Lubuntu Manual

Network

Trash (Empty)

LUBUNTU & XUBUNTU 25.10
REVIEWED
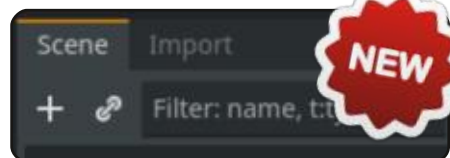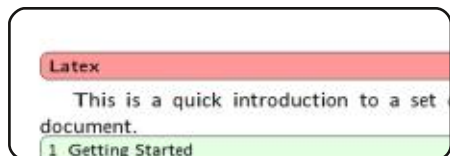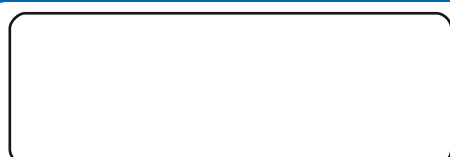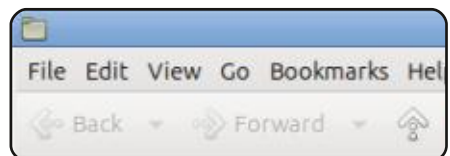
Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

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

EDITORIAL

WELCOME TO THE LATEST ISSUE OF FULL CIRCLE

For the last time, this year, we bring you more Latex, Godot and Inkscape. Erik has also written up a quick piece on using FTP. FTP. You know, where you transfer files through... Oh, never mind. Ask your parents about it. It was a big deal back in the day. Honestly.

Adam is reviewing Xubuntu and Lubuntu this month. He's also written up a review for the latest Pop that I'm hoping we can run next month. Keep your eyes peeled. So to speak.

Ubports Touch has an update this month too. I have to admit: I've been out of the loop with Touch the past year or so. I've no devices that run the latest version. So I can't vouch for the changes these days.

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

All the best to you and yours for 2026!
Ronnie
ronnie@fullcirclemagazine.org

FCM PATREON : https://www.patreon.com/fullcirclemagazine

Find Full Circle on:

facebook.com/
fullcirclemagazine

twitter.com/#!/fullcirclemag

https://mastodon.social/
@fullcirclemagazine

Weekly News:

https://fullcirclemagazine.org/
podcasts/index.xml

https://open.spotify.com/show/
6JhPBfSm6cLEhGSbYsGarP

NEW

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

NEW

NixOS 25.11:
1/12/2025

NixOS 25.11 is out. It's based on the Nix package manager with its own features to simplify system setup and maintenance. In NixOS, all system configuration is handled through a single system configuration file, configuration.nix. Features include the ability to quickly roll back to a previous configuration version and switch between different system states. Individual users can install individual packages, and multiple versions of a single program can be used simultaneously. Reproducible builds are also available. Installation images with a graphical environment (3.6 GB) and a reduced console version (1.5 GB) are available for the x86_64 and ARM64 architectures.

When using Nix, the resulting packages are stored in a separate subdirectory under /nix/store. For example, after building, the Firefox package might be stored in /nix/store/8onlv1pc3ed6n5nskg8ew4twcfd0d5ae4ed5c4-firefox-145.0.1/, where "8onlv1pc3ed6n5nskg8ew4twcfd0d5ae4ed5c4" is a hash of all its dependencies and build instructions. Installing a package means building it or downloading it pre-built (provided it was built on Hydra , the NixOS project's build service), creating a directory with symbolic links to all packages in the system or user profile, and then adding this directory to the PATH list. A similar approach is used in the GNU Guix package manager, which is based on Nix developments. The package collection is presented in a special repository, Nixpkgs .

https://nixos.org/blog/announcements/2025/nixos-2511/

Ubuntu Touch 24.04-1.1:
1/12/2025

Ubuntu Touch 24.04-1.1 and 20.04 OTA-11 firmware updates have been released, based on the Ubuntu 24.04 and Ubuntu 20.04. These firmware updates are being developed by the UBports project, which took over development of the Ubuntu Touch mobile platform after Canonical stepped away from it. The project is also developing an experimental port of the Unity 8 desktop, renamed Lomiri.

Ubuntu Touch 24.04-1.1 update will be released in the coming days for Asus Zenfone Max Pro M1, F(x)tec Pro1 X, Fairphone 3/3+/4/5, Google Pixel 3a/3a XL, JingPad A1, Oneplus 5/5T/6/6T, OnePlus Nord N10 5G/N100, Sony Xperia X, Vollaphone X/22/X23, Xiaomi Poco X3 NFC / X3, Xiaomi Poco M2 Pro, Xiaomi Redmi Note 9 Pro/Pro Max/9S, Volla Phone Quintus, Volla Tablet, Lenovo Tab M10 HD 2nd Gen, Rabbit R1 and Xiaomi Redmi 9/9 Prime.

Among the changes in Ubuntu Touch 24.04-1.1 and 20.04 OTA-11, the inclusion of VoLTE (Voice over LTE) support in the firmware for the Fairphone 4 and Volla Phone 22 devices is mentioned. The first boot time after upgrading from the Ubuntu Touch 20.04 series to Ubuntu Touch 24.04 has been reduced. 20.04 OTA-11 implements support for USB-C headsets. Other issues addressed include 100% CPU usage when scanning media files, missing notifications, app crashes, Wi-Fi hotspot issues, and playback continuing after disconnecting a

DistroWatch.com
Put the fun back into computing. Use Linux, BSD.

Bluetooth headset.

FreeBSD 15.0:
2/12/2025

Two years after the publication of the 14.0 branch, FreeBSD 15.0 has been released. Installation builds are available for the amd64, aarch64, armv7, powerpc64, powerpc64le, and riscv64 architectures. Additionally, builds are available for virtualization systems (QCOW2, VHD, VMDK, raw) and cloud environments such as Amazon EC2, Google Compute Engine and Vagrant.

Starting with the FreeBSD 15 branch, the maintenance period for major branches after the first release (15.0) has been reduced from 5 to 4 years, with new major branches being created every two years. Intermediate releases (15.1, 15.2, 15.3) will be developed on a fixed development cycle, with new versions published in a single branch approximately every six months, rather than once a year as was previously the case. Taking into account the simultaneous maintenance of two different major branches, a new intermediate release will be published every 3 months (15.4, 16.1, 15.5, 16.2, etc.), with the exception of the preparation of the first releases of new major branches, before which there will be a 6-month break in releases (for example, release 15.3 will be formed in June 2027, 16.0 in December 2027, 15.4 in March 2028, 16.1 in June 2028).

https://www.freebsd.org/news/newsflash/%232025-12-02:1

ONLYOFFICE 9.2:
2/12/2025

ONLYOFFICE DocumentServer 9.2 has been released, featuring a server implementation for ONLYOFFICE online editors and collaboration tools. These editors can be used for working with text documents, spreadsheets, and presentations. The project's code is distributed under the open source AGPLv3 license.

ONLYOFFICE Desktop Editors 9.2 was released at the same time, sharing the same codebase with the online editors. The desktop editors are designed as desktop applications written in JavaScript using web technologies, but combine client and server components into a single suite designed for self-contained use on the user's local system, without relying on an external service. For on-premises collaboration, users can also use the Nextcloud Hub platform, which provides full integration with ONLYOFFICE .

ONLYOFFICE *claims full compatibility with MS Office and OpenDocument formats. Supported formats include DOC, DOCX, ODT, RTF, TXT, PDF, HTML, EPUB, XPS, DjVu, XLS, XLSX, ODS, CSV, PPT, PPTX, and ODP. The editor's functionality can be expanded through plugins, such as those for creating templates and embedding YouTube videos. Ready-to-use builds are available for Windows and Linux (deb and rpm packages).

https://github.com/ONLYOFFICE/DocumentServer/releases/tag/v9.2.0

ALMALINUX FOR PROFESSIONAL VIDEO STUDIOS:
3/12/2025

The developers of the AlmaLinux distribution announced the creation of the "Media & Entertainment SIG" working group, which will focus on developing AlmaLinux for professional studios creating visual effects and animation, as well as post-production . The working group's goal is to transform AlmaLinux into a Linux platform suitable for professional use in studios of all sizes.

The group will organize a collaborative effort between content creators, engineers, and open source developers to ensure AlmaLinux compatibility with professional applications and develop a solution that addresses studio-specific requirements. In the first quarter of 2026, the focus will be on documenting the AlmaLinux configuration for workstations and render farms. Official architectural reference specifications and compatibility guides are planned for publication in the second half of 2026.

NEWS

LINUX KERNEL 6.18 LTS:
3/12/2025

Linux kernel 6.18 has been designated a long-term support branch. Updates for the 6.18 branch will be released until at least December 2027, but it's possible that, as with previous LTS branches, the support period will be extended to six years. For regular kernel releases, updates are released only until the next stable branch is released (for example, updates for the 6.17 branch were released before 6.18).

At the same time, the Linux kernel 5.4 branch has reached the end of its maintenance cycle, with the final release 5.4.302 published (no further updates will be published in the 5.4.x series). The 5.4 branch was created in November 2019, maintained for six years, and used in Ubuntu 20.04 LTS and Oracle Unbreakable Enterprise Kernel 6. Products shipping with the 5.4 kernel are recommended to migrate to more recent LTS releases.

ALPINE LINUX 3.23 AND APK 3.0:
4/12/2025

Alpine Linux 3.23 is now available. It is a minimalist distribution built on the Musl system library and the BusyBox utility suite. The distribution has enhanced security requirements and is built with SSP (Stack Smashing Protection). OpenRC is used as the initialization system, and a proprietary apk package manager is used for package management. Alpine is used to generate official Docker container images and is used in the PostmarketOS project. Bootable ISO images (x86_64, x86, armhf, aarch64, armv7, ppc64le, s390x, riscv64, and loongarch64) are available in six flavors: standard (344 MB), network bootable (361 MB), extended (1 GB), virtual machine (67 MB), minirootfs (4 MB), and Xen hypervisor (1 GB).

MINIO CHANGE:
4/12/2025

The developers of the MinIO project, that is developing high-performance object storage compatible with the Amazon S3 API, announced the transition of their repository to maintenance mode. From now on, only critical vulnerability fixes will be included in the open source codebase, while changes related to new functionality and bug fixes will remain in the private repository, which is used to develop the commercial version. Users who require support or an actively maintained version are advised to migrate to the proprietary MinIO AIStor product.

MinIO developers have previously expressed dissatisfaction with the use of their developments in third-party proprietary products without complying with the AGPL license terms and without attribution (for example, one company attempted to sell a complete clone of MinIO, advertising it as more productive than MinIO). The current codebase remains licensed under the AGPL 3.0 license, and interested participants can fork it and develop it themselves. Existing open-source alternatives include AIStore, Garage, Ambry, SeaweedFS, RustFS, hs5 and Versity S3 Gateway.

SOLARIS 11.4 SRU87:
5/12/2025

Oracle has released Solaris 11.4 SRU 87 (Support Repository Update), which introduces a series of major changes and improvements for the Solaris 11.4 branch. To install the fixes included in the update, simply run the 'pkg update' command. Users can also take advantage of the free Solaris 11.4 CBE (Common Build Environment) edition, which is developed using a continuous release model.

PROXMOX DATACENTER MANAGER 1.0:
5/12/2025

Proxmox, known for developing Proxmox Virtual Environment, Proxmox Backup Server, and Proxmox Mail Gateway, has released the first stable release of its new distribution, Proxmox Datacenter Manager, which includes a user interface and tools for centralized management of multiple independent clusters based on Proxmox Virtual Environment. The server backend, command-line utilities, and new web interface are written in Rust and distributed under the AGPLv3 license. The web interface uses a custom widget set based on the Yew web framework. The installation ISO image is 1.5 GB in size.

Proxmox Datacenter Manager allows you to inspect all connected nodes and clusters through a single web interface, managing complex and distributed infrastructures scaling from individual local installations to geographically distributed data centers. Among other things, it enables centralized execution of actions such as live migration of virtual machines between different clusters. The backend and interface are optimized for managing large numbers of nodes; for example, a test implementation demonstrated the ability to manage over 5,000 hosts and 10,000 virtual machines.

https://www.proxmox.com/en/about/company-details/press-releases/proxmox-datacenter-manager-1-0

GNOME SESSION RESTORE MANAGEMENT:
5/12/2025

The codebase underlying the GNOME 50 release has been updated with a set of changes that implement a setting for managing the restoration of applications launched in the previous session. A switch has been added that allows you to disable the option to save the list of running applications when you log off and restore their windows in the next session.

In May, the gnome-session session manager removed the old session persistence code, which was incompatible with systemd-based session management components. The old implementation saved the list of active applications before terminating a session in the ~/.config/gnome-session/saved-session directory and was controlled via the "auto-save-session" gconf parameter, but did not work on systems running systemd.

At the end of September, a new session persistence system based on systemd was introduced for GNOME. Also, the GsmSessionSave object was added, enabling the state of individual applications to be saved. In addition to preserving window positions after restoration, GNOME applications can also include logic for restoring state. For example, GNOME Calculator can restore the selected calculation mode (basic, advanced, or programmer), but does not restore the operation history.

https://gitlab.gnome.org/GNOME/gnome-control-center/-/merge_requests/3258

NFTABLES 1.1.6:
5/12/2025

The nftables packet filter release 1.1.6 is now available. It unifies packet filtering interfaces for IPv4, IPv6, ARP, and network bridges (aimed at replacing iptables, ip6table, arptables, and ebtables). The accompanying libnftnl 1.3.1 library , which provides a low-level API for interacting with the nf_tables subsystem, has been released simultaneously .

The filtering rules themselves and protocol-specific handlers are compiled into bytecode in user space. This bytecode is then loaded into the kernel via the Netlink interface and executed in a dedicated kernel virtual machine, reminiscent of BPF (Berkeley Packet Filters). This approach significantly reduces the size of the filtering code running at the kernel level and moves all rule parsing and protocol logic to user space.

https://www.mail-archive.com/netfilter-announce@lists.netfilter.org/msg00283.html

RELEASE OF ORACLE LINUX 10.1:

5/12/2025

Oracle has released Oracle Linux 10.1, a distribution built on the Red Hat Enterprise Linux 10.1 package base and fully binary compatible. ISO installation images of 10 GB and 1.3 GB sizes, designed for the x86_64 and ARM64 (aarch64) architectures, are available for unlimited download . Oracle Linux 10 offers unlimited and free access to a yum repository with binary package updates that fix errata and security issues. Separately maintained repositories with the Application Stream and CodeReady Builder packages are also available for download.

The kernel source code, including a breakdown of individual patches, is available in Oracle's public Git repository. The Unbreakable Enterprise Kernel is installed by default and is positioned as an alternative to the standard RHEL kernel package. It provides a number of advanced features , such as DTrace integration and improved Btrfs support. Aside from the additional kernel, Oracle Linux 10.1 and RHEL

10.1 are completely identical in functionality (the list of changes can be found in the RHEL 10.1 announcement).

https://blogs.oracle.com/linux/oracle-linux-10-1-now-generally-available

TEWI 2.0.0:

08/12/2025

Tewi 2.0.0 is a console application with a text interface (TUI) to control BitTorent clients. The program allows you to connect to the background processes of Transmission, qBittorrent and Deluge, view and control the list of torrents, add new downloads and perform a search for popular trackers. Various display modes are supported (cards, compact, single-line), viewing detailed information about torrents (like files or trackers), control of categories and tags and switching speed limits. The interface is based on the Textual library. The code is written in Python and is distributed under the GPLv3+ license.

For installation, you can use "pipx", "pip" or "uv":

```
piux install tewi-transmission

Pip install tewi-transmission

uv tool install tewi-transmission
```

https://github.com/anlar/tewi/releases/tag/v2.0.0

POSTFIX 3.10.7:

08/12/2025

The bug-fix releases affect the supported branches of the Postfix 3.x postal server from 3.10.7, 3.9.8, 3.8.14 and 3.7.19. The new versions eliminated the problem with the build from the source code, arising in the new versions of Linux distributions that have switched to a set of GCC 15 compilers, by default translated for use of the C23 standard.

The problem is that the C23 standard defines a new reserved keyword "bool", which is compared to a type of 1 byte size. The Postfix code defines its own type "bool", compared with the "int" type having a size of 4 bytes. Attempting to build the Postfix compiler in C23 mode ends with an error due to the

redistribution of the "bool" type. Since the change associated with support for a new type of "bool" covers many lines of code, they decided not to transfer it to stable branches, but to add when calling gcc and clang. (the flag of the compilation "-std=gnu17" for use of standard C17.) In the developed branch Postfix 3.11, support for a new type of "bool" has been implemented.

https://www.mail-archive.com/postfix-announce@postfix.org/msg00106.html

PEERTUBE 8.0:

09/12/2025

PeerTube 8.0, designed to create independent decentralized video hosting and video broadcasting systems, alternative to services such as YouTube, Dailymotion and Vimeo is out. The content distribution network created with PeerTube is based on linking visitors' browsers and the use of P2P communications. The project code is distributed under the AGPLv3 license.

PeerTube allows you to run your

own server to distribute the video and connect it to the general federated network. Visitors are involved in the delivery of content and have the ability to subscribe to channels and receive notifications about new videos, no matter which server they use. The PeerTube Federated network is formed as a community of interconnected small video hosting servers, each with its own administrator and adopting its own rules.

Initially, the PeerTube platform was based on the use of the BitTorrent client WebTorrent, launched in the browser and using WebRTC technology to organize a direct P2P channel of communication between browsers. Later, instead of WebTorrent, the HLS (HTTP Live Streaming) protocol was involved in conjunction with WebTorc, allowing you to adapt the flow depending on the bandwidth. The web interface is built using the Angular framework.

https://joinpeertube.org/news/release-8.0

NGINX 1.29.4:
10/12/2025

The release of the main branch of nginx (1.29.4), where the development of new opportunities continues, is out. At the same time, the supported stable branch of 1.28.x only changes are made related to the elimination of serious errors and vulnerabilities. In the future, a stable branch v1.30 will be based on the main branch of 1.29.x. The project code is written in C and distributed under the BSD license.

https://github.com/nginx/nginx/releases/tag/release-1.29.4

LIBXML2 GOES UNMAINTAINED:
10/12/2025

Nick Wellnhofer has officially retired, leaving libxml2 unmaintained. Initially, Nick announced his resignation in a post in September, but so far the intention was only in words. After Nick's departure, Daniel Garcia Moreno, Daniel Garcia Morenoan employee of SUSE and an openSUE project member and Ivan Chavero, founder of NorTK, a former

employee of the OpenStack and OpenShift project member, was named. A few hours ago, these developers were added to the list of and the discussion of the unmaintained project is closed as a solved issue.

Problems with the support and peculiar attitude of Nick to the elimination of vulnerabilities were one of the reasons for Google's decision to stop supporting XSLT in Chromium.

https://www.reddit.com/r/linux/comments/1pi2qcp/libxml2_is_now_officially_unmaintained/

CINNAMON 6.6:
10/12/2025

After a year of development, the release of Cinnamon 6.6 is out, in which the Linux Mint distribution developer community develops a fork of the GNOME Shell shell, the Nautilus file manager and the Mutter window manager, aimed at providing a classic GNOME 2 environment with support for successful elements of interaction from GNOME Shell. Cinnamon is

based on GNOME components, but these components are supplied as a periodically synchronized fork not bound by external GNOME counterparts. The new release of Cinnamon will be offered in Linux Mint 22.3, which is scheduled to be released in the second half of December.

https://github.com/linuxmint/cinnamon/releases/tag/6.6.0

THE FIRST STABLE RELEASE OF THE COSMIC DESKTOP ENVIRONMENT:
11/12/2025

After three years of development, the release of the desktop environment, COSMIC 1.0.0, written in Rust, was published. If you would like to try out COSMIC 1.0, a test iso of Pop_OS 24.04 is offered!. In the near future, packages with COSMIC 1.0 for Fedora, NixOS, Arch Linux, openSUSE, Serpent OS, Redox and CachyOS should be built.

COSMIC is developing as a universal project that is not tied to a specific distribution and the corresponding specifications of

Freedesktop. To build an interface in COSMIC, the Iced library is used, which uses secure types, modular architecture and a reactive programming model and also offers an architecture for developers familiar with the Elm interface declarative architecture. There are several rendering engines that support Vulkan, Metal, DX12, OpenGL 2.1+ and OpenGL ES 2.0+. Developers are offered a ready-made set of widgets, the ability to create asynchronous handlers and use an adaptive layout of the interface elements depending on the size of the window and screen.

https://github.com/pop-os/cosmic-epoch/releases/tag/epoch-1.0.0

UBUNTU MATE 26.04 AND UBUNTU UNITY NON-LTS:
11/12/2025

The technical committee responsible for the formation of Ubuntu releases has decided to exclude Ubuntu MATE and Ubuntu Unity from among the editions of Ubuntu 26.04, from the long term support cycle (LTS). In April next year 26.04, the status of LTS will go to Ubuntu Budgie, Ubuntu Kylin,

Xubuntu, Lubuntu, Edubuntu, Ubuntu Studio and Ubuntu Cinnamon (Kubuntu is missing from the list, but they probably just forgot to mention it).

Ubuntu Unity was left without developers and missed the autumn release of 25.10. Ubuntu MATE still remains on the MATE 1.26 branch, formed in 2021 - and has unsolved problems and is experiencing a shortage of developers. The development of the MATE environment is in stagnation since last year.

https://lists.ubuntu.com/archives/technical-board/2025-December/003082.html

POP! _OS 24.04:
12/12/2025

The company System76, specializing in the production of laptops, PCs and servers supplied with Linux, published the release of the distribution of the Pop!_OS 24.04. Pop!_OS is based on Ubuntu 24.04 and comes with your own desktop environment. The project is distributed under the GPLv3 license. ISO images are available for

x86_64 (4.9 GB + separate build for systems with NVIDIA GPU) and ARM64 (2.7 GB).

The distribution is aimed at people using a computer to create something new, for example, engaged in content development, software products, 3D modeling, graphics, music or scientific work. In Pop!_OS 24.04 the DE has been transitioned to the new COSMIC desktop environment, developed by System 76 for the last three years. The COSMIC project is written in Rust using the Iced library. A review of the capabilities of COSMIC can be found in yesterday's announcement of the release of COSMIC 1.0.

https://blog.system76.com/post/pop-os-letter-from-our-founder

NICE.OS:
12/12/2025

The NICE.OS project develops an independent Linux distribution built from source and supports its own packages that does not build or borrow from other distributions. The project develops its own tools, its own set of patches and its own

build policy. To download, an iso-image (603 MB) is available, focused on installation on virtual machines (KVM, Proxmox, VMware, VirtualBox, etc.).

The distribution is distributed free of charge for private and commercial use without restrictions on the number of devices. At the same time, the license agreement prohibits "modify, adapt, transfer, decompile, disassemble or otherwise attempt to obtain source code, except in cases expressly authorized by applicable law or the terms of the licenses of open components." It is also forbidden to "transfer, sell, rent, provide for use, publish or otherwise distribute the software product without the written consent of the copyright holder."

The state.OS is positioned as a long-term support server system (LTS), optimized for virtual machines, cloud edges and nodes. The core, compilers, basic libraries, crypto-stacks – everything is collected under the uniform requirements of reproducibility and security. Docker Hub has official images of containers.

https://niceos.ru/

MIR 2.25:
13/12/2025

Mir 2.25, the development still done by Canonical, despite the refusal to develop the Unity shell and the Ubuntu editorial office for smartphones, has a new release. Mir remains in demand in Canonical projects and is now positioned as a solution for embedded devices and the Internet of Things (IoT). The project code is distributed under the GPLv2 license.

Mir provides a set of libraries to create composite servers based on the Wayland protocol and includes the typical functionality of window managers and display servers. The project is designed to work on various classes of devices, from conventional desktop systems to embedded devices and Internet of Things (IoT).

https://github.com/canonical/mir/releases/tag/v2.25.0

CAPSUDO:
13/12/2025

Ariadne Conill, the creator of Audacious music player and the Wayback composite server, the IRCv3 protocol development and the leader of the Alpine Linux security team, develops capsudo tools for executing commands with advanced privileges. Unlike sudo, the new project involves a model of granting authority at the level of individual objects (object-capability) The project code is written in C and distributed under the MIT license.

Instead of using a monolithic sudo utility in capsudo, a tandem of the privileged capsudod background process and an unprivileged capsudo utility is used. Interactions between capsudod and capsudo are carried out using a socket file, and the authority to run the privileged commands are determined by the access rights to this socket. Only users with access to the socket can perform privileged commands tied to the socket. The disadvantage of the proposed approach is the need to use a separate background process to coordinate the launch of each preferred operation.

https://ariadne.space/2025/12/12/rethinking-sudo-with-object-capabilities.html

VPN PROVIDERS LIE, SHOCKER…:
14/12/2025

The accuracy of the validity of data on the location of the output nodes, declared by VPN providers, was carried out. Of the 20 VPN providers tested, only 3 always indicated correct information about the countries of the output nodes. 6 providers issued virtual (not confirmed during the inspection) or immeasurable (countries from which traffic was not recorded) data about the country in more than 50% of cases, 3 providers - from 30% to 49%. Some claimed the placement of equipment in more than 100 countries, but in fact sent traffic from several data centers in the US and Europe.

In total, more than 150 thousand output IP addresses were analyzed, according to VPN providers covering 137 countries. The inspection was carried out by routing analysis, RTT (re-trip time) and delays in the delivery of packages. Information about the country in about 8000 thousand IP-addresses did not correspond to reality. The discrepancy between the declared and actual country could reach several thousand kilometers. 38 declared countries turned out to be virtual and traffic was not recorded of them.

The correctness of information in GeoIP services such as MaxMind, IP2Location and Digital Element, is also questioned, declaring the accuracy of information about the country at 99.5-99.9% without verifying the actual location.

https://ipinfo.io/blog/vpn-infrastructure-location-risk-scoring

GNOME PROJECT BANNED THE USE OF AI TO GENERATE ADDITIONS TO GNOME SHELL
13/12/2025

A new item has been added to the GNOME Shell rules prohibiting the publication of supplements generated by AI-tools.

The project will no longer accept add-ons that include signs of using AI for code generation, such as meaningless code inserts, far-fetched API use and having comments with tells for AI.

The reason for the introduction of new requirements was the increasing cases of publication of additions with the raw garbage code over the past two months, the analysis of these takes a lot of time from people engaged in reviewing add-ons. In some cases, attempts to clarify some of the questions that arose in the process of reviewing these additions led to replies also generated by AI.

https://thisweek.gnome.org/posts/2025/12/twig-228/#shell-extensions

VENTOY 1.1.09:
15/12/2025

Ventoy 1.1.09, a toolkit for creating bootable USB drives containing multiple operating systems, has been released. The program allows you to boot OSes from immutable ISO, WIM, IMG, VHD, and EFI images without unpacking the image or reformatting the drive. Simply copy the desired set of images to a USB flash drive running the Ventoy bootloader, and it will boot the operating systems contained within them. New ISO images can be replaced or added at any time by simply copying the new files, making it convenient for testing and previewing various distributions and operating systems. The project's code is written in C and is distributed under the GPLv3 license.

The new version features experimental support for the Btrfs file system, allowing you to use Btrfs partitions in ISO files and display local Btrfs drives in the Browser menu , which can be accessed with the F2 key. However, Btrfs RAID modes are not yet supported, and compression of Btrfs ISO files is not yet available. Issues with booting openSUSE 16.0 and the persistence plugin with the latest Arch Linux have been resolved. Ventoy 1.1.08 was also recently released , adding support for FreeBSD 15 and adding new tested ISO images.

https://github.com/ventoy/Ventoy/releases/tag/v1.1.09

SCRIBUS 1.6.5 AND 1.7.1:
16/12/2025

Scribus 1.6.5, the free document layout package, has been released. This package provides tools for professional layout of printed materials, includes PDF generation tools, and supports separate color profiles, CMYK, spot colors and ICC. The program is written using the Qt toolkit and is licensed under the GPLv2+ license. Pre-built binary builds are available for Linux (AppImage), macOS, and Windows.

Version 1.6.5 features improved scripting features. Dependencies have been updated, including new versions of the poppler and podofo libraries. The PDF export system has been improved with font rendering and Python script export. Issues with the color picker and light/dark mode have been resolved. A vulnerability related to loading SVG images from external hosts has been fixed (CVE not yet assigned).

Scribus 1.7.1 was released at the same time. Branch 1.7 is being presented as experimental; after final stabilization and readiness for widespread deployment, the stable release of Scribus 1.8.0 will be based on the 1.7 branch. Branch 1.7 is notable for its porting to Qt 6, dark theme support, icon conversion to SVG, a new implementation of dockable toolbars, and a redesigned color picker. Builds are available for Linux (AppImage, Flatpak), macOS, and Windows.

https://www.scribus.net/scribus-1-7-1-released/

OPUS 1.6:
17/12/2025

After a year and a half of development, Xiph.Org, an organization dedicated to creating free video and audio codecs, has released Opus 1.6 , an audio codec that delivers high-quality encoding and minimal latency for both high-bitrate streaming audio and bandwidth-constrained voice compression in VoIP applications. Reference implementations of the encoder and decoder are distributed under the BSD license. The full Opus format specifications

are publicly available, free of charge, and approved as an internet standard (RFC 6716).

Opus is distinguished by high encoding quality and minimal latency, both when compressing high-bitrate streaming audio and when compressing voice in bandwidth-constrained VoIP applications. Opus was previously recognized as the best codec for 64K bitrates, beating out competitors such as Apple HE-AAC, Nero HE-AAC, Vorbis, and AAC LC. Products that support Opus out of the box include the Firefox browser, the GStreamer framework, and the FFmpeg package.

https://opus-codec.org/release/stable/2025/12/15/libopus-1_6.html

MIDNIGHTBSD 4.0:
17/12/2025

MidnightBSD 4.0, a desktop-oriented operating system based on FreeBSD with elements ported from DragonFly BSD, OpenBSD, and NetBSD, has been released. The base desktop environment is built on Xfce (with GNUstep, Window Maker, and GWorkspace optionally available). Unlike other FreeBSD desktop builds, MidnightBSD was initially developed as a fork of FreeBSD 6.1-beta, which was synchronized with the FreeBSD 7 codebase in 2011 and subsequently incorporated many features from FreeBSD 9-13. MidnightBSD uses the mport system, which uses an SQLite database for storing indexes and metadata, or the Ravenports toolkit, for package management. A 1 GB installation image (i386 & amd64) is available for download .

https://www.justjournal.com/users/mbsd

LIBMDBX 0.13.10:
18/12/2025

The libmdbx 0.13.10 (MDBX) library, a high-performance, compact, embedded key-value database, has been released. Libmdbx is licensed under the Apache 2.0 License. Libmdbx offers a comprehensive C++ API, as well as community-supported bindings for Rust, Haskell, Python, NodeJS, Ruby, Go, Nim, Deno, and Scala.

In December 2025, the project's main repository was migrated from GitFlic to SourceCraft. The reasons cited were complaints from non-Russian-speaking users and unresolved bugs in the Markdown editor that had been unresolved for over three years. The project's Github mirror was also reportedly shut down, but the repository was later restored with the explanation that this was done at the request of developers in China and Brazil, as well as the Tempo platform, which uses libmdbx.

https://sourcecraft.dev/dqdkfa/libmdbx/releases/v0.13.10

VLC 3.0.23:
18/12/2025

VLC media player version 3.0.23 has been released. The code is written in C and distributed under the LGPLv2.1 license. This release comes two weeks after the release of VLC 3.0.22 and primarily includes fixes for bugs and vulnerabilities discovered shortly after the release.

https://code.videolan.org/videolan/vlc/-/tags/3.0.23

DEBUSINE:
18/12/2025

The Debian project has begun testing Debusine, a system that allows for the creation of custom repositories for distributing newer versions of software, pre-testing packages, or hosting additional packages that aren't compatible with Debian's standard repositories. Debusine is being promoted as a Debian-specific alternative to the Personal Package Archive (PPA) repositories used in Ubuntu. The project is being developed by Colin Watson, a former member of the Debian and Ubuntu technical committees who developed Launchpad, the Ubuntu installer, and the Upstart init system.

Debusine is intended to be useful for Debian developers for testing packages on real systems before committing changes to the main repository. For example, when fixing a problem in a package, a developer could use Debusine to allow affected users to test the fix in advance. Debusine can also be used by projects that want to distribute multiple versions of software simultaneously or that are

unwilling to comply with Debian's requirements for packages in the main repositories.

The debusine.debian.net server has been launched for testing Debusine. Currently, only Debian developers and maintainers with a Salsa account can publish packages on it. The debusine-client and dput-ng tools can be used to publish packages . Packages with license terms that comply with Debian requirements are allowed on debusine.debian.net.

https://lists.debian.org/debian-devel-announce/2025/12/msg00003.html

OpenZFS 2.4.0:
18/12/2025

After 11 months of development, OpenZFS 2.4.0, the ZFS file system for Linux and FreeBSD, has been released. The project, known as "ZFS on Linux," was previously limited to developing a Linux kernel module, but after merging with code from FreeBSD, it was recognized as the primary OpenZFS implementation and renamed.

OpenZFS has been tested with Linux kernels 4.18 through 6.18 and all FreeBSD kernels starting with 13.3. The code is distributed under the CDDL license. OpenZFS is already used on FreeBSD and is included in Debian, Ubuntu, Gentoo, NixOS, and ALT Linux distributions. Packages with the new version will soon be available for major Linux distributions, including Debian, Ubuntu, Fedora, and RHEL/CentOS.

https://github.com/openzfs/zfs/releases/tag/zfs-2.4.0

GIMP 3.2 RC2:
18/12/2025

The second release candidate for GIMP 3.2 is out. GIMP 3.2 adds support for Link layers and Vector layers, as well as features related to CMYK color model support and color management. With the release of this release candidate, a line freeze has been implemented, halting the acceptance of new features in the GIMP 3.2 development cycle. The developers hope this will be the last release candidate before the stable

release. GIMP 3.2-RC2 builds have been published for Linux (AppImage , Flatpak , Snap), Windows, and macOS.

https://www.gimp.org/news/2025/12/15/gimp-3-2-RC2-released/

NVIDIA Proprietary Driver 590.48.01:
19/12/2025

NVIDIA has published the release of the NVIDIA proprietary driver 590.48.01 (the first stable release of the new 590.48 branch). The driver is available for Linux (ARM64, x86_64), FreeBSD (x86_64), and Solaris (x86_64). NVIDIA 590.x became the twelfth stable branch after NVIDIA open- sourced its kernel-level components. The source code for the kernel modules nvidia.ko, nvidia-drm.ko (Direct Rendering Manager), nvidia-modeset.ko, and nvidia-uvm.ko (Unified Video Memory) from the new NVIDIA branch, as well as the common, non-OS-specific components they use, are hosted on GitHub. Firmware and user-space libraries, such as the CUDA,

OpenGL, and Vulkan stacks, remain proprietary.

https://github.com/NVIDIA/open-gpu-kernel-modules/releases/tag/590.48.01

Lanemu P2P VPN 0.13.1:
19/12/2025

Lanemu P2P VPN 0.13.1 has been released. It's a decentralized peer-to-peer virtual private network (VPN), where participants connect directly to each other rather than through a central server. Network participants can find each other through BitTorrent trackers or BitTorrent DHT or through other network participants (peer exchange). The application is a free and open-source alternative to the proprietary Hamachi VPN, written in Java (with some C components), and distributed under the GNU LGPL 3.0 license. It runs on Windows, GNU/Linux, FreeBSD, and Mac OS.

https://gitlab.com/Monsterovich/lanemu/-/releases/0.13.1%23release

OPENWRT 24.10.5:
20/12/2025

OpenWrt 24.10.5, a distribution designed for network devices such as routers, switches, and access points, has been released. OpenWrt supports 2,849 devices and offers a build system that simplifies cross-compilation and the creation of custom builds. These builds allow users to create ready-made firmware with the desired set of pre-installed packages, optimized for specific tasks. Ready-to-use builds have been published for 39 target platforms.

https://lists.openwrt.org/pipermail/openwrt-announce/2025-December/000073.html

COREBOOT 25.12:
20/12/2025

CoreBoot 25.12, a project developing a free alternative to proprietary firmware and BIOS, has been released. The project's code is distributed under the GPLv2 license. The new version includes 680 changes, developed with the help of 110 developers.

https://github.com/coreboot/coreboot/releases/tag/25.12

CHIMERA 20251220:
21/12/2025

An updated build of the Chimera Linux distribution has been published. It features a Linux kernel combined with FreeBSD utilities, the dinit system manager , and the Musl standard C library. The distribution is built using the Clang compiler. Live bootable images are available for the x86_64, ppc64le, aarch64, riscv64, and ppc64 architectures, with GNOME (1.8 GB), KDE (2.5 GB), and a stripped-down desktop (1 GB).

The project aims to create a Linux distribution with an alternative toolchain and is being developed using the experience of Void Linux (Chimera, the author, is a former Void maintainer responsible for the POWER and PowerPC architectures).

Wayland is used by default in the graphical environments.

To install additional programs, both binary packages and a proprietary source-code build system, cports, written in Python, are available. Currently, over 4,000 ports are maintained. The build environment runs in a separate, unprivileged container created using the bubblewrap toolkit. Binary packages are managed using the APK package manager (Alpine Package Keeper, apk-tools).

https://chimera-linux.org/news/2025/12/new-images.html

GDB 17 DEBUGGER:
21/12/2025

GDB 17.1 is now available (the first release of the 17.x series, with the 17.0 branch used for development). GDB supports source-level debugging for a wide range of programming languages (Ada, C, C++, D, Fortran, Go, Objective-C, Modula-2, Pascal, Rust, etc.) on various hardware (i386, amd64, ARM, Power, Sparc, RISC-V, LoongArch, etc.) and software platforms (GNU/Linux, *BSD, Unix, Windows, macOS).

https://www.mail-archive.com/info-gnu@gnu.org/msg03477.html

As a storage space pauper and metered internet user, I hate Snap packages (Flatpaks too!). However, there is something to be said for a self-contained application, like not polluting my system with packages not "meant" for it, just to run one application. The more packages installed, the larger the attack surface becomes, if someone tries to compromise your system. There are also problems with Snap packages. For instance, one cannot just add a few files to one installed on your system; as an example, say I installed ADOM, and there is a texture pack that was just released, I cannot add it to the application. I have to wait for the flatpack packager to do it or I have to package my own. Can you see the pattern here? For me, it's wasteful-ness. Wasted time, wasted space, wasted bandwidth, et cetera, and I hate wasteful. But! Snap management is great.

The reason I use Ubuntu instead of Fedora is that I was stuck in dependency hell as a young lad, when Fedora 1 launched, when all I wanted to do was play an mp3 file. This (dependency) hell is a real problem for package maintainers, that is why you often find that a package is outdated on a certain release. For instance, when I was on Ubuntu 14.04, I thought VLC was outdated and I had to update to 16.04 to get the latest version so I could use a feature, or something. To develop truly portable packages, Canonical created the Snapcraft framework implementing application sandboxing and auto-updates.

The way that works is that Snaps isolate applications in lightweight containers giving them just enough access while enabling updating individual applications without impacting the system. Supposedly, the Snap Store 'reviews publisher verification, enforces code checks, vulnerability scanning and manual approval to enhance security'. This alone, should tip the scales in favour of Snaps over, say, Flatpaks. Though there has been malware in the Snap store before!

Whether you love or hate them, let's talk about how to handle them.

Searching

Use the "find" keyword, like so.

`Snap find <keyword>`

Useful fields are displayed like publisher name and a brief one-line description.

Verified publishers get a green check mark.

Installation works just as you'd expect, with the "install" keyword.

Example:

`sudo snap install enpass`

But it does not end there! We can also add flags to the end of that.

They are:
--beta
Install beta channel releases

--candidate
Early access to upcoming releases

--classic
Disable confinement giving full system access

--dangerous
Disable all security checks during install

--edge
Bleeding edge nightly builds

--jailmode
Force strict confinement.

Sometimes you may see them referred to as "modes". I'm not going to repeat what is on the official website: https://snapcraft.io/docs/install-modes

I encourage everyone to go through the Snapcraft pages above, as it will be a lot more in-depth than anything I'm going to chat about. As a newbie, you don't need to know every use case. What we will cover is probably the 80/20 case.

To see what you currently have installed, you use the "list"

keyword.

For example:

snap list

(nothing fancy!)

Now, if you, or the maintainer, enabled one of these fags, it will show up under notes, the last column. Let's use Sublime Text as an example (shown top right).

To update your snaps, it is not update, but "refresh". If your network is set to metered, the auto-updates will not happen from the App Center.

So it stands to reason that "sudo snap refresh" is all you need, but did you know that you can update a single application, all on its lonesome?

Example:

sudo snap refresh pinta

This should give you an output of the version change. I do not have any updates to show, but the output will be in the following format:

Name	Version	Rev	Tracking	Publisher	Notes
sublime-text	4200	209	latest/stable	snapcrafters	classic

pinta refreshed from xxxxx.xx.x to xxxxx.xx.x

If the new snap is broken, you can then simply copy that version number and roll back, using the --channel keyword:

Example:

sudo snap refresh pinta --channel=xxx.xx

If something went *really wrong, you can disable the snap with the "disable" keyword, like so:

sudo snap disable pinta

It's not gone, it is still there, but let's say it interfered with the display, this now gives you the opportunity to upgrade or downgrade your display drivers and try again, thus avoiding wasting bandwidth with uninstall and re-install. Once you are done, you simply "enable" it again, the same way you disabled it.

Let's say you run out of space, and your system will not run a GUI (This happened to my cousin

recently). You can uninstall any snap with the "remove" keyword. Before you do, I suggest that you check to see if you have any older versions still hovering in the background. This does happen and it's not a *bad thing!

Go ahead and list *all your snaps, like so:

snap list --all

Your configuration files for your Snaps are in /var/snap/

The command snap remove --purge should remove these, but sometimes some stay behind, you can simply delete the corresponding folder, but since it is not owned by you, you will need root permissions. Snap folders in the virtual file system are read-only, so you don't have to worry about leftover files sitting somewhere and filling up your system when you uninstall / purge a Snap.

The nice thing about the commands I have stepped you through here, is that they are the

same on other distros like Fedora or Arch, meaning that you have to learn only one way.

For any newbie, this is the very basics you need to know for snap on the command line. I don't think I'll go any deeper as the Ubuntu documentation is very thorough.

As always, mistakes to: misc@fullcirclemagazine.org

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

Recently a user asked me how to access files on an FTP site. I had to rack my brain as to how I used to do it as a n00b. People these days don't want to use the command line, and I don't blame them. Remembering long lists of options is not something "normal" people want to do.

Back in the day, when the internet was more of the wild west than it is now, with corporations like Google not owning all of it, people had their own personal websites. Unlike today, people used to host their own websites as well, people like you and I, from home. To keep things tidy, files for sharing were on a FTP server. When I first encountered a FTP server, someone shared a link on IRC, I did not know how to get my files. Enter CuteFTP (I think?)

It had connection settings at the top, dual-pane file manager at its center, and information at the bottom. It seemed straightforward and, with a bit of trial and error, I had it running smoothly. I quickly realised that the FTP sites I was

connecting to, were running on some Unix-y operating system as it was case-sensitive.

Once I had discovered torrenting, I never needed a FTP program again. It was only in about 2011(?) again, when a programmer colleague asked me to help him get files off our CentOS 5 box. (Weitwut? We had a CentOS box all along?). It was in a data centre and the previous person used to copy the files up and down for him. I tried the ftp command, it responded, so I tried 'open' and the IP address of the server. That

worked too, so I knew how they did it. My brain never even went to a GUI client!

Fast forward to this week. I grabbed the first GUI client, from the Application centre, when I used "FTP" as the search phrase. gFTP was the only one listed that seemed like a client, so I grabbed that to help the user out. The last time I checked, one could just use a browser to access FTP. To my surprise, the user's version of events checked out and I was also condemned to recursive hell (so this article was born!). However, there


are many ways to skin a cat. I tested the site from the terminal and it worked with "Anonymous" as user. Usually one would need a user name and password to access a FTP server. One of the nice things was that you could allow anonymous access to your FTP server and this specific server had it.

I had to check the date! We are in 2025 man, it should just work!

I tried gFTP with the user supplied URL, but I checked it first.

I used inspect on the webpage that the user gave me, to get the FTP address and port, if it was needed. If you just copypasta the URL, it may not include port numbers and user names and passwords, so check the source. These can be important! You may not be able to connect if you have the wrong port. Also, connecting to a server is not the full URL of the file, only the server-part!

The interface of gFTP (shown left) felt very familiar and I was able to navigate around the application
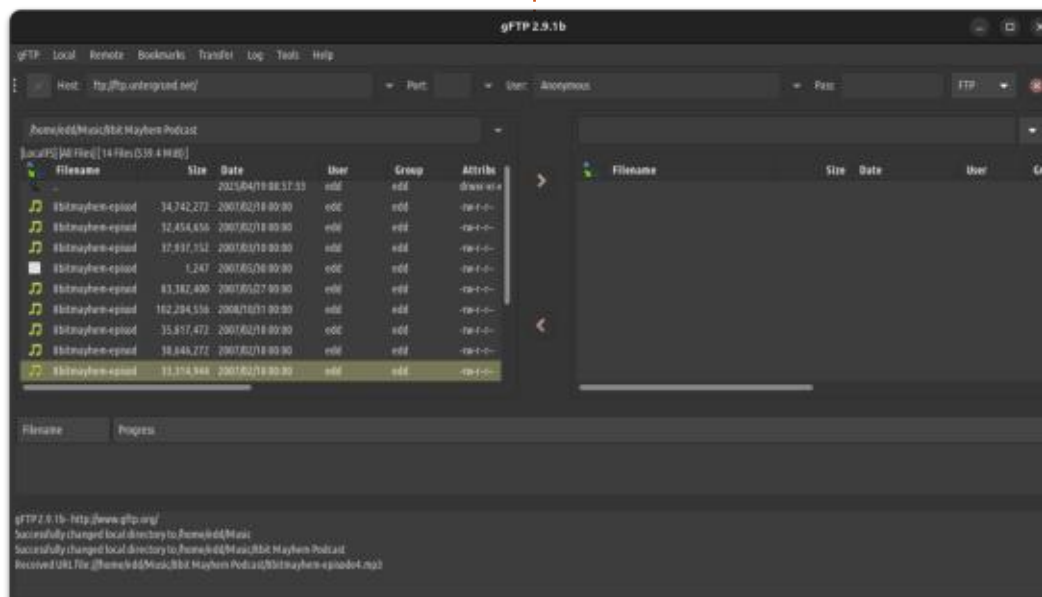
with ease.

Quick interface rundown

At the top you have the menus and, just below that, in a movable bar, you have the connection settings. As you can see by the three vertical ellipses, you can drag it around, so it does not have to stay at the top. Then you have the two-pane file manager, as in the main screen image. (I have disconnected, so you could see what it looks like by default.)

The pane below that is the progress pane, where you can see which file is being downloaded and what the percentage completed is.

The final panel is the debug panel that will output what is happening during your clicking escapades and what has gone wrong, or right! If you have used any other GUI FTP client before, this will feel like home.

I encourage everyone who has never browsed around on FTP servers for goodies to do that. It is an experience you need to 'experience' for yourself. Unlike

using Goof-gle to get a censored version of the results, you get to see everything. (Well, everything your username will allow, uncensored.)

Operation

Because it is FTP, you don't need a huge amount of memory and CPU power, a Raspberry Pi will do. This FTP site from one of our users is a great example to go play on.

There was a second or two delay when I initiated the transfer for the first time. I clicked on the remote pane, right-clicked a file, chose "select all" and hit the "<" button in the center, making sure it points towards my folder. If you click the opposite one, you will get an error stating that no files have been selected. Uploading works the same, but in reverse, so if you have files you want to upload, select them and click the ">" transfer button. You should see output in the debug window, telling you what is happening. You don't need to change any settings or faff with any sub-menus; it will work out of the box for that FTP site

ftp://ftp.untergrund.net/

If you get hooked, you can search with your favourite search engine for your phrase, followed by FTP. I recall searching for "0-day FTP" for hours on a damn dialup connection, costing me a lot of money, to get cracked applications for Windows XP, while my mates were all using Napster and whatnot, to get their viruses. :) Thanks for the nostalgia, anon.

While one can just use the command line to FTP, this GUI application offers a nice way to stay organised, keeping all your files easily visible and with the ability to bookmark your favourite sites.

If you still use FTP, let us know what your favourite sites are, misc@fullcirclemagazine.org, and we will share them with the rest of the community.

There is a bit of a downside to the gFTP Snap; one cannot adjust the Font size. So it is tiny on a 4K screen, but it is not Snap related. The other issue I encountered was that when you right-click a menu and you switch to any other application, the menu from gFTP is overlaid on top of your other

application. This is a Snap issue, as it does not happen with the debian package.

(here is an example of the nasty overlay)
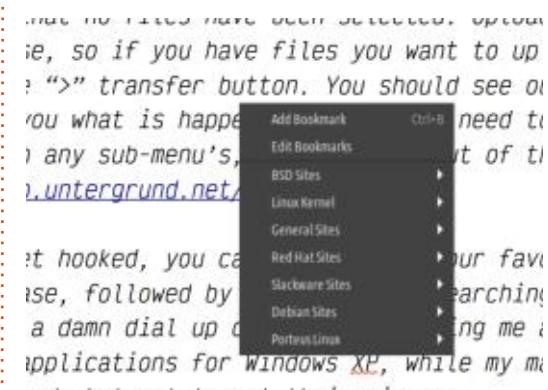
As to memory and CPU, the application does not even register on the radar; it is that light, so give it a try.

Remember that using a FTP site usually means that it is hosted where it is hosted and there is no content delivery networks for it closer to your location, so it may seem like there is lag, as you would need to go to Germany from Chile, for instance, all the way via all the networks to get there. You may get better results from say Poland to Hungary, but if the FTP site is in the Philippines, it will be another story. You need to keep that in mind when using FTP sites, but go out

there and FTP with this nice and simple FTP client.

If you want to see what was happening, simply click the "Log" in the menu bar and click on "view" below that. You should see and output like this:


```
/tmp/gftp-view.XXXXAaG7JZ

257 "/users/zxpixel" is the current directory
Loading directory listing /users/zxpixel from server (LC_TIME=en_US.UTF-8)
EPSV
229 Entering Extended Passive Mode (|||53985|)
LIST -al
150 Here comes the directory listing.
226 Directory send OK.
CWD /users
250 Directory successfully changed.
PWD
257 "/users" is the current directory
Loading directory listing /users from cache (LC_TIME=en_US.UTF-8)
CWD /
250 Directory successfully changed.
PWD
257 "/" is the current directory
Loading directory listing / from server (LC_TIME=en_US.UTF-8)
EPSV
229 Entering Extended Passive Mode (|||62688|)
LIST -al
150 Here comes the directory listing.
226 Directory send OK.
Disconnecting from site ftp.untergrund.net
```

These are the commands that are sent to the server, and one way for you to learn them, for when you have to use FTP from the terminal. (Work smarter, not harder!).

Anyway, that's all for the quick overview, if you want more, you know where to find us.

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.
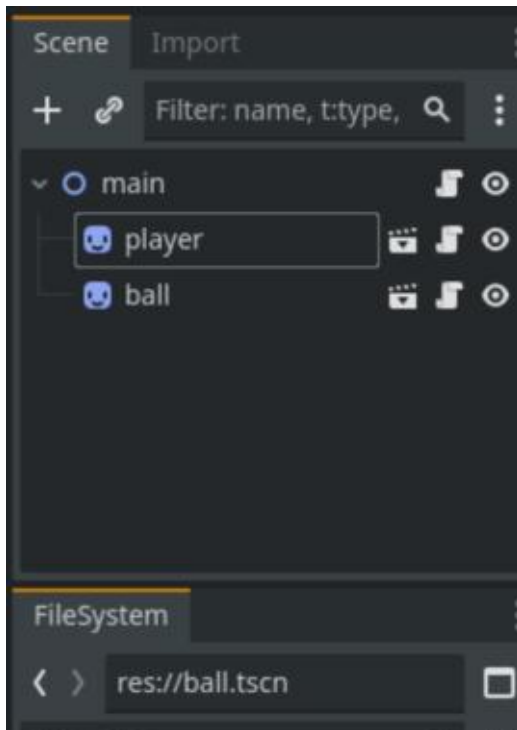
Godot works great on Ubuntu, it does not matter if you are using the Steam version or the downloaded binary. We looked at the menus in the last issue, now let's look at the side columns (panes). I'll be referring to the *DEFAULT layout. If you have moved yours about, just pay attention.

If we look at the top left of the application, we see "Scene" and "Import".

Scene is where the app/game "tree" is. (You can think of it as an upside down tree – this will become important later.) The tree is nothing more than your application or game. The "tree" is made up of nodes – that are like branches on our "tree", hanging off the "root" node.

The first icon is a big plus (like Switzerland's flag), and the second is supposed to be chain links. We add nodes by clicking the plus and, once we have one node, we can use the shortcut keys CTRL+a to add more. Clicking on the "chain" icon links another scene to the current one, creating a new instance inside it. The search bar or filter bar is next (the one containing the magnifying glass), and followed by the vertical ellipses to fine tune your filtering. We'll talk about the file system below that in a minute.

The next tab is "Import", and it will fill out when you click on a resource that you would like to import. See in the images, when I click on the Godot icon in the

resources below, what happens as the properties fill out, meaning that this is dynamic. This controls how Godot handles the images that you import. This all depends on the *type of resource you import. For instance, a font will have different settings to an image. You can play with these via the dropdown that appears under "Import As:". When you import a resource correctly, you don't need to go and change it later in the settings, for instance, for pixel art, but know that you *can change it later (even re-import).

Directly below that, we have the file browser.
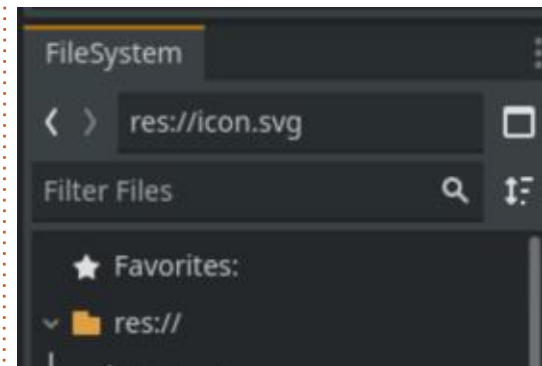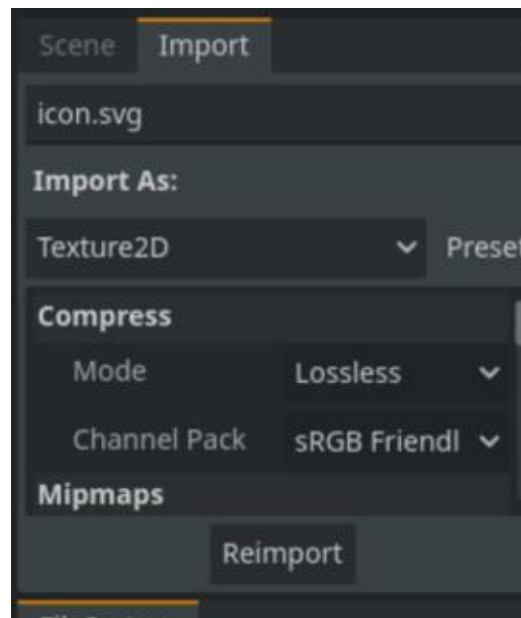
You may see "res://" used often. This is simply the resource path (where your resources are stored).

Resources can be images, sounds, scenes, and scripts. Depending on your use case, you may want to keep this tidy by using folders for everything. Since the resources are prefixed with "res://", you can drag from here to any other pane *if you can drop it there. The icon next to the search/filter rectangle is the sorting button, allowing you to sort your resources.

Now let's move to the top right (default view). We see:
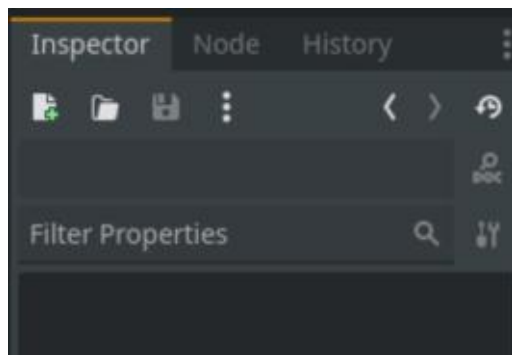
"Inspector", "Node" and "History" are our three tabs. The inspector references your node. Remember I told you that it is like an upside-down tree? Well, here you can see it. If you click on a node, like a rigid body node, for instance, you will notice that it inherits from the plain node. Therefore the plain node will be at the *bottom, and as more things

inherit, they get stacked on top. Each layer that is stacked on top of the layer below it, brings more properties that you can change. I'll step a bit ahead here and say, when we open a script, we will see "inherits from" and you can look to the right-hand column and see the inheritance. (Later in this series)

Let me explain – by creating a sprite2D and adding a texture to it (I'll use the Godot icon). When I now click on the sprite 2D node in the left-hand scene tree, the empty "Inspector" suddenly fills in like so (shown right).

If we look at the bottom-most node, we will see a plain node and, above it, that node's properties. Then we see the Node2D build upon the plain node, and lastly the Sprite2D that builds on the Node2D. Each has its own properties; as you can see, my sprite2D has a "Texture" property, that I filled with the Godot icon, but the Node2D below that has no such property. This is the way the Godot nodes work. We can also add our own properties as well, by "@export"-ing from within our script code. The "@export"-ed properties will be added to the top of the inspector, building up that
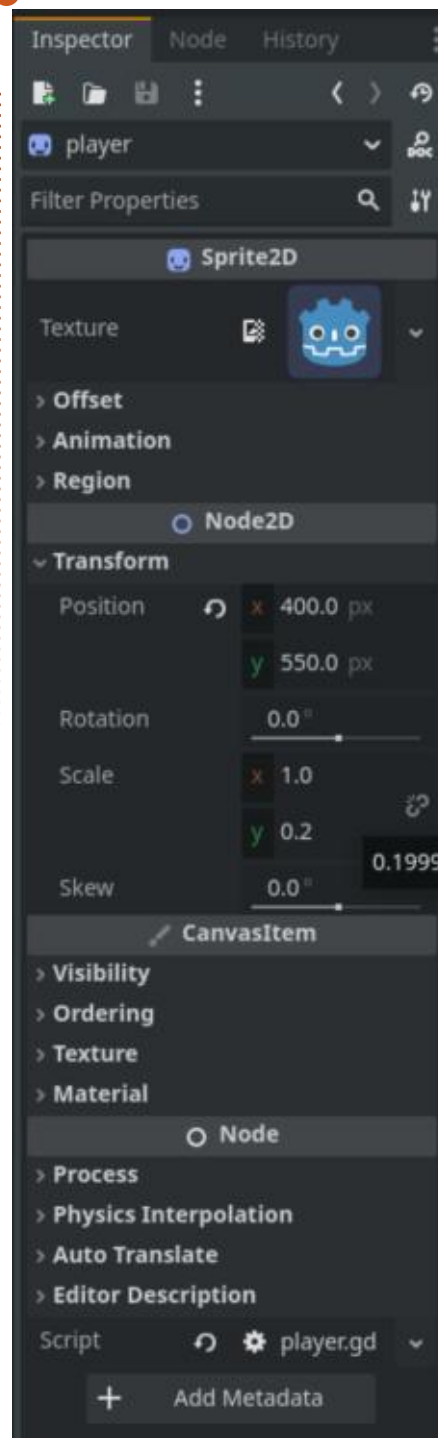
layer cake of settings (more on that in the GDScript articles). There are quite a few types of settings we can export, but we will look at that later; for now, we just want to get you used to the interface and where to look for what.

The next tab, "Node", will also remain empty until you actually click on a node in your scene tree. Once you do that, you will see signals and groups. Pay attention to the square with the circle inside, just before the word "Groups". This tiny icon will appear in your scene tree if you have any groups defined. The layout of the signals in the "Node" tab follow the layout of the "Inspector" tab. For instance, you will have fewer signals if you were to click on a node2D than on a Sprite2D that builds on a Node2D. We will talk about what signals are and how to use them later; for now, just know how to find them and how they are laid out. Take note that different nodes have different signals. Just for fun, add a "Label" node and see what signals you can attach to a Label, compared to that of our Sprite2D. You should see that a label has signals that allow it to interact with a mouse, but the Sprite2D does not have any of those.

"History" is just that; while you have history open, go ahead and delete the label that you just added, and you should see "remove node" added to the top of the pile. Just like everything else, it works from the bottom upwards. You can think of it as a receipt pin. When an order in a restaurant is completed, the order is removed from the queue and slammed over a receipt pin. When the next order is completed, that order is then slammed over the previous one... and so on, so at the end of the day, we can remove each receipt and count the number of meals or hamburgers or whatever.

The one thing I didn't talk about while we were looking at these three columns, was the upright ellipses. These allow you to move the layout around to your liking. You must pay careful attention *if you do, as the tabs can be moved from a column to their own column. There are indicators, but they are rather small. The default light grey on dark grey is also a factor if you have bad eyesight. If you have issues seeing those, I suggest picking a different theme. The theme choice in the beginning is not the only place to change it; you can head over to the menu, Project->Project Settings->General->GUI->Theme. We will talk more about the settings in a future issue.

Should you have anything to add: misc@fullcirclemagazine.org

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

I was at the public library the other day and found a thin book which could be helpful if you are getting started with Latex. It has information that also may be of use to experienced users. It is oriented to help those (especially post-graduate students) in mathematics and science who need to write properly formatted papers. It is called Learning Latex by David F. Griffiths and Desmond J. Higham (ISBN 978-1-611974-41-6). It is about ten years old but is still in print. New copies are listed for about US$45, but used copies are available for considerably less. This book has a helpful appendix of resources. You might wish to download a "cheat sheet" for Latex. It is a two-page PDF file with many of the most useful Latex commands. Search for latexsheet.tex. Since this is a Latex/Tex file, you will need Latex to generate the user-friendly PDF file either for on-screen viewing or printing.

For readers more inclined to read online or on-screen documents, there is latex-wiki.pdf.

It is available at https://en.wikibooks.org/wiki/LaTeX. Unless you have a lot of time and a lot of paper, I suggest you read it on-screen since it is 748 pages of information. And I suggest you read only the sections that are relevant to whatever you are doing. Now on to the regularly scheduled material.

There are only six N topics at ctan.org, one of them is for Norwegian. Another is for typesetting neuroscience material. There is also one entitled non-bibtex. It is for bibliographies made without using a biblio processor. I have no interest in making bibliographies "by hand", I did enough of that in high school and university. That leaves three topics that might have packages of interest.

There are many packages in the "notes" topic. (These are notes other than footnotes and end notes.) For example, there is keisennote which generates lines, dots, triangles either in a specific area on a page or fills a page. This would be useful for teachers who need students to put answers on a page. (One way to deter electronic copying of assignments is to force students to write their answers on paper in class.) Line thickness, line color, line separation can be controlled, as can diameter of dots. There is also a command to generate grids with specific numbers of lines.

The mindflow package allows you to add your thoughts, ideas, notes to a document as you develop it. They act as reminders to complete certain sections or reformat some text. It allows you to build an outline independently of content but gives the writer a tool to add comments about future content as the outline develops. This would be very useful for all of us who do not write the complete article, report, book in our heads and then type the text.

There is a package designed to help students write clear organized notes called NotesTex. There is a clearly written 11-page document which uses the package to show its features. NotesTex provides for clickable links (very useful if taking notes on an electronic device), and two different forms of marginal notes. The author included custom shortcuts for some well-used mathematical symbols. It includes the use of several environments from some of the American Mathematical Society (AMS) packages. There is also a fullpage environment which formats a page to accept images or formulas which stretch beyond the standard page margins.

There is a package which sets up a new document class called whatsnote, also designed for students. This looks like a good package. Like many packages, the documentation is not particularly helpful. There is one page of Latex commands plus two pages displaying the compiled version of the Latex code example followed by 14 pages of source code for the macro. Source code is very useful for Latex macro package developers, but not usually much use for people trying to learn how to use the package. The example contains links to graphics and text

that are not available to others who simply import the example and compile it.

The N topic also includes packages to do with formatting numbers. Since Tex was originally designed for documents with mathematics, there are quite a number of packages about numbers. There are some packages that convert numbers from one format or style to another: alphalph changes numbers into letters, binhex converts decimal into binary, octal and hexadecimal. There is a package called cistercian which converts decimal numbers from 1 to 9999 into cistercian numbers.

Cistercian numbers were developed by Cistercian monks in the late Middle Ages. Each number starts with a vertical line as a stem and adds one or more small lines at various angles to denote whatever natural number is needed. This system is not practical for calculation but it is easy to learn and useful for counting. One suggested use is for page numbers. The package allows the user to control the size and color of the cistercian number. The appearance of the line-joins, and the thickness

```
\usepackage{outlining}
\begin{document}
    \topic{Latex}
    This is a quick introduction to a set of tools used to make a Latex document.
    \major{Getting Started}
    \minor{Preamble}
    \minor{Text}
    \minor{Post Text}
    \major{Lists}
    \minor{Numbered}
    \minor{Points}
    \minor{Definition}
    \major{Tables}
    \minor{Simple}
    \minor{Complex}
    \major{Images}
\end{document}
```

of the lines, can be modified since they are drawn using the Tikz package.

There are some other packages that deal with numbering systems other than standard Arabic numbers: context-cyrillicnumbers (Cyrillic), greekctr and grnumalt (both Greek), romannum and modroman (Roman), zhnumber (Chinese). Documentation for zhnumber is written in Chinese. There are packages that convert cardinal numbers (1, 2, 3...) into ordinal numbers (first, second, third... or 1st, 2nd, 3rd...) in both numerical forms and word forms (engord, itnumpar, nth, ordinalpt). There are packages for formatting telephone numbers. There is

dozenal which counts in base-12 numbers. There is a package which uses silhouettes of John Cleese' silly walk for page numbering.

In the O topic, there is a category called Obscurity. It contains one package that does simple rotation ciphers. The package encrypts the presented text. It is a replacement cipher, one letter replaces another, always the same replacement. In the example in the limited documentation, "the" occurs twice in the sample sentence. It is consistently converted to "gur". If the encoded sentence is encoded again it becomes the original. Given a fairly small sample of encoded text it would be relatively straightforward

to decode the text. Obscurity does not provide strong security.

There are eight packages to do with typesetting diagrams in optics (lenses and mirrors). There is a group of six packages that support languages that are not otherwise supported: Guarani, Bahasa, Inuktitut and Upper Sorbian and two other packages designed to assist with making outlines of documents. One of the outlining packages is called "cjw" and works with MikTex – the GUI used in Windows installations. Cjw was last updated in 1997.

The other outlining package is called "outlining". There is a two-page document which should

explain how to use the package. I thought it was less than helpful when I first saw it. After a longer viewing I think I understood what the author was doing: showing both the user commands and the macro code at the same time. For the beginning user, I think it is more helpful to keep the two separate. However this is not a complex package so I think most people would be able to figure out how to use outlining in a minute or two. I do not like the formatting the author uses for outlines, but I could get used to it. The various outlining levels could be replaced by Latex sectioning tools like chapter, section, subsection, etc. If I wanted to use this outlining package regularly, I could modify the macro code for different colors and add some indentation.

Here is the code for the sample document and an image of the document it produces.

There are many packages in the P topic, so I will leave them for the next issue. Let me know if I have missed any packages you would like me to explore.

Latex

This is a quick introduction to a set of tools used to make a Latex document.

1 Getting Started

1.1 Preamble

1.2 Text

1.3 Post Text

2 Lists

2.1 Numbered

2.2 Points

2.3 Definition

3 Tables

3.1 Simple

3.2 Complex

4 Images

There have been times when Inkscape releases have come out in such rapid succession that this column has been unable to keep up, describing new features long after they've arrived with users. I try to make up for this lack of timeliness by delving deeper into each feature than your average Youtuber might, so although there are better resources for a quick overview of what's new, I hope that readers will still find some benefit from a later deep-dive.

Now, however, for the first time in the 13+ years that I've been writing this column, I find myself without anything in particular to write about. I've covered all the new features of 1.4.x, and version 1.5 is still some way off. There is likely to be a 1.4.3 release, though it will probably be mainly bug fixes with few new features to write about. It's also not out yet, and I tend not to write about pre-release versions in case some of the features don't make the final cut.

Since I find myself in a bit of a lull, I'm going to spend the next few columns revisiting some older topics. There won't be much rhyme or reason to my choices – but if there's something specific that you would like me to cover, then please let the editor know via the email address on the back page.

Last month, I looked at how to change the handle styles via a CSS file in your user directory, so for this month's dip into the tombola of topics, I'm going to poke around in that location to see what other sort of customisations are available to more technically minded users.
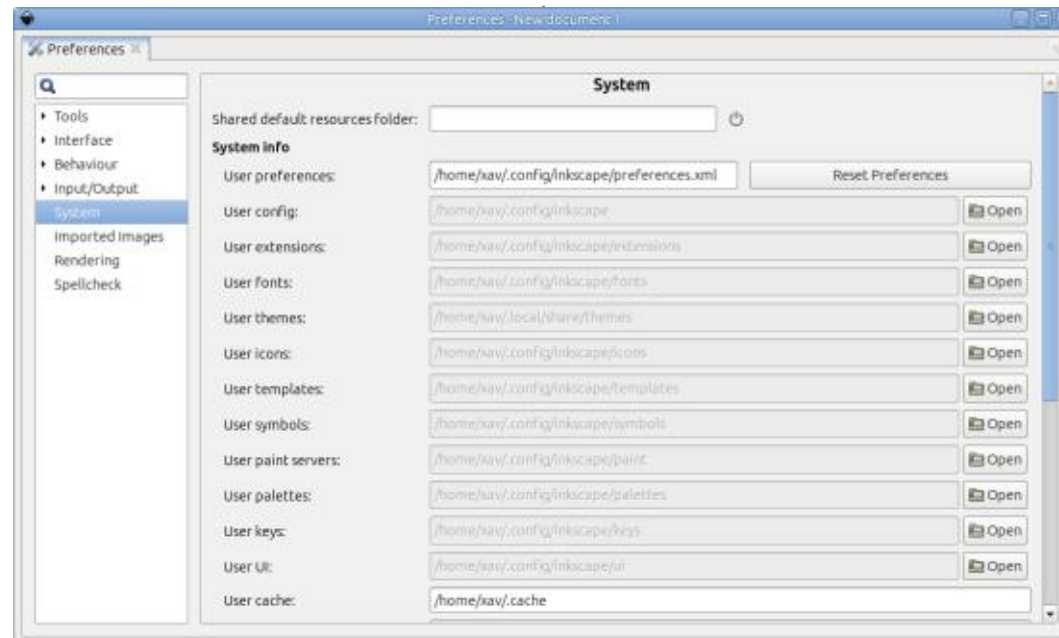
I'll spare you a repetition of last month's instructions for finding the user directory – check back at the previous article if you're not sure what to do – but I will repeat this screenshot of the Edit > Preferences dialog with the 'System' pane visible (shown below).

The important thing to note here is the collection of 'User…' directories which are read-only, but which have an 'Open' button next to each of them. These are the directories through which you can extend or override Inkscape's defaults – though some are definitely more useful than others.

With the exception of the 'User themes' path, on my machine all the directories are located within the 'User config' path. If you want to go directly to a specific directory then just click the relevant 'Open' button, but for this article I'm going to start at the 'User config' directory and meander from there. A quick click of the relevant button and my file manager appears.
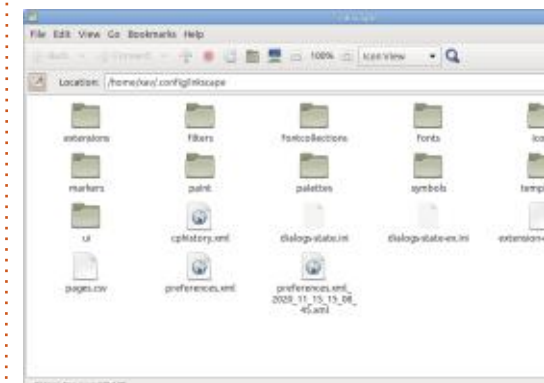
Despite there being a few files in this directory itself, there are only a couple that you might want to edit. As a rule, all the changes I'm going to describe should be

performed while Inkscape is not running, otherwise it might overwrite your changes on exit. With that caveat out of the way, let's take a look at 'preferences.xml'.

As the name suggests, this extensive file stores your Inkscape preferences. There's little that you're likely to want to change in here, but feel free to experiment nevertheless. Before making any edits, I strongly advise taking a backup of this file that you can revert to if (when?) your edits break Inkscape completely. Bear in mind, also, that this is an XML file – which implies some strict rules about the formatting. If you don't know what those rules are, then you probably shouldn't be poking this file in the first place!

Although this file mostly stores the preferences that you set, either explicitly via the Preferences dialog, or implicitly through your use of the Inkscape UI, there are also a few 'definition' type of sections which don't really fall into that category. For example, the <group id="dashes"> section contains definitions of the dash array patterns that are available in the Fill & Stroke dialog.

```
<group
    id="palette">
  <group
      id="dashes">
    <dash
        id="solid"
        style="stroke-dasharray:none" />
    <dash
        id="dash-3-2"
        style="stroke-dasharray:3,2" />
    <dash
        id="dash-1-1"
```

The syntax of the individual <dash> entries isn't too complex, just defining a series of dashes and spaces as described in the SVG spec. Where there's an even number of values, the first defines a dash length, the second a space, the third a dash, and so on. The series automatically repeats. With an odd number, the rules are the same except that alternate repeats have the effect of swapping the dash and space values (another way to look at it is that the whole list of numbers is duplicated to create a series with an even number of entries).

Do you have a specific requirement for a dashed line format that isn't covered by the defaults? Simply add a new entry to this part of the file, following the format of the others, and it will appear in the Fill & Stroke dialog the next time you start Inkscape. For example, here's one that

defines two short dashes followed by a longer one, with identical spaces between them.

```
<dash

    id="dash-1-2-1-2-3-2"

    style="stroke-dasharray:1,2,1,2,3,2" />
```

And here's how it appears when applied to an object in Inkscape.

Now it's important to note that, for one-off dash patterns, editing the preferences file is not necessary. Inkscape has a 'Custom' option in the Dashes popup with which you can enter the dash array values into a 'Pattern' field in the UI. But if you find yourself repeatedly typing the same pattern then perhaps it's worth adding it to the file to make it easier to use.

Unfortunately, one thing you can't do with this file is to remove dash patterns from the menu.
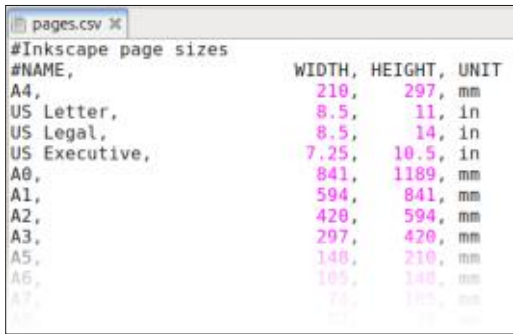
Commenting them out, or even deleting them from this file, won't prevent them appearing in Inkscape as normal, which is something of a shame as I'm sure I'm not the only person who knows they'll never use most of the patterns that are present by default.

The other file of interest in this directory is 'pages.csv'. This contains a list of the predefined page sizes that Inkscape makes available via the File > Document Properties dialog, in the 'Format' field. (Disappointingly, this list is not used for the page size pop-up menu in the toolbar of the Pages tool).

Inkscape covers a wide variety of users, and it's often the case that they have quite disparate requirements. Someone creating documents for print might want to remove the Icon page sizes, or those for video formats – whereas a web developer might want to do the opposite. Or you might want to add more formats. Why should icon sizes top out at 48×48px? Simply add a new row for 64×64px, or any other sizes you need.

The format for this file is, as the extension suggests, a comma-

separated variable file, complete with headers that describe the columns pretty well. You shouldn't have any trouble editing this file so long as you stick to the same format for each line. Add entries that you need, delete those you don't, it's as simple as that.


Within the Document Properties dialog the page sizes are split into sub-menus for US page sizes, ISO A, B, C, D and E page sizes, and 'Others'. The good news is that removing all the entries that correspond to a section also removes that sub-menu – so European users who have no need for US sizes can remove all the US entries (the page sizes, but also the #10 envelope and US business card entries), and the entire US sub-menu is gone. Similarly for the other sub-menus.

The bad news is that there's nothing in this file that defines the sub-menu titles, nor which page sizes live in which menus. You can't create your own sub-menu to categorise your custom page sizes – they'll most likely just end up in 'Others'.

Related to the default page sizes are Templates. These can be a real time saver if you frequently have to create similar documents, with common elements or settings. Whereas page sizes are simply a pair of dimensions to quickly set the width and height of a page, templates are entire SVG documents which can contain any content you wish – even multiple pages. If you need to apply a common header, footer or border style, or include some boilerplate text or graphics, you just need to save or copy an SVG file into your 'User templates' directory.

By doing this, your template will be available in the 'Custom' tab of the 'File > New from Template…' dialog.
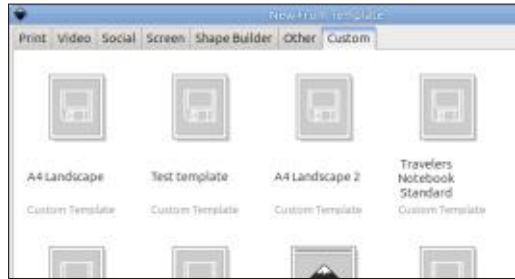
One advantage of this approach, as opposed to just loading an SVG file as normal and then modifying it, is that using a template does not set the filename of the document. This means that a subconsciously-pressed Ctrl-S will bring up the Save As… dialog, rather than accidentally overwriting your 'template' file. Anyone who has made that mistake, then had to Ctrl-Z back to the starting point to reset the template before saving again, will immediately appreciate that small but important difference.

Although we're talking about the 'User templates' directory, to create a new template in the right place is achieved more easily using the File > Save Template… menu entry within Inkscape. This also gives you the opportunity to provide some useful metadata. But if you subsequently want to edit a custom template, or delete one entirely, you'll still need to venture into the User Template directory on-disk, so it's worth knowing about its existence.

Last month, we looked at the 'User UI' directory from the perspective of changing handle styles, but there's actually a lot more of the Inkscape user interface that can be modified through this location. A very rough guide to what else can be put into this directory can be found simply by looking at the contents of the System UI directory. There are instructions on how to find this in last month's article, but for Linux users there's a strong chance it's a subdirectory inside the /usr/share/inkscape folder.

Often, if you copy a file from this directory into your User UI directory, the copied version will be used instead of the system version. But not always. Sometimes the mere presence of a copied file is enough to make Inkscape crash when accessing the relevant features – as I found out when trying to work with a copy of the 'align-and-distribute.ui' file. But copying files, rather than editing the originals, does allow you to work with the copied version, safe in the knowledge that you can just throw it away if you – or Inkscape – don't like the results.

One file you might want to experiment with is 'menus.ui' which, as the name suggests, defines the content of the main Inkscape menus. Are there menu options you never use? Those can

be deleted, but a better option is to comment them out with a '<!--' before the opening <item> tag and a '-->' after the closing </item> tag, which makes it easier to reinstate them in future should you need to.

Menu items can also be re-ordered, moved out of (or into) submenus, or moved to other menus entirely. For example, rather than hiding the 'Import Web Image…' menu item, as above, why not move all of the import and export options into their own submenu?

I previously documented the ability to re-order and hide some of the icons in the left-hand toolbar, and even referenced my original article on the subject last time. Unfortunately, the structure of the 'toolbar-tool.ui' file that this relies on has changed significantly with

recent Inkscape versions, and those simple edits no longer work. It is still possible to comment out, delete, or move items within this file, but the more complex and more deeply nested structure of the XML makes it harder to do so without error. This, and similarly complex files, are worth approaching with caution. Limit your edits to one item at a time, saving between each change and launching Inkscape to ensure things still work as expected before you move onto the next edit.

Next time I'll continue looking at some of the other capabilities of these 'User' directories. Unless, of course, any readers have better suggestions.

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**

```
<!-- <item>
    <attribute name='label' translatable='yes'>_Import...</attribute>
    <attribute name='action'>win.document-import</attribute>
    <attribute name='icon'>document-import</attribute>
</item>
<!--<item>
    <attribute name='label' translatable="yes">Import _Web Image...</attribute>
    <attribute name='action'>app.org.inkscape.import-web-image</attribute>
    <attribute name='icon'>document-import-web</attribute>
</item>-->
<item>
    <attribute name='label' translatable="yes">_Export...</attribute>
    <attribute name='action'>win.dialog-open</attribute>
    <attribute name='target'>Export</attribute>
    <attribute name='icon'>document-export</attribute>
```

```
        <attribute name='action'>win.document-save-copy</attribute>
    </item>
    <item>
        <attribute name='label' translatable="yes">Save Template...</attribute>
        <attribute name='action'>win.document-save-template</attribute>
    </item>
</section>
<submenu id="import-export">
    <attribute name='label' translatable="no">Import/Export</attribute>
    <section>
        <item>
            <attribute name='label' translatable="yes">_Import...</attribute>
            <attribute name='action'>win.document-import</attribute>
            <attribute name='icon'>document-import</attribute>
        </item>
        <item>
            <attribute name='label' translatable="yes">Import _Web Image...</attribute>
            <attribute name='action'>app.org.inkscape.import-web-image</attribute>
            <attribute name='icon'>document-import-web</attribute>
        </item>
        <item>
            <attribute name='label' translatable="yes">_Export...</attribute>
            <attribute name='action'>win.dialog-open</attribute>
            <attribute name='target'>Export</attribute>
            <attribute name='icon'>document-export</attribute>
        </item>
    </section>
</submenu>
<section>
    <item>
        <attribute name='label' translatable="yes">_Print...</attribute>
        <attribute name='action'>win.document-print</attribute>
```

Linux on Your iPad

For as low as $4.95, you can have your own personal Linux cloud computer in minutes on any device.

BODHI CORNER

Written by Moss Bliss

Sorry to have been absent for a while, lots of things happening in my life. I'm getting older, and I have to move to a new apartment, and, and, and ... Meanwhile, Bodhi crawls right along. Now that Trixie is out, Robert is working on DeBodhi 8, or might just streamline things and make Bodhi a Debian-only-based distro. The jury is still out on that... Bodhi 8 is still being worked on for now, based on Ubuntu 24.04. We have a small team, right now really only two devs. Robert works on the ISOs and Stefan mostly polishes our themes and works with the Moksha desktop. We are really in need of more team members, specifically C and Python programmers willing to work with and learn EFL, which powers Moksha; more details are below. If you'd like to get involved, information can be found at the dev page, https://sourceforge.net/projects/bodhidev/files/

In the meantime, my own process used to be to use Linux Mint for my work and Bodhi for fun, but since Mint 22 came out, I've had various problems with it, so I'm spending more and more time in Bodhi. I've been recording Full Circle Weekly News in Bodhi using pre-MuseScore Audacity 2.4.2 (current Audacity gives me a headache, and they break different things each update).

You really need to check out the new and updated themes, Stefan has been really shining lately. Both our lead devs work full time jobs doing things other than Linux, so all the beauty of Bodhi comes from a labor of love. While donations are up a little over the past couple years, they are not yet sufficient for anyone to work full time on the distro. Donations can be sent to @rbtylee on PayPal or Bodhi Linus on Patreon.

We've added a few more languages to Bodhi over the past year. We also have our forum and Discord channel, which are handled well but we won't say no to help.

We continue to work closely with Escuelas Linux, one of the leading distros for education in the Spanish language, which is based on Bodhi. Their latest version is 8.12.

There is a Bodhi Wiki at https://www.bodhilinux.com/w/wiki/. Our blog can be found at https://www.bodhilinux.com/blog/. We still have a forum at LinuxQuestions.org, but our main forum is https://bodhilinux.boards.net/, but users will get faster responses on our Discord channel.

You may be wondering why there are no working betas of Bodhi 8 yet, based on either Ubuntu 24.04 or Debian 13. The simple answer is, there are still problems getting GTK4 to work with EFL, and we haven't gotten comfortable with Wayland yet.

We hope to have news soon on Bodhi 8 or DeBodhi 8. In the meantime, the adventurous can use a script Robert has written to compile Moksha on Debian Trixie, found at our forum under "Moksha on Debian Trixie". There is a script for installing it on Ubuntu 24.04, but I'm not finding the location right now. There is a problem in that using these scripts will not include installing Terminology, the EFL terminal program, due to a change in dependencies messing up the installation.

Current official versions are Bodhi 7.0.0 (64-bit), available with Standard, HWE, S76 and AppPack versions, and 5.1.0 Legacy (32-bit). DeBodhi 7.0. is at beta3 status but runs just fine on my computers (which are all Lenovos). There is also a 32-bit Legacy beta of 6.0, which many users are doing fine with.

With a rather small team, we are always looking for help:
• C programmers familiar with or willing to learn EFL.
• Python programmers who are also familiar with or willing to learn EFL.
• Translators.
• Documentation writers.
• Graphic artists.
• Gtk and edc theme developers.
• Web developers.
• Donations. Even a small donation helps tremendously.

We are happy to announce the release of Ubuntu Touch 24.04-1.1 and Ubuntu Touch 20.04 OTA-11, maintenance releases for 24.04-1.x and 20.04 series, respectively. Both releases will become available for the supported Ubuntu Touch devices over the coming days.

What's new?

Ubuntu Touch 24.04-1.1 is a maintenance release of the 24.04-1.x series. This release contains mostly bug fixes and small improvements. The notable ones are:
• VoLTE is being rolled out to additional devices, such as Fairphone 4 and the rest of Volla Phone 22.
• Improved startup time on first boot after upgrading from Ubuntu Touch 20.04 series.
• Fix media scanning daemon getting stuck at 100% CPU usage, draining battery.
• Fix notification badges not appearing in the launcher for Phone and Messaging app.
• Fix applications, e.g. TELEports,

unable to clear notifications before placing a new one.
• Fix incorrect calendar being shown in the pull-down (indicator) menu.
• Fix certain applications using embedded web browser crashing after attempting to use the browser.
• Fix Wi-Fi hotspot being broken on certain devices.
• Prevents deleted Wi-Fi or VPN connection from re-appearing after reboot.
• Fix Messaging app crashing after attempting to open attached video or audio.
• General bug fixes and security updates.

Ubuntu Touch 20.04 OTA-11 is a maintenance release of the 20.04 series. This release contains mostly bug fixes and small improvements. The notable ones are:
• VoLTE is being rolled out to additional devices, such as Fairphone 4 and the rest of Volla Phone 22.
• USB-C headset support is now also enabled on 20.04 series as well.
• Fix audio playback not

automatically stopped when a Bluetooth headset is disconnected.

Both Ubuntu Touch 24.04-1.1 and 20.04 OTA-11 contain an important security fix. It is recommended that users update to 24.04-1.1 or 20.04 OTA-11 as soon as they're available. For more information, see our security advisory.

BACK NEXT MONTH

HOW-TO
Written by Ronnie Tucker

Write For Full Circle Magazine

GUIDELINES

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

RULES

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

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

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

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

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

• Do <u>not</u> use tables or any type of **bold** or *italic* formatting.

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

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

TRANSLATIONS

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

REVIEWS

GAMES/APPLICATIONS
When reviewing games/applications please state clearly:

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

HARDWARE
When reviewing hardware please state clearly:

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

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

Lubuntu 25.10's release on 9 October, 2025 brought some very interesting news. That news is that there is no news and that is indeed the news!

Six months before this release, back on 17 April, 2025, Lubuntu 25.04 came out and its official release announcement, written by Lubuntu developer Simon Quigley, contained some very forthright commitments for 25.10. These included, "we will switch to Wayland in time for the release of 25.10", plus "we are proud to announce that Lubuntu 25.10, Questing Quokka, will indeed ship with Miriway as the default Wayland compositor, backed by a deb-based Mir 2.20."

But, that didn't happen, and also Quigley is now listed as a "previous contributor" to the Lubuntu Team.

The release announcement for Lubuntu 25.10 was penned instead by Lubuntu developer Aaron Rainbolt, who wrote, "despite our original plans laid out in the 25.04 release announcement, Lubuntu 25.10 has ended up being a semi-boring release." He notes that due to a shortage of developers, 25.10 ended up staying with the legacy X11 display server and not switching to Wayland.

He further outlined the plans for the next release, which will be Lubuntu 26.04 LTS, saying that it will move to using the labwc Wayland compositor, instead of the planned Miriway, just due to lack of developers and relevant expertise. He also put out a plea for more developers to join the project.

Does this refrain sound familiar? Unlike Ubuntu Unity 25.10, which was not released at all under similar circumstances, the Lubuntu 25.10 release was made, just with very little new.

So to catalog this release, Lubuntu 25.10 is the last of three interim releases before the next long term support (LTS) version which is scheduled to be out on 23 April 2026. Lubuntu 25.10 is supported for nine months, until July 2026.

Lubuntu 25.10 marks the 15th

LXQt release, the 29th since Lubuntu became an official flavor of Ubuntu, and the 31st overall release since the very first one, Lubuntu 10.04. As in the past, the official release announcement does not take credit for the first three Lubuntu releases prior to it becoming an official flavor, but those of us who were using Lubuntu back then know the score!

Installation

I downloaded Lubuntu 25.10 via BitTorrent, using Transmission from the official source. As always, I did a command line SHA256 sum check to make sure it was a good download and then dropped it into a USB stick equipped with Ventoy 1.1.07. Lubuntu is officially listed as supported by Ventoy and it worked just fine.

The downloaded Lubuntu 25.10 ISO file was 3.5 GB in size, 200 MB larger than the last version, Lubuntu 25.04. In comparison, the mainline Ubuntu 25.10 ISO file was 5.7 GB.

System requirements

With the release of Lubuntu 18.10, the project announced that it would no longer publish any minimum system requirements. My guess is that it will probably run well on hardware designed for Windows Vista or newer.

New

This release uses the LXQt 2.2.0 desktop (bumped up from version 2.1.0 in the last release), plus the Qt toolkit version 6.8.3 (same as last time). It still has not made the complete transition to Qt 6 as there are some holdout core applications, in particular the VLC media player, which still uses Qt 5.

Like all the Ubuntu family of 25.10 releases, Lubuntu uses Linux kernel 6.17 with systemd 257.9 as its initialization system. It also inherits the use of rust-coreutils and sudo-rs from upstream Ubuntu 25.10, both Rust-based. The use of the Rust programming language is quickly becoming pervasive in the Ubuntu world, which generally seems to be a good thing.

Like the last one, this release continues to use the LXQt Fancy Menu which is a refined single-level version of the previous multi-level menu system.

Not new, having been introduced with 25.04, Lubuntu 25.10 continues the "feature" whereby the live session will not mount any drives, a problem that it shares with Ubuntu Cinnamon 25.10 and Xubuntu 25.10. This makes it pretty useless as a rescue disk and also difficult to do screenshots for reviews and get them off the live session. I should note that this only affects live sessions and not full Lubuntu installations, which mount drives normally.

Settings

Marsupial fans will note that Lubuntu 25.10 is code named "Questing Quokka" and so it has a new AI generated quokka-themed default wallpaper. It certainly makes a dramatic impression upon first boot-up. There are 24 wallpapers provided including the classic Lubuntu Friends-dark, some photographic wallpapers, a couple of AI-generated quokka ones, and many wallpapers from past Lubuntu releases, both good and bad.

Other user settings available include 19 window themes (none of which are dark themes), 9 icon themes, 16 LXQt themes, two cursor themes, ten GTK3 and eight GTK2 themes, all of which adds up to lots of customization potential.

Applications
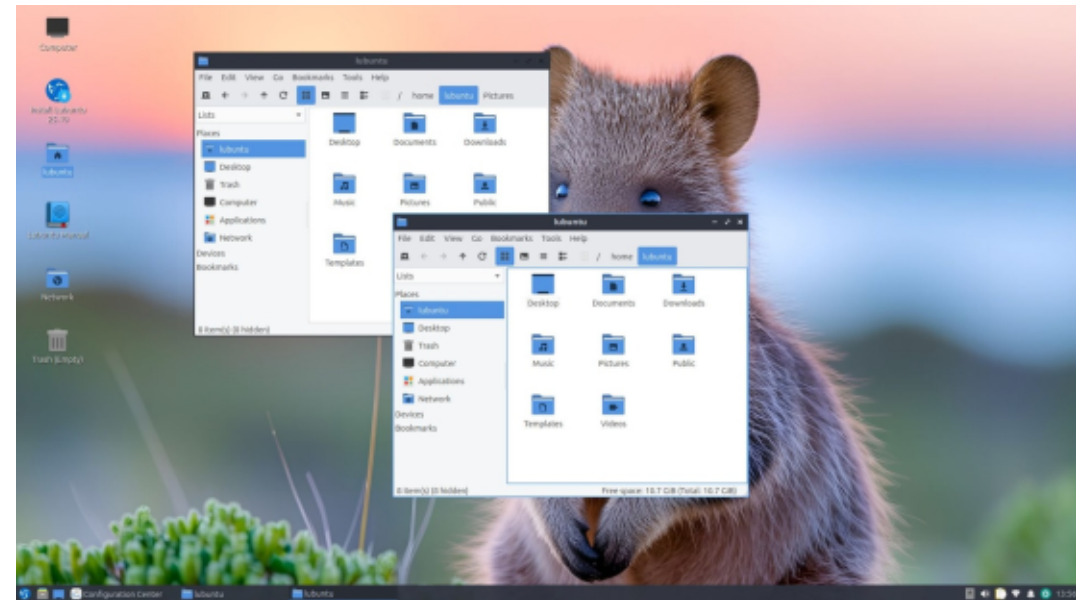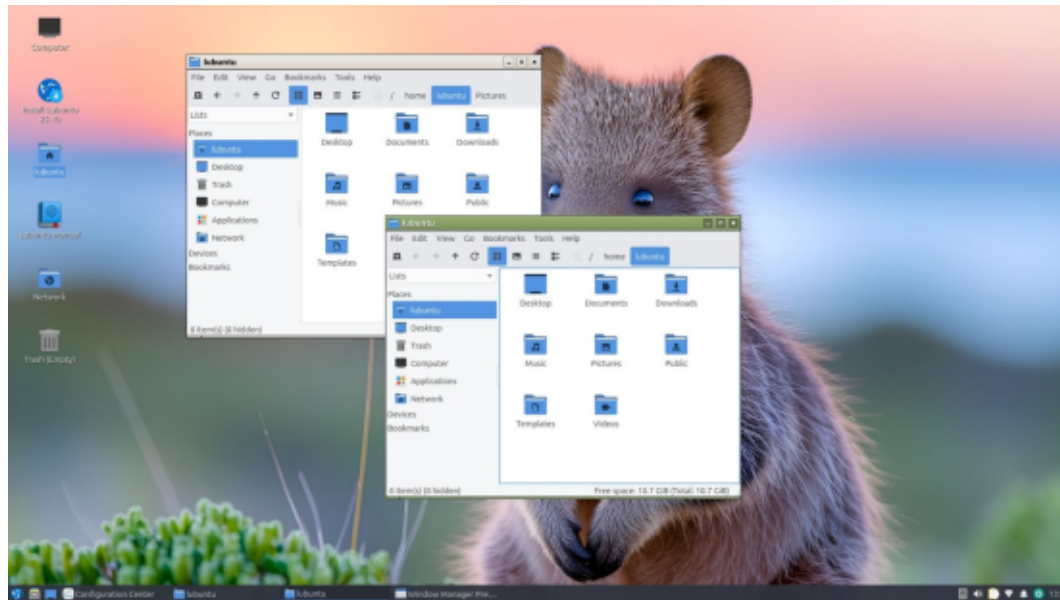
Some of the applications included with Lubuntu 25.10 are:
2048-qt 0.1.6 simple lightweight game*
Alacritty 0.15.1 terminal emulator
Blueman 2.4.4 bluetooth connector*
CUPS 2.4.12 printing system*
Discover Software Center 6.4.5 package management system
FeatherPad 1.6.2 text editor
Firefox 143.0.4 web browser**
KDE partition manager 25.0.8 partition manager
LibreOffice 25.8.1 office suite, Qt interface version
Lubuntu Update 1.1.1 software update notifier*
LXimage-Qt 2.2.1 image viewer
LXQt Archiver 1.2.0 archive manager
Noblenote 1.4.0 note taker*
PCManFM-Qt 2.2.0 file manager
PipeWire 1.4.7 audio controller
Qalculate! 5.5.1 calculator
qPDFview 0.5.0 PDF viewer*
Qlipper 5.1.2 clipboard manager*
QTerminal 2.2.0 terminal emulator
ScreenGrab 3.0.0 screenshot tool
Skanlite 25.08.1 scanning utility
Startup Disk Creator 0.4.1 (usb-creator-kde) USB boot disk maker*
Transmission 4.1.0 BitTorrent client, Qt interface version
VLC 3.0.21 media player*
Wget 1.25.0 command line webpage downloader
XScreenSaver 6.08 screensaver and screen locker*

* Indicates the same version as used in Lubuntu 25.04
** supplied as a Snap, so version depends on the upstream package manager

As in the past, LibreOffice 25.8.1 is supplied complete, except for LibreOffice Base, the office suite's database application. Base is probably the least used component of the suite and can be added from the repositories, if it is needed.

Lubuntu 25.10 does not come with an email client, image editor, video editor, or web cam application, although there are good choices for each of these in the repositories.

Conclusions

Despite the lack of progress in bringing Wayland to Lubuntu, 25.10 is still a good release although with very little new over the 25.04 release.

It will be interesting to see whether Wayland does actually make it into the upcoming LTS version, Lubuntu 26.04 LTS, due out on 23 April, 2026. Given the pleas for developer assistance in the release announcement, much will depend on how much help is forthcoming. I can add too that introducing crucial new features directly into an LTS release is unusual and has its own risks.
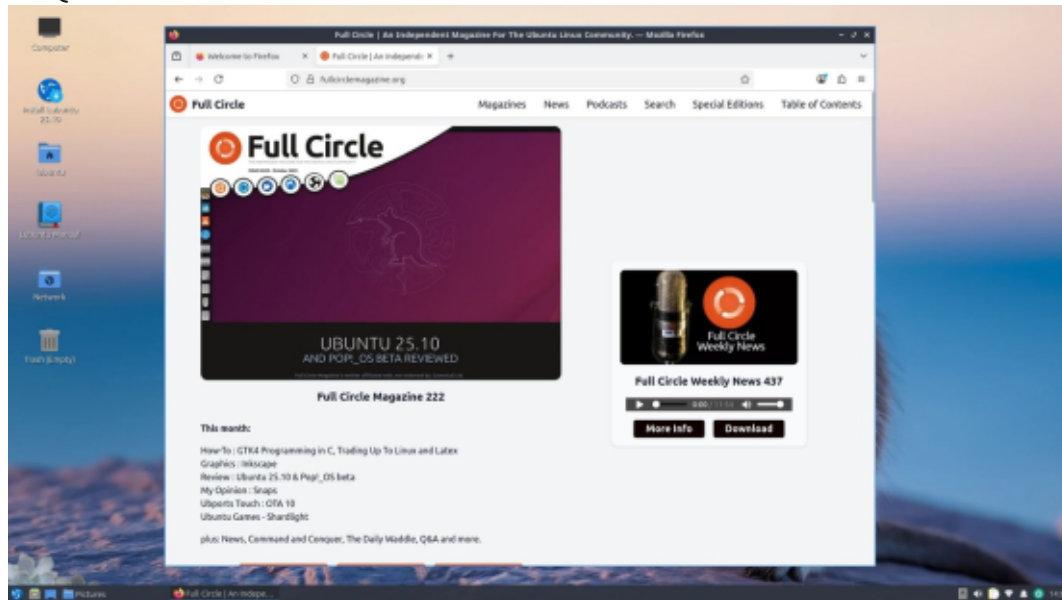
Normally components that are both big and new are introduced at the beginning of the development cycle to facilitate testing and tweaking, so I would not be surprised if Wayland does not appear until Lubuntu 26.10.
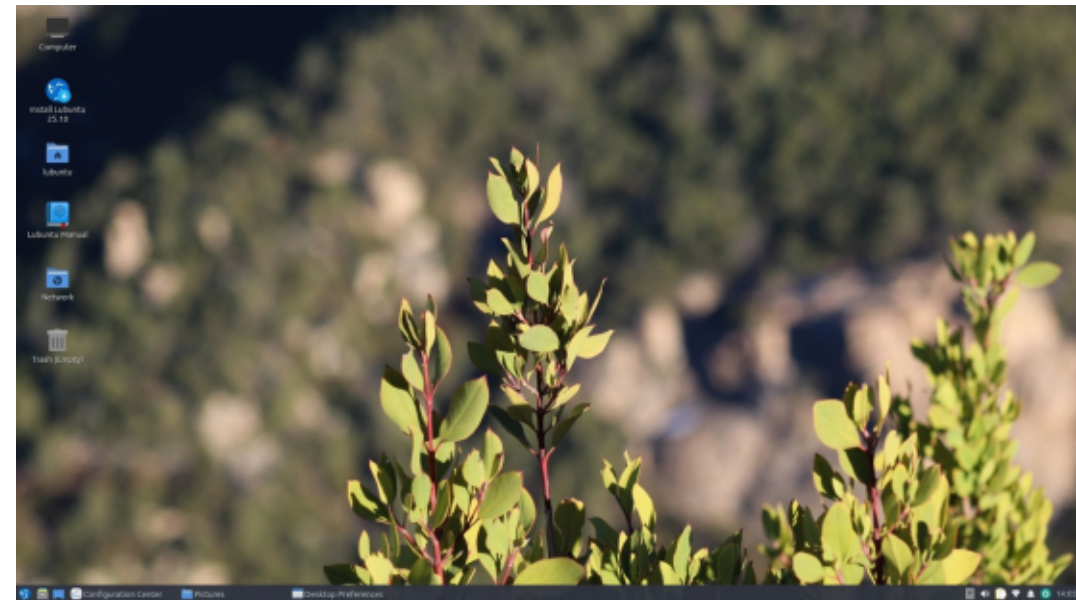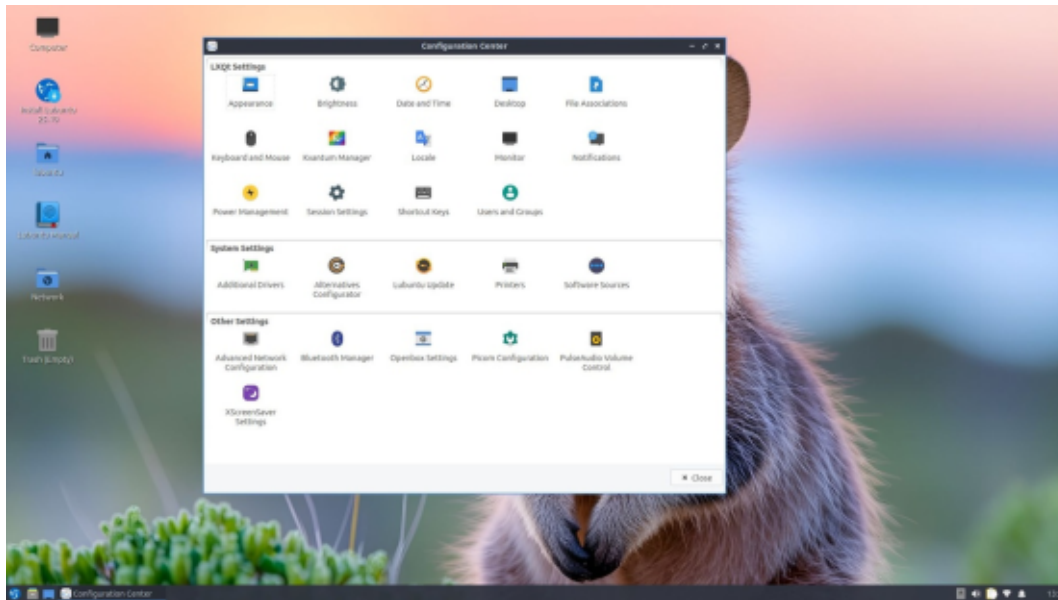
External links

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.

When Xubuntu 25.10 arrived on 9 October, 2025, it brought with it an excess of drama, none of which was about the quality of the actual release, which was fine.

It seems at least one person celebrated the launch of this new Xubuntu version by hacking the Xubuntu Team's WordPress-based website, xubuntu.org, and linking the download button to a newly uploaded target file. That was a .zip file called "Xubuntu — Safe Downloader", which of course it wasn't. The .zip file contained a tos.txt file (presumably "terms of service") with the not-at-all-suspicious note: "Copyright (c) 2026 Xubuntu.org", this being 2025 and all. The other file contained in the .zip was, of course, a .exe, aimed at trusting Windows users (since .exe files are Windows executables which don't run on Linux). Any Windows user who installed it would get a crypto-clipper that, of course, would steal your cryptocurrency (what else?). Of note, there have been no reports of anyone actually falling for this and getting robbed.

Once they noticed the intrusion, the Xubuntu Team leapt into action, removing the offending malware and locking the website down, using an old version. Since the hacking, the download link now just redirects back to the home page.

The one disadvantage to all this is that it made the actual, real Xubuntu 25.10 ISO file download a bit hard to find, at least from the official Xubuntu website, although the official download location https://cdimage.ubuntu.com/ xubuntu/releases/questing/release/ works fine.

I should add that at no point was the actual Xubuntu 25.10 ISO file compromised, so it is not a problem if you got it and installed it.

Bottom line: some criminals need to get a better hobby.

So, aside from all that unnecessary drama, Xubuntu 25.10 itself is a fine release. It is the 40th Xubuntu release and the last one of three interim releases leading to the next LTS version, Xubuntu 26.04

LTS, due out on 23 April 2026. Because this is an interim release, Xubuntu 25.10 comes with nine months of support, running until July 2026.

Installation

Xubuntu provides a choice of two separate downloads, Xubuntu Desktop (xubuntu-25.10-desktop-amd64.iso), which has a full suite of applications and Xubuntu Minimal (xubuntu-25.10-minimal-amd64.iso), which, as its name implies, has only a minimum of included applications, thus allowing users to add what they want.

I downloaded Xubuntu 25.10 Desktop from the official source using the Transmission BitTorrent client and then, as usual, carried out an SHA256 sum check from the command line to ensure I had a good download. This ISO file was 4.7 GB in size, 200 MB bigger than the 4.5 GB of the last release, Xubuntu 25.04. Xubuntu Minimal is 3.9 GB, 800 MB smaller than the Desktop download, the savings being the non-included
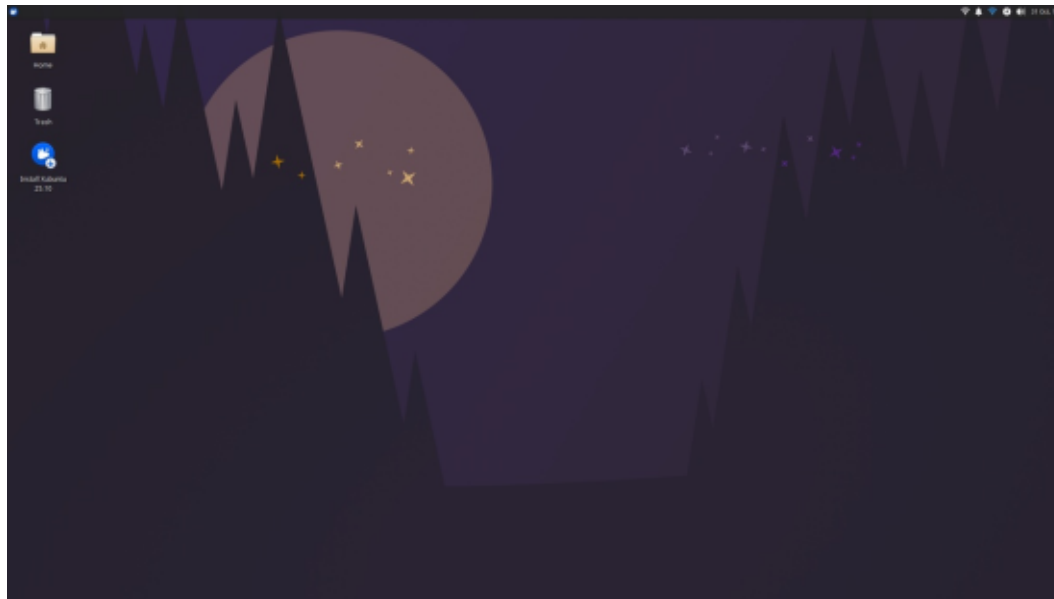
applications.

I tested out Xubuntu 25.10 using a USB stick equipped with Ventoy 1.1.07, by dropping the ISO file onto the stick and booting it up from there. Ventoy officially lists Xubuntu as supported and it worked without any issues.

System requirements

The recommended system requirements for Xubuntu 25.10 have not changed since 21.04 and remain:
1.5 GHz dual-core processor
2 GB RAM
20 GB of hard-drive space

For web browsing, 8 GB of RAM is probably a more realistic minimum these days, with more RAM always better.

New

This release moves Xubuntu from the Xfce 4.20.0 desktop to 4.20.1, a very minor upgrade intended to improve stability and Wayland support. Wayland is still available as a test option at boot-up as the release announcement says, "for those adventurous enough to use it." That doesn't sound too hopeful at present, especially considering that both Ubuntu 25.10 and Kubuntu 25.10 are already Wayland-only. It will be interesting

to see when Xubuntu makes the move to Wayland by default.

The use of Xfce 4.20.1 brings some upgraded versions of the core Xfce utilities such as Xfce4 Screensaver moving from 4.18.4-1 to 4.20.1-1 and the Xfce4 Panel going from 4.20.3-1 to 4.20.4-1. There are also new versions of some of the included GNOME applications and a few upgraded versions of other applications too.

This lack of any other substantive changes probably indicates that the Xubuntu Team is happy with the distribution these days and points to the upcoming LTS release being very similar to this one.

Settings

As it has done for many years, Xubuntu 25.10 still uses Greybird as its default window theme, although now at Greybird version 3.23.3. This current Greybird theme has evolved over time and looks pretty good these days, a distinct improvement over some of the earlier versions.

Once again, there are six window themes provided in the "Appearance" manager: Adwaita, Adwaita-dark, Greybird, Greybird-dark, High Contrast and Numix. The separate Window Manager has 12 window title bar themes: Default (which is, oddly, not the default, as
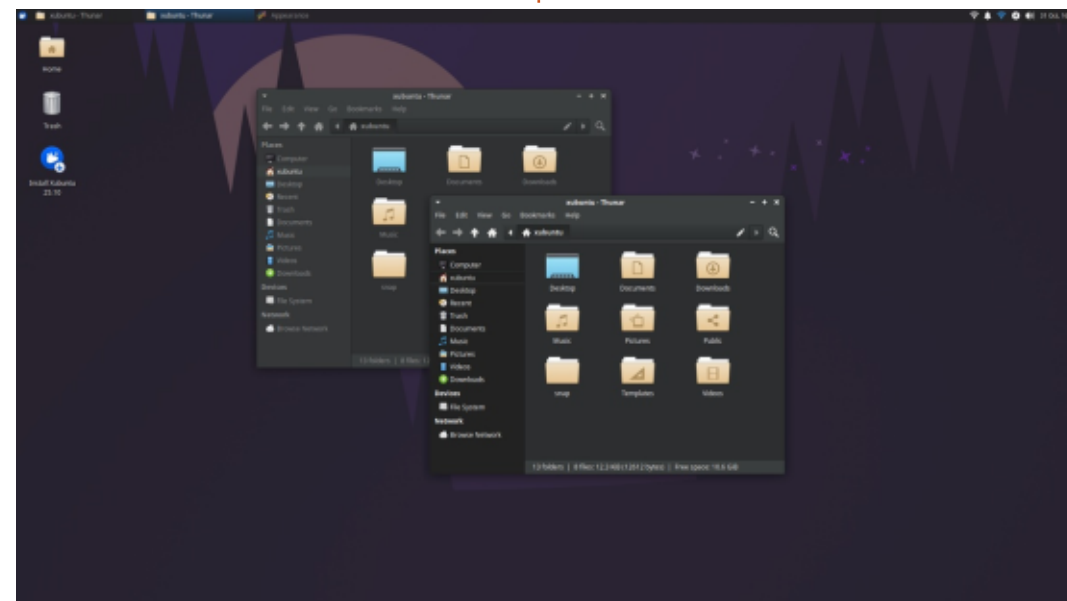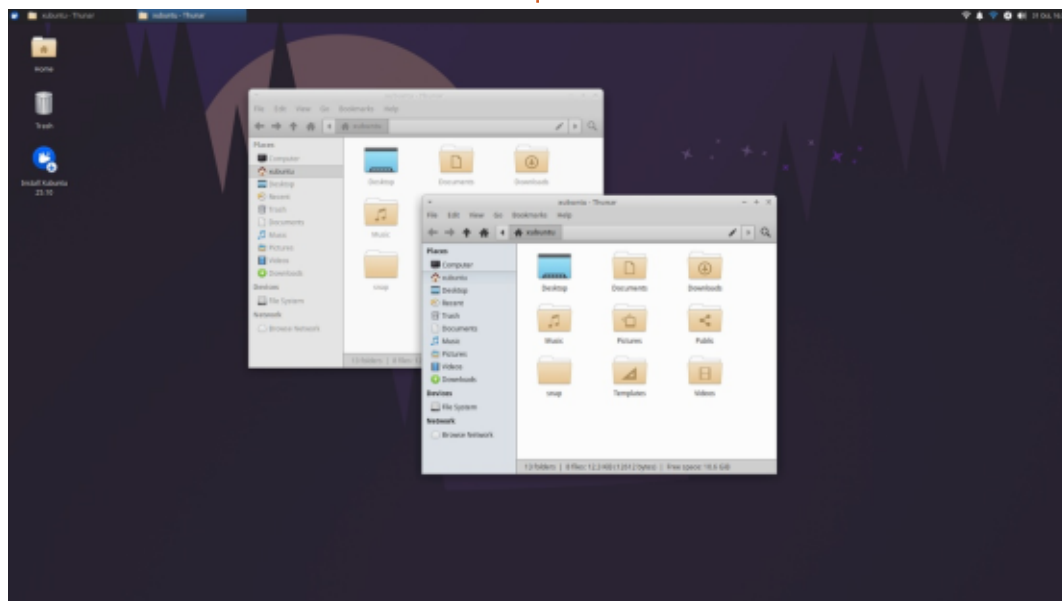
Greybird is), Daloa, Default-hdpi, Default-xhdpi, Greybird, Greybird-accessibility, Greybird-compact, Greybird-dark, Greybird-dark-accessibility, Kokodi, Moheli and Numix. As with the last release, there are six icon themes, Elementary Xfce being the default.

Similar to previous releases, Xubuntu 25.10 has a fresh wallpaper. This one was designed by Pasi Lallinaho, who has done all the release wallpapers since Xubuntu 9.04. The wallpaper is another minimalist night landscape in the same vein as the Xubuntu 25.04 wallpaper. Xubuntu 25.10 also comes with 11 other wallpapers, including some nice landscape photographs.

Alternatively, you can easily download any old Xubuntu release wallpapers from https://github.com/Xubuntu/xubuntu-marketing/blob/master/wallpapers/README.md or just use your own. Even though this release is code named "Questing Quokka" there are, thankfully, no quokka-themed wallpapers.

As with all the Xubuntu releases in the last 11 years since 14.04 LTS, this one employs the Whisker Menu as its menu system, replacing the standard Xfce menu. The Whisker Menu can also be resized, which is a handy feature.

Applications

Some of the applications and utilities included with Xubuntu 25.10 are:
Atril 1.26.2 PDF viewer*
Blueman 2.4.4 bluetooth connector*
CUPS 2.4.12 printing system*
Catfish 4.20.0 desktop search*
Engrampa 1.26.2 file archiver*
Firefox 143.0.4 web browser**
Firmware Updater 0+git.0052f6b firmware updater**
Gdebi 0.9.5.8 application installer*
Gigolo 0.5.4 remote file mounter*
GIMP 3.0.4 graphics editor
GNOME Disks 46.1 disk space and health monitor*
GNOME Disk Usage Analyzer 48.0 (baobab) disk display*
GNOME Document Scanner 48.1 (simple-scan) optical scanner
GNOME Mines 48.1 game
GNOME Sudoku 49~RC-1 game
Gparted 1.6.0 partition editor*
Hexchat 2.16.2 IRC client*
LibreOffice 25.8.1 office suite
MATE Calculator 1.26.0 calculator*
Mousepad 0.6.3 text editor*
Parole 4.18.2 media player*
Pipewire 1.4.7 audio controller
Ristretto 0.13.3 image viewer*
Rhythmbox 3.4.8 music player*
Software Updater 25.10.1 (update-manager) software update manager
Synaptic 0.91.7 package management system
Systemd 257.0 init system
Thunar 4.20.4 file manager
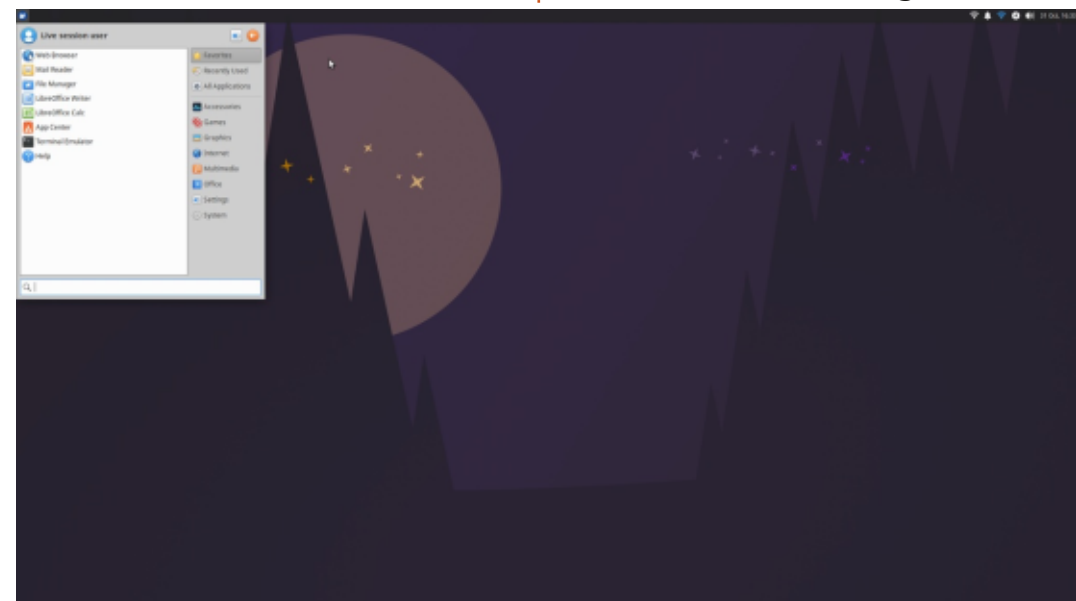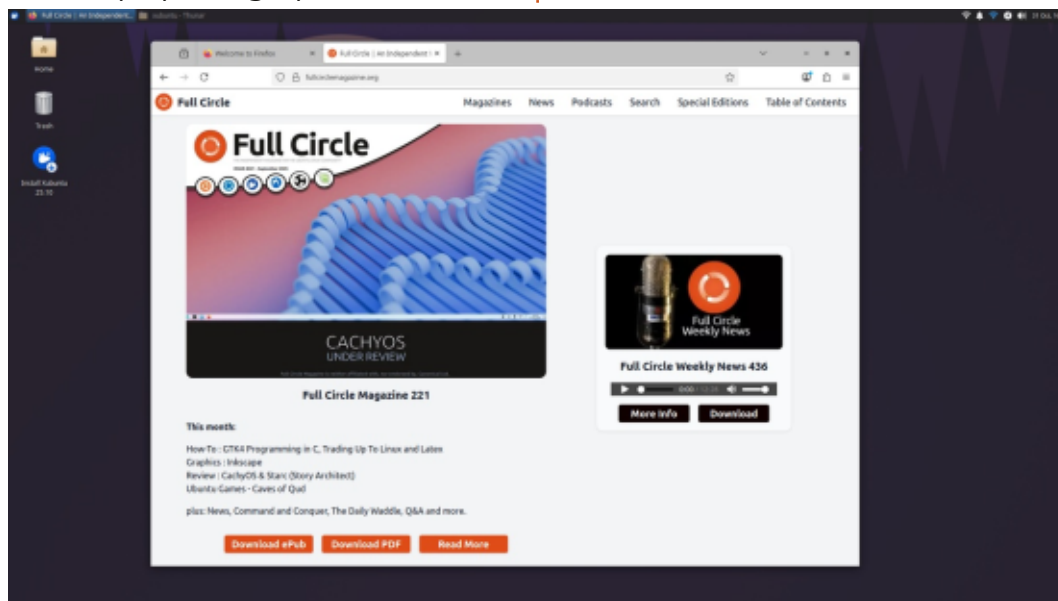
Thunderbird 140.3.1 esr email client**
Transmission 4.1.0 BitTorrent client
Ubuntu App Center 1.0.0 package management system**
Wget 1.25.0 command line webpage downloader
Xfburn 0.7.2 CD/DVD burner*
Xfce4 Panel 4.20.4 desktop panel
Xfce4 Power Manager 4.20.0 system power manager*
Xfce4 Screensaver 4.20.1 screensaver*
Xfce4 Screenshooter 1.11.1 screenshot tool*
Xfce4 Terminal 1.1.4 terminal emulator*
Xfce4 Whisker Menu 2.9.2 menu system*

* indicates same application version

as Xubuntu 25.04.

This supplied mix of applications has not changed in this release and, in fact, very few even have updated versions.

The list of applications included in the full Xubuntu Desktop ISO is very extensive, with pretty much everything a desktop user might need, except perhaps a webcam client or video editor. If this list has a lot of stuff you think you may want to remove after installation, you can always use the Xubuntu Minimal ISO and then add what you do want. In general the full Xubuntu Desktop ISO may be a better choice for new users and the Xubuntu Minimal ISO for more experienced users.

Xubuntu and Ubuntu Cinnamon are the last two Ubuntu official flavors that still include a default CD/DVD burning application. Optical drives started disappearing on new laptops in about 2011, 14 years ago. At one time these were included with all the Ubuntu flavors but, since then, the rest of the pack has dropped them. I am still waiting to see when the Xubuntu Team makes that same move. That has to be soon!

Conclusions

Despite the aforementioned release day drama, Xubuntu 25.10 is a good release that actually has very little new included. On the whole, I think Xubuntu fans will like what they see here, as most users do not see a need for any big changes. Basically a "if it ain't broke, don't fix it" philosophy.

The next version , Xubuntu 26.04 LTS, is expected on 23 April 2026.

External links

Official website (in case it is fixed soon):
https://xubuntu.org/
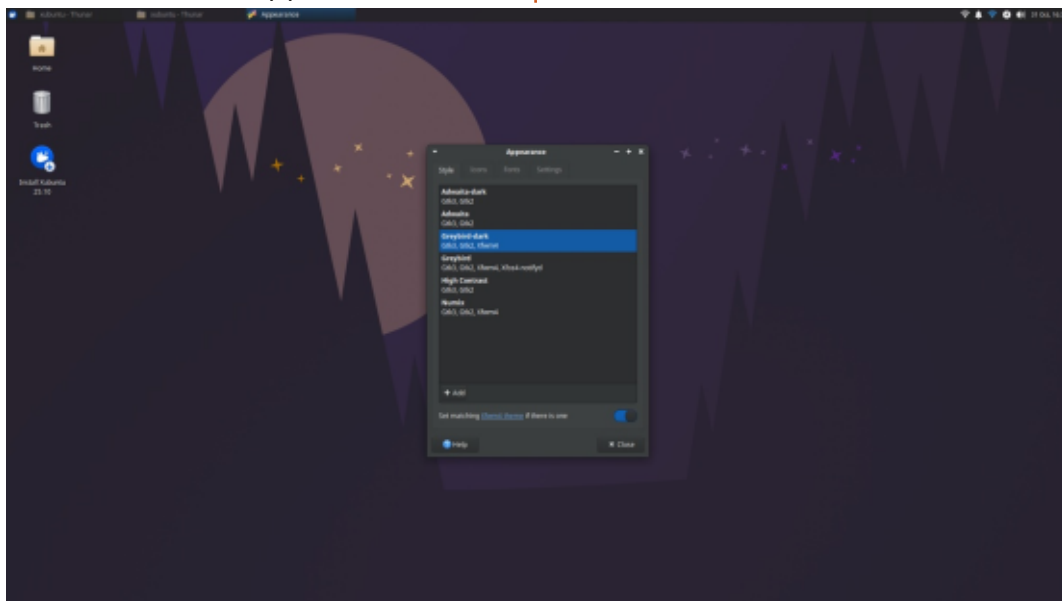
Download:
https://cdimage.ubuntu.com/xubuntu/releases/questing/release/

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

Join us on:

https://mastodon.social/@fullcirclemagazine

twitter.com/#!/fullcirclemag

linkedin.com/company/full-circle-magazine

ubuntuforums.org/forumdisplay.php?f=270

FULL CIRCLE NEEDS YOU!

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.

Last month, I went looking for a tune on the interwebs and came up blank, no results, or that is what the search engines tell me. Which sort of tells me they search each other, instead of the interwebs. You can try it yourself, search for "vendhalia" and no matter the search engine, there are no results. If I append a few website names where it can be found, then suddenly, there are results! Do they still search, or do they rely on SEO?. This month, I went to a well known site looking for a book, found under the "tutorial" tag, as it was a recent book on writing. I just used the tutorial tag, as base search and was bombarded with crap that was not even close. Louis Lamour cowboy stories etcetera... and then it hit me: SEO. If you add every tag there is, your crap will come up in every search. I was thinking that maybe the ensh!tification of the internet was due to AI. Don't get me wrong, it is (specially when searching for images) but how does one defend against abuse of SEO? Advertising money is the problem; everyone wants a cut of these immense budgets. Just come to our site, so we can show you ads and get paid. Whether you are helped or not, it's about showing you ads. Not about content or assisting you. People are going back to CD's because songs are removed or changed on streaming sites. The same with film and DVDs. Don't even get me started on cloud storage. Is Linux one of the final bastions of privacy left?

Q : I have installed Tilix on Ubuntu 24.04 and when I launch it, I see the error; There appears to be an issue with the configuration of the terminal. "The issue is not serious, but correcting it will improve your experience. There is a link for a fix, but only for bash or zsh." <removed>

A : Click 'OK' to open Tilix, then click the hamburger menu > preferences, go down to defaults, and then pick the second tab, "command" and click on the first checkbox, "Run command as a login shell". That's it, then your shell does not matter.

Q : I run Opera as a Snap and it could snapshot before. Rubber band select an area, and "capture", and it used to save as a snapshot, but it is broken now. I don't see anything saved anywhere.

A : I also use Opera as a browser, but mine works. I hit CTRL+SHIFT+5 and then select the area and "capture", then it asks me where to save the file and it saves it, as "Opera Snaphot_<date>". So I don't know what to tell you. It seems you are not the only one, google fed me this: https://answers.launchpad.net/ubuntu/+question/822296

Q : I have used Virtualbox for a while now and, usually, I can just install the latest version and it overwrites the older one. But with Version 7.2 when I try to install it, it tells me that it "conflicts" with version 7.1. I'm confused about what to do. Ubuntu 24.04 not 25.04.

A : I tried it for you and it seems that the new version has a new dependency that the older one did not have. Uninstall 7.1.x and install version 7.2 and reboot. The new one looks snazzy though!

Q : Can you help me? I have been having issues firing off my Snaps lately. See here myron@ubuntubox:~$ snap run --shell pinta

libpxbackend-1.0.so: cannot open shared object file: No such file or directory
Failed to load module: /home/myron/snap/pinta/common/.cache/gio-modules/libgiolibproxy.so
To run a command as administrator (user "root"), use "sudo <command>".
See "man sudo_root" for details.

Then

sudo snap run --shell pinta
bash: /usr/bin/sudo: Permission denied

and if I do it from a root account,

snap run --shell pinta
mkdir: cannot create directory '/run/user/0': Permission denied

A: Thank you for the full output of the advanced troubleshooting, but can we start at the bottom, could you give me the error output of just running the app in the terminal? As per your example, for instance, the output after typing just "pinta" in the terminal. We can then take it from there.

Q: So I'm trying Ubuntu for the first time and I want to make this work. https://gitlab.gnome.org/GNOME/rhythmbox/-/tree/master/plugins/lyrics – though I have no idea where to start. I use Ubuntu Gnome 24.04.02.

A: **Disclaimer**, I uninstall Rhythmbox if it is installed, or don't install any multimedia apps at all, in Ubuntu Gnome. From what I can make out, that is already part of the plug-ins available by default. You don't need to add it, it is already there? If the plug-in does not start after enabling it, restart Rhythmbox. I also found this: https://askubuntu.com/questions/147942/how-do-i-install-third-party-rhythmbox-plugins (though it is from 13yrs ago, it suggests another lyrics plug-in name "llyrics"), maybe it's worth diving into that? I *very, *very seldom listen to music with lyrics, so I'm not your best bet, maybe one of our readers can help out?

Q: I have an Ubuntu virtual machine in virtualbox and when I set it up the way I wanted, I removed the network interface as I don't need it. Only for setup and initial updates. The issue is that every time, on a cold start of the machine, the VM will take extra long to fire up and then won't sign in. The password is 'q', so it's not that, it just hangs. I power it off hard and reboot the vm, then it works fine. Why is that?

A: I haven't a clue as there is not enough information. I can tell you where to start though. Once you get into the virtual machine, you would need to disable all the networking services and configurations. Just yanking the (virtual) card does not undo the software part inside Ubuntu.

Q: I live in rural <removed> so my internet allocation is the 1GB that I get from my mobile provider. It sounds like a lot, but Ubuntu updates can exhaust it in one go. I wanted to learn offline, so I went to <removed> and tried to download the website. It appears as crap. I tried printing to PDF, but it is awful and prints headers and footers I didn't ask for and slows down evince to a crawl. I tried wget with -r -p -E -k -np, and that just brought down tons of junk that didn't work. Now that opera is chrome, you can't even download a .mht any more. Can Ubuntu do it?

A: Ubuntu ships with Firefox by default. There is an add-on named "SingleFile" (https://addons.mozilla.org/en-US/firefox/addon/single-file/) that you can use to grab a copy of a page as a single html file in your downloads folder that you can view offline, in the browser of your choice.

Q: When I run my updates as sudo, I get: ~$ apt upgrade
E: Could not open lock file /var/lib/dpkg/lock-frontend - open (13: Permission denied)
E: Unable to acquire the dpkg frontend lock (/var/lib/dpkg/lock-frontend), are you root?

I'm on Ubuntu 22.04 for now, i5 with 8GB memory in my dell nostickers laptop.

A: Hehehe, going to steal that one! I see a $, when you run as sudo, you should see a # (meaning you typed sudo -s beforehand and typed in your password.) When a $ is in your prompt, you need the keyword sudo before apt upgrade, like so:

`sudo apt upgrade`

Website: https://goblinzstudio.com/game/sandwalkers/

Price: $9.99 USD (GOG)

Blurb: "*Every decade, the Mka tribe sends caravans of adventurers into the Phithi, the meteorological chaos that keeps the Uwando tribes isolated from each other and makes life outside the refuges almost impossible.*

Their mission: to establish diplomatic and trade relations, to explore and reclaim the lands left to the mercy of monsters and pirates, and, most importantly, to plant a new tree city that can become a refuge for the Mka and their allies. Regardless of the success or failure of their mission, the caravans must send the memories they have gained back to the capital, using the crystospheres carried by traveling (sic) beetles."

What worried me about this game was that it was not listed with all the other Goblinz games on their games page...

Installation

The GOG installer ran without issue on Ubuntu 24.04. The game runs like a dream on Ubuntu, only flexing CPU number seven for some reason.

Graphics

The game is gorgeous, world building is enhanced by the art. The characters... well... it's a weird mix of anthropomorphic animals and insects. Each one plays as per their species. In the tutorial, a Naga (Snake?) and an Elephant team up as caravanner number seven. Later on, you are joined by snails and so forth. As much thought and care went into world building, it feels like the characters are an afterthought. They look great, but it's still an elephant on its hind legs. The overworld is full of risks and rewards, but it is bleak, with more risks. I get that they wanted it to be like a board game, so the beauty is marred by hexes. With hexes

usually comes out-of-proportion art and, for some reason, that vexes me (am I the only one?). On the positive side, the game will play at 2K resolution. With all of that, I get the 'style over substance' feeling...

Sound

I actually stopped playing, just to listen to the music and how it changed between scenes. Unfortunately, I cannot point you to any OST on Youtube for a listen, but if you look up the kickstarter video, you will hear some of it. It is apt and it feels tailor made for the game. [EDIT: You can take a listen here: https://tzerofive.bandcamp.com/album/sandwalkers. I love how track no.4 'Remains' – starts off. :) Sort of Mongolian throat singing and the next track sort of Australian Aboriginal, yet not]. The game sounds are good too, the game has so much going for it early on. There is a lot this game does right and keeping music and mood aligned is one of them.

Gameplay

At its heart it is a JRPG battler (or strategy board game, depending on your point-of-view), with a rogue-like world. Let me lead with the bad... While I like rogue-like games, I don't appreciate games that do not give you a fair chance at making all the right decisions. Forcing you to die just to progress is *not fun. Clever game-play should be rewarded and not just die for dying sake. This is also the main complaint in the GOG reviews, with titles like: "I don't want to restart again" and "Discover a pretty world and die... again" and I have to concur. The hex based "overworld" feels dead and lifeless for all its fancy art. Your character moves a hex and loses 2 life. Right from the get-go. What kind of caravan sets out without any provisions? The game is tagged with "survival", so allow the players to set up / optimize provisions in the caravan. Allow them to scavenge and whatnot, not just move a hex and flat; -2 hearts. Make caravan routes meaningful. The game has this unique mechanic that is not exploited at all. You see, your caravan sends back its memories or experiences via homing, dung beetle. Instead of capitalising on it and having new caravans know

where the old ones perished and avoid that route (or scavenge the items), you just "start over", with a new caravan and newly generated map. This just turns the game into a mindless grind. There are issues with the path finding too, I may select to travel five hexes and all is fine, but when I click them, they cancel, forcing me to repeat it three

or four times. Another sticky point is that your characters never heal, not even one point per day, it's just a downward spiral. I don't want to come across as nit-picky, but the forced repetition ruins it for me. Things felt stale really quickly. Okay... I realised it has been hours, but it's like a pebble in your shoe.

Story

There is some rich lore here and I loved reading it all. However, stuff does not "gel". It is as if a team worked on this game and poured their hearts and souls into it, just to be sold out to some corporation that just wanted to finish it and get it out of the door before summer,

replacing all the seasoned developers with interns. The word I'm looking for is 'disjointed'. However, there is potential everywhere. If the game lived up to the hype and previews, I'd have gladly shelled out the $20 they wanted for it at launch, but sadly, all my hopes for this title are dashed.

Combat

Remember that I said it felt like a JRPG battler? The combat is only interesting and fun when you don't really know what is going on. Thereafter, it got stale really quickly. The same mobs over and over, the same formations over and over, all, in a game about over and over. In my last image, there is that annoying ambush that spawns every x turns.

The rogue-like part

You buy upgrades when you end your run and start fresh. It feels like the tail wagging the dog; where to benefit from your upgrades, you need to redo certain parts. It's written into the lore, the game tells you that the caravans' continued deaths are necessary sacrifices...

(to save the world?). In reality it is unnecessary stuffing to make the game last past the Steam returns policy time, if you ask me!

Conclusion

This is not a bad game, but it is not a good game either. It needs something in the gameplay. Something it does not have and when Goblinz studios figure it out and add it to the game, it can join the other games proudly, on the front page. I require a deeper experience or connection (or have tons of fun!), and as much as I want to like this game, it's only as deep as a saucer, to the point where I thought that *I was the one on repeat. The overall experience, for me, at least, was a four out of ten (that had the potential to be so much more!), but your mileage may vary, as they say.

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.

PATRONS

MONTHLY PATRONS

Alex Crabtree
Alex Popescu
Andy Garay
Bill Berninghausen
Bob C
Brian Bogdan
Carl Andersen
CBinMV
Darren
Dennis Mack
Devin McPherson
Doug Bruce
Duncan Bell
Elizabeth K. Joseph
Eric Meddleton
Francis Gernet
Gary Campbell
George Smith
Henry D Mills
Hugo Sutherland
Jack
Jack Hamm
Jason D. Moss
Joao Cantinho Lopes
John Andrews
John Malon
John Prigge
Jonathan Pienaar
Joseph Gulizia
j s

JT
Katrina
Kevin O'Brien
Lee Allen
Lee Layland
Leo Paesen
Linda P
Mark Shuttleworth
Moss Bliss
Norman Phillips
Oscar Rivera
Paul Anderson
Paul Readovin
Rino Ragucci
Rob Fitzgerald
Robin Woodburn
Roy Milner
Scott Mack
Sony Varghese
Taylor Conroy
Tom Bell
Tony
Tony Hughes
Vincent Jobard
Volker Bradley
William von Hagen

SINGLE DONATIONS

2025:
Louis W Adams Jr
Borso Zsolt

Brian Kelly
Frits van Leeuwen
Randy Brinson
Frank Dinger
Robert JERÔME
Yvo Geens

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.

A big thank you to all those who've used Patreon and the PayPal button. It's a HUGE help.

https://www.patreon.com/fullcirclemagazine

https://paypal.me/ronnietucker

https://donorbox.org/recurring-monthly-donation

HOW TO CONTRIBUTE

FULL CIRCLE NEEDS YOU!

A magazine isn't a magazine without articles and Full Circle is no exception. We need your opinions, desktops, stories, how-to's, reviews, and anything else you want to tell your fellow *buntu users. Send your articles to: articles@fullcirclemagazine.org

We are always looking for new articles to include in Full Circle. For help and advice please see the **Official Full Circle Style Guide**: http://bit.ly/fcmwriting

Send your **comments** or Linux experiences to: letters@fullcirclemagazine.org
Hardware/software **reviews** should be sent to: reviews@fullcirclemagazine.org
Questions for Q&A should go to: questions@fullcirclemagazine.org
Desktop screens should be emailed to: misc@fullcirclemagazine.org
... or you can visit our **site** via: fullcirclemagazine.org

FCM#225
Deadline:
Sunday 11th Jan. 2026
Release:
Friday 30th Jan. 2026

For the Full Circle Weekly News:

You can keep up to date with the Weekly News using the RSS feed: https://fullcirclemagazine.org/podcasts/index.xml

back on Spotify:
https://open.spotify.com/show/6JhPBfSm6cLEhGSbYsGarP

and now on YouTube:
https://www.youtube.com/playlist?list=PLnv0U8wOzXu487gi5I2Isf-rQjEyKPAif

Getting Full Circle Magazine:

EPUB Format - Most editions have a link to the epub file on that issue's download page. If you have any problems with the epub file, email: mobile@fullcirclemagazine.org

FCM PATREON : https://www.patreon.com/fullcirclemagazine