



# Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

ISSUE #212 - December 2024



## LUBUNTU 24.10 AND XUBUNTU 24.10 MINIMAL

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## HowTo



... p.XX

```
# cd /etc
ln: can't cd to /etc: No such file or directory
# # apk add nginx
# fetch https://dl-cdn.alpinelinux.org/alpine/v3.20/main/x86_64
# fetch https://dl-cdn.alpinelinux.org/alpine/v3.20/community/x86_64
(1/3) Installing pcre (8.45-r3)
(2/3) Installing nginx (1.26.2-r0)
Executing nginx-1.26.2-r0.pre-install
Executing nginx-1.26.2-r0.post-install
(3/3) Installing nginx-openrc (1.26.2-r0)
```

LXD p.07

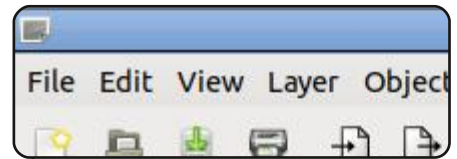
This is sample text with 1 paragraph of lorem ipsum commented out followed by another paragraph of lorem ipsum.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur ut, placerat ac, adipiscing vitae, felis.

Latex p.11



... p.XX



Inkscape p.15

## Graphics

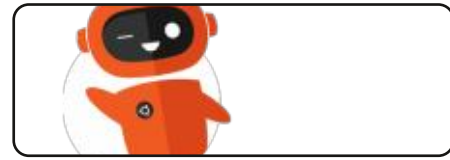


# Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

```
#An alias to make the ls
command more detailed
alias ls = "ls -la --
color=always --classify"
```

Command & Conquer p.XX



Ubuntu Devices p.21



My Opinion p.25



Q&A p.XX



... p.XX



The Daily Waddle p.19



Letters p.XX



... p.XX



Linux News p.04



... p.XX



Review p.32



Review p.29



Ubuntu Games p.38



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## WELCOME TO THE LATEST ISSUE OF FULL CIRCLE

Well, it is time to bid ye farewell. Yes, this is the last issue of **Full Circle Magazine\***. We go out with a bang by bringing you Latex and Inkscape and the second part of Erik's LXD series. Articles are still sparse around here, so if you have **any** articles you can spare, now is your chance: [ronnie@fullcirclemagazine.org](mailto:ronnie@fullcirclemagazine.org).

Elsewhere, Adam is reviewing Ubuntu and Xubuntu 24.10. As I mentioned last month, I've been using **Tuxedo OS** on my ASUS laptop. Why Tuxedo? I'll tell you all about it in this month's My Story.

In more important news: you'll notice quite a few blank pages. Erik has been in and out of hospital recently and moving house. So, if you can, send him a happy email to cheer him up.

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 for 2025!**

Ronnie

[ronnie@fullcirclemagazine.org](mailto:ronnie@fullcirclemagazine.org)

\* for 2024. See you in 2025!



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# NEWS

Submitted by ErikTheUnready

## BACK NEXT MONTH

Erik has been ill recently, moving house, and job hunting. So send him a happy email. Tell him you miss him: [misc@fullcirclemagazine.org](mailto:misc@fullcirclemagazine.org)



# DistroWatch.com

*Put the fun back into computing. Use Linux, BSD.*



# COMMAND & CONQUER

Written by Erik

BACK NEXT MONTH



**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.



## TIME FOR ME TO BEG AGAIN

**\*SIGH\***

Yes, this (and several other) pages are, sadly, empty.

Can you spare a few minutes to write something? That would be much appreciated.

You don't need to be an expert, just write about what you know. What you use. How you use it.

Email it to:

[ronnie@fullcirclemagazine.org](mailto:ronnie@fullcirclemagazine.org).

**Thank you!**





So you want to fiddle with containers? Well lxd has been around since 2014, so if you have not, now is your chance! OK all you Ubuntu mechanics, grab that virtual spanner and let's get cracking!!! That includes YOU, lazy bones, fire up your terminal and rev those engines!!

Now that we have lxd installed and we have grabbed a few containers and we have rolled them around in our gobs, we can start with the next leg of our journey down the rabbit hole. Just a quick recap, you know how to install containers, stop and start them, and create and delete them, but I have not shown you how to install software inside those containers or how to take a snapshot of one. We will cover that today. I mean what use is a container if we cannot interact with it?

Last week I forgot to mention that, if you add `--vm` after an image, it will grab the virtual machine instead. (However, since most of you are already well salted in virtual machines, I will leave it alone).

Do you still remember how to check running machines and images? Well, have a quick look and see if you still have any. If you do, that is great; if you do not, grab the last issue and download an image for us to play with. What you get is up to you, as long as you know how to drive it, I'll stick to an image of Ubuntu, and an Alpine image, for this lesson.

The next sequence I need you to know is `lxc exec`. If I wanted to execute a bash shell in my container, I'd say: `lxc exec -- bash` (there is a space between the double dash and the word bash)

I want you to do the same with your Alpine image.

Did you get an error? Something like the image below?

```
ed@IT1:~$ lxc list
+-----+-----+-----+-----+-----+-----+
| NAME   | STATE | IPV4   | IPV6   | TYPE   | SNAPSHOTS |
+-----+-----+-----+-----+-----+-----+
| alpine | STOPPED |        |        | CONTAINER | 0          |
+-----+-----+-----+-----+-----+-----+
| inviting-bird | RUNNING | 10.119.3.36 (eth0) |        | CONTAINER | 0          |
+-----+-----+-----+-----+-----+-----+
ed@IT1:~$ lxc start alpine
ed@IT1:~$ lxc exec alpine -- bash
Error: Command not found
ed@IT1:~$
```

```
inet: 127.0.0.1/8 (local)
inet6: ::1/128 (local)

Snapshots:
+-----+-----+-----+-----+-----+-----+
| NAME           | TAKEN AT           | EXPIRES AT | STATEFUL |
+-----+-----+-----+-----+-----+-----+
| snapshot.alpine.0.1 | 2024/10/27 15:34 SAST |           | NO       |
+-----+-----+-----+-----+-----+-----+
ed@IT1:~$
```

That is because Alpine does not contain bash. I suggest that you try sh.

See? It is already interesting and we are only on the first page!

**TIP:** Remember that you are logged in to the container as root, be careful what you do!

We will loop back to this in a little bit, I want the meat 'n potatoes at the end.

The second thing I wanted to show you, \*before we started

making any changes, was to take a snapshot of your container. It is as easy as it sounds: `lxc snapshot`

Let's say I wanted to make changes in my Alpine image. (I'm using Alpine as it is tiny and things happen fast).

```
lxc snapshot alpine
snapshot.alpine.0.1
```

OK, fantastic, we took a snapshot, but how do we know if it happened? In that case, we use: `lxc info` -In my case, `lxc info alpine` - This will bring up quite a bit of info on your container.

You need to scroll down right to the end to see something similar to the image shown above.

How did it go, did you make a snapshot? If you did, I want you to

# HOWTO - LXD

make one from the other running container that you have on your system. I have Ubuntu, you may have something else. Go ahead, I'll wait.

Now that we have snapshots, I can show you how to mess about with your images.

You can do the usual things, like you would do to your system at home, you can update it, etc. Go ahead and make a folder somewhere on the container.

I want you to do the same as I just did in Ubuntu on Alpine, please. Just make a folder and a file, nothing fancy.

I now need you to make another snapshot and see if it is there. In my screenshot, you can see I have 2

```
ed@IT1: ~
boot      home  lib64      opt  run  snap
root@inviting-bird:/# mkdir fcm
root@inviting-bird:/# cd fcm
root@inviting-bird:/fcm# touch hello.txt
root@inviting-bird:/fcm# ls
hello.txt
root@inviting-bird:/fcm# exit
exit
ed@IT1:~$ lxc exec alpine -- sh
~ # cd \
> ^C

~ # cd /
/ # ls
bin  etc  lib  mnt  proc  run  srv  tmp  var
dev  home media opt  root  sbin sys  usr
/ # mkdir fcm
/ # cd fcm
/fcm # touch file1.txt
/fcm # exit
ed@IT1:~$ lxc snapshot alpine snapshot.alpine.0.2
ed@IT1:~$ lxc list
```

| NAME          | STATE   | IPV4                | IPV6 | TYPE      | SNAPSHOTS |
|---------------|---------|---------------------|------|-----------|-----------|
| alpine        | RUNNING | 10.119.3.102 (eth0) |      | CONTAINER | 2         |
| inviting-bird | RUNNING | 10.119.3.36 (eth0)  |      | CONTAINER | 0         |

```
ed@IT1:~$
```

(right after the word CONTAINER).

**Tip:** to get out of the guest OS, simply type exit.

```
ed@IT1:~$ lxc snapshot alpine snapshot.alpine.0.2
ed@IT1:~$ lxc list
```

| NAME          | STATE   | IPV4                | IPV6 | TYPE      | SNAPSHOTS |
|---------------|---------|---------------------|------|-----------|-----------|
| alpine        | RUNNING | 10.119.3.102 (eth0) |      | CONTAINER | 2         |
| inviting-bird | RUNNING | 10.119.3.36 (eth0)  |      | CONTAINER | 0         |

```
ed@IT1:~$ lxc restore alpine snapshot.alpine.0.1
ed@IT1:~$ lxc exec alpine -- sh
~ # cd /
/ # ls
bin  etc  lib  mnt  proc  run  srv  tmp  var
dev  home media opt  root  sbin sys  usr
/ # cd fcm
sh: cd: can't cd to fcm: No such file or directory
/ #
```

## lxc restore alpine snapshot.alpine.0.1

Now for the before and after shots (see below).

As you can see, no fcm folder. And that, in a nutshell, is snapshots.

Now let us serve up a web page from our container. We can load Apache or Nginx into our Alpine image.

Ronnie will have to forgive me, I'll be going over my allotted space in the magazine, but there is a lot we need to cover and 1000 words just won't cut it. (Also I'd like not to drag this out over too many issues, then people lose interest) [*you are forgiven* - Ronnie].

I think Nginx is more modern and popular, and people get along with it a bit easier. This time we get into our Alpine container and use apk to grab our package.

So let's restore our snapshot and see if our folder still exists?

Yes, you guessed it lxc restore! See you are a pro already!

```
/ # cd fcm
sh: cd: can't cd to fcm: No such file or directory
/ # apk add nginx
fetch https://dl-cdn.alpinelinux.org/alpine/v3.20/main/x86_64/APKINDEX.tar.gz
fetch https://dl-cdn.alpinelinux.org/alpine/v3.20/community/x86_64/APKINDEX.tar.gz
(1/3) Installing pcre (8.45-r3)
(2/3) Installing nginx (1.26.2-r0)
Executing nginx-1.26.2-r0.pre-install
Executing nginx-1.26.2-r0.post-install
(3/3) Installing nginx-openrc (1.26.2-r0)
Executing busybox-1.36.1-r29.trigger
OK: 12 MiB in 32 packages
```



## apk add nginx

...but nginx on its own doesn't do much. So we have to edit the html page served to the public. Also installing the package does not activate the web server, so we will need to get the services running and the server serving, or else we have bupkiss.

Now, obviously I will be holding your hands here, as I cannot expect you guys to get along with Alpine; after all it is not Ubuntu. Before we start, I'd like you to know that we can continue within our container, but we can also edit our files from outside of the container. Alpine is a very minimal image and you will have only vi to work with (by default). So if you wanted to use, say, emacs from outside of the container, there are ways. (<https://discuss.linuxcontainers.org/t/edit-file-from-lxc-container-via-gedit-or-pluma/3008>). Then, I had to look up where the files are... hehehe. (OK, honestly, I went through the folders to find it, but I want to look professional for you guys). I told you guys I'm not a programmer.

See: <https://docs.nginx.com/>

[nginx/admin-guide/basic-functionality/managing-configuration-files/](https://nginx/admin-guide/basic-functionality/managing-configuration-files/)  
<https://documentation.ubuntu.com/lxd/en/latest/reference/manpages/lxc/file/edit/>

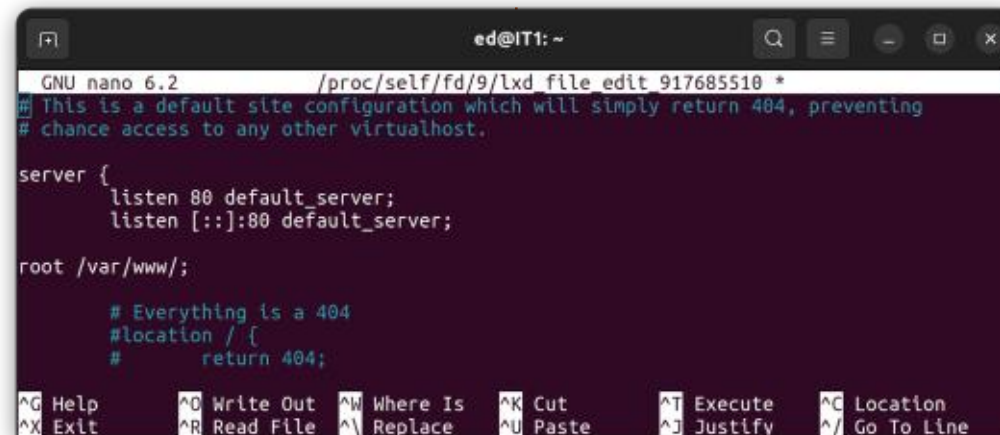
So from within your Alpine container, I want you to open a shell and we will edit this file:

```
vi /etc/nginx/http.d/default.conf
```

OR from outside:

```
lxc file edit alpine/etc/nginx/http.d/default.conf
```

So once we have our file edited. Just comment out all the 404 entries and root /var/www/ (shown below)

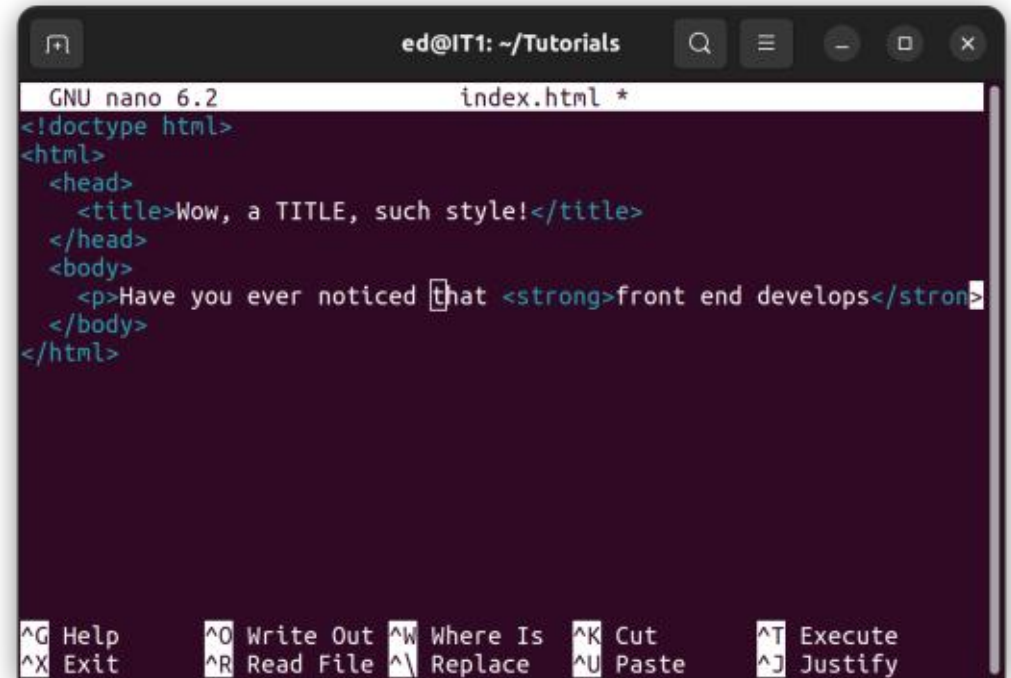


```
GNU nano 6.2 /proc/self/fd/9/lxd file edit 917685510 *
# This is a default site configuration which will simply return 404, preventing
# chance access to any other virtualhost.

server {
    listen 80 default_server;
    listen [::]:80 default_server;

    root /var/www/;

    # Everything is a 404
    #location / {
    #    return 404;
}
```



```
GNU nano 6.2 index.html *
<!doctype html>
<html>
  <head>
    <title>Wow, a TITLE, such style!</title>
  </head>
  <body>
    <p>Have you ever noticed that <strong>front end develops</strong>
  </body>
</html>
```

Notice that in nano, the file saves as something else, but if you go into the container and check the file, you will see that it is saved.

Ok to teach you another concept, let's make our web page in Ubuntu (shown above). You can make it as simple or as fancy as you like. Shown above is mine.

The way we copy our file to the container is to push it. Like down the stairs... Just kidding, like push and pop in programming languages, we will push this to our container.

```
lxc file push index.html alpine/var/www/index.html
```

```
ed@IT1: ~/Tutorials
ed@IT1:~/Tutorials$ nano index.html
ed@IT1:~/Tutorials$ ls
index.html
ed@IT1:~/Tutorials$ lxc file push index.html alpine/var/www/index.html
ed@IT1:~/Tutorials$
```

Now that we have all our ducks in a row, let's start our web server on our container. So now I need you to go over to your container and type:

```
rc-update add nginx default
```

Since we added it to the default runlevel, nginx should fire up automatically. And we start the service with:

```
service nginx start
```

Now let's get the IP address (shown top right)

## lxc list

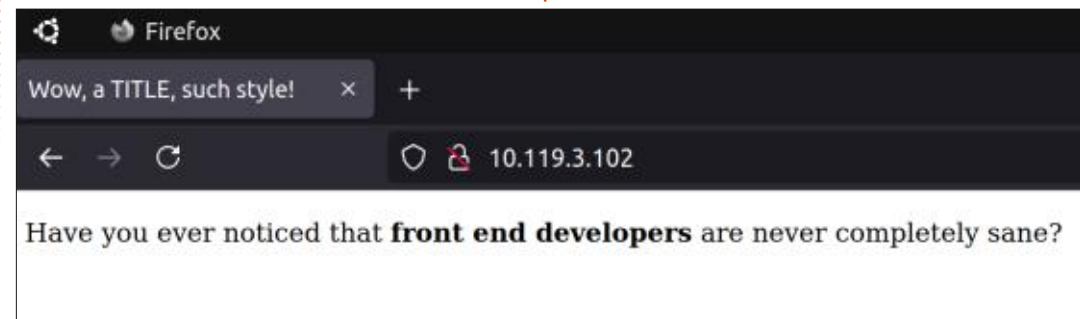
Then we can use curl to get the output, I don't need to explain that, you guys are smart cookies, or you can open it in your browser, using the IP address.

Are we having fun yet?

You know where to write to: [misc@fullcirclemagazine.org](mailto:misc@fullcirclemagazine.org)

```
ed@IT1: ~
ed@IT1:~$ lxc list
+-----+-----+-----+-----+-----+-----+
| NAME   | STATE | IPV4   | IPV6   | TYPE   | SNAPSHOTS |
+-----+-----+-----+-----+-----+-----+
| alpine | RUNNING | 10.119.3.102 (eth0) |      | CONTAINER | 2          |
+-----+-----+-----+-----+-----+-----+
| inviting-bird | RUNNING | 10.119.3.36 (eth0) |      | CONTAINER | 0          |
+-----+-----+-----+-----+-----+-----+

ed@IT1:~$ curl 10.119.3.102
<!doctype html>
<html>
  <head>
    <title>Wow, a TITLE, such style!</title>
  </head>
  <body>
    <p>Have you ever noticed that <strong>front end developers</strong> are never completely sane?</p>
  </body>
</html>
ed@IT1:~$
```



```
ed@IT1: ~
/etc/nginx/http.d # rc-update add nginx default
* service nginx added to runlevel default
/etc/nginx/http.d # service nginx start
* Caching service dependencies ... [ ok ]
nginx: [emerg] unexpected "}" in /etc/nginx/http.d/default.conf:18
nginx: configuration file /etc/nginx/nginx.conf test failed
* ERROR: nginx failed to start
/etc/nginx/http.d #
```



**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.



This time we will play with a few of the packages stored under the E topic. There are lots to choose from – with 27 topics. As usual I will skip the sets of packages designed for a specific language. This time the languages include English, Esperanto and Estonian. Even though Donald Knuth worked in English, and designed the first versions of Tex for English speakers, there are packages which are specific to the typographical needs for written English. My next column will be an introduction to using Latex with languages other than English.

The first package for this column can be fun. It is called ‘epigraph’. The audience asks what is an

epigraph? An epigraph is a short, usually pithy comment or quotation that often appears at the beginning of a document or chapter. You have probably seen epigraphs, but perhaps not thought about how to add them to your own work. The epigraph package provides commands for typesetting a single epigraph as well as environments for typesetting a list of epigraphs according to the documentation.

Of course the command `\usepackage{epigraph}` must appear in the preamble to your Latex document, i.e. before the `\begin{document}` command, and after the `\documentclass` command. In the document, use the following syntax for one epigraph

(see graphic):

```
\epigraph{text}{source}
```

The text will be placed at the right side of the text block, the source is placed below and on the right side of the text. `{text}` refers to the quotation you wish to appear. I prefer epigraphs to be centred on the page. That can be done using the `\epigraphflush{center}` command. Other options include adjusting the width or thickness of the line that separates the text from the source, adjusting the type-size of the epigraph, adjusting the white space before and after the epigraph. There are more advanced settings described in the documentation.

There are also some examples in the thirteen-page documentation. As I have said before, if you are interested in using a particular package that is new to you (epigraphs for example), take some time to read the documentation and to experiment with the various commands.

Next I will look at a package that I wished I knew about when I was writing quizzes and exams for my college students. It is called ‘exercisebank’, and is a tool to build data banks of questions and then to import chosen questions into tests and exams. The questions are stored in a file you name and in a location you select (see illustration).

## Epigraphs

All things come to the one who waits.

anonymous

### A sample epigraph followed by four paragraphs of lorem ipsum

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida

## A sample set of problems

To find out how it works read the article and the documentation.

### Problem 1

This introduces our problem.

(1a)1p This is part problem 1.

(1b)1p This is part problem 2. This will not be hidden but becomes part of problem 1

(1c)3p This problem is worth 3 points and is tagged difficult.



```
\documentclass{article}
\usepackage[]{exercisebank}
\exercisebanksetup{exercise
directory=exercises}
\makeset{myExerciseSet}
{myexercises}
\begin{document}
\buildset{myExerciseSet}
\end{document}
```

And this is the basic structure of a list of questions.

```
\begin{intro}
  This introduces our
  problem.
\end{intro}
\begin{problem}
  This is part problem 1.
\end{problem}
\begin{problem}
  This is part problem 2.
\end{problem}
\begin{problem}
  This is problem 3.
\end{problem}
```

Of course if all that a question bank needs is statements, then there would be no need for a special package. I would simply type the statements or questions into a word processing file and ask the print shop to make however many copies I need.

This package allows the knowledgeable user to pick which questions are used in any particular test, allows questions to be tagged (i.e. labelled) to indicate degree of

difficulty, and allows questions to have different marks assigned to them. A user can build more than one question bank and draw questions for a test (or assignment) from more than one question bank. For example, the text has twenty chapters so I write twenty sets of questions. At mid-term I can give a test pulling selected questions from each of the first ten chapters.

Solutions to problems can be added directly to the question bank. By default, solutions do not display or print (do not appear in the PDF) unless the user requests them. For example:

```
\begin{problem}
  What is  $2 * 6$ ?
\end{problem}
\begin{solution}
  12
\end{solution}
```

Graphics can be included in the problem sets (question banks). Graphics can be existing files or graphics generated using one of LaTeX's image tools (chemfig and tikz in FCM 193, for example).

The first six pages of the 25-page documentation "cover the basics" as the author says. The rest of the documentation is an

annotated list of commands in alphabetical order. If you download the package from ctan.org, you will also get a sample question bank with a problem with a graphic.

This seems to me to be a very powerful complex package with many options. I would like to have several worked examples of typical instructor tasks and examples of different types of questions (multiple choice, true / false, matching, etc). Searching through twenty pages of commands to find the few I need, while facing a production deadline for an assignment or test, is not my idea of fun. Having now written about more than twenty packages in these pages, and having examined at least twenty more, I think the

documentation for complex packages is the weakest part of these packages. It is well-known that IT people are weak when it comes to documentation. I would like the package owners to think of their documentation as user manuals. Help users finish their first few projects with your package, otherwise they will not remain users for long.

The next package this time is the 'comment' package, latest revision 2016 August. The author says the package allows the user to "selectively in/exclude pieces of text: the user can define new comment versions and each is controlled separately." It works by setting up a comment environment. Any context within this

This is sample text with 1 paragraph of lorem ipsum followed paragraph of lorem ipsum commented out followed by the second paragraph of lorem ipsum.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut pur vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum mauris. Nam arcu libero, nonummy eget, consectetur id, vulputate magna. Donec vehicula augue eu neque. Pellentesque habitant morbi t senectus et netus et malesuada fames ac turpis egestas. Mauris ut le viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringill ces. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapi iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo hibendum. Aenean faucibus. Morbi dolor nulla malesuada eu vulv



## HOWTO - LATEX

environment is ignored when the document is compiled. See examples using comment and not using comment. Notice how the first paragraph is repeated when the comment code is removed from the source file.

```
\documentclass[letterpaper,12pt]{article}
\usepackage[]{}
\usepackage{lipsum}
\begin{document}
  \lipsum[1-1]
%\begin{comment}
  \lipsum[1-1]
%\end{comment}
  \lipsum[2-2]
\end{document}
```

Comments can be made conditional. By default, once defined, the comment environment contents are global in the document. They can be made local using the `begingroup / endgroup` commands. Comment commands can be made special and be defined by the user. There are some other specialized commands available in the four page documentation. This looks like it could be quite useful when preparing various versions of a document, either for various readers or in order to record various revisions and potential edits.

One more package before I

finish looking at the packages in the “E” topic, an older one called ‘ulem’. Take a look at the image and the code below.

```
\documentclass[letterpaper,12pt]{article}
\usepackage[]{}
\begin{document}
```

Copied from the documentation for the ulem package.

The ulem package provides various types of underlining that can stretch between words and be broken across lines. Use it with Latex or plain Tex.

In Latex ulem normally replaces italics with underlining in text emphasized by `\uline{emph}`, and to some extent by `\uuline{em}`. A declaration of `\uwave{normalem}` or the `\dashuline{usepackage}`

option `[normalem]` disables this feature.

```
\end{document}
```

The ulem package also has `sout`, `xout` and `dotuline` commands: `strikeout`, mark each letter with an oblique line and underline with dots (see illustration). Other styles of underlining can be user defined. One small warning: because each underlined word is placed in a text box, automatic hyphenation for that word is disabled. The six pages of documentation are easy to understand and have enough examples so the user can experiment without problems.

Next time, we will start an examination of the `babel` package hoping to learn how to use it to write text in various languages. I

can write in only English, French, Latin, ancient Greek and Chinese. I hope that that will be enough choices so we can explore `babel` together.

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# 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 152

If you've already downloaded Inkscape 1.4 (you have, haven't you?), then you may have had a glance through the release announcement and concluded that not a huge amount has been added or changed in this release. While it's true that a lot of the development work in 1.4 has focused on the internals of the program, in preparation for a future migration to the GTK4 toolkit, there have also been a lot of smaller changes that didn't necessarily make it into the release announcement – and which will keep this column populated for a while. Of course, I'll be covering the big headline changes, but this month I'm going to cover a few of these smaller changes that are likely to be overlooked by other sources of Inkscape info.

## NEW GUIDE LOCK STATE

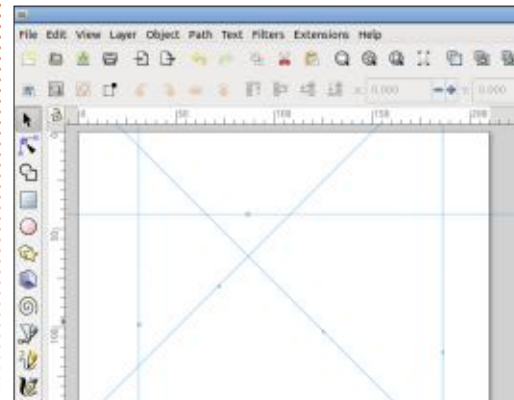
The first change is an attempt to address a genuine user experience issue with guides, but personally I think it has potentially introduced more problems than it solves. I'll begin by explaining the scenarios in which this problem occurs, then

describe the old and new behaviours.

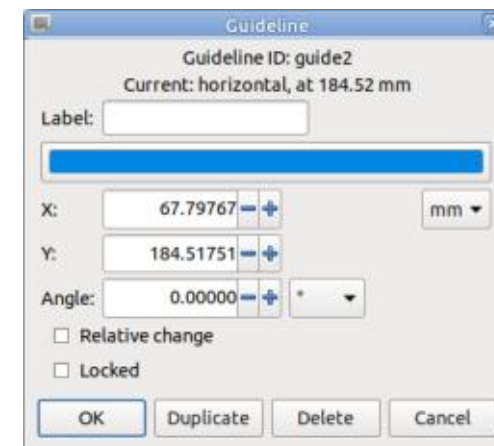
Guides are a very handy tool in Inkscape. For those unfamiliar with them, they're lines that are drawn above all other content in Inkscape, but which do not appear in an exported bitmap, or if the SVG file is loaded into another program. They're purely an aid to help you align and position items in your document, and are often used as snap targets. Creating a guide is as simple as clicking and dragging from the ruler at the top or side of the canvas – a guide line will follow the mouse as you move it into the window, and then be placed where you release the mouse. If you drag down from the top ruler, you'll generally get a horizontal guide. If you drag across from the left ruler you'll generally get a vertical guide. I say "generally" because if you drag from the extreme ends of either ruler, you'll get a guide at a 45° angle.

There are other ways to create guides – such as creating them from a shape you've drawn using

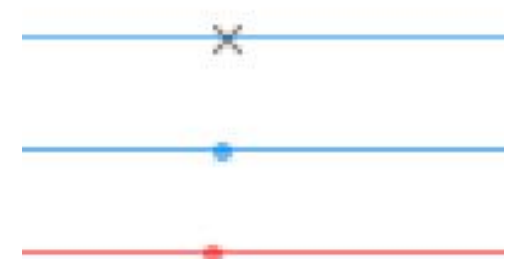
Object > Object to Guides – but the usual drag-from-ruler approach is all we need to concern ourselves with right now.



Double-clicking on any guide opens a dialog that allows you to position them precisely, or move them a relative amount, as well as change their color, angle, and label.



Using this dialog, you can also lock a guide to prevent it being accidentally moved... but it's here that the UX problems begin. A guide can be in one of three states: locked, normal and hovered (when the mouse hovers over an unlocked guide). The scaled-up image below shows these three states – note that the locked state has a small cross as its handle, while a hovered guide changes color.



The problem is that, once locked, a guide can't be modified at all. Moving the mouse over it doesn't change the color to indicate the hovered state, you can't drag it to a different location, and you can't double-click on it to re-open the guide's properties dialog. In



## HOWTO - INKSCAPE

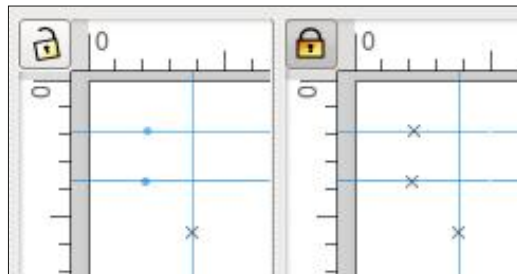
case you were wondering, the handle is equally immune to interaction.

To my mind, this is overkill. In almost every scenario I can think of, a user would want a locked guide to ignore any accidental attempts to move it to a different location. But they absolutely would want a way to open the properties dialog to change its color, delete it, or reposition it using the numeric input fields. Most notably, without access to this dialog there's not really a way to unlock an individual guide once you've locked it. Preventing dragging of the guide, but still allowing access to the dialog by double-clicking on the line itself, or at least on the handle, would have been a sensible solution, but no version of Inkscape allows this.

There are ways to unlock or delete locked guides, but they are broad and excessive for most use cases. In the Edit menu, you'll find a "Delete All Guides" option. This does exactly what it says, and immediately deletes all guides, whether locked or not. It's obviously not very useful if you want to remove only a single guide.

Just above it in the menu, however, is an entry with a checkbox next to it, labelled as "Lock All Guides". If any guides exist that are not locked, the checkbox will be clear and selecting this entry will lock all of the guides in the document. If every guide is already locked, the checkbox will have a tick in it, and selecting this will unlock all of them. Yes, every single one – even the ones you wanted to keep locked.

There is also an easily overlooked button at the top left of the canvas which not only reflects the state of that checkbox, but which can be clicked to lock or unlock all the guides without having to select the menu entry. Here you can see that the padlock icon is shown as open on the left, when not all of the guides are locked; clicking on the button locks all of them and changes the icon, as shown on the right. Note, however, that manually locking all the guides using their corresponding



properties dialog does not change this icon to its locked state.

This button, or the menu entry, are the only ways (other than the XML Editor) to unlock a guide. But much like the delete option, it's a broad brush that will unlock every guide, even if you need to adjust only one of them.

This is where the second UX faux pas kicks in – the one that has been "fixed" in version 1.4. Let us suppose that you've set up some useful guides, perhaps for page margins or columns. You don't want to accidentally move them around, so you click the button to lock them all. Later you decide to add a guide to help you with the design of your image. It's just a temporary thing to aid with alignment, so you drag it roughly into place, planning to open the properties dialog and adjust it to a specific position. In older versions of Inkscape, dragging out a new guide while the global lock is enabled would create a guide that was already in the locked state. If you didn't drop it in exactly the right location, or if you wanted to make any other changes to it, you would need to unlock all the guides in order to be able to access its properties dialog. That means

unlocking all the page layout guides as well, even though you really want them to remain locked.

But Inkscape 1.4 fixes this problem! Hurrah! Right?

Wrong. The "fix" that has been implemented is simply that dragging out a new guide will automatically unlock all the guides for you. Sure, it saves a click or two, but it also means that those page layout guides get automatically unlocked – except this time it may not be so obvious to a novice user until they accidentally move them. To aid in the discovery of this new feature, the lock button flashes briefly when you drag out a new guide. But at that point, your focus is likely to be on your new guide, not some small button at the corner of the canvas that you've probably never really noticed before.

This change was created by a new contributor to Inkscape, and I don't want to be too harsh on them for attempting to do something about the problem of guides being created in a locked state. On the contrary, I absolutely applaud them for getting involved with Inkscape development, and I hope they



continue with their contributions. In reducing the number of clicks that a user might need to make, this does actually improve the situation for many users – it’s just that I feel it’s a band-aid instead of the much larger change that is actually required.

In my opinion, Inkscape needs a separate Guides dialog. Not the existing properties dialog that shows the details of only one guide at a time, but rather a dialog that lists all the guides in the document, and allows their properties to be changed individually. With such a dialog, it would be trivial to unlock a single guide at a time. But it would also make it possible to change the color, position or other properties of an individual guide without unlocking it first. The Lock All and Delete All options could be subsumed into the dialog, reducing the number of entries in the Edit menu as well. And when a new guide is dragged onto the canvas, it could simply be created in an unlocked state, without affecting the status of all the other guides. It sounds straightforward, but it would require a significant amount of work. Personally, I think the user experience benefits would make it worth the effort, but then I’m not an Inkscape developer.

### PEN SEGMENTS TO GUIDES

The next small addition is also related to guide creation. A new command has been added to the Pen tool (aka Bézier tool) which will convert the currently drawn shape to guides. There’s no UI for this command, but it has been added to the list of keyboard shortcuts, albeit without any binding by default. To enable this, you therefore have to set the shortcut you wish to use: open the Inkscape preferences dialog (Edit > Preferences), select the Interface > Keyboard pane, then expand the Tool section in the shortcuts list, or just search for “Pen Segments to Guides”. Click in the “Shortcut” column (the content should change to “New Accelerator...”), then press your desired shortcut combination. I chose Alt-Shift-G, which was the only “G” combination that didn’t elicit a complaint that it was already assigned.

Once you’ve set a shortcut, use the Pen tool to draw a shape, then press your key combination to convert it to guides. The cynic in me would like to point out, however, that in my testing, the behavior was

exactly the same as when a path is selected and Object > Objects to Guides is used. That menu entry also comes with a default shortcut of Shift-G already set. Unless I’m missing something, I can’t really see any benefit in having (and remembering) a special Pen tool specific shortcut rather than just using the more generic option.

### CREATING PERFECT SQUARES

Having complained about the UX of one feature, and questioned the entire point of another, I feel the need to redeem this column with a genuinely useful addition. When using the Rectangle or Ellipse tool, it’s always been possible to force the resultant shape to an integer ratio (and also the “golden ratio” of 1:1.618) by holding the Ctrl-key as you drag out your shape. The status bar even tells you what ratio it’s constrained to as you do so – a nice touch that many users have probably never even noticed. By moving close to a 45° angle from your starting point you can keep the ratio at 1:1 in order to create perfect squares or circles.

With the Ellipse tool, there was

an additional option. Hold Ctrl-Alt and you would always create a circle – albeit one whose circumference passes through your original starting point. This is useful for creating circumscribing circles, whereas the behavior without the Alt key is more suited to inscribed circles. Nevertheless, a side-effect of this is that the Ellipse tool had a means of always creating a perfect circle, without the requirement to drag the mouse close to 45°.

With 1.4, this same Ctrl-Alt shortcut does something similar for squares. The drawn object doesn’t rotate around the starting point in the same way as when drawing a circle, but it does flip to one of the four quadrants depending on the mouse position. Too many novice users have struggled with the seemingly basic task of drawing a perfect square, and while there are several different ways to achieve this with Inkscape, this keyboard shortcut is perhaps the easiest to explain.

### ARROW KEYS ON A ROTATED CANVAS

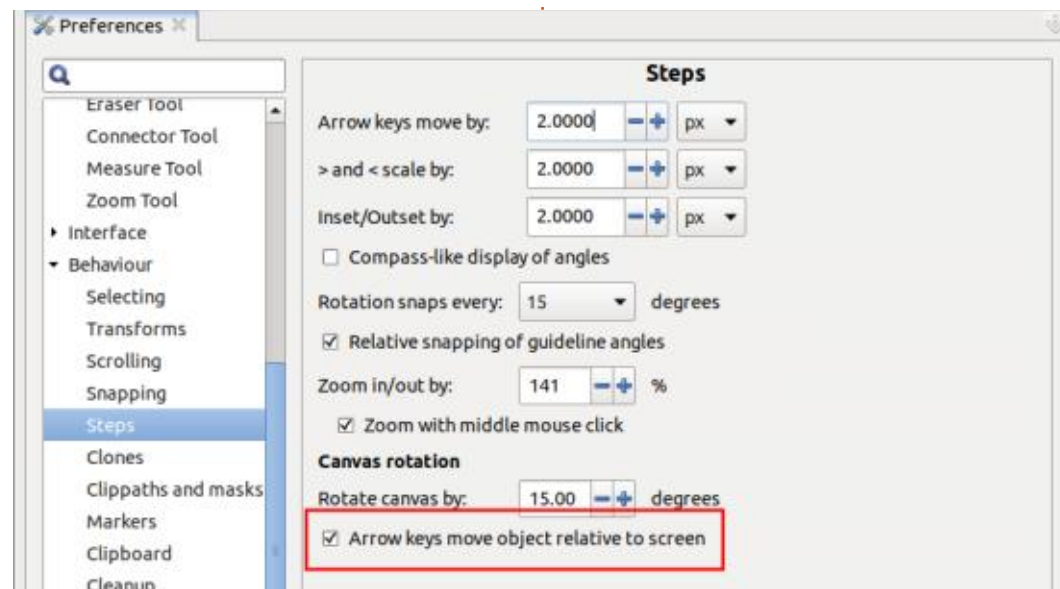
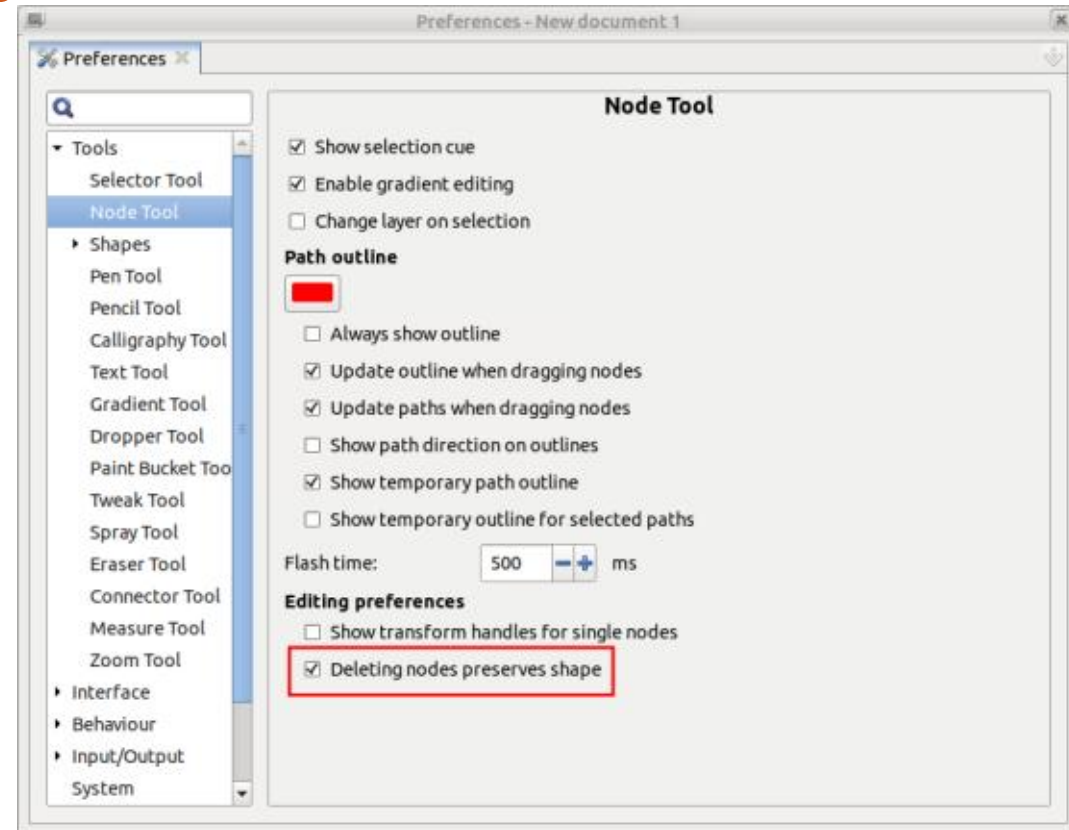
Do you sometimes rotate the canvas while working? Do you also

# HOWTO - INKSCAPE

move objects or nodes using the arrow keys? If your expectation is that the arrow keys should move things horizontally and vertically, regardless of the rotation of the canvas, then you're in luck, as this is now the default behavior for Inkscape 1.4. If, however, you prefer the movement to remain relative to the canvas rotation, you can switch back to this behavior by unchecking the "Arrow keys move object relative to screen" option in the Behaviour > Steps pane of the Inkscape preferences dialog (Edit > Preferences). It's a shame there's not a keyboard shortcut to toggle this option, as I can see that both approaches could have their merits, even when working with a single document.

## BEHAVIOR WHEN DELETING NODES

The final small change I'll mention this month will be good news for anyone who didn't like the change in 1.3 to the behaviour of the Node tool (F2) when deleting nodes. Prior to that version, when deleting a node using the Del key, Inkscape would try to preserve the general shape of the path, even if that meant moving the handles of adjacent nodes around. With version 1.3, a degree of autodetection was added which would sometimes move handles and sometimes not, depending on the sharpness of the corner.



Generally I think it does a reasonable job, but if you prefer the old behavior, you can now switch back to it by unchecking the "Deleting node preserves shape" option in the Tools > Node Tool pane of the Edit > Preferences dialog.

versions of Inkscape.

It's also worth noting that the Ctrl-Del shortcut will delete the node and force the segment to be a straight line, regardless of the state of this checkbox – as has always been the case throughout all



**Mark** uses Inkscape to create comics for the web ([www.peppertop.com/](http://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 SUDDENLY HAD THE URGE TO INSTALL  
WINDOWS 11... NOPE, SORRY, FALSE ALARM!







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# UBPORTS DEVICES

Written by UBports Team

## WEBSITES

The latest updates to our websites have now been released. We are very excited about the redesign across our sites, and making things easier to find, and clearer to read and understand. Thanks to everyone involved, they are, in no particular order, Kaizen, Lga, Kingu, Flohack and Capsia.

<https://www.ubuntu-touch.io/>

<https://lomiri.com/>

## VOLTE ON FAIRPHONE 5

Many of you will no doubt have noticed that Marius has put out a post on our Forum asking for help testing VoLTE on the Qualcomm based FairPhone 5 <https://forums.ubports.com/topic/10484/qualcomm-volte-call-for-testing/23>

The forum thread not only covers the FairPhone 5 but there are also discussions on other Qualcomm devices too. All very

interesting and well worth a look. There are a couple of bugs affecting both Qualcomm and Mediatek devices at present, but there is a chance VoLTE could still land in Focal.

## UTC 2 THE HAGUE AND UBUNTU SUMMIT

A few notes from Paul Hortola (*AppsLee*):

A few weeks ago, just before the Ubuntu Summit in the Hague, we held the second Ubports Touch Down. Also in the Hague, the UTD brought together UBports and Ubuntu Touch developers, contributors and community members.

First order of business, the UTD: Sadly Marius who was expected to attend couldn't make it due to an ongoing health issue. Thankfully, Marius could join remotely for the first day which was well received by the people in the room.

There were many discussions

and hacking during the UTD. Some of the discussions involved coming up with the date for a pre-release of Ubuntu Touch 24.04. Based on Marius' input and feedback from Ratchanan, the release is set for a Christmas or the very latest a New Year release. This will be a testing release of the current status of development at that time, and hopefully generates attention on fixing issues before a full release with a hard milestone set to April 2025.

To achieve this goal, we have to freeze the code at the end of November to assess the current state, before communicating about the skills required to go further.

Another area of focus was the need to drive developers into working in the best interest for users who daily drive Ubuntu Touch, Raoul proposed that the dev sync should evolve to be more efficient, and focus on areas that have a major impact on the daily user first, and on the more esoteric areas after that. Once identified, people can then volunteer to tackle an

important bug or feature for the users.

## UBUNTU SUMMIT

It was a nice event with a lot of communities with whom I can see some collaboration happening in future.

People from KDE are planning an event on sustainability and keeping old devices alive, when big tech is cornering the user to renew their hardware.

A company is creating devices based on RISC-V with fully open source hardware and drivers.

I met someone from Igalia who's working on a brand new browser engine who told me that Igalia has expertise with the major webengines and has the resources to help us out with a better solution for Morph.

Canonical is pushing a private 5G network that could be interesting for companies with a large campus to stay productive.

KDE again has been adapted as a snap on top of Ubuntu Core, maybe we can do similar things with Lomiri to help us in the maintenance of Ubuntu Touch in the long run...

I also talked with Erik from OS.SCi who's working on a student program that will benefit Ubuntu Touch.

Those events are really important for the community. It was a great time to meet people within the UBports community and people outside who align with our values.

Thanks to our sponsor who made it all possible and thanks to all the people who could make it there

### BRAX3

You may have noticed an indiegogo campaign for the Brax3 and then the exciting part, that it will also support Ubuntu Touch. Well, we are in the process of finalizing details with the designers and manufactures of the Brax3 for ongoing support and updates so full details are not yet available.

However we can say that the port is being developed by their in-house developers and at this stage it will be available for installing by the end user only using the installer. We would want this situation to change so that in the future the phone will become available with UT pre-installed during 2025.

This is a great opportunity for both UBports, Ubuntu Touch, and the device manufacturers with a device with great specs at a price point that is more accessible than many.

The devices are designed and partially manufactured in Europe by LUNR and should be available after a successful indiegogo end of March 2025. Full details and current status can be found here.

### OTA-7 OUT OF SCHEDULE SECURITY ISSUE FIX

We're going to release Ubuntu Touch 20.04 OTA-7 earlier than scheduled to fix a number of security issues affecting Pulseaudio, our audio server. One of the issues affects the privacy of Ubuntu Touch users, and thus we've decided to

release an out-of-schedule update.

The issues are as follow:

Confined applications can remove the Trust Store permission system module from Pulseaudio, allowing such applications to access the phone's microphone without the user knowing, amongst a number of privileged actions.

Confined applications are able to crash Pulseaudio by performing a volume control on a specific virtual device when a Bluetooth headset is connected.

Both of the issues are specific to the way Ubuntu Touch patches and uses Pulseaudio. However, the second issue has a potential to affect some Ubuntu 16.04 installations running non-default configurations (newer versions are not affected). As such, we've coordinated with Canonical on the timing before making this announcement.

Due to the way our release pipeline works, Ubuntu Touch 20.04 OTA-7 will also contain a number of fixes which are not related to the aforementioned issues. Thus, we'll release an RC for 20.04 OTA-7 in

upcoming days and we'll announce a call-for-testing. We plan to release Ubuntu Touch 20.04 OTA-7 on Friday 29 November 2024.

Updated: Ubuntu Touch 20.04 OTA-7 RC is out, which should have version 2024-W47. Please take some time to switch your spare/development phone to the 20.04 RC channel and test this OTA.

Thanks to Ratchanan for the above. Please check the forum thread for the latest updates.



# The Daily Waddle

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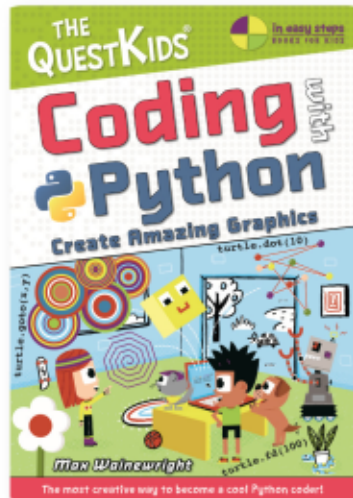
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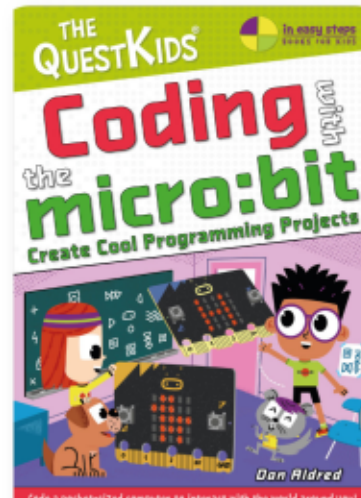
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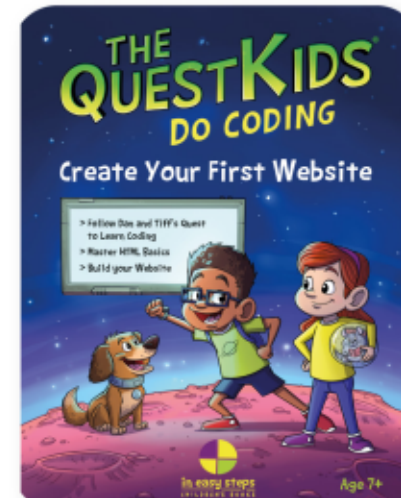
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# MY STORY

Written by Ronnie

# Distro Hopping

Do we really need so many distros? In my opinion, and experience, I'd say: yes.

My journey in Linux began many years ago with Ubuntu (I don't remember which version) and then I switched to Kubuntu. Kubuntu was still using KDE 3.5 back then. Kubuntu later moved to KDE 4, which I hated, so I switched to Linux Mint. After a short time I ended up using Ubuntu again as I had some issues with Mint.

Anyway, with Ubuntu adopting snap packages I ended up back on Mint as it (thus far anyway) refuses to use snaps. Well, with the recent release of a new version of Mint, I got the upgrade started and was about to make the obligatory upgrade cuppa, when it started asking me a bunch of questions. I answered them to make the upgrade progress, and it then asked me if I'd make a backup with Timeshift. I have most of my files on an external USB hard drive, but I went with it and made a snapshot.

Mint huffed and puffed about a

couple of packages, but it continued on its merry way to complete the upgrade. Finally! The reboot.

Uh oh!

Mint booted into a desktop with no window manager running. I had

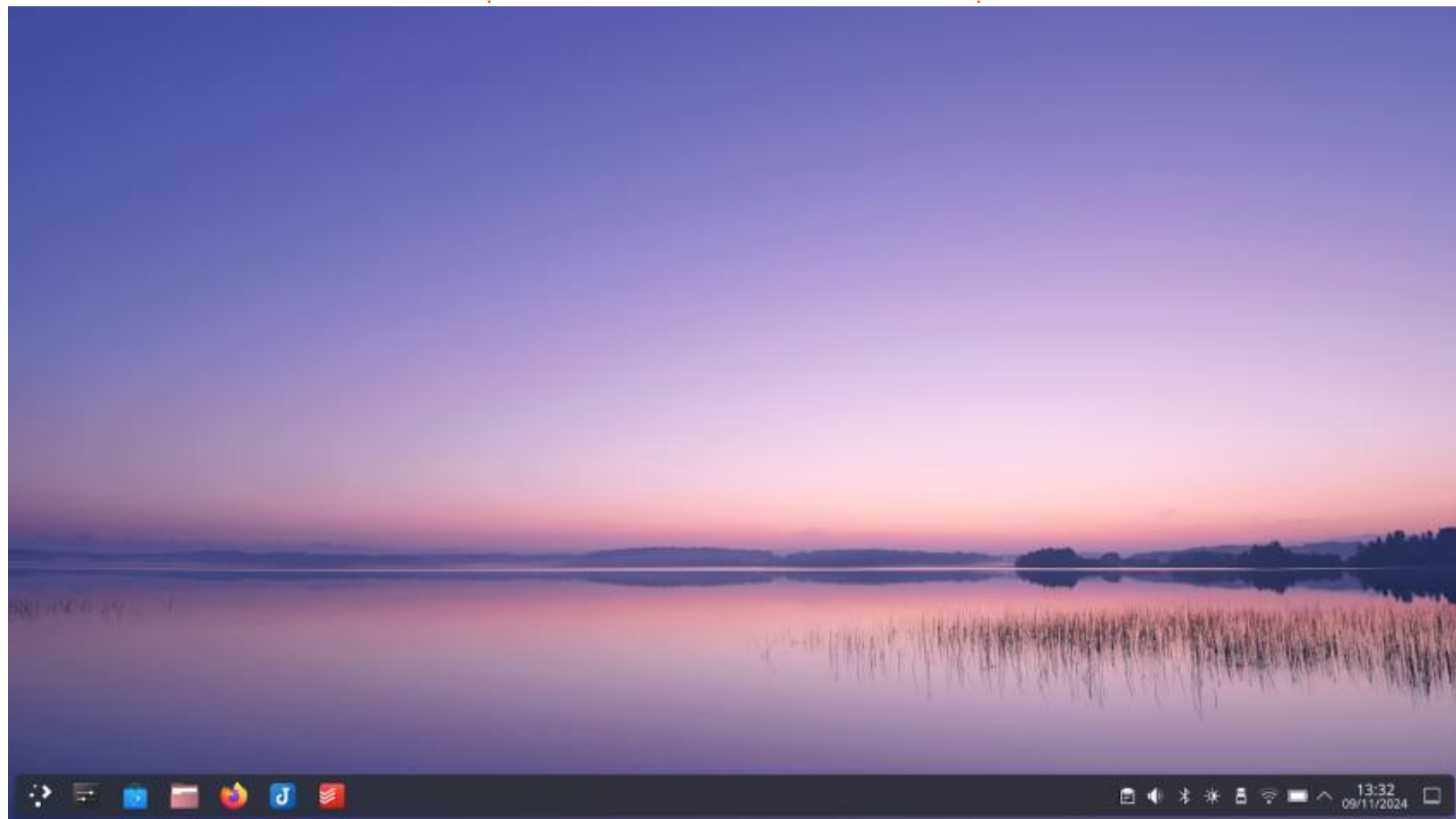
no taskbar at the bottom, no response from the 'Windows' key. Nothing. I don't know what I pressed, but I managed to get a window of some kind open and Timeshift running and did a swift rollback.

Needless to say, from that

moment onwards, I was not going to try another Mint upgrade. I was definitely going distro hopping.

I fancied trying KDE again, but didn't want snaps, so Kubuntu was off the list.

After putting out feelers on



# MY STORY

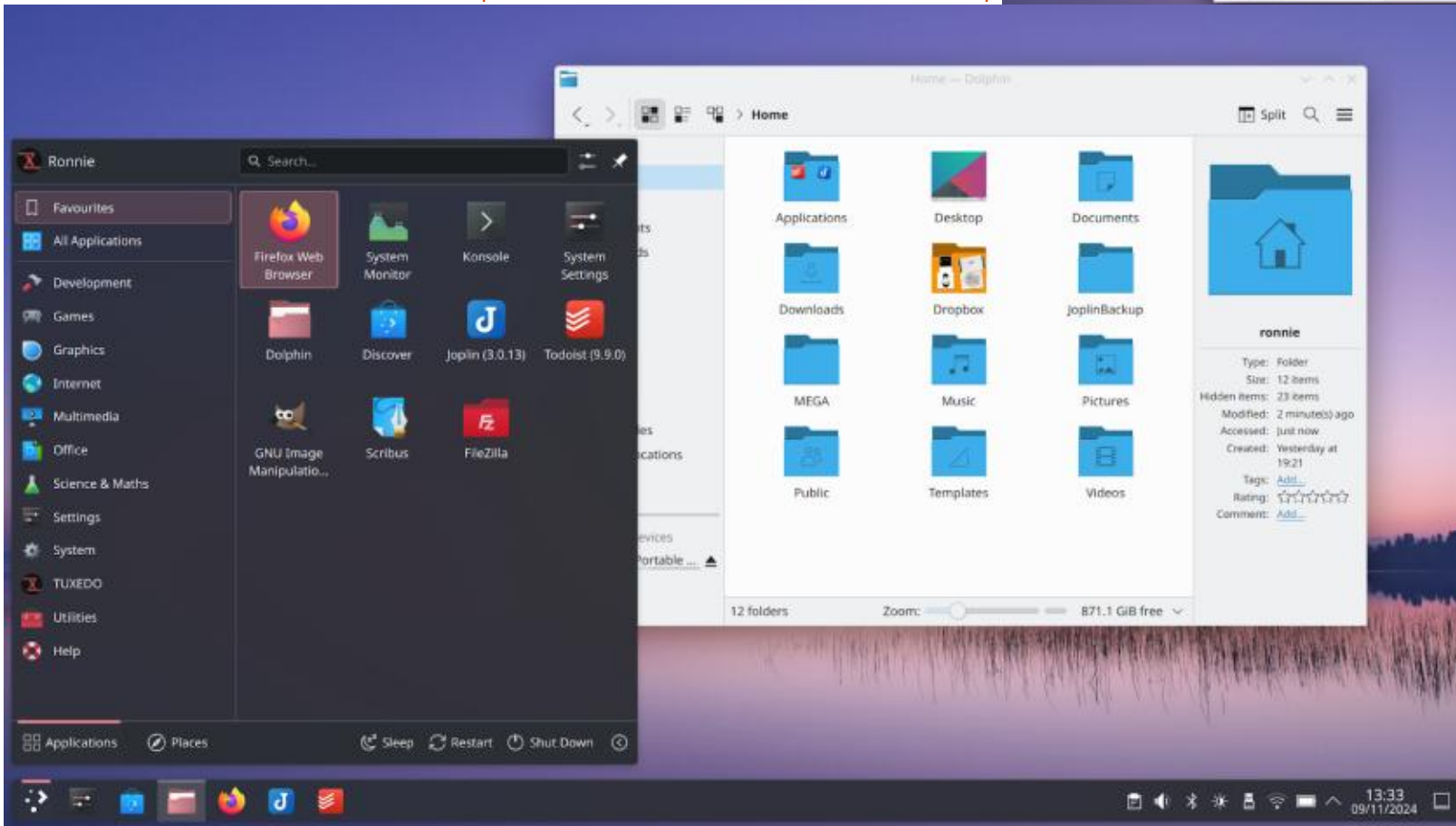
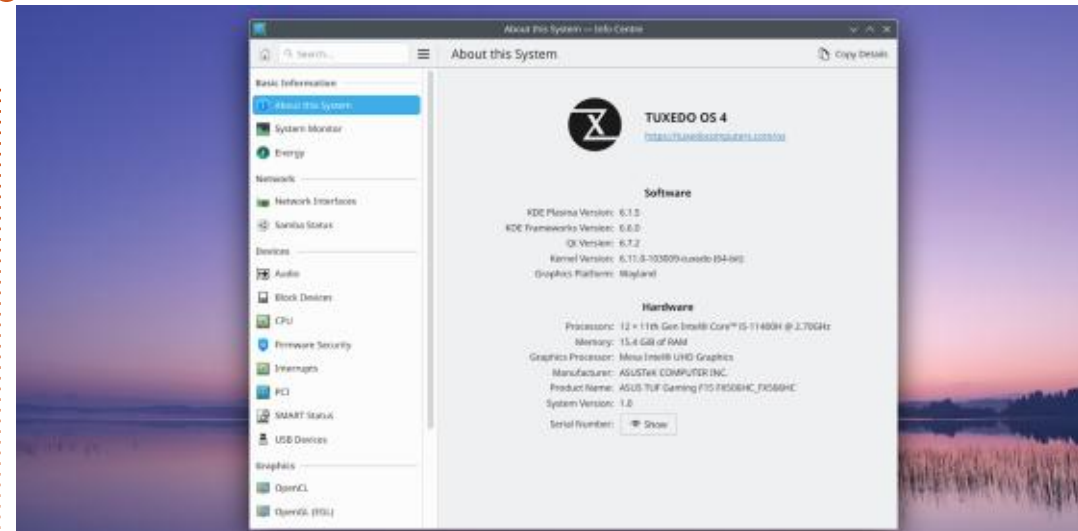
Mastodon, I got a few replies to try Tuxedo OS.

And that's where I'm reporting to you from now. It has KDE without the snaps. Yes, I could have installed Kubuntu and tried to disable snaps, but I'm pretty sure an update/upgrade would turn snaps on again.

So, why do we need so many distros? Well, as I've just shown

above, we need choice. OK, I've always stuck within the realms of Debian with Ubuntu, Kubuntu or Mint. But, if need be, I could have jumped ship and tried Fedora or similar. With so many desktops and foundations (Debian, Fedora, etc) you can have almost unlimited combinations. And live booting makes it even easier to shop around for that perfect distro.

Having said that, I can't exactly



go using Fedora (or the like) and edit a magazine about Ubuntu. That would definitely be just a touch hypocritical. So, I'll stay with some Ubuntu variant for now.



**Ronnie** is the founder of Full Circle and, somehow, still editing this thing. He also paints, draws and does woodcarving in his spare time.  
<https://ronnietucker.co.uk>

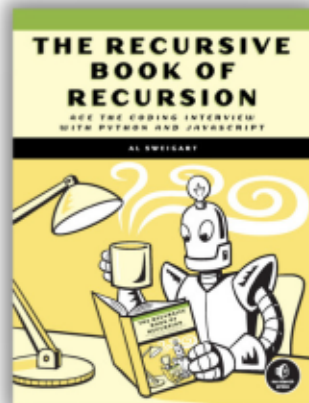




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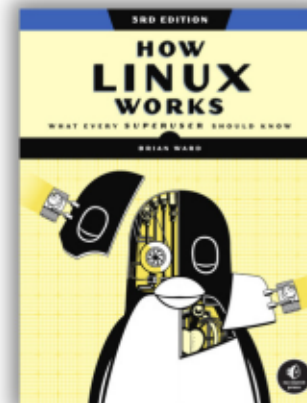
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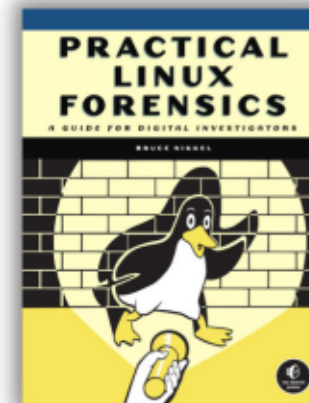
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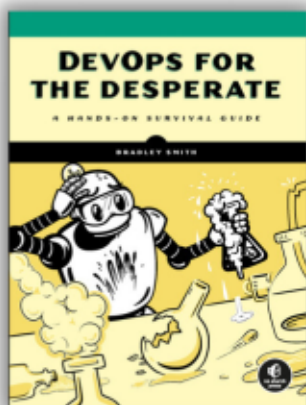
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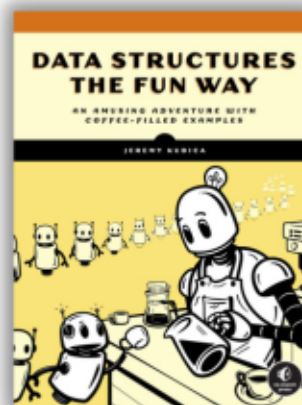
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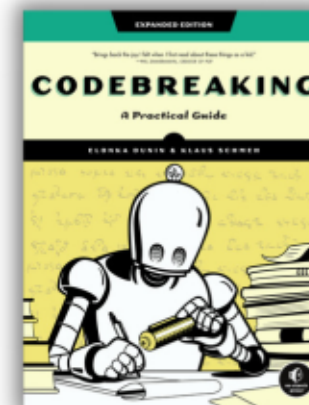
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# HOW-TO

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.

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## REVIEWS

### GAMES/APPLICATIONS

When reviewing games/applications please state clearly:

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

### HARDWARE

When reviewing hardware please state clearly:

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

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





# REVIEW

Written by Adam Hunt

Out on 10 October, 2024, Ubuntu 24.10 is the first interim release of this development cycle which will lead to the next long term support (LTS) version due in April, 2026. On the road to that LTS, we will see two more interim releases that will try out new software and ideas. These will be Ubuntu 25.04 and 25.10.

As an interim release, Ubuntu 24.10 comes with just nine months of support, until July, 2025.

Ubuntu 24.10 is the 30th release of Ubuntu overall, the 27th since it became an official flavor and the 17th since it moved from the LXDE desktop to the current LXQt desktop. For some reason, the official release announcement does not claim any credit for those first three releases before Ubuntu became an official flavor and notes this as the 27th release. But, some of us were around back then and used Ubuntu 10.04, 10.10 and 11.04 before it became an official flavor with the release of 11.10. So with this new 24.10 release Ubuntu is now 14 years old!

## INSTALLATION

I downloaded Ubuntu 24.10 via BitTorrent from the official source and then did a command line SHA256 sum check. I recommend everyone do this check with each ISO download, prior to booting it, just to make sure the file is valid and avoid any installation problems.

I dropped the ISO file onto a USB stick equipped with Ventoy 1.0.99 and booted it up which worked perfectly, as expected,

since Ubuntu is officially supported by Ventoy. On boot-up Ventoy does all the hard work of unpacking the files and making it all work.

The Ubuntu 24.10 ISO file was 3.5 GB to download which makes it 11% bigger than the last 24.04 LTS, which was 3.1 GB.

## SYSTEM REQUIREMENTS

Since the release of Ubuntu 18.10, the project announced that it would no longer publish any minimum system requirements.

# Ubuntu 24.10

That said, it should run well on any relatively modern 64-bit hardware with at least 4 GB of RAM, although 8 GB would be better.

## NEW

This release introduces the LXQt 2.0 desktop and is the first Ubuntu version that is based on the Qt 6 toolkit. This move will improve theme adoption in applications built with Qt 6, although Qt 5 is still supported, so any applications that have not been updated to Qt 6 should still run as well. The Calamares installer that Ubuntu uses is a good example, as it is still based on Qt 5, although it should be updated to Qt 6 by the time of the next Ubuntu release, 25.04 in April, 2025.

Ubuntu 24.10 also brings a new SVG theme engine called Kvantum which is controlled by the Kvantum manager. Kvantum is free software under the GPL 3+ license and the lead developer is the same one responsible for the FeatherPad text editor, Pedram Pourang (user





# REVIEW

name: Tsu Jan) of Iran. Employing Kvantum was the best solution to multiple problems that cropped up in using the KDE Breeze theme in an LXQt environment. Kvantum allows for the creation of equivalent themes and, in fact, the new ones look much like the old ones although the Lubuntu Arc theme now has some optional variations available. Overall it works quite well, giving users a few new choices.

One thing that is not new in this release is the display server employed, which remains at X11. A Wayland-based version is not yet included due to some incompatibilities with LXQt 2.0. A Wayland option was originally

planned for Lubuntu 24.04 LTS, with Wayland by default in this release, but it did not work out. LXQt 2.1 is expected to be included in the next release, Lubuntu 25.04, due out on 17 April 2025 and it should have full Wayland support.

Like all of the Ubuntu 24.10 family of releases, Lubuntu 24.10 uses Linux kernel 6.11 and systemd 256.5 as its initialization system. Also, like Ubuntu, Lubuntu has now been using systemd since its 15.04 release, making this the 20th release, in more than ten years with systemd. Remarkably there have been no issues noted in that time.

## SETTINGS

Lubuntu 24.10 has the code name "Oracular Oriole" and that means a new default Lubuntu oriole-themed wallpaper. While the resulting wallpaper is quite a work of art, I find it far too "busy" for my tastes, as icons just disappear into all of this (artistic) clutter. If you are of the same mind as I am, you can always swap it for the other oriole wallpaper provided called SDDM Oriole (for "Simple Desktop Display Manager") which is a much cleaner and simpler design, or you can use the classic Lubuntu Friends-dark wallpaper which is another of the 20 wallpapers included. You can, of course, always use your own favorite wallpaper as well.

Other setting options include 19 window themes, 12 icon themes, 15 LXQt themes, two cursor themes, plus ten GTK3 and GTK2 themes, all of which add up to a lot of customization possibilities.

## APPLICATIONS

Some of the applications included with Lubuntu 24.10 are:

- 2048-qt 0.1.6 simple lightweight game\*
- Blueman 2.4.3 bluetooth connector
- Discover Software Center 6.1.5 package management system
- FeatherPad 1.5.1 text editor
- Firefox 131.0 web browser\*\*



# REVIEW

ImageMagick 6.9.13.12 image editor  
Kcalc 24.08.1 calculator  
KDE partition manager 23.08.5 partition manager\*  
LibreOffice 24.8.2 office suite, Qt interface version  
Lubuntu Update 1.1.0 software update notifier  
LXImage-Qt 2.0.1 image viewer  
LXQt Archiver 1.0.0 archive manager  
Noblenote 1.2.0 note taker\*  
PCManFM-Qt 2.0.0 file manager  
PipeWire 1.2.4 audio controller  
qPDFview 0.5.0 PDF viewer  
Clipper 5.1.2 clipboard manager\*  
QTerminal 2.0.1 terminal emulator  
Qtransmission 4.0.6 BitTorrent client, Qt interface version  
Quassel 0.14.0 IRC client\*  
ScreenGrab 2.8.0 screenshot tool  
Skanlite 23.08.5 scanning utility\*  
Startup Disk Creator 0.3.17 (usb-creator-kde) USB boot disk maker\*  
Systemd 256.4 init system  
VLC 3.0.21 media player  
Wget 1.24.5 command line webpage downloader  
XScreenSaver 6.08 screensaver and screen locker\*

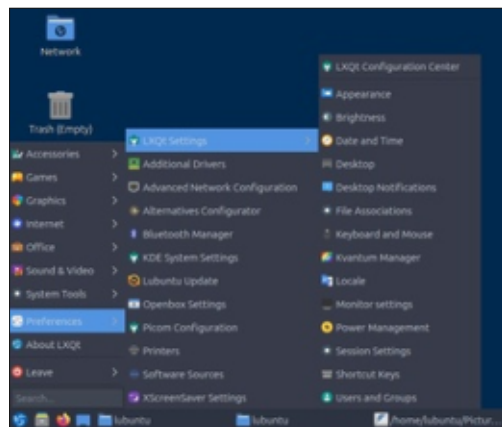
\* Indicates the same version as used in Lubuntu 24.04 LTS  
\*\* supplied as a Snap, so version depends on the upstream package

manager

The only change to the application mix this time around is an unannounced switch of the default PDF viewer back to qPDFview from Okular. Okular had replaced qPDFview in the last release, Lubuntu 24.04 LTS.

LibreOffice 24.8.2 is supplied complete, missing only LibreOffice Base, the office suite's database application. Base is probably the least used LibreOffice component but, if it is needed, it can easily be installed from the repositories.

As in recent releases, Lubuntu 24.10 does not come with a graphical image editor, video editor, email client or web cam application, although there are good choices for these, along with many more applications in the repositories.



# CONCLUSIONS

Lubuntu 24.10 is a good, solid release with just a few small changes over 24.04 LTS, that most users probably will not notice. It will be interesting to follow this development cycle and see if Wayland does indeed land in Lubuntu soon, as well as to catalog what other changes may appear along the way.

I think that for now most Lubuntu users will probably stick with 24.04 LTS and its three years of support, as there are not a lot of compelling reasons to jump in on 24.10 with only nine months of

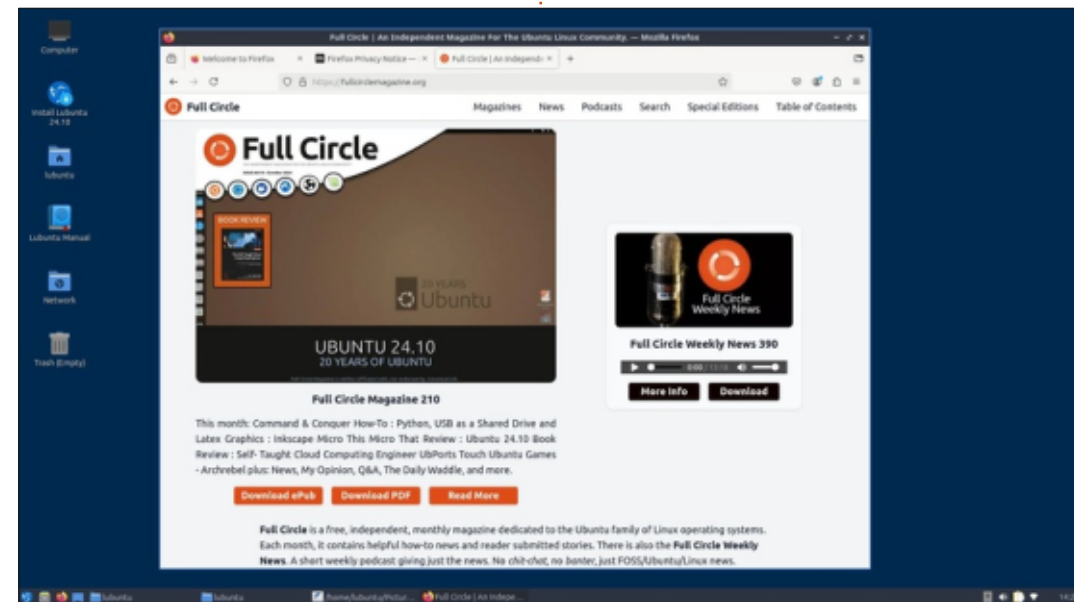
support.

# EXTERNAL LINKS

Official website:  
<https://lubuntu.me/>



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





I have always admired Linux distributions that offer minimal installations for two reasons. The first and most obvious is that they make for smaller downloads. The second is that you don't have a long list of unwanted applications to remove after installation, just things to add to get it working right for you. In general, minimal distributions are ones that come only with the operating system's bare essentials and lack that common long list of user applications.

You would think it would be easy to create a minimal version of a distribution, just take a regular ISO and cut out most of the applications, right? But not all attempts have been successful. Recently, Ubuntu's developers decided to make the minimal version their new default – in order to cut the download size. People complained that it would not be friendly for new users and so the compromise was to include all the normal applications in the ISO file so they can be optionally installed while off-line. The result is a new

minimal Ubuntu, but with the same, extra large-sized download, which is pretty much the worst of both worlds.

Xubuntu has its own take on the problem and so I thought I would download that and take it for a test flight to see if they got it right.

## THIS RELEASE

Xubuntu 24.10 came out on 10 October, 2024. As it is an interim release, it is supported for nine months, until July, 2025. This is the first of three interim releases that

will ultimately result in the next long term support (LTS) version, Xubuntu 26.04 LTS, due out in April, 2026. The three interim releases give the developers a chance to try out new ideas plus test fixes and upgrades before they land in the LTS version.

Xubuntu 24.10 is the 38th Xubuntu release; the first one was 6.06 which came out on 1 June, 2006.

## BACKGROUND

Work on a minimal version of



Xubuntu started more than ten years ago with the first version out on 6 May, 2015, under the name "Xubuntu Core". Starting with Xubuntu 23.10, which was released on 20 April, 2023, it was made an official Xubuntu sub-project and renamed "Xubuntu Minimal".

Today, Xubuntu has two separate versions for download: xubuntu-24.10-desktop-amd64.iso and xubuntu-24.10-minimal-amd64.iso. The Desktop version is the traditional, full-featured ISO file with its extensive suite of applications while Minimal omits most of the applications.

Minimal is noticeably smaller, too. In the case of Xubuntu 24.10, the Desktop version is a 4.2 GB download, while Minimal is 2.8 GB, just two thirds the size. So the items omitted save 1.4 GB, which is substantial.

## INSTALLATION

I got Xubuntu 24.10 Minimal from the official source via BitTorrent using Transmission, and



# REVIEW

then carried out a command line SHA256 sum check to ensure I had an uncorrupted copy.

I tested Xubuntu 24.10 Minimal by dropping its ISO file onto a USB stick equipped with Ventoy 1.0.99. Xubuntu is officially supported by Ventoy and, as expected, it worked just fine, booting up to a nice, very minimal desktop.

## SYSTEM REQUIREMENTS

The recommended system requirements for Xubuntu 24.10 have not changed since 21.04 and remain:

- 1.5 GHz dual-core processor
- 2 GB RAM

20 GB of hard-drive space

That specified 2 GB of RAM is probably a bit light these days, particularly for web browsing, so 8 GB of RAM is probably a more realistic minimum, although more RAM is always good.

## NEW

Both the Desktop and Minimal versions of Xubuntu 24.10 share the same new features including the GTK-based Xfce 4.19 desktop, which is a developmental preview of the upcoming Xfce 4.20.

The Desktop version also includes updated applications from

GNOME 46, 47 and MATE 1.26. The Linux kernel is version 6.11 and the initialization system is now systemd 256.5. It is worth noting that Xubuntu has been using systemd since 15.04, so this is the 20th release over ten years with no issues in all that time.

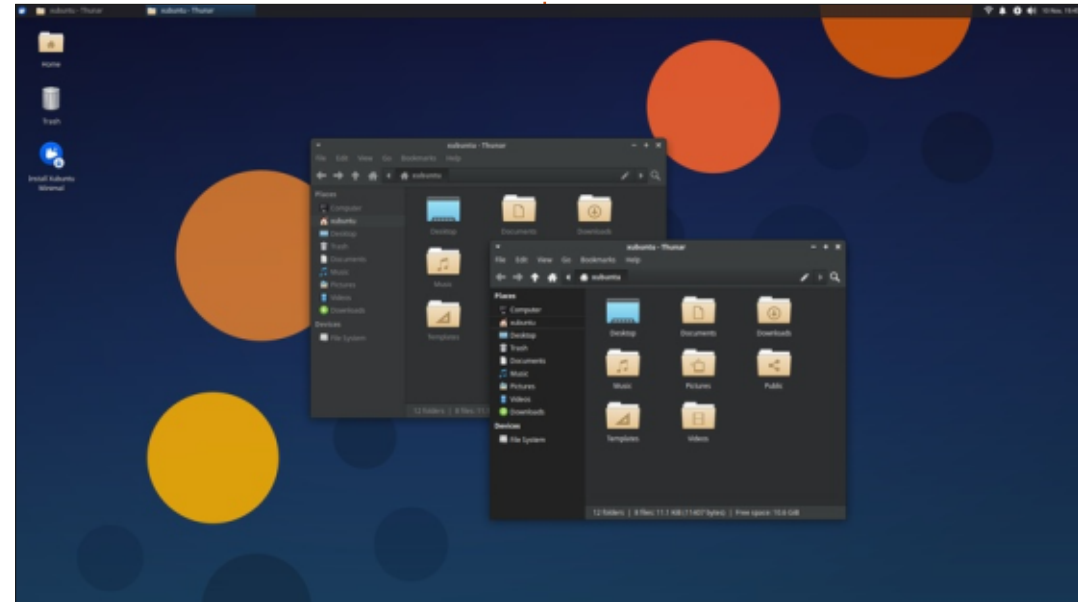
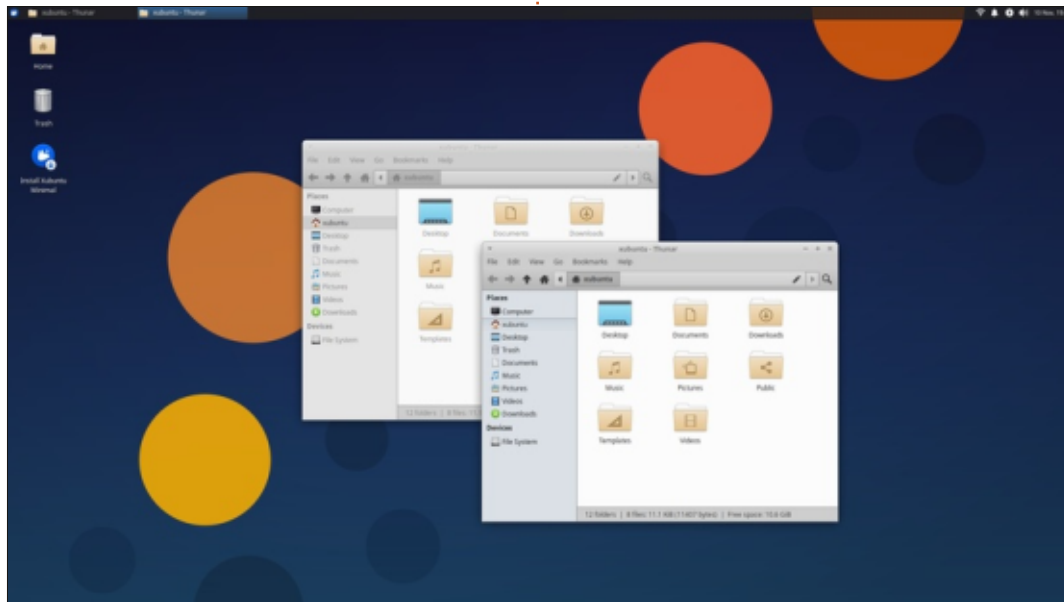
The Xfce Power Manager, Desktop, Settings and most of the other Xfce system components have been updated to their new 4.19 versions.

Not new, but still a real annoyance during live sessions is that, once again, Xubuntu locks out all drives, just like in Ubuntu Cinnamon 24.10. This means that Xubuntu 24.10 is useless as a rescue

disk. It also makes doing screenshots for reviews and getting them off the live session much more difficult, as I normally just save them to a USB stick. In this case, I had to install a web browser, getting the Firefox Snap file from the command line, sign into a cloud service, upload the screenshots, and then download them to my laptop. Is there any good reason to lock out USB devices and all other drives from a live session? I can't think of one. The drives should all work fine in a normal installation.

## SETTINGS

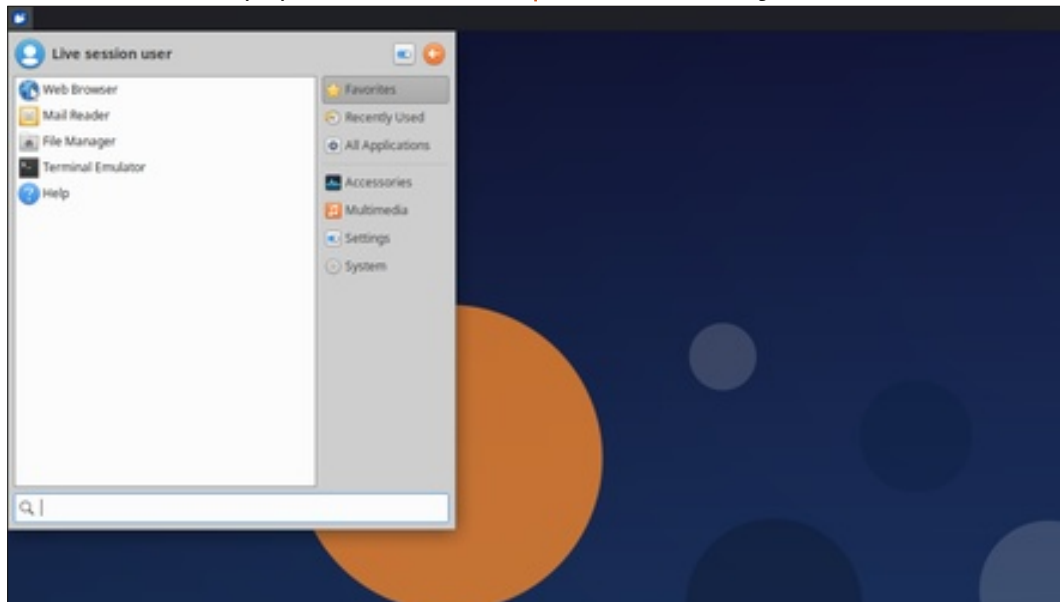
Xubuntu 24.10 still uses the Greybird window color scheme as



# REVIEW

its default, in the same version as last release, 3.23.3. There are still a total of six window themes provided in the "Appearance" manager: Adwaita, Adwaita-dark, Greybird, Greybird-dark, High Contrast and Numix. The separate Window Manager also has 11 window themes: Daloa, Default-hdpi, Default-xhdpi, Greybird, Greybird-accessibility, Greybird-compact, Greybird-dark, Greybird-dark-accessibility, Kokodi, Moheli and Numix. There are now 10 icon themes, one less than in the last release, with Elementary Xfce Dark replacing Elementary Xfce Darker as the new default.

As is always the case, there is a new default wallpaper for this



release, designed by Pasi Lallinaho, who has done all the release wallpapers since Xubuntu 9.04. This one is another modernist abstract design of floating circles on a dark blue background. Lallinaho seems to have had a thing for floating circles over the years. To save space Xubuntu Minimal includes only two other additional wallpapers, although you can easily download any of the previous Xubuntu ones you fancy, or use your own, of course. Even though this release is code named "Ocular Oriole", as in the case of Kubuntu 24.10, Xubuntu ducked that cliché and there are no oriole-themed wallpapers.

Just like all the Xubuntu releases in the last ten years since 14.04 LTS,

this one employs Whisker as its menu system. Prior to Xubuntu 24.04 LTS, the Whisker Menu could be resized, but this is no longer the case and it is now fixed in size. With some other Ubuntu-family distributions, including Kubuntu and Ubuntu Cinnamon, now with resizable menus, Xubuntu feels like it is losing the features that others are gaining.

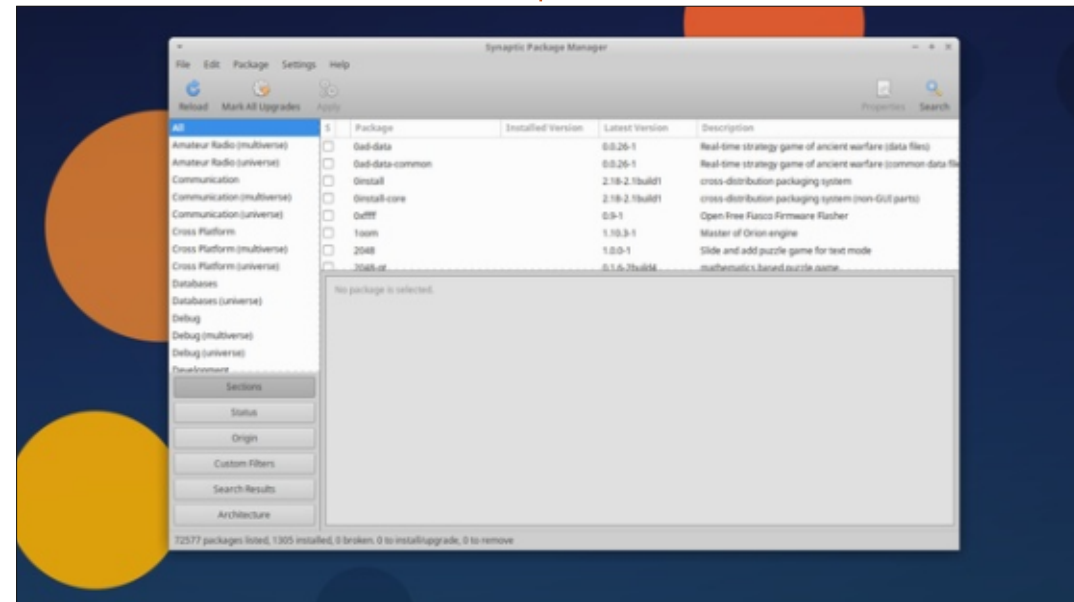
## APPLICATIONS

The applications included with Xubuntu 24.10 Minimal are:  
APT 2.9.8 command line package manager  
Gparted 1.5.0 partition editor\*  
Synaptic 0.91.3 package

management system\*  
Thunar 4.19.3 file manager  
Wget 1.24.5 command line webpage downloader  
Xfce4 Screenshotter 1.11.1 screenshot tool  
Xfce4 Terminal 1.1.3 terminal emulator\*

\* indicates same application version as used in Xubuntu 24.04 LTS

As can be seen, Xubuntu 24.10 Minimal really is minimal. It comes with very little in the way of user applications: no web browser, no office suite, no PDF reader, not even a text editor. I was pleased that it came with the Screenshotter screenshot tool, though, as it was needed to get some pictures for



# REVIEW

this review.

I think this release very much fulfills its role as a true minimal version, but that does mean that it is probably not a good choice for beginners. Adding to the challenge is that it only comes with two means to add applications: Synaptic, which is not really user-friendly and APT from the command line, which is fast, but even less user-friendly. APT would be the best way to quickly get Xubuntu 24.10 Minimal up, running and ready for use, but it would really save time to have a formatted list of which .deb applications you would like to add and do it in a single command.

Xubuntu Minimal also comes with the Snap daemon, snapd, installed as a .deb file and also as a Snap file pre-installed (which is normal). That means it is "Snap-ready", so just go ahead and install any Snap packages you like, such as Firefox.

## CONCLUSIONS

Xubuntu 24.10 Minimal is a great release and is exactly what a minimal distribution should be: only what you need to get started and no more, all in a small, separate download package. When you boot it up it is absolutely not ready for work, but it is ready to be customized and then get to work.

As long as you know what you are doing, installation and customization should be a quick and easy process, but this is not a distribution for beginners.

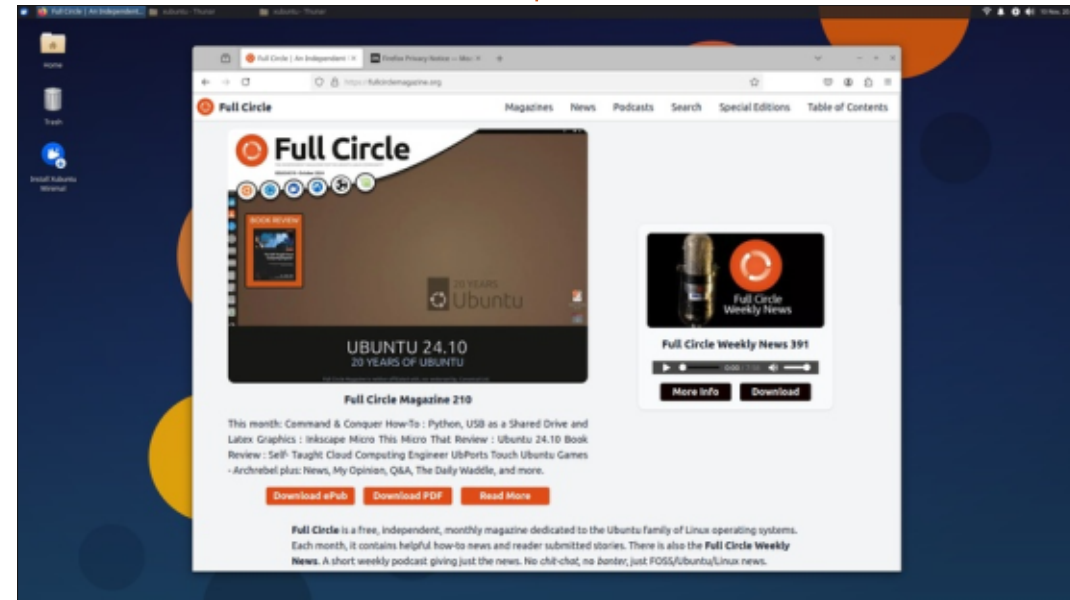
The next Xubuntu release will be 25.04, the second interim release, due out on 17 April 2025. When it arrives, I plan to have a look at the full "Desktop" version.

## EXTERNAL LINKS

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



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





# LETTERS

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# Q&A

Compiled by EriktheUnready

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

BACK NEXT MONTH



**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

# Wagotabi

So, it is the Steam next festival and I thought I'd grab a few games and give you my impressions. These games are random and not chosen in any order, other than that they work on Linux. (Afterthought, my exclusions, like dating sims, will be absent.) If they all turn out to be train games or point and click, know that these games are just me going down a list and clicking install. Since Christmas is around the corner, I suppose I'll have to make a list and check it twice. (You know, the naughty and nice stuff, nudge-nudge)

As you can see, I'll start with the first one and work my way up the downloads. I know nothing about any of these games, so you should expect just impressions and no pondering.

The first game is Wagotabi. The demo was a reasonably small download, so it may be short. If, after reading this, you want to try it for yourself, Steam will be the only place I checked.

The game turned out to be a Japanese "word" game. (Similar to: "So to speak".) It teaches the Japanese language in interactive mode. You read, you write, and you listen to the words. You may "write" this off as a boring text game, but I genuinely had fun in my first half an hour.

The game starts you off with a character creator and very low resolution graphics, that is scaled up really big. Since my spectacles are at the optometrist and I'm feeling blind at the moment, I made a blind kid avatar. Don't judge. If

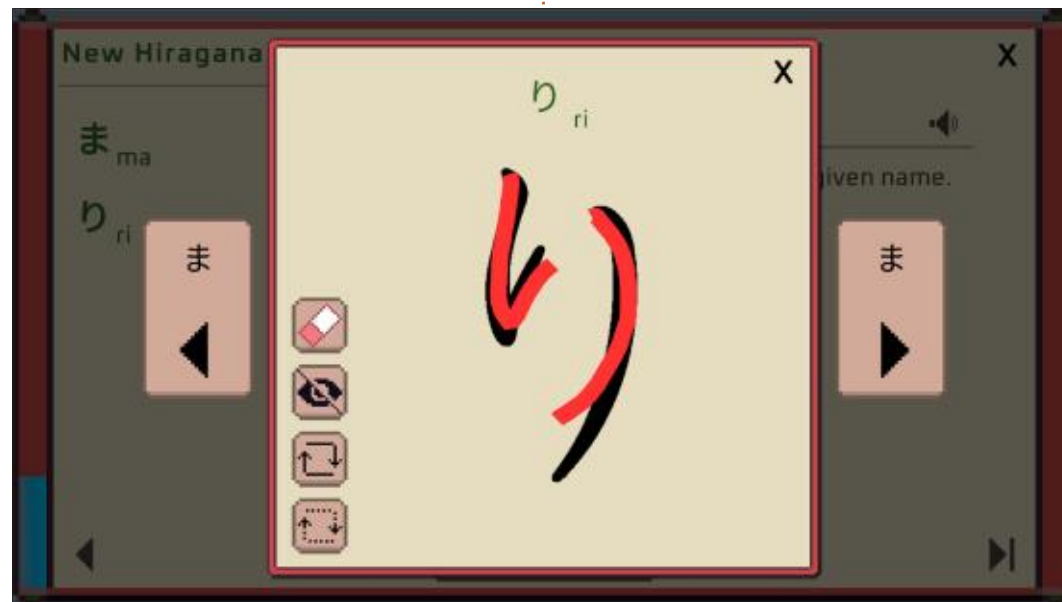
you ever played any Nintendo RPG before, it always starts with a kid in a bedroom sleeping. It has become a trope now and here it is only slightly different.

There isn't much to say about the graphics, other than they serve their purpose. It is faux 8-bit with basic characters. The old master, I imagine to be Jeong-lee Hwang, with long white eyebrows and a long white moustache. (Yes I am aware that he is Korean, but he is a great actor and my favourite movie bad guy!) If you are in this for fancy graphics, you will be a bit put out.

However, the font used is \*not an 8-bit one, thank the pope! Since you will be reading a lot, the font is clean and clear. When it comes to the "scroll" part, where you practise your Hiragana, everything is easily assimilated, thanks to the legibility.

You practice writing – the letters are huge, for easy copying – after being shown the order of the strokes. This makes it easier to learn a language with alien script if yours is Latin. However, writing with a mouse is not easy, if you have a tablet, I would say 100% try that. If you have the means, a Wacom one S works great with Linux and is under a hundred dollars. On the flip side of the coin, when one struggles with something, you tend to remember your struggles...

On to the sound. Though the jingle in the background repeats, I did not get annoyed or bored with it, as it immediately goes silent when you click on any word that the computer pronounces for you. Honestly, this is something that every "game" of this type needs. I do hope that when the game



# UBUNTU GAMES

releases there are more tunes to play in the background. The pronunciation on my tinny laptop speakers sound just fine and I almost expected the game part to be voice acted as well.

## GAMEPLAY.

So far it is a solid game loop. Honestly I could not care about becoming the “next grand master” hokage or whatever. For me the story is secondary. I like it (the package) and I think it is a great tool, before it is a game. If one could pick up a \$10 signature-type tablet with this game, I could foresee an awesome tool for schools. (Homeschoolers included)

It feels well thought out, to keep a kid’s attention and I suppose Weebs too. If you have a Steam deck and languages are a thing that interest you, I imagine you will have a ball with this. Unfortunately I cannot afford one of those, so I cannot test anything on there, before you ask. I’d like to say that I find this game easier to play than “So to speak” where you get dropped in the deep end really quickly. I’ll add this to my wishlist on steam now and I think you should too.

## UBUNTU.

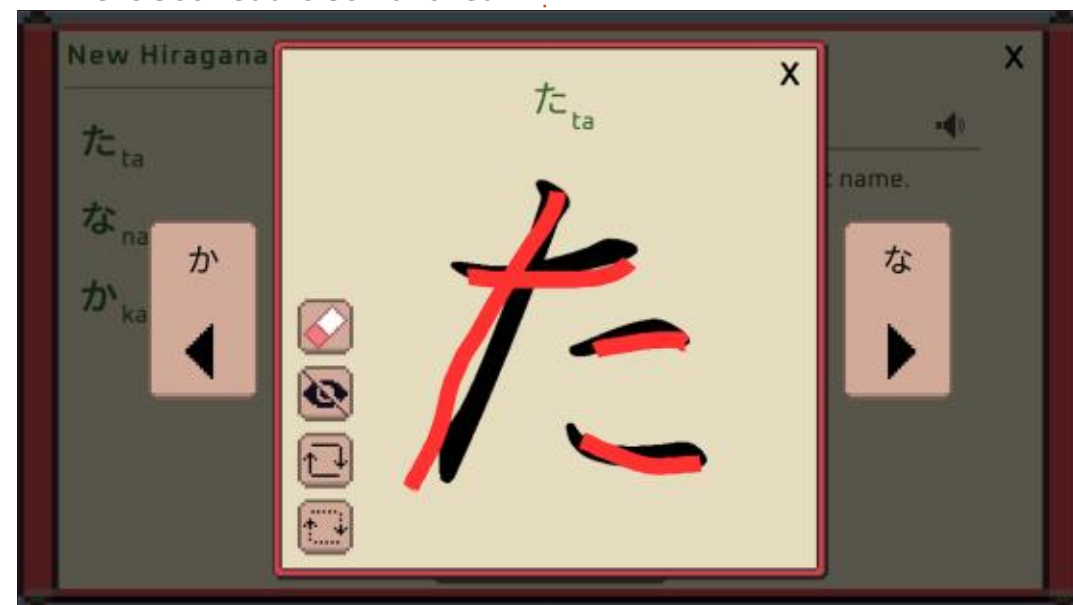
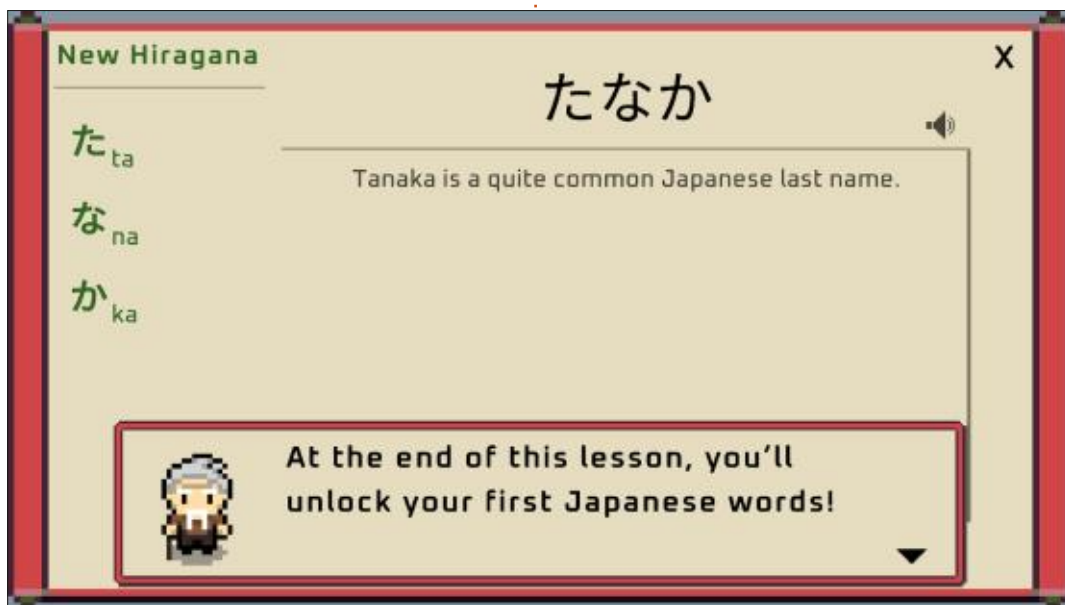
Honestly the Steam installation went without a hitch and I have had no crashes or hang-ups or slow-

downs, partly because the game is so simple in nature and not demanding at all. (There are no particle effects or ray tracing or whatnot.) It plays on my potato PC and on my 4K laptop, but the mouse cursor on there is tiny! I do see speed differences, but it is to be expected. However, it is early days and I hope they get all reported issues, like the tiny cursor, sorted before the release. I may need to say goodbye to my dual core PC soon, so my lowest test machine would probably become an i3 second generation, in the future, we will see. If there is anyone gaming on something lower, let me know and I will see what I can do.

least an hour between the two machines and I have had no issues and enjoyed learning Japanese. And that my dear reader, is the crux, enjoyment.

At the moment there is no set price, as the game only releases next year, but they have this to say about it. “Wagotabi is an educational RPG teaching Japanese from the ground up. Immerse yourself in the language through interactive dialogues, quest-solving, and puzzles, all while exploring Japan and its rich culture. Will you become a Japanese master?”

I have been at the demo for at







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

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

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## FCM#213

### Deadline:

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