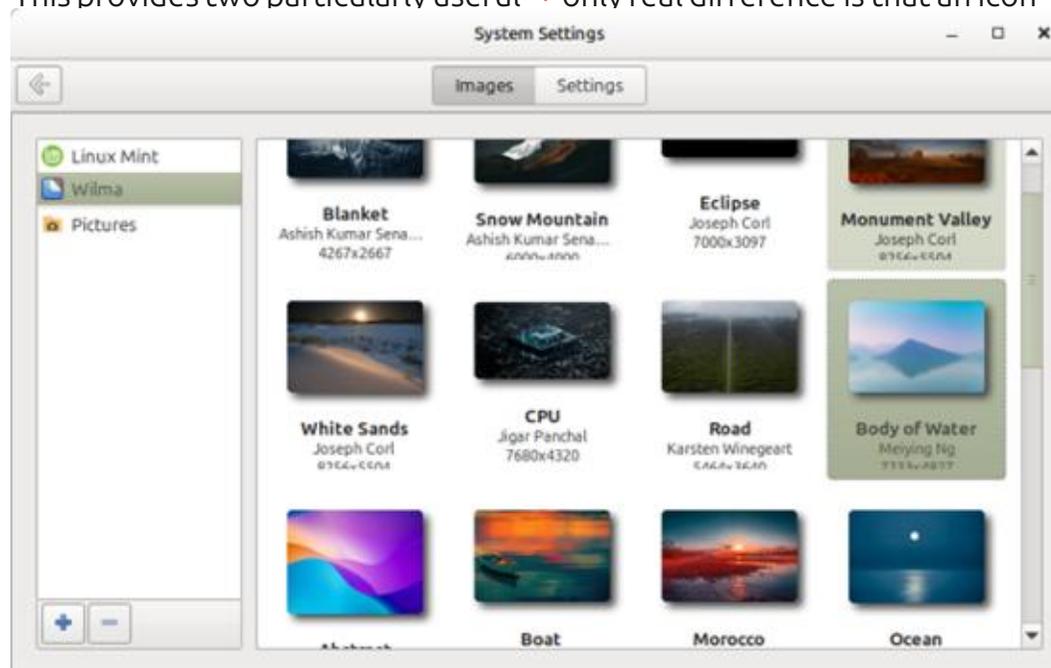
Similarly, icons that can be used to launch applications can easily be added to the desktop and the panel (the equivalent of the Windows taskbar). For example, I frequently use LibreOffice Writer and Calc so, rather than calling these up for the Linux menu, I establish icons on the desktop for the two programs. To do this, I launch the main menu and select the Office category which displays a list of the individual office applications that are installed. Right-clicking on LibreOffice Writer displays a context menu (Figure 2). This provides two particularly useful

options: Add to desktop and Add to panel.

As the names indicate, these options place a program's icon either on the desktop or the panel. The choice of which option to adopt is the user's preference. Personally, I place icons on the panel for applications, such as my web browser and E-mail client, that I use very frequently. In contrast, icons for programs that are not used quite so much, such as Writer and Calc, are placed on the desktop. The only real difference is that an icon

on the panel launches the associated program with a single click of the mouse while a desktop icon requires double clicking.

By default, placing icons on the



desktop locates these icons in a vertical column along the left side of the display. The reason for this is that the desktop layout is initially set for auto-arrange and icons are placed on a predefined grid. To disable this feature, and allow placing individual icons in locations that we prefer, we can right-click on the desktop, select Customize, and toggle the Auto-arrange setting to off. Desktop icons can now be

HOWTO - TRADING UP

dragged and dropped into any desired location on the display, thus allowing similar applications to be grouped (Figure 3).

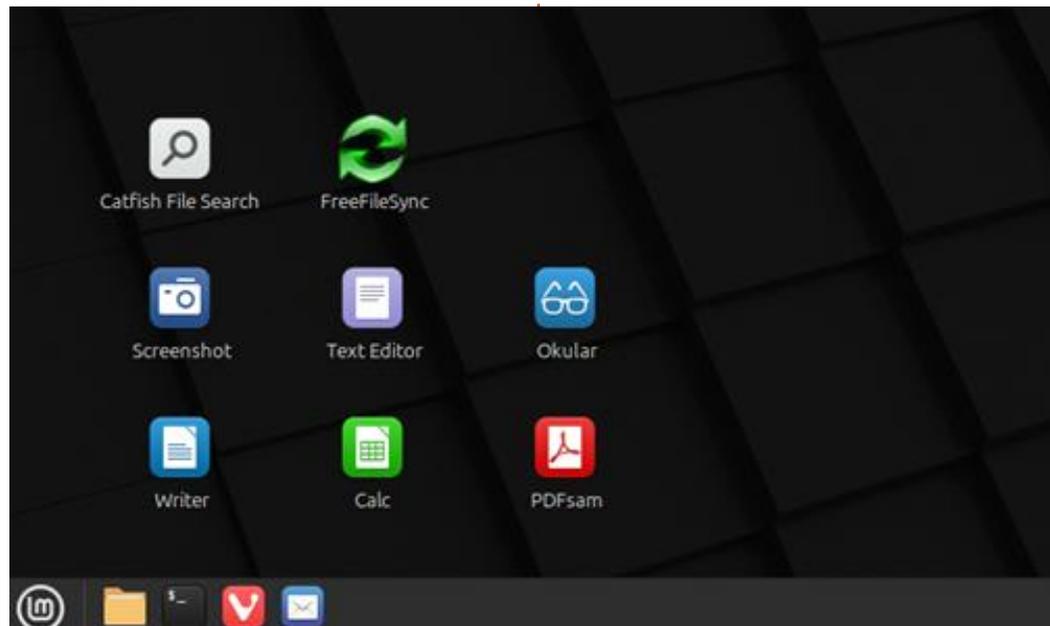
Another useful desktop setting can be accessed by launching the main menu, navigating to System Settings > Desktop > Desktop Icons, and activating the settings for Computer, Home, and Trash. Unlike Windows, Linux does not use drive letters for disks and disk partitions, rather these items have labels (e.g. DataDisk) and mount points (e.g. /media/DataDisk). Individual disks and partitions are effectively folders within the entire Linux file system. The Computer icon provides access, through the file manager, to the whole file system should this be required. Similarly, activating the Home icon displays the current user's home folder where sub-folders such as Documents, Pictures, and Downloads are located. Since specific files can often be saved by default in one of these folders, Home provides easy access to the folder contents.

Like Windows, files that are deleted in Linux are generally not instantly removed from the file system but, instead, are moved to

the Trash folder. Deleted files in this folder can be easily recovered should this prove necessary. The Trash folder can be accessed through the file manager and, for example, emptied to recover free disk space. However, having this folder readily available by selecting the on-screen Trash icon is much more convenient.

Using the above-noted methods, the Linux desktop can be customized to adopt a look-and-feel that is very similar to that to which we are accustomed in Windows. To make our Linux experience even more Windows-like, and especially for those of us who are used to having Microsoft

Office available, our next foray into the customization of our new OS will be to see how to install Windows programs so that they run under Linux.



Alan is a computer enthusiast based in the Great White North where he is an active member of the Ottawa PC Users' Group (<https://opcug.ca>) and maintains the LinuxNorth blog at <https://linuxnorth.wordpress.com>



HOW-TO

Written by Robert Boardman

Latex - H Topics

Welcome to another in this series of explorations of the Tex / Latex packages available at CTAN.ORG. There are eight topics in the H section, two are languages, Hungarian and Hebrew. The others are headings, humanities, hyper, and three are about hyphenation.

Normally headings are predefined by the document class being used. Often the default heading formatting is acceptable to the writer or the publisher. As with Latex document classes, in major word processors there are predefined heading styles (and other styles) to use in documents. In my experience most users do not use styles. They format each bit of text as it is typed. This leads to inconsistencies in documents. It also leads to poorly designed documents. Tex/Latex avoids these inconsistencies by using predefined heading levels. Because the heading levels are predefined, the document will be consistent and will be reasonably well designed. As should be obvious, changing the font family used in a document will change the look of all the headings

as well as the body text. However changing the font will not affect the size relationships between the various levels of text in a Latex document.

I tested many of the heading packages available at CTAN.. The following worked well in my TexLive 2024 installation and look like fun to work with.

The quotchap package (code shown right) redefines the chapter and chapter* commands to produce fancy chapter headings (see image). It also allows for adding quotations at the beginning of each chapter if desired. The documentation is quite short, only six pages, most of which describes the coding of the package. There is one example of implementation at the user level which is easy to follow. There is also a sample four-page document available in the package on ctan.org. This package was last updated in 2020. (shown right)

The fncychap package has eight built-in (and named) chapter heading styles. One command in

```

\usepackage{quotchap}
\usepackage{lipsum}
\title{Use of Chapter Quotes package}
\begin{document}
\maketitle
This is an article about sea animals. The first section is
about octopuses / octopi
\begin{savequote}[45mm]
    C is for cookie, that's good enough for me.
    \qauthor{Cookie Monster}
\end{savequote}
\chapter{The Beginning}
\lipsum[1-2]
\begin{savequote}[60mm]
    The Year 313 was a horrible year
    \qauthor{anon.}
\end{savequote}
\chapter*{Horrible!}
\chapter*{The Middle}

```



HOWTO - LATEX

the preamble is all that is required to use any of these eight styles. Since these are chapter headings, the book document class needs to be used. Other document classes do not have chapter headings. Using the book document class automatically means double-sided printed and each chapter will start on a right-hand page. The eleven page documentation includes examples of seven of the built-in styles. There are also some instructions about how to modify the macro if you desire. (shown right)

If you wish to have control over the way sections, subsections, etc., are numbered then use the secnum package. The documentation for this package is ten pages long and has some examples of its use. The documentation is written using the package which helps clarify some of the instructions.

The number formats can be either upper or lower case letters, upper or lower case Roman numerals or arabic numbers. Separators between numbering levels can be used. Almost any keyboard character can be used for numbering except the codings for the numbering (A, a, I, i, 1), except

curly braces, the number sign (pound sign) and except the space. If the comma is used in the setsecnum command the numbering of that section will not be displayed with the subordinate sections. You can see examples of both in the images with this article.

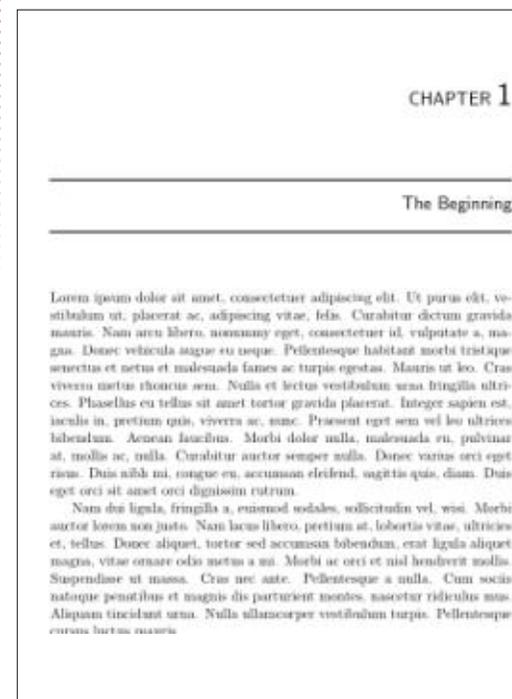
There are two other options available. The depth of the Table of Contents is controlled using tocdep = some integer from 1 to 5. The default “breaking” indicator is the comma as described in the previous paragraph. However it can be changed to any key other than the ones listed in the previous paragraph. The bulk of the documentation focuses on the commands in the macro. This is useful if you wish to modify the package. (See image far right)

Without the comma separator:

```
\usepackage{secnum}
\setsecnum{A.1.i} %No comma separator
\begin{document}
\chapter{Formats}
```

The number formats can be either upper or lower case letters, upper or lower case Roman numerals or arabic numbers. Separators between numbering

```
\usepackage[Sonny]{fncychap}
\usepackage{lipsum}
\title{Use of the fncychap package}
\begin{document}
\maketitle
This sample uses the fncychap package. This is an article about sea animals. The first section is about octopuses / octopi
\chapter{The Beginning}
\lipsum[1-2]
\chapter*{Horrible!}
\chapter*{The Middle}
```



levels can be used. Almost any keyboard character except the codings for the numbering (A, a, I, i, 1) and except curly braces and the number sign (pound sign) and except the space.

Chapter A Formats

The number formats can be either upper or lower case letters, upper or lower case Roman numerals or arabic numbers. Separators between numbering levels can be used. Almost any keyboard character except the codings for the numbering (A, a, I, i, 1) and except curly braces and the number sign (pound sign) and except the space.

A.1 Comma

The comma is used in the setsecnum command the number of that section will not be displayed with the subordinate sections.

A.2 Options

There are two other options available. The depth of the Table of Contents is controlled using tocdep = some integer from 1 to 5. The default “breaking” indicator is the comma as described in the previous paragraph. However it can be changed to any key other than the ones listed in the previous paragraph.

A.2.1 Bulk

The bulk of the documentation focuses on the commands in the macro. This is useful if you wish to modify the package.

```
\section{Comma}
```

The comma is used in the setsecnum command; the number of that section will not be displayed with the subordinate sections.

With the comma

```
\usepackage{secnum}
\setsecnum{A.,1.i} %With comma separator - A is repeated
in titles to various sections.
\begin{document}
  \chapter{Formats}
  The number formats can be either upper or lower case
  letters, upper or lower case Roman numerals or arabic
  numbers. Separators between numbering levels can be used.
  Almost any keyboard character except the codings for the
  numbering (A, a, I, i, 1) and except curly braces and the
  number sign (pound sign) and except the space.
  \section{Comma}
  The comma is used in the setsecnum command; the number of
  that section will not be displayed with the subordinate
  sections.
  \section{Options}
  There are two other options available. The depth of the
  Table of Contents is controlled using tocdep = some
  integer from 1 to 5. The default "breaking" indicator is
  the comma as described in the previous paragraph. However
  it can be changed to any key other than the ones listed in
  the previous paragraph.
  \subsection{Bulk}
  The bulk of the documentation focuses on the commands in
  the macro. This is useful if you wish to modify the
  package.
```

`\section{Options}`

There are two other options available. The depth of the Table of Contents is controlled using `tocdep = some` integer from 1 to 5. The default "breaking" indicator is the comma as described in the previous paragraph. However it can be changed to any key other than the ones listed in the previous paragraph.

`\subsection{Bulk}`

The bulk of the documentation focuses on the commands in the macro. This is useful if you wish to modify the package.

Next month I will take a break from examining packages at CTAN. Instead I will embark on a practical project using some of the packages I have demonstrated in the last

Without the comma separator:

```
\usepackage{secnum}
\setsecnum{A.1.i} %No comma separator
\begin{document}
  \chapter{Formats}
  The number formats can be either upper or lower case
  letters, upper or lower case Roman numerals or arabic
  numbers. Separators between numbering levels can be used.
  Almost any keyboard character except the codings for the
  numbering (A, a, I, i, 1) and except curly braces and the
  number sign (pound sign) and except the space.
  \section{Comma}
  The comma is used in the setsecnum command; the number of
  that section will not be displayed with the subordinate
  sections.
  \section{Options}
  There are two other options available. The depth of the
  Table of Contents is controlled using tocdep = some
  integer from 1 to 5. The default "breaking" indicator is
  the comma as described in the previous paragraph. However
  it can be changed to any key other than the ones listed in
  the previous paragraph.
  \subsection{Bulk}
  The bulk of the documentation focuses on the commands in
  the macro. This is useful if you wish to modify the
  package.
```

while. I hope you will join me.

KILOBYTE MAGAZINE

Kilobyte Magazine is a fanzine for 8bit enthusiasts. It covers consoles, computers, handhelds and more, as well as new games for old systems. If you grew up with Commodore, Atari, Sinclair or Amstrad, this magazine is for you.

<https://retro.wtf/kilobytemagazine/>



HOW-TO

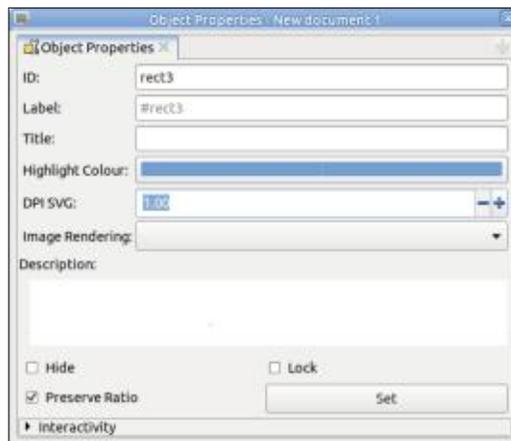
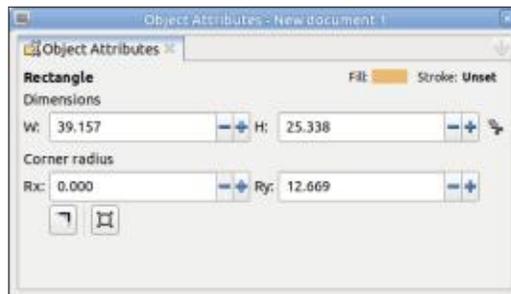
Written by Mark Crutch

Inkscape - Part 157

One thing that's seen a significant change in Inkscape 1.4 is the Object Properties dialog. In older versions this was a rarely visited part of the interface, mostly of concern to web developers who wanted control over the IDs of particular objects, or who wanted to add some interactivity with snippets of JavaScript that have an effect when the SVG file is loaded into a web browser (see FCM #142 for some simple examples of this).

Compare this with other design programs, in which the equivalent dialog is often left open at all times, providing object-specific details and tools that vary based on the current selection. Inkscape did actually have a similar feature in earlier versions – the Object Attributes dialog – but it was so well hidden in the UI that most people probably had no idea it existed. For anyone still on version 1.3, I detailed this dialog in FCM #143. But for 1.4 users the Object Attributes dialog is no more, having been merged with the easier-to-find Object Properties dialog.

Let's start by looking at the Object Attributes and Object Properties dialogs from 1.3.x, when a rectangle is selected.



The Object Attributes dialog reflects most of the UI elements that would be found in the tool control bar when the Rectangle tool is active. It lacks a Units picker, which seems an odd omission given the presence of the Dimensions fields; but it gains a small shortcut

button for rounding the dimensions to the nearest integer – a feature that is missing from the tool control bar. Similarly, although it also has a button for making the corners sharp, just like the toolbar, it gains an extra button for quickly applying the Corners LPE, which would be a welcome addition to the tool control bar. Finally, the currently applied Fill and Stroke values are indicated by small swatches in the top right of the dialog, but frustratingly these are for information only and do not serve to open any sort of editor, nor the Fill & Stroke dialog, when clicked.

Moving on to the old Object Properties dialog, we find the confusing trio of ID, Label and Title fields. There's a color picker for changing the object's highlight color, which is used for the symbolic icon in the Layers & Objects dialog, and is rarely worth changing. The DPI SVG, Image Rendering and Preserve Ratio controls appear for all object types, though they only really have an effect on bitmap images. The remaining fields are pretty self descriptive, allowing you

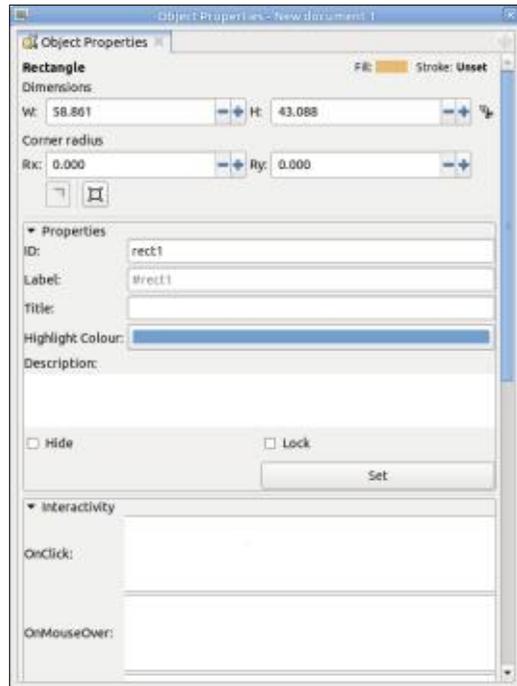
to Lock or Hide an object, or to give it a Description. There was a time when I warned against locking and hiding objects with this dialog, as it was tricky to unlock or unhide them – but this is now trivial using the Layers and Objects dialog, so that warning no longer applies.

At the bottom of the dialog is an expandable "Interactivity" section. This is where you'll find fields in which you can add JavaScript to individual objects in your drawing. If you know what you're doing, this can be a quick and easy way to add small amounts of interactivity to an SVG image when it's loaded into a web browser – but it does require some amount of web development experience to do anything terribly useful with.



Now let's take a look at the new-

and-improved Object Properties dialog in 1.4. To access it, simply choose it from the context menu of any object in your file, or select an object and use the Object > Object Properties... menu entry.



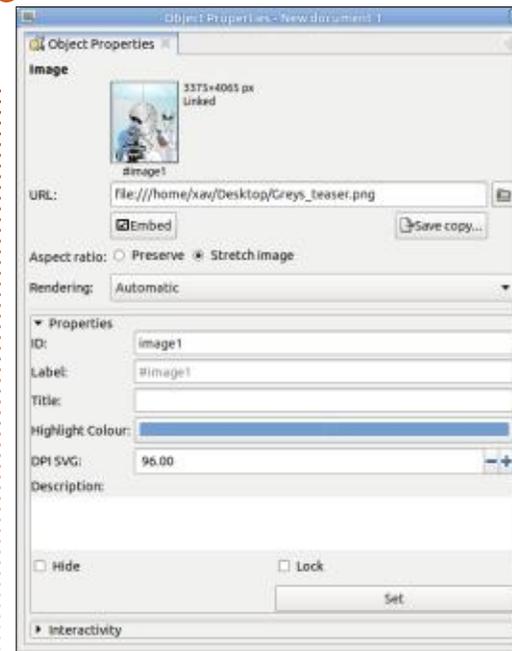
Well... when the release notes said that the previous two dialogs had been combined, they weren't joking. Clearly the old Object Attributes dialog has been pretty much cut-and-pasted into the top of the Object Properties dialog, with no significant changes along the way.

Note the word 'significant' in

that sentence. There have been changes, but they're pretty minor. The ID, Label, Title and other main fields from the Object Properties dialog have been placed into a collapsible "Properties" section. This is a good move, as most people don't really need to use these controls, and can leave this section collapsed most of the time.

Although the Interactivity section was always collapsible, it's nice to see that the old single-line fields have been replaced with multi-line text areas, which is far more conducive to writing code. They're still far from perfect, showing just shy of 5 lines of text, which isn't a huge amount in code terms. They do scroll if you enter more lines, but can't be resized. It would have been a whole lot nicer if you could open a larger text editing window or dialog from each of these fields, but it's still an improvement over what we had in earlier releases.

You may have noticed that the DPI SVG, Image Rendering and Preserve Ratio controls are missing. As I noted above, these only really make sense for bitmap images – so they now only appear if you have a bitmap image selected.

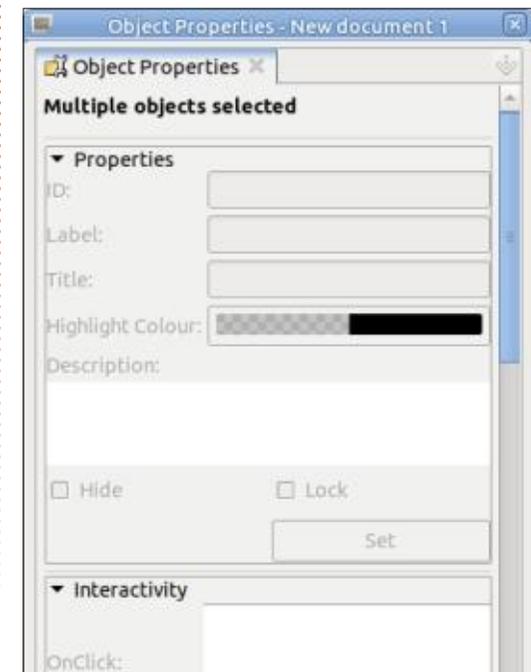


The DPI SVG field is in the Properties section, but the other two controls are part of the topmost area, with the Aspect Ratio being promoted from a non-obvious checkbox to a more descriptive pair of radio buttons.

As I described back in FCM #143, each type of object has its own specific set of controls. With the dialog open you can select different items in your image to gain access to the relevant controls without having to switch to a different tool. You also gain the benefit of those small bonus controls that only appear in this dialog. I don't usually

have dialogs docked to the side of my screen, preferring to use windowed dialogs that I open and close as required. But the utility offered by this superset of two older dialogs means that I may well find room for it as a permanent addition to the side of my window.

If this dialog shows specific controls based on the type of object selected, you may be wondering what happens if you select more than one type at a time. Unfortunately there's no clever logic that shows only the controls that apply to all the objects, instead you just get a locked down version of the dialog.



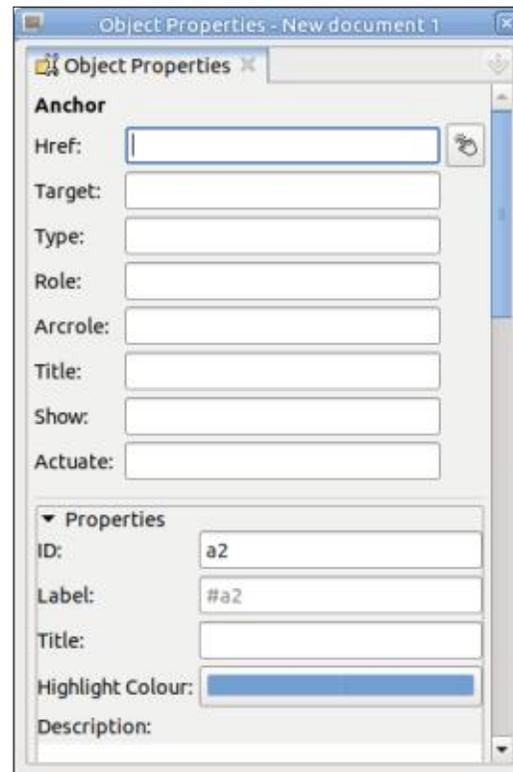
I guess that behaviour is understandable – and certainly easier to code – but it would have been so much nicer to allow us to select multiple items and change the Highlight Color for all of them at once, to Lock them, or to Hide them.

Unfortunately this same, locked down dialog is what you get whenever you select more than one object, even if they're of the same type. Again, this is a frustrating limitation, preventing you from making the same change to multiple items at once, even though this is something that is actively supported if you switch tools and use the equivalent controls in the tool control bar instead.

Although it's not immediately obvious, this dialog plays an important role when creating hyperlinks within an Inkscape document. Inkscape can turn any object into a hyperlink, such that loading your image into a web browser and clicking the object will navigate to the URL you specified when setting it up. With enough knowledge you can use this to navigate to different viewports in

the same document, but more commonly it will be used to link to an external site. For example, you may want to include a web address or social media logo in your design which will navigate to the corresponding site when clicked.

Adding this capability is very straightforward: right-click on your chosen object to open the context menu, then select the 'Create Anchor (Hyperlink)' option. Your Object Properties dialog will switch to show the properties for the 'Anchor' object – or will open in that



view if it was previously closed. Here you can enter the various attributes for your link, but don't be put off by the fact that there are 8 fields available. In reality you only need to fill out the Href field (with the URL you want to link to), though I would usually suggest also putting some human-readable description in the Title field for accessibility purposes. The remaining fields are mostly archaic holdovers from the earliest days of SVG. I have previously described them all in detail in FCM #156, if you're really interested.

If you do wish to link to another object within your current document, you can click on the button next to the Href field, then click on your target object, to have its ID automatically pasted in. To be honest this isn't as useful as it sounds: linking in this way just scrolls the page to move the target object into view within your browser window. It doesn't scale it to fill the window, and it doesn't hide any other parts of the drawing, so you can't easily use it as a way to show just one object (or group of objects) at a time. Although the Inkscape UI won't stop you linking to an object in another page, multi-page Inkscape documents don't

really work in a web browser – they'll only show the first page, so clicking the link doesn't really do anything useful. These issues reduce the button to little more than a convenient way to achieve a not-very-useful result.

Let's get back to the rest of the Object Properties dialog. At this point everything might seem to be fine: you've created your link, populated the Href and Title fields, and saved your file. You continue working on your document without a care in the world... until you want to change the properties of your object. You select it as usual, expecting the dialog to populate with the specific controls for an ellipse or a star, only to find yourself facing the Anchor fields again.

What actually happens when you create a link is that your selected object is wrapped inside an SVG anchor element (<a>) – you can see this structure in the XML editor. When you think you're selecting your element, what you're actually clicking on is this <a> node, so the dialog just shows the anchor parameters again.

You can still get to the object-

HOWTO - INKSCAPE

specific controls, by treating the <a> wrapper as though it's a group. You can double-click on your object to 'enter' the group-that's-actually-an-anchor, then click on your object once more to select it and access its properties. Yes, it's a little clunky and yes, it would be nicer if Inkscape hid you from this complexity by putting all the anchor controls into a collapsible section and still showing the relevant controls for the inner object, but we users have to work with what the developers give us.

Once you've tweaked your object, you can exit the <a> as you would normally exit a group. There are various ways to accomplish that, but I tend to either select some other object, or double-click on the background, away from other objects.

Should you wish to remove a link – unwrapping the object from within the <a> in the process – you can do so from the context menu. Right-click on the object (which is actually a right-click on the link), and you should find that the previous entry for creating a link has been replaced with 'Remove Link'.

In my opinion the revamped

Object Properties dialog is vastly more useful than the old one – but that's mostly because it makes the features of the former Object Attributes dialog easier to access. Nevertheless, combining these two dialogs into one makes a lot of sense, and the end result is definitely better than the sum of its parts. Now, if the developers could just make those swatches do something when clicked...

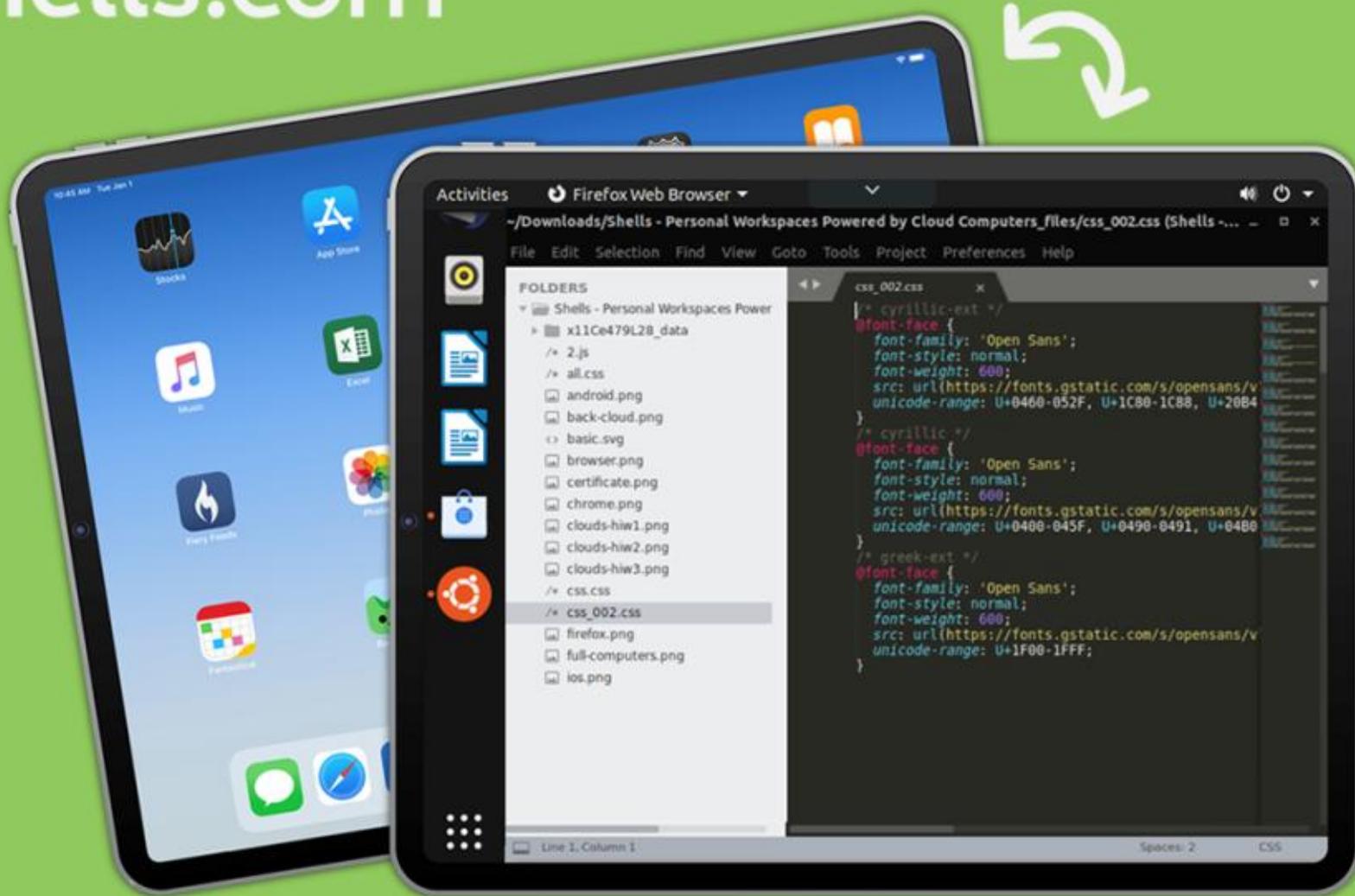


Mark uses Inkscape to create comics for the web (www.peppertop.com/) as well as for print. You can follow him on Twitter for more comic and Inkscape content: [@PeppertopComics](https://twitter.com/PeppertopComics)

The Daily Waddle

I CANT FIND HEREDITARY
DIARRHEA ON WEBMD, BUT I
SWEAR IT'S IN MY JEANS!





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This month's Bodhi Corner is written by Stefan (aka @the_waiter).

other parameters of graphical elements that compose the visual aspect of your application. In addition to graphical elements, it can also handle sounds. EDC is a description language where the objects of an interface are described by using a text description. Basic EDC file structure:

```
color_classes {}
styles {}
collections {
  group {
    name: "my_group";
    parts {}
    programs {}
  }
}
```

OK, enough theory. My workflow now. The best practice of modifying themes is to choose one

you like and want to change. The theme is compiled as an edj file and you need to decompile it:

```
edje_decc theme_name.edj
```

This command will decompile the whole theme and create a folder with edc files, png or jpg pictures, and sound files. It is great to try to compile theme back if no warnings or errors this way:

Use ./build.sh bash with predefined compiling commands (example: Zentithal theme):

```
edje_cc $@ -id . -fd .
default-dm.edc -o ../
MokshaZenithal.edj
```

This command will build the theme according to the default-dm.edc file where there's a list of other referenced edc files.

If the compilation process is successful, you need to change the part you need. For example, we can start with the theme background. Look up the background.edc file where the BG picture should be included. If not, you need to grep

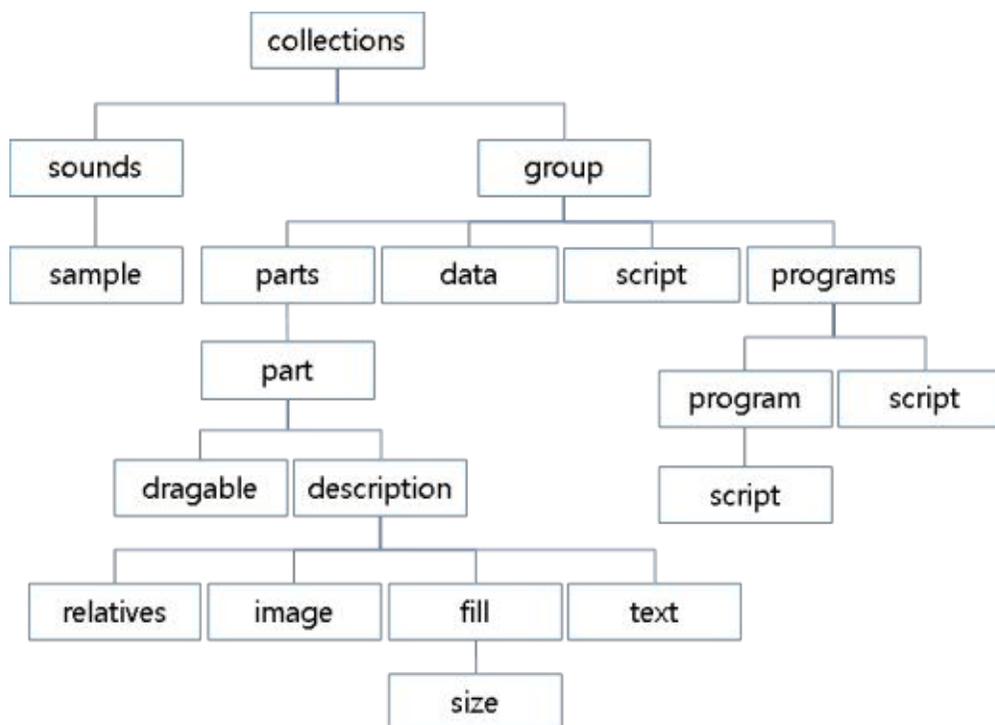
will try to introduce my way of theming for Moksha desktop.

First important facts:

- Moksha or E themes are based on edje layer which is a part of EFL widget tool.
- It is almost impossible to create a theme from scratch! The theme structure is predefined and strictly related to Moksha or modules code!
- Moksha theme covers only Moksha widgets!
- Edje theme has nothing to do with GTK or other themes, so applications like Thunar can not be themed with Moksha theme. Thunar is a GTK app so it needs the GTK theme.

LET'S GET STARTED

The script is saved as an edc file. An EDC (Edje data collection) file is a text file that contains the code describing the position, size, and



```
collections {
  group {
    name: "example";
    parts {
      /* Create the part */
      part {
        name: "rectangle";
        /* Set the type to RECT (rectangle) */
        type: RECT;
        /* Default state (blue color) */
        description {
          state: "default" 0.0;
          align: 0.0 0.0;
          /* Blue color */
          color: 0 0 255 255;
        }
        /* Second state (red color) */
        description {
          state: "red" 0.0;
          align: 0.0 0.0;
          /* Red color */
          color: 255 0 0 255;
        }
      }
    }
  }
  programs {
    /* Create a program */
    program {
      name: "change_color";
      /* Program is triggered on a mouse click */
      signal: "mouse,clicked,*";
      source: "*";
      /* Set the red state of the "rectangle" part */
      action: STATE_SET "red" 0.0;
      target: "rectangle";
    }
  }
}
```

"e/desktop/background" group. Once you find the suitable file, look at the picture name that is used as wallpaper. In the case of the Zenithal theme, it is "e_wallpaper.png". Use another wallpaper picture you like and save as e_wallpaper.png. That's all. Compile the theme and copy the edj file to folder .e/e/themes. Check the result.

In case you need to change windows decorators (borders), look up border.edc file or find e/widgets/border/default/border group in edc files. Change the top part, bottom part, controls, etc, and compile the theme again. This method applies to any widget you want to change. Of course there is much more info about GROUP, PARTS and PROGRAM parts. For example, a part block consists of many other components like RECT, IMAGE, CLIP, TEXTBLOCK, TEXT with their parameters like: visibility, rel adjust, offset, color, min/max limits, align, etc, etc. More info here:

<https://docs.tizen.org/application/native/guides/ui/efl/learn-edc-intro/>

<https://docs.tizen.org/application/native/guides/ui/efl/learn-edc-part/>

This was just a brief introduction to Moksha theming. For more info study EDC reference.



Moss has been using Linux since 2002, and has been co-host of mintCast since Oct 2018, Distrohoppers Digest from 2019 to 2024, and host of Full Circle Weekly News since April 2021. He is retired but works as a substitute teacher, and lives in Eastern Tennessee.



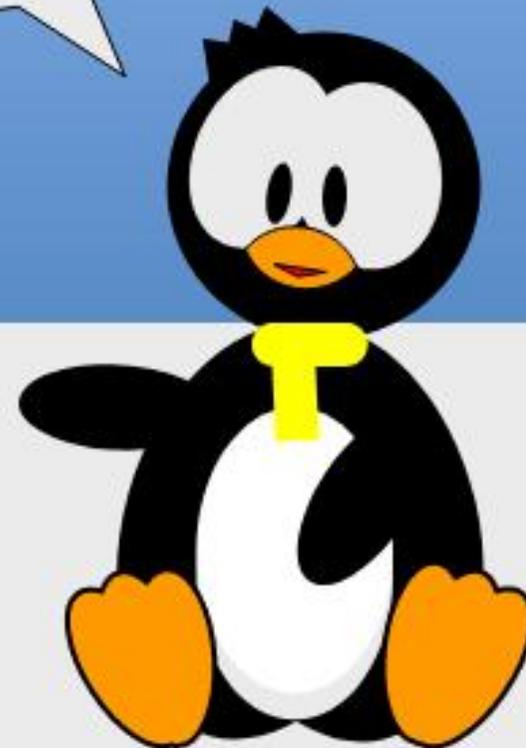
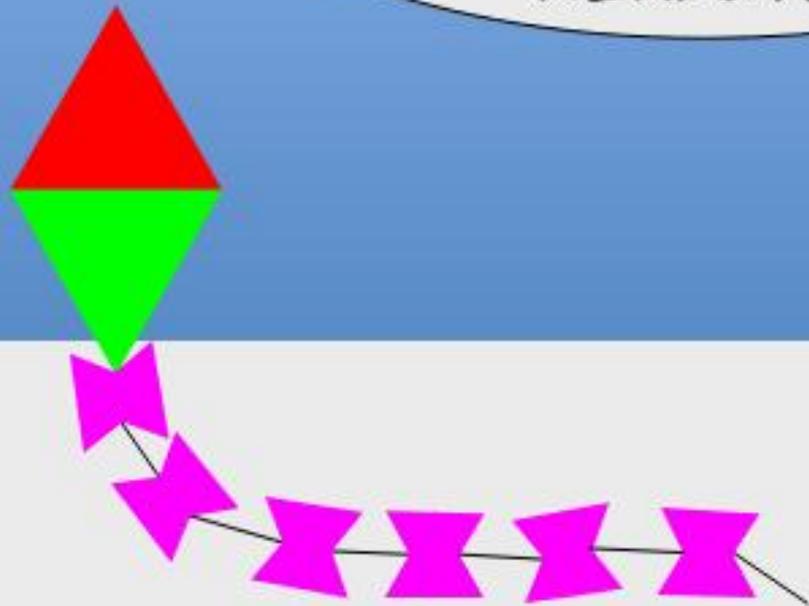
UBPORTS DEVICES

Written by UBports Team



The Daily Waddle

I DON'T TRUST DOCTORS...
LOOK WHAT THE QUACK
GAVE ME FOR PERSISTENT
WINDS ...

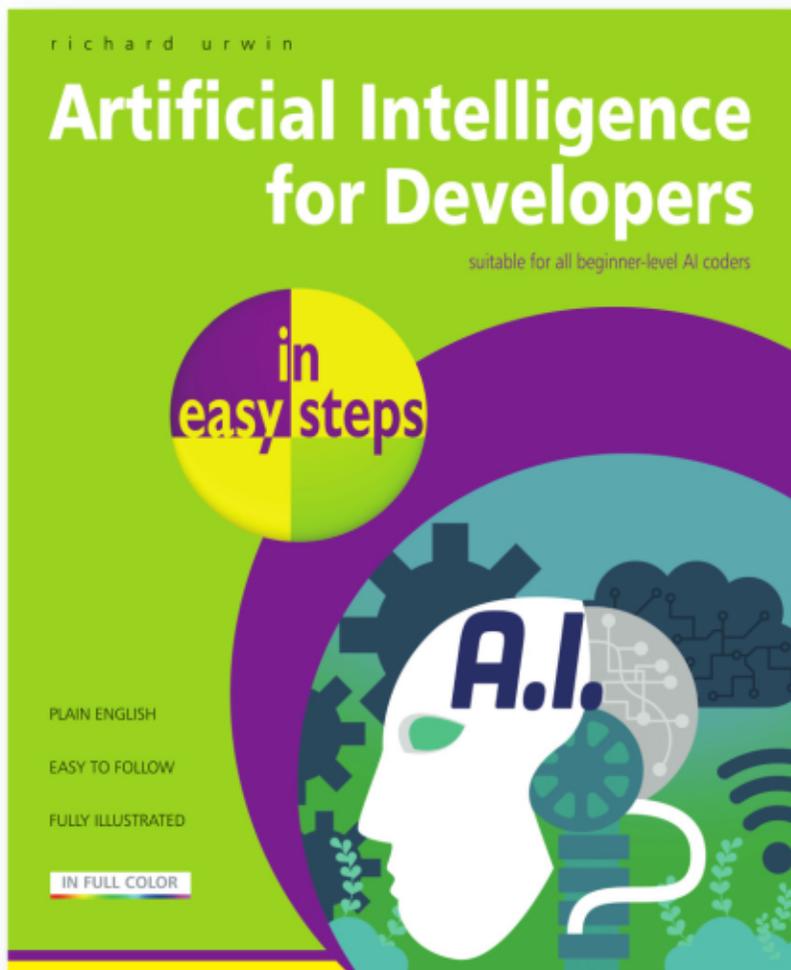




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MY OPINION

Written by Art

When Knockoffs Go Too Far

Many Windows users I know would love to ditch that OS for something simpler in the Ubuntu lineup, but most are afraid of losing their Windows look and function.

Both Zorin and Pop! OS offer desktop designs that look, allegedly, Windows-like; however, it's clearly obvious both are Linux based, although Zorin goes the extra mile by including a menu button in the left corner (bottom) that emulates the old pre-Windows 11 design (thank you - not - Microsoft, for dumping that).

But, every once in a while, something comes up that grabs my attention, and not necessarily for all the right reasons.

Enter Wubuntu 11, a Linux

based OS that picks no bones about it - it's knocking off the design of Windows and doesn't care who knows it. It admits the underlying OS is Kubuntu, but that's about it (you can double-check me, but I don't remember seeing any credit to Canonical, either).

And how did I find this wonder OS? While doing research on the legit Linspire OS, I came upon Wubuntu. Worth noting, the two are not related in any fashion.

Engineered by CyberTech (aka Cyber Port Technology) from Brazil, Wubuntu takes the old adage, "Imitation is the sincerest form of flattery" to a new level while using the concept of fair use under intellectual property as a way of doing it.

And what's that concept? Wubuntu can look like Windows all it wants, but developers can't use the underlying code that makes Windows a licensed product.

In addition, fair use generally does not cover, best as I, a non-lawyer, can tell, the use of copyrighted logos. Rip off the Windows overall design, but don't touch those precious logos!

Distrowatch has no listing for Wubuntu or Windowsfx, but the latter does trace back to Linuxfx 11 (<https://linuxfx.org>) which states it's the domain of "Rafael Rachid and Linuxfx Software".

Hmmm, wanna lay odds that CyberTech and Linuxfx software are related? You'd lose. Both have the same contact information.

Why the dodgy name changing? Seems that after Linuxfx was initially released, it was discovered that security was, as we might say, lacking. User information was released to just about anybody with access to the CyberTech database (review <https://en.wikipedia.org/wiki/Wubuntu> or <https://kernal.eu/posts/linuxfx/> for info on that scandal).

Seems this was around 2017 which, as it appears, Wubuntu 11 was released. At that point the website changed to <http://wubuntu.org>, but the Linuxfx site is operational and, yes, it still offers downloads.

Don't fret about which one to download though, they are both the same.



MY OPINION

However, differences do exist - maybe not physically but otherwise. Visit the Linuxfx website and you'll see a couple of Microsoft references, mainly concerning OneDrive and Copilot, but not much else. Either app can easily be added to any Linux variation so that's nothing extraordinary.

Conversely, visit the Wubuntu site and you'll be greeted by the main title proudly proclaiming, "Windows Theme Over Ubuntu" (technically it's Kubuntu). It even states that Wubuntu can run windows.exe programs (only if Wine agrees and we all know how iffy that is).

You'll also see mentions of "Windows Linux With Co-Pilot 24.04" and "Windows Ubuntu", along with "PowerTools" (a takeoff on MS PowerToys) and, my favorite, Winux.

And what's with the PowerTools app? For \$35 you can tweak the Windows lookalike settings even more, plus it grants "improved support for .exe and .msi applications" along with "Android Subsystem" support.

Wait a minute, let me get this

right. You give up your payment info in return PowerTools and a possibility that your information might be leaked?

What a deal! Has the leak been plugged? Who knows, the jury is still out on that one. Due diligence, my friends! Look up the term caveat emptor!

Not one to shy away from a challenge, I went ahead and downloaded the free version of

both (4.6 GB) but passed on the \$35 PowerTools setup.

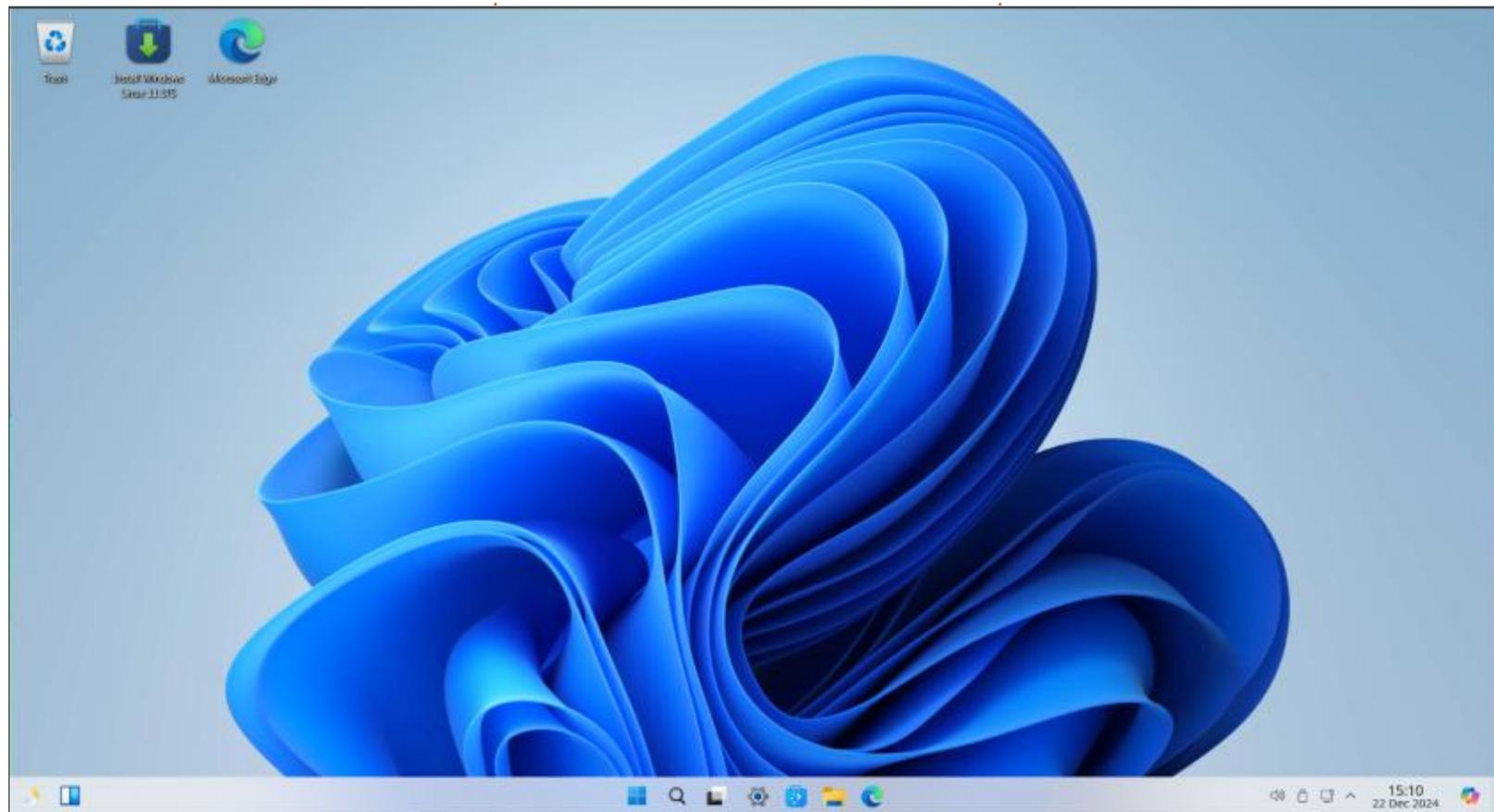
But mama didn't raise a dummy here. I went ahead and merely tried the live version and passed on installing it. I value my information too much to let it be leaked.

Worth noting, while everything else is listed as "fair use", PowerTools is proprietary. I have no clue how close it may be to Microsoft's PowerToys; however, I

do find it odd that the Windows version is free but Wubuntu's is not (then again, you pay for Windows but not for PowerToys).

So, I decided to make a screenshot (below) of Windows 11 so you could compare it to Wubuntu.

Looks identical, right? One slight issue - that's Wubuntu you're looking at, not Windows 11.



MY OPINION

Oh, and by the way, that's also Linuxfx 11. Not a lick of difference between the two, at least on the desktop.

Here's the kicker. When you boot Wubuntu 11 or LinuxFX 11, what's one of the first things you see? The Microsoft blue foursquare design. Doesn't say Microsoft, doesn't say Wubuntu or Linuxfx, doesn't say diddly. It's just the MS foursquare logo along with an entry in the corner stating "Windows Linux with Copilot" and the Copilot logo.

I checked the Microsoft website and found, "Microsoft allows third parties to use its trademarked logos only via formal license".

Hmmm, after double-checking Wubuntu's website, I see nothing about a trademark or formal license. Did I miss something?

The Windows idolatry doesn't end there, though.

Click on Winver (that's right, WINDOWS VERSION) and you'll see this:

If memory serves me right, isn't that the MS flag they used for

Windows XP? Guess if you're going to do a Windows makeover (maybe transplant is a better word), you may as well go all the way.

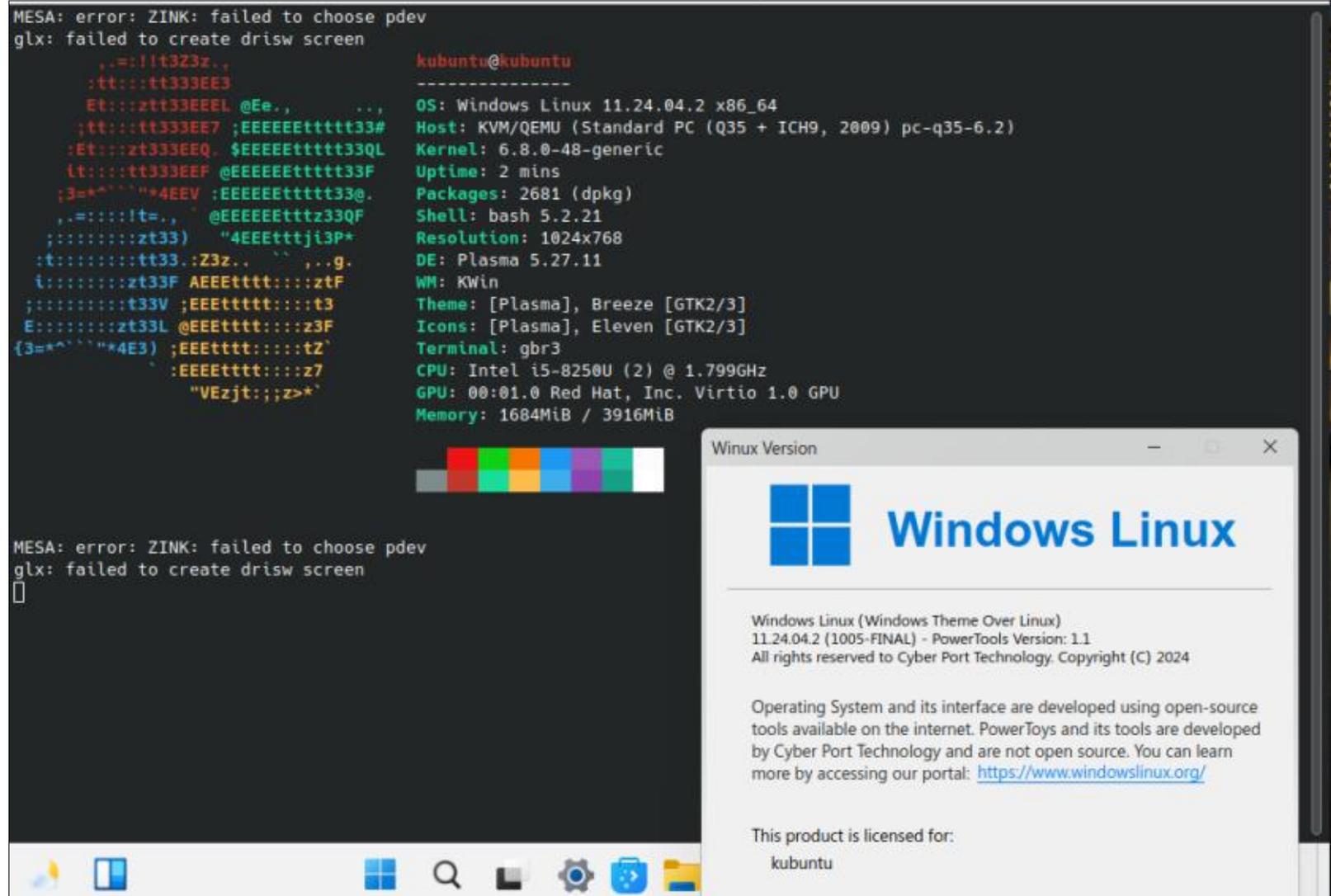
Do like the comment, "Operating System and its interface are designed using open-source tools available on the internet..." In

the old days, we called this CYA (look it up if you must).

However, as the infomercials used to say, "...wait, there's more!".

Much like Windows 11, both Wubuntu and Linuxfx don't have a formal menu button, but you can

add one (you can in Windows, too, but it might cost a couple bucks). Guess what? It's the MS foursquare design, again.



MY OPINION

Let's click on the menu to see what it has to hold.

Should have guessed, a whole suite of MS-based online office apps, not to mention the ONLYOFFICE package just in case you want to create MS based docs without paying for the online MS versions.

Fortunately, none of this is questionable as the MS entries are merely links to readily available online resources.

Curiously, Wubuntu developers opted not to duplicate the MS Office icons. Gee, may as well do that, too!

No LibreOffice here my friends

(which, by the way, can create MS formatted docs, presentations and spreadsheets - something they ignored or forgot).

And what of internet apps like browsers and email?

Chrome and Thunderbird are offered via the app store, but Outlook (online) and the MS Edge

browser (which any Linux version can install) come as standard menu entries. That's nothing new, anybody can do that on nearly any version of Linux.

Not all things are knockoffs, though. The app store is standard Kubuntu/Ubuntu and if you click on the desktop widgets menu you'll see the usual KDE offerings.

To be fair, however, these operating systems run adequately for what they are - Kubuntu with a candy-coated shell on top. Nothing special, just like Kubuntu. If you're a distro-hopper like me, you'll be bored within an hour and ready to move on.

Should you give either one of these a shot as your daily OS of choice? Still on the fence? Do yourself a favor, go back to the beginning of this article, and read it again.





HOW-TO

Written by Ronnie Tucker

Write For Full Circle Magazine

GUIDELINES

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

RULES

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

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

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

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

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

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

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

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

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

REVIEWS

GAMES/APPLICATIONS

When reviewing games/applications please state clearly:

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

HARDWARE

When reviewing hardware please state clearly:

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

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



REVIEW

Written by Adam Hunt

Kubuntu 25.04

Kubuntu 25.04 arrived on 17 April, 2025 with very little fanfare, which is unusual when you consider it actually marks the 20th anniversary of the first Kubuntu release, 5.04, which was out on 8 April, 2005. But, maybe that is not so unusual for the Kubuntu Devs to keep things rather low-key. In fact, their website's home page makes no mention of this new interim release at all, still pushing the last long term support (LTS) version for download instead. You have to get into their website's "news" page to learn that Kubuntu 25.04 has come out.

25.04 is Kubuntu's 41st release and the second with the new Qt-toolkit-based Plasma 6 desktop. It is the middle of three interim releases in this development cycle and that means it is one step in building towards the next LTS which will be Kubuntu 26.04 LTS, due out in April, 2026. The first release of this new cycle was Kubuntu 24.10 and it brought not only a new Plasma desktop version but also Wayland as the default display server. Those two roll-outs were both pretty

flawless and also both pretty invisible to most desktop users.

As the second interim release in the cycle, Kubuntu 25.04 brings mostly just updates to the default suite of applications and not much else new. That points to the next LTS, a year down the road, being very similar to this release and I believe that will please most of the dedicated Kubuntu users who tend to think that their favorite distribution is already pretty good and doesn't need any major changes.

INSTALLATION

I downloaded the Kubuntu 25.04 ISO file using BitTorrent from the official source and did a command line SHA256 sum check. This quick test is well-worth the time to complete, as it confirms file integrity and it can save a lot of time running a bad ISO.

This Kubuntu ISO file download was 4.7 GB in size which is, interestingly, the same size as the last release, Kubuntu 24.10.

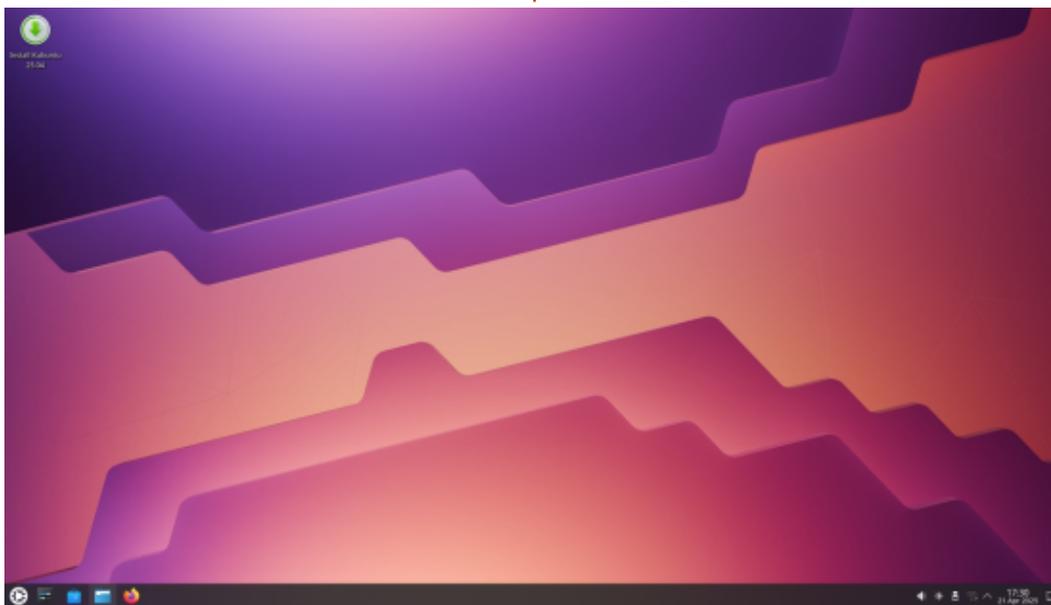
I dropped the ISO file onto a

USB stick equipped with a new version of Ventoy, 1.1.05, and it booted up without any problems. That was expected as Kubuntu is listed as officially supported by Ventoy.

SYSTEM REQUIREMENTS

The recommended minimum system requirements for Kubuntu 25.04 are the same as for Ubuntu. They have not changed this release and remain:

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



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I should note that the recommended 4 GB of RAM is probably underpowered for web browsing here in 2025 and a bare minimum of 8 GB is more realistic.

New

Kubuntu 25.04 uses the Qt 6.8.3 toolkit and KDE Frameworks 6.12.0. It has fresh applications from KDE Gear 24.12.3 and features the KDE Plasma 6.3 desktop. Like all the other Ubuntu 25.04 series of releases, Kubuntu 25.04 comes with Linux kernel 6.14 and uses systemd 257.4 as its initialization system.

This release not only marks 20

years of Kubuntu but ten years of systemd being employed on Kubuntu and it has been pretty flawless in service. It has given Kubuntu fast and smooth boot-ups with everything running right.

The KDE Plasma 6 desktop replaced Plasma 5 starting in the previous release, Kubuntu 24.10. Waiting until the first interim release of the new development cycle to introduce it means that this new desktop version will go through three interim releases of development and testing before it lands in the next LTS. This measure ensures that the LTS version, which is the version which most users run, is as bug-free and as stable as possible. So far, Plasma 6 seems to

work very well with no major issues noted but this use of a conservative development approach is always the safest bet.

This release is the second to make a Wayland display server session the default, although the venerable X11 server may be selected during the boot-up if needed. Kubuntu will retain the last used display server as default for future boots. Since Ubuntu has been using Wayland for a while now, Kubuntu is being cautious here too, letting the Ubuntu developers do the heavy lifting. So far, the display server transition seems to be quite smooth. Wayland does provide some advantages besides just being more modern

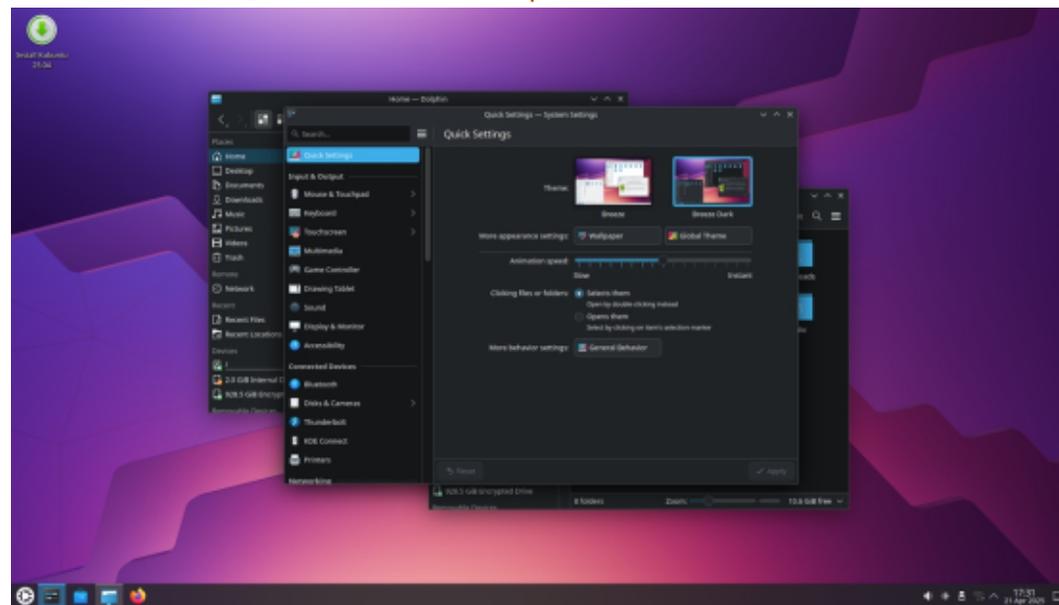
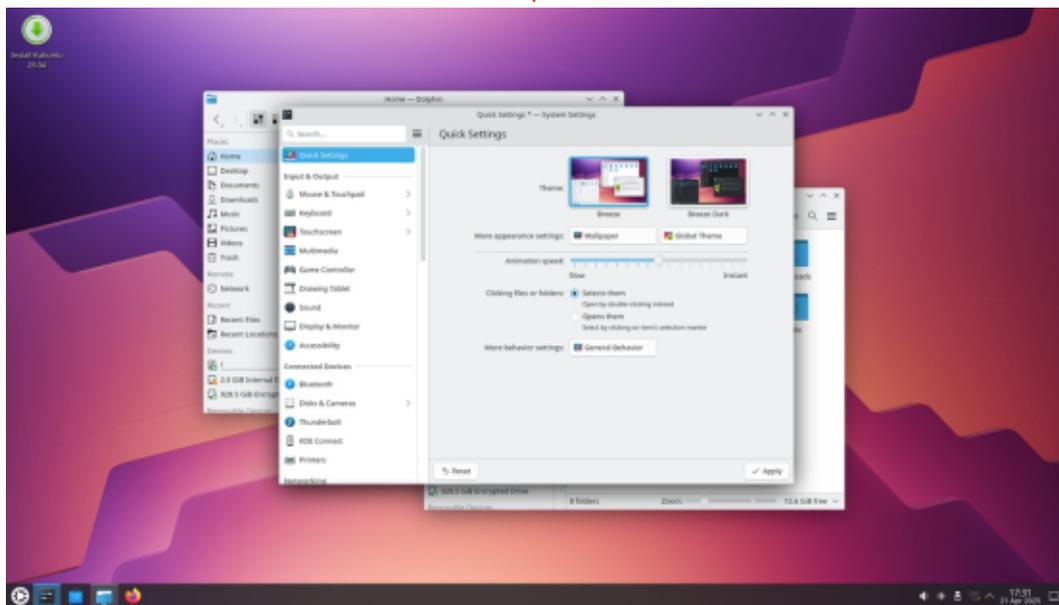
software such as eliminating monitor flicker.

Other than new application versions, this Kubuntu release introduces almost nothing new. That points to the next interim release and the subsequent LTS being very similar to 25.04.

SETTINGS

Kubuntu's strong point and one of its biggest attractions for fans has always been the wide range of user customization built in and Kubuntu with the Plasma 6 desktop maintains that philosophy.

Kubuntu 25.04 comes with five



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global themes, four application styles, five Plasma styles, five window color schemes, three window decoration styles, two icon sets, eight cursor styles, three system soundscapes, three splash screens (including "none"), two login screens and ten boot splash screens. As always, these are just the installed options given that most of the settings pages have one-button downloads to retrieve many more. With all these options, it is pretty easy to make Kubuntu look any way you want. This approach really contrasts with mainstream Ubuntu which offers only two window themes, light and dark and not much else in the way of customization.

Kubuntu 25.04 also comes with 68 pre-installed desktop widgets, one more included than in the last release. Widgets are small applications that can be added to the desktop, like clocks and weather reports. Hundreds more of these can be downloaded for installation, limited only by your tolerance for desktop clutter.

As with most Kubuntu releases, this one has a new default wallpaper, an attractive modernist abstract entitled "Nuvole" by Krystian Zajdel. It has both light and dark wallpaper modes which swap automatically when you change the application window color scheme. There are 47 wallpapers provided, two more than the last release,

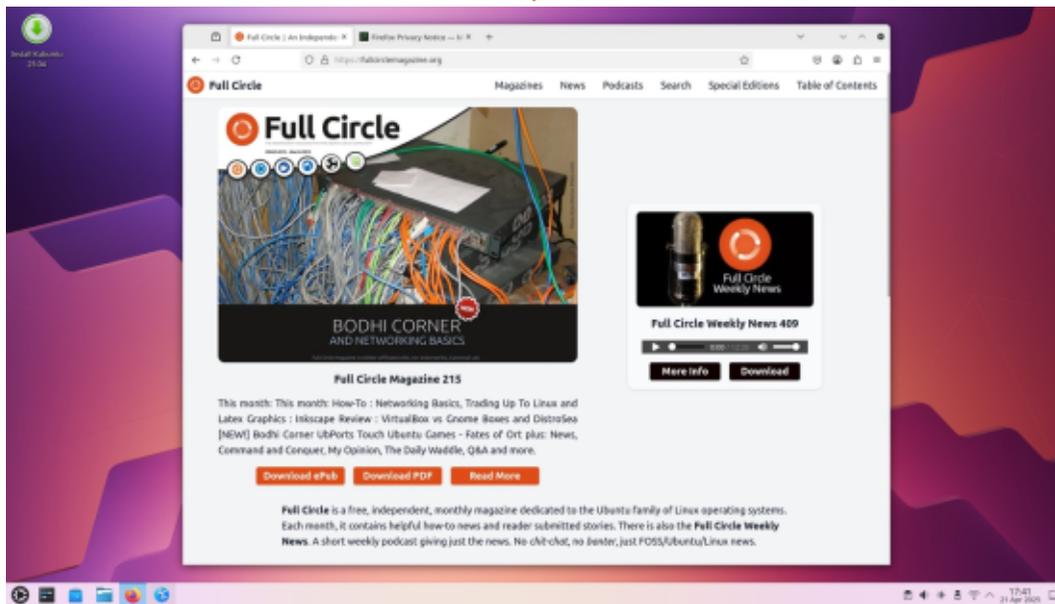
including some nice general Kubuntu logo ones. Many of the included wallpapers are from past Kubuntu releases, so if you had a previous favorite it is probably still in the collection. As is usually the case with Kubuntu, the developers have ignored code name tie-ins for this family of Ubuntu releases, "Plucky Puffin", so there are no puffin wallpapers.

APPLICATIONS

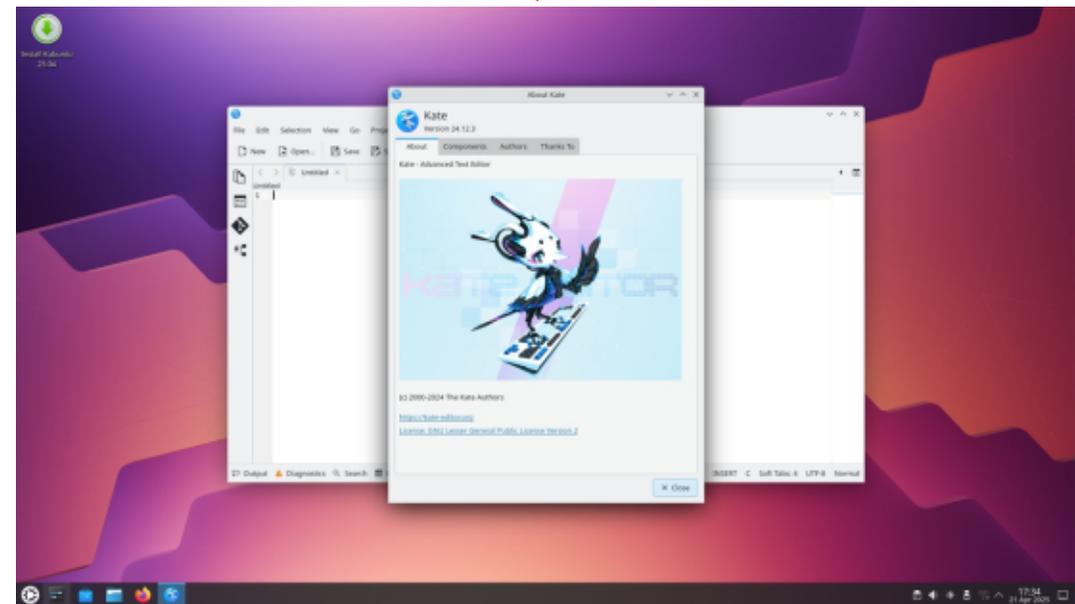
Some of the applications included with Kubuntu 25.04 are:

Ark 24.12.3 archive manager
Discover 2.1.2 software store*
Dolphin 24.12.3 file manager

Elisa 24.12.3 music player
Firefox 137.0.2 web browser**
Gwenview 24.12.3 image viewer
Haruna 1.3.3 video player
Kate 24.12.3 text editor
Kcalc 24.12.3 calculator
KDE Partition Manager 24.12.3 partition editor
Konsole 24.12.3 terminal emulator
Kmahjongg 24.12.3 game
Kmines 24.12.3 game
Kpatience 24.12.3 game
Ksudoku 24.12.3 game
LibreOffice 25.2.2 office suite, less only LibreOffice Base database
NeoChat 24.12.3 Matrix client
Okular 24.12.3 PDF viewer
PipeWire 1.2.7 audio controller
Plasma System Monitor 6.3.4 system monitor
Skanlite 24.12.3 scanning utility



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SkansPage 24.12.3 multi-page scanning utility
Spectacle 6.3.4 screenshot tool
Startup Disk Creator 0.4.1 (usb-creator-kde) USB ISO writer*
Thunderbird 128.9.1 esr email client**
Vim 9.1.0967 console text editor

* indicates same application version as used in Kubuntu 24.10
** supplied as a Snap, so version depends on the upstream package manager

As can be seen, almost all applications provided have been updated to their KDE Gear 24.12.3 versions, each one bringing minor changes and updates.

There was only one unannounced change in the application mix provided: the deletion of the Konversation IRC client. This probably makes sense here in 2025, as the defaults provided should be the applications which a majority of users would want and use. As a service, IRC saw its peak use in 2006 and is probably only used by a small number of people today. If you want it, you can certainly still install it from the repositories.

As is usually the case, LibreOffice 25.2.2.2 comes almost complete, missing only the LibreOffice Base database application. Base is probably the least used component of the suite and it can be added from the repositories, if desired.

As in past releases, Kubuntu 25.04 does not include a webcam application, an image editor or video editor by default. There are many options available in the

repositories.

CONCLUSIONS

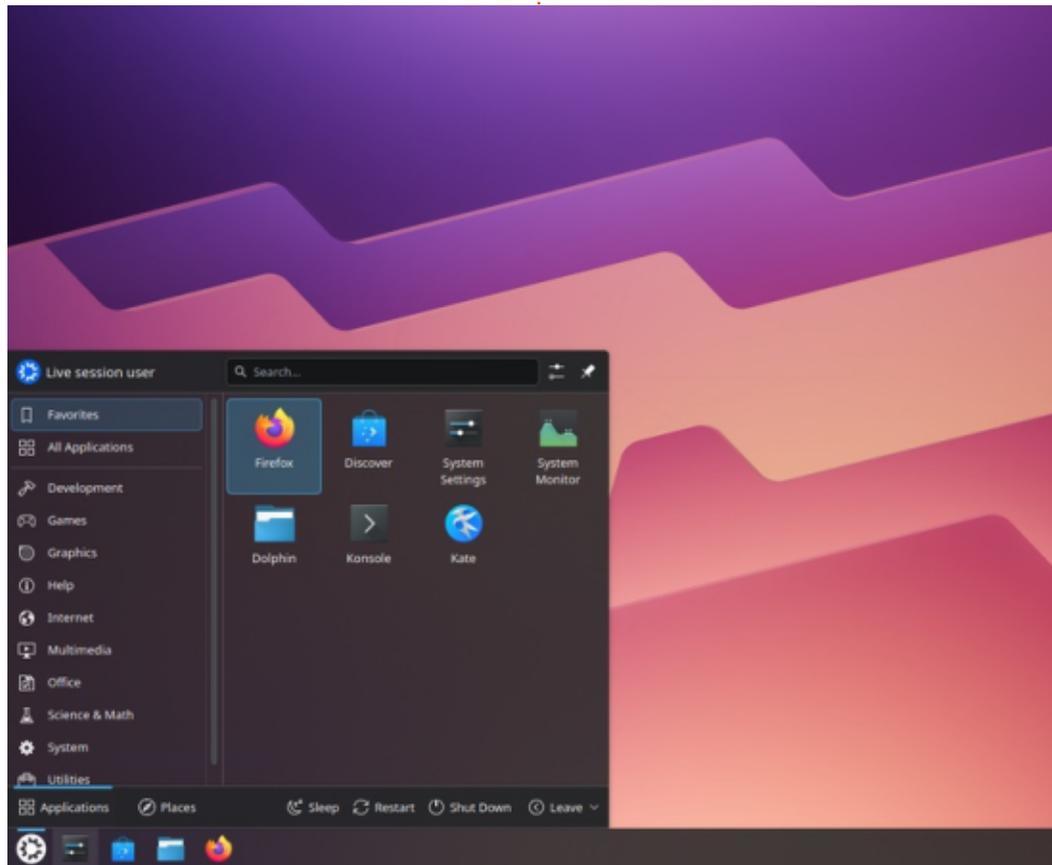
Kubuntu 25.04 has very little new for desktop users beyond updated application versions. As the middle release of three in this development cycle, I think this points to the next LTS, Kubuntu 26.04 LTS due out in April 2026, not having a lot of changes over Kubuntu 24.10. So far the most notable introductions in this

development cycle have been the Plasma 6 desktop and the use of the Wayland display server, both of which appeared in the previous interim release. We will have a look at what the third and last interim release of this cycle brings, when Kubuntu 25.10 is released on 9 October, 2025.

Overall, I think Kubuntu fans will like what they see in this 25.04 release and also in how this development cycle is going. Both point to just incremental changes that give more of what makes Kubuntu popular: lots of user choice and a very polished desktop experience.

EXTERNAL LINKS

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





When I installed Linux Lite, it shipped with Chrome. As I do not want to be Google-linked, I opted to uninstall it, but what should I replace it with on a lightweight distro? I run Firefox and Vivaldi on my daily driver, so I opted for that. However, my daily driver runs Ubuntu with Snaps and there is a reason I opted for Linux Lite on my ageing machine. I added deb-get to the system and checked the list. Yep, it was on the list, so installation was as easy as: 'deb-get install vivaldi-stable'. I tested it out on Linux Mint as well, and it installed in a flash.

Now Vivaldi is based on Chromium, so all the Google bits-n-bobs should be removed. However to be completely rid of Google, you need to turn off the Google meet extension, which is on by default, and the 'form autofill assistant', etcetera, so you still need to put work in. Being Chromium means that you can still install add-ons from the Chrome web store. Vivaldi claims to be more privacy focussed, but since the code is not 100% open source, we will never know.

The thing that bothers me is that the parts that are not open source seem trivial to me, so what are they hiding in there? That's just my opinion and does not stop me from liking it. Once installed, there is a setup that runs on your first launch and you need to make your choices on the look-and-feel of Vivaldi (you can change it all later).

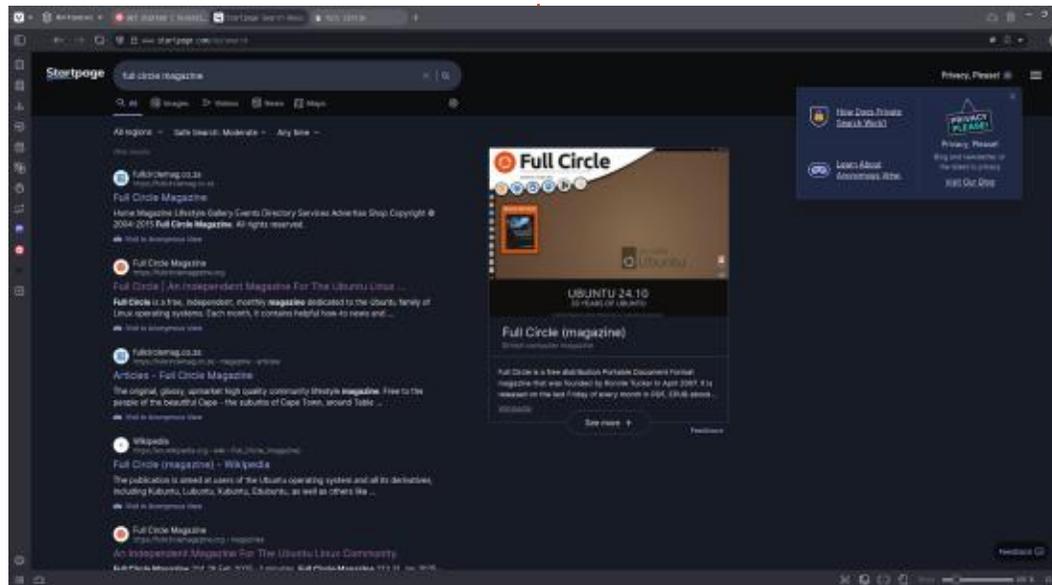
If you click too fast, there are pips along the right-hand side for you to navigate with. Which I realised were covered by a "hidden" panel, when adding the screenshots afterwards. Oh well... Vivaldi is

more than a browser and you can set up your email and calendar and news feeds all within your browser. I used to use this option, but a browser is really heavy on memory, so if you are on the low end, I suggest that you do not. (It is under "productivity features" in the settings if you would like to change it.)

When you click the final button, you are treated to a "get started" video. Because the developers used to work for Opera, you will find similarities between Vivaldi and pre-Chrome Opera.

The first thing you will notice is that the default search engine is Startpage, which was a nice departure from Bing and DuckDuckGo in the past. I can still use DDG right from the search bar, by prefixing any query with a "d" and a space. The Vivaldi developers have made it really easy for you to add more search engines and add prefixes, right in the settings. The default reverse image search engine is Bing. To test them we loaded the 2025 issue of Asimov, from Startpage. Then, using the right-click search image, function. The goal was to find the artist. Google was the only one capable of doing so, ignoring the words, while Bing and Yandex and others seemed to get hung up on the words, showing us more of Azimov anthologies, so choose wisely.

Vivaldi still comes with a zoom slider in the bottom right of the application, much like LibreOffice. We tested the default key bindings of CTRL++ and CTRL+- and CTRL+0, and they also still worked out of the box. Maybe this is a good segue to



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talk about Vivaldi's excellent keyboard shortcuts. Backspace is enabled by default! Though it is also enabled in FF by default again, there was a period that it was not. The privacy screen when you need it, or need to take a break, is still on CTRL+. , and not only blanks your viewing window, but also your tabs. For me, it still has the bug, where, if you were playing a video, and you click on the resume icon, the tab stays muted and I have to hunt for the tiny mute icon.

As I translate a lot, for FCM news, I find that Vivaldi has the easiest means of translating only a piece of text, right from the right-hand bar, as sometimes you do not want the whole page translated, as

the name of something like tails, for instance, can get weird. My only 'nice to have' here, that I have in other browsers, is the ability to download a few languages for offline translation. Another feature I enjoy is the option to open pop-ups in their own tabs, that way you don't end up with one in the background that you have no knowledge of.

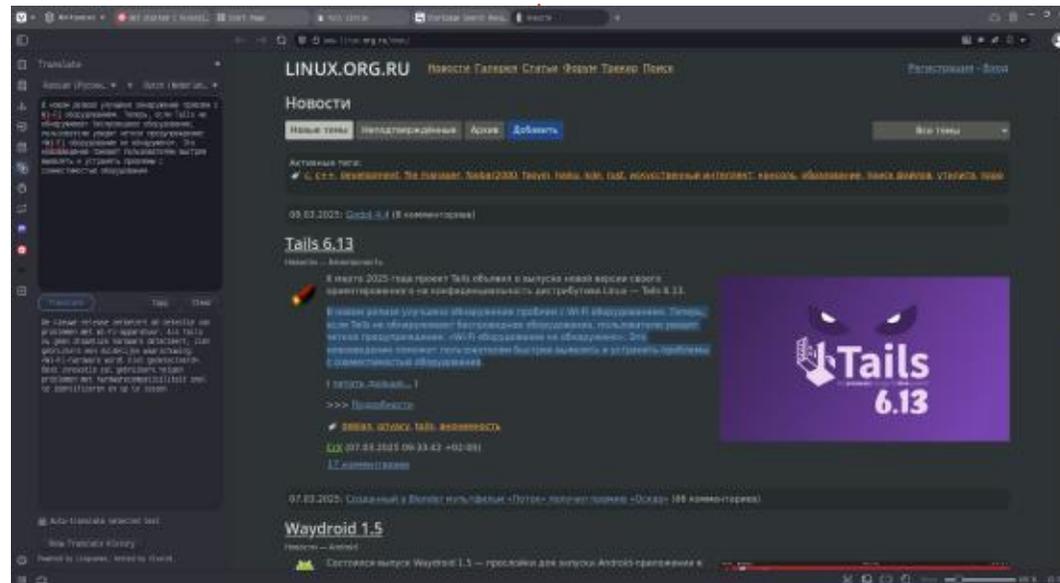
For power users with lots of memory (my Mac for work had 32GB, so it worked there, but not really for home.. meaning I turn on 'memory saver', hahaha), you have the option of having more than one row of tabs in multiple workspaces. It is called tab stacking, where you drag one tab on top of another,

then whenever you click that tab again, it opens a second row of tabs (sub tabs?) that you have stacked within the main tab. You also get the option to 'pin' tabs , where they become tiny, move to the start of the tab row and only display the 'favicon'.

I like customizing, and I know a lot of you don't, so I customize the heck out of Vivaldi and poke into everything I can and this is another plus for me. My left-hand side bar becomes a lot more empty. Speaking of the sidebar, I have delved into Vivaldi social, and while I don't have the time for things like that, I do appreciate them. I have found answers to issues I have had on there, but it also incorporates tik-tok style brain-rot, so if you have rugrats, I suggest you remove that. If you get addicted to scrolling easily, you may also want to remove that.

While the smart hue feature is old hat by now, it still impresses some folks, but I prefer a stable color for my browser. If you were to type 'hue' into settings, you will find that it can integrate with Phillips hue, not that I have any of that to test. My internet connection is capped, so I also appreciate that it

does not come with pictures on new tabs enabled by default. There is nothing so depressing as browsing four tabs just to empty your temporary internet junk and find that it is a few hundred megabytes from pre-caching lots of pictures.





LETTERS

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forumdisplay.php?f=270](https://ubuntuforums.org/forumdisplay.php?f=270)

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Without reader input **Full Circle** would be an empty PDF file (which I don't think many people would find particularly interesting). We are always looking for articles, reviews, anything! Even small things like letters and desktop screens help fill the magazine.

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

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



Q&A

Compiled by EriktheUnready

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

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

I really do not understand how all these cellphone repair shops in all the malls make ends meet. Who buys from them? I stopped in at one to get a charging cable for a raspberry pi 3, and the guy behind the counter said to me, "150 bucks". I was like "what? Are you crazy?" And he never batted an eyelid and said, "it's a good quality cable". I have never been back to one of those shops since. You see, I

used to work for an OEM and 150 bucks would probably get me 150 cables at cost, and if I took the cheapest ones, I'd probably get double that for 150 bucks. If it was a lightning cable I'd probably pay ten times that, LOL, but that is not the point. This is the issue I have with proprietary crap. It is designed to get the most money from you, not innovate to be the best, protected by some law. While I understand copyright, I think it stifles creativity, as you need to look over your shoulder constantly, worrying if someone will sue you for something they vaguely described in a patent they never made. Open source allows you to innovate, but we are also reaching a point where open source is not open source any more, as it has this or that type of "license" and actually has some corporate behind it with an army of lawyers, who make money off that alone. Or... they say they are open source but leave some part proprietary, just so they can sue. I think those open source "licenses" need to go, either you give something to someone or you don't; don't attach strings.

Have a license for corporations, who make money off open source, but never give back, if you have to have one... #amiright?

Q: Hi! I'm Running Ubuntu 22.04 Cinnamon respin and I'm very happy with it so far. There is just one small thing that I cannot seem to wrap my head around, and that is when I close my lid on my HP laptop, and I open it again later, all I have is a flashing underscore in the top right-hand-side of my screen. It used to work and I have not changed anything but do regular updates. So now I shut it down rather, but I'd like to have it suspend again.

A: As far as I know, all you need to do when you see that, is press ALT+TAB, like you would when switching applications and your lock screen should appear. There was a write-up about it somewhere, but I cannot find it for you right now.

Q: This may not be in your area of expertise, but I have to ask, anyway. The kids want me to get a wifi6 router. Those things that look like spiders. While I'm not sure if Ubuntu supports it, I know the Mac does. There is also the current router, that functions well and I don't want it to lie in a drawer somewhere, wasting away or end up in landfill. Is there a particular model I need to look at that will support Ubuntu and Mint? What can I use the old router for? I have heard one can load open source firmware on them.

A: WiFi 6 is a standard, so as long as your WiFi card supports it, Ubuntu should support it. That said, make sure your WiFi card supports Linux, should you get a new one. Can I put a spanner in the works? Why not turn off the WiFi in your current router and buy a cheap WiFi 6 Access point and plug that into the router via cable, to replace the internal WiFi? That should save you a couple of hundred bucks and preserve your current router. Not all routers support other firmware or openWRT, you'd need to check

Q&A

with the make and model first.

Q: This is what happens when I follow the instructions here: <https://developer.hashicorp.com/vagrant/install>. I tried before and it worked, I first pasted it all, then line by line. <removed> <removed>

A: Just because I have a soft spot for Vagrant, that *clearly says xia, which is Linux Mint, not Ubuntu. You need to change the second line to:

```
echo "deb [arch=$(dpkg --print-architecture) signed-by=/usr/share/keyrings/hashicorp-archive-keyring.gpg] https://apt.releases.hashicorp.com noble main" | sudo tee /etc/apt/sources.list.d/hashicorp.list
```

You need to remove everything in the brackets as well as the \$, but you need to ask this on the LM forums.

Q: I'm using Xubuntu Noble, and I got everything set up dark with Gruvbox, just the way I like it. Only Virtualbox does not conform. I'm too much of a noob to edit css files. Can you help me make it dark

mode? They say it is coming to Linux, but only Windows for now,

A: You don't need to go that far. Open your text editor and type:

```
#!/bin/bash
export GTK_THEME=Adwaita:dark
&& virtualbox %U
```

Then save it as vb.sh and

```
chmod +x vb.sh
```

then right-click on the menu item in your menu and edit it to point at wherever you saved the vb.sh file. (You may need Alacarte or MenuLibre).

Q: Is it possible to edit a symlink? I have been looking online on stack exchange and the answer is yes, but it looks like you need to delete it first? That's not editing, that's replacing! My default cursor is broken, the symlink points to etc/alternatives/x cursor-theme, that is also a symlink, that in turn points back to a folder that does not exist. I want to fix that path/chain.

A: That's a special case as that gets updated via the alternatives as that is where it is stored. The man page for update-

alternatives does not have an example, so let me see if we can cover you at FCM.

(1) Make sure you have *some folder that has a cursor.themes file in /usr/share/icons (it won't work if you don't)

(2) Open a terminal there and type:

```
sudo update-alternatives --set x-cursor-theme /<path to your theme>/cursor.theme
```

```
sudo update-alternatives --install /<path to your theme>/cursor.theme
```

```
update-alternatives --display x-cursor-theme
```

now reboot

Q: Whenever I open steam lately, I get a half-assed window with no borders and no menu. I'm still on Ubuntu 24.04.2 and it started about October 2024. I have no idea how to fix it, I have installed it a few times, but with the same result. My friend suggested steam gnome integration, but I have no idea. Please help us out, I am getting ready to install windows again. <removed>

A: In Ubuntu, pin it to the dash / dock, right-click on the Steam icon and select "launch with integrated graphics". That should sort you out.

Q: I tried to download from <https://8bitmayhem.untergrund.net/>. I am using Ubuntu 24.04 with the Firefox that it comes with. When I click the link, it says 'allow this site to open ftp link' but the options are 'choose application' and 'cancel'. If I pick choose application, it says 'system handler'? I am so confused. All I want to do is download a few podcasts to stream in the car. What application should I choose? If I choose another browser, that browser then wants to open another browser, it keeps going in circles.

A: Go to the software centre and grab "gftp" (if you are comfortable on the command line you can curl the link). You need to copy the URL to a text editor and break it up as follows <ftp://ftp.untergrund.net/users/scout/podcast> - the first part goes into "host" and you then click connect. It will ask you for a username, type Anonymous (case sensitive) and

press enter. Once connected, paste the second part into the blank space on the right. This opens the folder, now you can select the files you want to transfer, simply click the arrow in the middle to transfer. Add it as a bookmark and you won't need to do it again. Wow, you had me there for a second. Thanks for the music.

EDIT Filezilla did not come up as I searched for FTP like a user would, but it is a viable alternative.

Q: Sometimes I want to have a quick look at software that I don't know, in the Snap store on my Ubuntu 24.04 install. But if there is no internet, I can't do that. I used to be able to in my previous installation, how do I fix that?

A: The new software centre is online only as far as I know, no off-line operation, sorry.

Q: I am new to Ubuntu and new to virtual machines. One of the things in my notes states that I must check the priority of my swap file. <removed> <https://www.systutorials.com/how-to-set-swap-priority-in-linux/>

I sort-of know what they want, but not quite. Can you explain?

A: I currently do not have active internet, so I cannot check, I hope I remember to do it before this goes out, but you can check out your swap file with a simple command: `swapon --show`

The priority should be in the last column. I would not faff with it if I were you, it basically just controls how easily your computer will swap to swapfile or clean up some unused memory. Rather check the `vm.swappiness` setting.



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



UBUNTU GAMES

Written by Erik

Website: None?
(Domesticated Ants Games)

Price: \$16.99 USD (GOG) at time of writing. Steam and Epic.

Blurb: *"Gravity Circuit is a flashy action packed 2D platformer in the spirit of console classics. Follow Kai, a lone operative war hero, who harnesses the mysterious powers of the Gravity Circuit, on an adventure in a futuristic world inhabited by sentient robots."*

Gravity Circuit is a game from 2023 made with love; no, really LOVE. (<https://love2d.org/forums/viewtopic.php?t=93686>)

It has just hit version 1.1.1a and is officially "out of beta" and is ready to wear out your controller. Why would I say this? Well, Mega man. OK, Mega man for Zoomers, complete with visual overload. It is trying to cater to multiple generations with the retro-aesthetic and the too many moving things on the screen at once.

INSTALLATION

I got the GOG version (the Epic version is cheaper, but I prefer no DRM that slows your machine down), so installation was really straightforward. It installed, put the shortcut in the right place in my menu, and created a desktop icon. No surprise there, GOG does good work (never asked once to call home).

MUSIC AND SOUND

You can have a listen here: https://www.youtube.com/watch?v=jKB6_FAJxik. Though the

soundtrack is reminiscent of chiptune music, it is not. If you did not know what you were listening to, you may be forgiven for thinking it was vapourware / synthwave / chillwave sort of jobbie. It is almost that 80s-type sound, yet not. The pace of the music is great, giving you a sense of urgency when playing the game. There are many tracks, so you don't feel like you are hearing the same thing over and over, causing auditory fatigue. The key is high, as with a NES, and there is a very minimal base, sticking to the retro theme. This is also a bit sad, as I can hear the track "Tension" in a hard and loud base in

Gravity Circuit

my head. Though the music type is not my scene, I can imagine there are many Mega man fans that will love it. The sounds are spot-on, and bitcoins clink, and explosions are in glorious white noise. The white noise does get a bit much when there are a lot of things exploding on screen. The bitcoin counter pops onto your screen whenever you pick up bitcoins and there is a satisfying one-armed-bandit type sound as the counters spin.

GRAPHICS

Characters are rendered in two-tone, so you do not lose your



UBUNTU GAMES

almost all-red character against the enemy two-tone purple sprites. When you first see it, you could be forgiven for thinking it was a NES game. As the NES/Famicom was never part of my nostalgia (I did own one, long after they were popular), I am not really attached to the graphics style. I very much like the idea of the UI elements going off screen when not needed. The color palette feels sparse, with baddies being the same color as the floors and the walls. The parallax background is more of the same colors as the foreground and characters, causing heavy eye strain. Everything says Famicom, with nothing really outstanding or making me go wow. I feel this is a missed opportunity. Even the so-called cut-scenes are lacklustre. With the way the game plays, I feel there is just enough missing to put it in S-tier, maybe even A-tier (since I do not have those rose-tinted glasses. There are some nice touches though, like when you defeat a boss, news tickers flash across the screen with something like “target down”. Then you are treated to a full-screen explosion with lots of white noise.

GAMEPLAY

I always say, if your game is about something, make that something great. This is where the game shines. The controls are responsive and hit boxes are generous. The game plays like an absolute dream. That does not mean it is easy, not by a long shot. It has all the platforming staples, like running, jumping, sliding, shooting, wall jumping, and even an arm fired grappling hook, a la Bionic Commando. Everything feels polished, I did not end up getting stuck anywhere, so the level design is good. The pick-ups are good, it is only the weird thing where green enemies are on green platforms and purple enemies on purple platforms that hurt my eyes. I suspect you could finish the game in two days flat, but the eye strain caused by the muted colors



(everything feels the same), and repetition in the background, made me put it down every thirty minutes. Though the controls are tight, the combat is rather limited in the beginning, but it gets better. You need to play past the first part to start unlocking more stuff, but then again, it is a platforming game – not a fighting game. Though many stages lean heavily on the platforming tropes, it does not feel over done. What I mean is that there are stages where you almost constantly slide, just to make it through, but it does not repeat in the next stage that has its own mechanic. The boss fights are as interesting as the bosses themselves. The first boss reminded me of Advance Wars and Metal Slug all at once, just “low-budget”, if you know what I mean.

STORY

Forgettable. Miners discover artefact, artefact spits out baddies, who take over the city. Twelve guardians battle them, one remains. Baddie army attacks city again, you are ‘that’ guardian? Lots of robots. The story unfolds in the HQ, you enter between level one and two.

One review on GOG said the game was “perfect”. I’m glad we all have different tastes. The game goes out to do what it does really well; there is no denying it, but I feel it is let down by the palette and color choices and character design, being just a bit too minimal to be remember-able or remarkable.

The settings are another feather in the designers caps, as it is easy to navigate and does not overwhelm you with stuff.



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



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

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

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

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