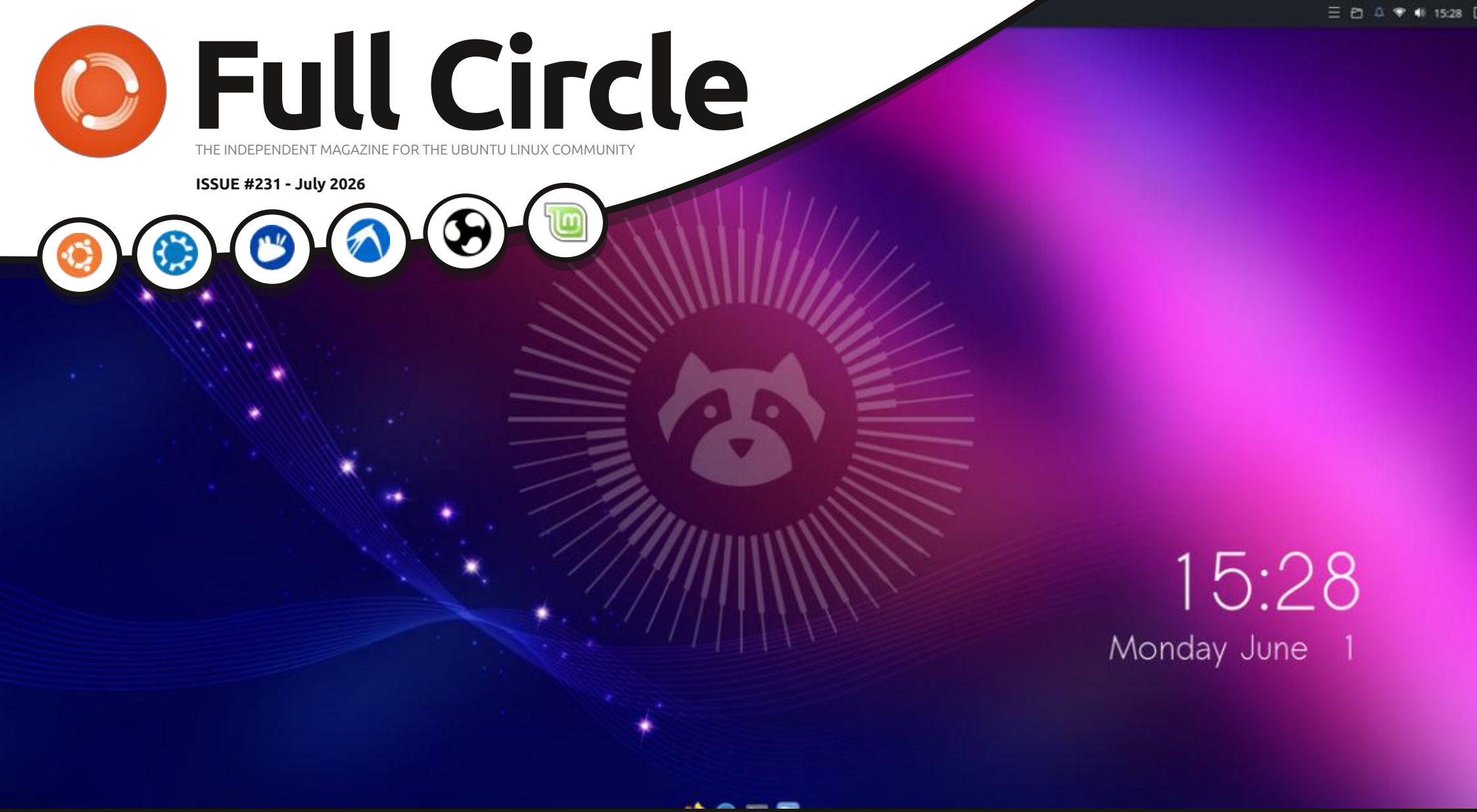
Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

ISSUE #231 - July 2026



UBUNTU 26.04

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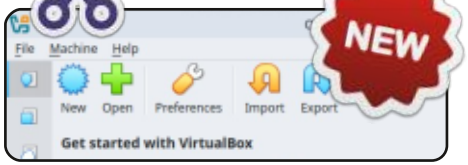
HowTo



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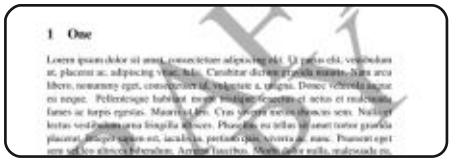

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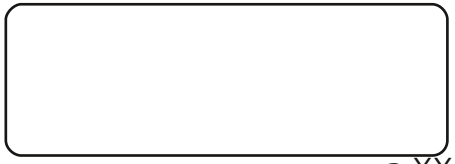

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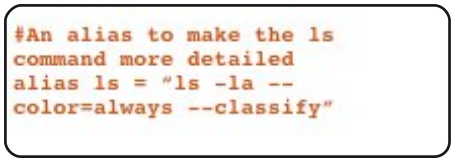

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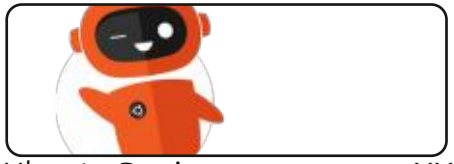

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EDITORIAL

Welcome to the latest issue of Full Circle

Once again we bring you some Latex, Inkscape and the second part of our new series on hosting your own wiki. We also have an interesting piece on blocking and delaying system shut downs. Why would you ever want to do that? Read on and find out. For our distro reviews this month we have Ubuntu Budgie and Ubuntu Cinnamon. The game this month is False Alarm.

I've moved the mailing list from Brevo (formerly Send In Blue) to Sendybay. In short: Brevo hiked their prices up by about £12 per month. Sendybay uses Sendy to create the email and Amazon AWS to send the email. Hopefully, this will work out cheaper than Brevo.

As ever, I'm **still** begging for articles, folks. Please think about writing something and emailing to me at the address below.

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

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

NEW

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

NEW

Darktable 5.6.0:

22/06/2026

Darktable 5.6.0, a digital photo processing program, is now available. Darktable specializes in non-destructive processing of raw images and can be used as a free alternative to Adobe Lightroom. The program allows you to manage your photo database, visually navigate your photos, correct distortions, remove noise, manage colour and enhance photo quality - all while preserving the original image and its full history. The project's code is written in C and distributed under the GPLv3 license. The interface is built using the GTK library. Binary builds are available for Linux (AppImage, flatpak and snap), Windows and macOS. Please see the link below to see which cameras have been added and which camera's have been removed.

https://www.darktable.org/2026/06/darktable-5.6.0-released/

Xfwl4 composite server:

22/06/2026

After six months of development, the first preliminary release of the Xfwl4 compositing server, that uses the Wayland protocol, has been released. Xfwl4 is written in Rust using the Smithay library. The reason cited for creating the new compositing server was the unsuccessful attempt to implement simultaneous support for X11 and Wayland in the existing xfwm4 window manager codebase. The xfwm4 window manager was originally designed with tight integration of the X11 protocol in mind, making it difficult to separate general window management logic from X11-specific features.

Xfwl4's expanded features include a significant reworking of the session startup logic, implementation of the Wayland xdg-session-management protocol and support for launching X11 applications using XWayland. Xfwl4's code is licensed under the GPLv3 (by comparison, the xfwm4 window manager is licensed under the GPLv2).

https://alexxcons.github.io/blogpost_15.html

Canonical will provide reboot-free kernel updates for ARM64 systems:

23/06/2026

Canonical announced the expansion of its Livepatch service to Ubuntu 26.04 LTS and Ubuntu Core 26 systems using ARM64 processors. Previously, Live patches were only available for the x86_64 architecture because the Linux kernel for ARM64 lacked support for reliable stack traces (CONFIG_HAVE_RELIABLE_STACKTRACE) to identify interrupt-related activity, and the objtool and kpatch tools lacked full capabilities for assessing the state before and after applying a patch. Three years of work were spent implementing the project and redesigning the infrastructure for using Live patches on ARM64 systems.

Live patches are provided as part of the Ubuntu Pro service, which provides 10 years of vulnerability

updates (the standard LTS branch maintenance period is 5 years) for an additional 23,000 packages, in addition to those in the Main repository. A free Ubuntu Pro subscription is available to individuals and small businesses with up to five physical hosts (the program also covers all virtual machines hosted on these hosts). Official Ubuntu community members can get free access for up to 50 hosts. A paid subscription for enterprises costs $25 per year per workstation and $500 per year per server. Obtaining access tokens for the Ubuntu Profree service requires an Ubuntu One account, which is available to anyone.

https://canonical.com//blog/canonical-announces-live-kernel-patching-for-arm64

GNU nano 9.1:

23/06/2026

The GNU nano 9.1 console text editor has been released. It is offered as the default editor in many user distributions. The codename is: "met een hongerig paard aan ons been" / with a hungry horse on our leg/bone...

Changes:

• When searching, the viewport is placed snug left where possible.
• The ability to read and write files in old Mac format was removed (that is: files that use a lone carriage return as line ending).
• The ^T toggle between WhereIs and GotoLine has been dropped.
• When --backup is active, in some situations no backup was made, or it had a wrong timestamp. Both issues are fixed now.
• When nano is killed or crashes, any.save file is not chmodded to the permissions of the base file, nor chowned to its owner.
• M-Ins and M-Del have become rebindable.

https://nano-editor.org/news.php

COSMIC 1.1.0:

24/06/2026

System76, the developer of the Linux distribution Pop!_OS, has released the COSMIC 1.1.0 desktop environment. Packages with COSMIC 1.1.0 are available in the Pop!_OS 24.04 distribution and are expected soon in Fedora, NixOS, Arch Linux, openSUSE, Aeyrin OS, Redox, and CachyOS. The code is written in Rust and is distributed under the GPLv3 (applications) and MPL-2.0 (libraries).

COSMIC is being developed as a universal project, not tied to a specific distribution and compliant with Freedesktop specifications. COSMIC's interface is built using the Iced library, which utilizes type-safety, a modular architecture, and a reactive programming model. It also offers an architecture familiar to developers familiar with the Elm declarative interface language. Several rendering engines are provided, supporting 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 adaptive layout of interface elements based on window and screen size.

https://github.com/pop-os/cosmic-epoch/releases/tag/epoch-1.1.0

Toybox 0.8.14:

24/06/2026

Toybox 0.8.14, a system utilities suite optimized for minimal system resource consumption, has been released. Similar to BusyBox, all utilities are accessible via a single executable file. The project is being developed by the former BusyBox maintainer, written in C and distributed under the 0BSD license. Toybox aims to provide developers with a minimalist set of standard utilities without opening the source code of modified components. Toybox's capabilities still lag behind BusyBox's, but 319 basic commands (236 fully implemented and 83 partially implemented) of the planned 395 have already been implemented. Since 2015, Toybox has been offered as part of the core Android platform.

https://landley.net/toybox/news.html

KaOS 2026.06:

25/06/2026

KaOS 2026.06, a rolling release distribution focused on delivering a desktop experience with Qt-based applications, has been released. Its distinctive design features include a vertical panel on the right side of the screen. The distribution is based on Arch Linux,

but maintains its own independent repository with over 1,500 packages and offers a number of its own graphical utilities. XFS is used as the default file system. Dinit is used for initialization and service management. Builds are available for x86_64 systems (4.7 GB).

https://kaosx.us/news/2026/kaosdinit06/

The first release of QSOE:

25/06/2026

The first release of the QSOE operating system is available. It is designed in the QNX style and comes with two replaceable microkernels, "Skimmer" and "seL4." Only the resource allocation system, the synchronous messaging mechanism (QNX IPC), and the minimalist kernel are implemented at the kernel level, while all other components are implemented in user space. It supports 64-bit CPUs with the RISC-V architecture. The OS has been tested on the SiFive HiFive Unmatched board and in QEMU. The project code is written in C and is distributed under the Apache 2.0 license.

https://news.ycombinator.com/item?id%3D48630085

Deno 2.9:

25/06/2026

Deno 2.9, a platform designed for standalone execution of server-side and desktop applications written in JavaScript and TypeScript using the V8 engine (Chrome browsers) has been released. The project is being developed by Ryan Dahl, the creator of Node.js, with the goal of providing a more secure environment and eliminating conceptual errors in the Node.js architecture. To improve security, the V8 framework is written in Rust, and the Tokio framework is used for non-blocking request processing. The project code is distributed under the MIT license. Builds are available for Linux, Windows, and macOS.

The new version is notable for its implementation of the experimental Deno Desktop toolkit, which enables the creation of custom GUI applications built using web technologies, similar to the Electron platform. The application logic and interface are defined in JavaScript or TypeScript using standard web frameworks and the application is executed using a browser-based engine. The application is delivered as a self-contained executable file and offers a user-interface similar to that of classic GUI programs.

https://deno.com/blog/v2.9

PEdit-CoW and DirtyClone:

26/06/2026

Information has been disclosed about two new vulnerabilities in the Linux kernel that allow an unprivileged user to gain root privileges by overwriting data in the page cache. Working exploits have been developed for both vulnerabilities.

Exploitation of both vulnerabilities requires CAP_NET_ADMIN access, which an unprivileged user can obtain by creating user namespaces. In Ubuntu, this operation is disabled by default but can be enabled via the "kernel.apparmor_restrict_unprivileged_userns=0" sysctl or AppArmor profiles. In other distributions, access to the "user namespace" for unprivileged users depends on the "kernel.unprivileged_userns_clone" sysctl setting (if 0, it is disabled).

https://www.reddit.com/r/ExploitDev/comments/1ugchru/peditcow_cve202646331_another_pagecache_write_in/

KDE now supports triple output buffering on systems with NVIDIA GPUs:

27/06/2026

The latest KDE weekly development report has been published, presenting a batch of changes for KDE Plasma 6.8, scheduled for release on October 14. The most notable change is the inclusion of triple buffering support on systems with NVIDIA GPUs (KWin automatically enables triple buffering if the graphics card cannot render quickly). Triple buffering was previously disabled due to artifacts caused by a timing error in the KWin compositing

manager. This error has now been fixed, and no further issues have been reported that prevent triple buffering from being enabled.

https://blogs.kde.org/2026/06/27/this-week-in-plasma-post-6.7-bug-fixing/

Release of Coreboot 26.06:

28/06/2026

CoreBoot 26.06, 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 1,163 changes prepared with the participation of 101 developers, 22 of whom are new to the project.

https://blogs.coreboot.org/blog/2026/06/25/announcing-the-coreboot-26-06-release/

Nourish 1.0.0 Composite Server:

28/06/2026

Nourish 1.0.0, a compositing server, has been released. It uses a dimensionless workspace for window placement, not bound by normal screen boundaries. This workspace allows free movement, panning, and zooming in/out of windows without losing readability. Rendering is performed using the Vulkan graphics API with the option to fallback to OpenGL. The compositing server utilizes the Wayland protocol and the fractional-scale extension to prevent blurring when scaling windows. It runs on systems with NVIDIA, Intel, and AMD graphics cards supported by Mesa. The project is written in Rust and licensed under the MIT and Apache 2.0 licenses. Ready-to-use packages are available for Fedora 44.

https://github.com/y5-snowies/nourish/releases/tag/v1.0.0

Slackel 9.0:

29/06/2026

Slackel 9.0. a distribution built on the foundations of the Slackware and Salix projects - and fully compatible with their repositories, has been released. Slackel's key distinction is its use of a continuously updated Slackware-Current branch. The graphical environment is based on the MATE desktop environment. The bootable image, capable of running in Live mode, is 4.2 GB (i386 and x86_64). Installation on external USB drives is supported, with the ability to save changes to the same drive and update packages.

https://slackel.sourceforge.io/forum/viewtopic.php?t%3D856

Mageia 10:

29/06/2026

Almost three years after its last major release, Mageia 10. A Linux distribution developed by an independent community of enthusiasts, has been released. 32- and 64-bit installer builds (5.6 GB) and a set of Live builds (4.5-5.1 GB) based on GNOME, KDE, and Xfce are available for download.

https://www.mageia.org/en/10/

VirtualBox 7.2.12:

01/07/2026

Oracle has published a hotfix release of VirtualBox 7.2.12, which introduces three changes. The additions for Linux host environments fix an issue that caused a Linux kernel crash, panicking the kernel, or a system hang when starting a virtual machine. This hang occurs when using VirtualBox 7.2.10 on Debian 13, Arch Linux, Linux Mint, Fedora 44, and other distributions that have the "enable_virt_at_load=0" option set when loading the kvm module.

As a workaround, it is mentioned to run the kvm module without the "enable_virt_at_load=0" option, which is specified in /etc/modprobe.d/virtualbox.conf or /usr/lib/virtualbox-dkms.conf, or to unload the kvm_intel and kvm_amd kernel modules.

https://www.mail-archive.com/vbox-announce@virtualbox.org/msg00249.html

MySQL governance model:

30/06/2026

Heather VanCura, Oracle's vice president of community engagement, presented the second phase of an initiative to engage with the community and accelerate MySQL development. While the first phase focused on increasing transparency and involving the community in determining MySQL's development path, the second phase will focus on involving community representatives in development. Goals include accelerating innovation, providing clear paths for change delivery, and expanding the MySQL ecosystem.

https://blogs.oracle.com/mysql/the-next-phase-of-mysql-community-engagement-accelerating-participation-and-collaboration

COSMIC 1.2.0:

30/06/2026

System76, the developer of the Pop!_OS Linux distribution. has released the COSMIC 1.2.0 desktop environment. Packages for COSMIC 1.2.0 are available in Pop!_OS 24.04 and are expected soon in Fedora, NixOS, Arch Linux, openSUSE, Aeyrin OS. Redox. and CachyOS. The code is written in Rust and is licensed under the GPLv3 (applications) and MPL-2.0 (libraries).

COSMIC's key features include hybrid window tiling and stacked window docking (a grouping of windows similar to browser tabs), which can be enabled when linked to virtual desktops. The project is also developing a Wayland-based cosmic-comp compositing server.

https://github.com/pop-os/cosmic-epoch/releases/tag/epoch-1.2.0

Pidgin 3 second Alpha:

01/07/2026

The second alpha release of the Pidgin 3.0 instant messaging client (2.96) has been released. This release is marked as not yet ready for everyday use. Builds have been prepared in Flatpak format and are available in the beta repository on Flathub.

Pidgin 3 has been in development since 2011, after three years of conceptual and conceptual discussions. Pidgin 3 features the GObject type system, GTK4 and Adwaita libraries, the Meson build system, GPlugin for plugin processing, SQLite for storing chat history, and GSettings for managing settings.

https://discourse.imfreedom.org/t/pidgin-3-0-alpha-2-2-96-0-has-been-released/398

Qualcomm Linux 2.0:

02/07/2026

Qualcomm has unveiled Qualcomm Linux 2.0. A Linux distribution that provides a software stack optimized for the Qualcomm Dragonwing IoT platform. The project provides a unified distribution that enables rapid development of solutions for various Qualcomm SoCs, such as the QCS5430, QCS6490, IQ-8275, IQ-9075, and IQ-615. Qualcomm Linux is based on toolchains and metapackages from the Yocto and OpenEmbedded projects. supplemented by patches, drivers, firmware, packages, and configuration files to support the specific hardware components used in Qualcomm chips.

https://www.qualcomm.com/developer/blog/2026/06/qualcomm-linux-2-now-available

Precizer 0.16.0:

02/07/2026

Precizer 0.16.0. a command-line utility designed to verify the integrity of large file trees and identify discrepancies after data synchronization, has been released. The project's code is written in C and distributed under the GPLv3 license. Precizer builds were previously available for Linux and macOS and the key change in the new release is experimental support for Windows.

The Precizer project has been in development for over two years and is positioned as a small, fast, and convenient CLI utility for tasks

where simple file metadata comparison is no longer sufficient. The program traverses a directory tree, calculates file checksums (SHA512), and stores the information in a SQLite database. Databases created for different data sources can then be compared to obtain a list of missing files, redundant files, and objects with mismatched checksums.

https://github.com/precizer/precizer/releases/tag/0.16.0

Fedora suspends "Community Initiatives":

03/07/2026

The Fedora Project Steering Committee (Fedora Council) has announced the suspension of the Community Initiatives process. which was created to implement large, long-term projects within the distribution that do not fit within the six-month Fedora Linux release cycle. Community Initiatives was intended to focus community efforts on implementing major ideas and to secure necessary resources and support from the Steering Committee. Projects already launched through the Community Initiatives process, such as Fedora Forge, Atomic and Fedora Docs 2026 will continue to operate with the full support of the Steering Committee and will be completed as planned.

This stemmed from issues related to a lack of proper community feedback that arose during the approval process for the Fedora AI Developer Desktop project, which was approved despite significant objections during community discussions. Community members were expected to reach out to the Governing Board if they had concerns about any upcoming decisions, but in reality, the Board was not informed of potential issues and voted without taking community input into account. Criticism was voiced by community representatives in a separate discussion to which Governing Board members were not invited. Ultimately, Board members learned of the objections raised only after the vote.

https://www.mail-archive.com/devel-announce@lists.fedoraproject.org/msg03795.html

Box3D:

03/07/2026

Erin Catto, the author of the Box2D project. announced the creation of a new physics simulation engine. Box3D. which is a fork of Box2D with an identical architecture, but redesigned and expanded for use in 3D games. The project's code is written in C and is distributed under the MIT license. It supports builds for Linux, Windows, and macOS.

The Box3D engine was created during the development of the new 3D shooter The Legend of California by Kintsugiyama Studios. at Kintsugiyama Studios. where Erin is working. The game uses the Unreal Engine, but the developers were dissatisfied with its built-in Chaos physics engine. Issues arose with the lack of gyroscopic torque (thin objects took an unnaturally long time to rotate), continuous collision detection (unrealistic behavior of falling trees), and poor performance when processing hundreds of thousands of objects.

https://box2d.org/posts/2026/06/announcing-box3d/

The Linux kernel ranks first in terms of the number of CVE vulnerability identifiers:

04/07/2026

Greg Kroah-Hartman, responsible for maintaining the stable and staging branches of the Linux kernel, reported that 2,308 vulnerabilities were identified in the Linux kernel in the first six months of 2026, each assigned a CVE identifier. This move has pushed the Linux kernel from second to first place in terms of the number of CVE identifiers assigned among software vendors. This metric is not objective, as most vendors assign CVE identifiers only to serious vulnerabilities, while the Linux kernel considers all potential vulnerabilities, regardless of severity.

https://www.reddit.com/r/linux/comments/1umafxl/cve_vendor_stats_by_greg_kroahhartman/

Ubuntu crash when building livecd-rootfs:

04/07/2026

Ubuntu developers have reverted the GNU Coreutils version of the cp utility after discovering an incompatibility in the Rust Coreutils implementation of cp, which caused the Live image build script (livecd-rootfs) to fail.

In the Ubuntu 26.04 release, due to vulnerabilities discovered in April, the cp, mv, and rm utilities from GNU Coreutils were reverted. However, in a recent update to the coreutils-from-uutils 0.0.0~ubuntu26 package, the Rust Coreutils suite was reinstated. The issue arose due to a call to the cp utility in a build script with the "-afL" options, which were handled normally by GNU Coreutils but resulted in the error "cp: -r not specified; omitting directory <dir-name>" in Rust Coreutils.

https://discourse.ubuntu.com/t/foundations-team-updates-2026-07-02/84756/11

Linux kernel support:

05/07/2026

Arnd Bergmann, responsible for kernel packages at SUSE, has launched a second attempt to purge the Linux kernel of code to support legacy ARM platforms, which are rarely used and hinder the maintenance of current subsystems. The first attempt was made in August 2024 but stalled, despite the kernel developers agreeing to perform the purge in 2025 or 2026 after the corresponding LTS kernel branches are formed. In the second set of patches, Arnd updated the information and added warnings to configuration files about deprecating platforms. The deprecation of these platforms is proposed for kernel 7.4, expected in early 2027.

https://www.phoronix.com/news/Linux-Drop-Old-ARM-2027

BSDun:

05/07/2026

The BSDun project has been published. It is a development module for the Linux kernel that allows for the recognition, loading, and execution of unmodified ELF executables built for FreeBSD on Linux. It runs in an emulated FreeBSD environment located in the /compat/freebsd directory. Essentially, the project is the complete opposite of FreeBSD Linuxulator. The code is distributed under the GPLv2+ license and written using the Claude Code AI assistant.

In total, about 250 system calls are implemented. SystemV IPC, network functions, futexes, sysctl MIB, prctl, timers, and ioctl are also implemented. A chroot environment on the Linux side is used to separate file systems (during experiments without chroot, the author overwrote the contents of /usr/local/* in Linux by running "pkg install..."). However, some utilities can still work without chroot.

https://gitlab.com/megastallman/bsdun

OpenSSH 10.4:

06/07/2026

After three months of development, OpenSSH 10.4, an open-source client and server implementation for the SSH 2.0 and SFTP protocols, has been released. Changes include:

Experimental support has been added for the "mldsa44-ed25519" combined digital signature generation scheme, which combines the ML-DSA 44 post-quantum algorithm and the Ed25519 elliptic curve algorithm. To enable support add "mldsa44-ed25519" to the HostKeyAlgorithms and PubkeyAcceptedAlgorithms directives. To generate keys, use the "ssh-keygen -t mldsa44-ed25519" command.

https://lists.mindrot.org/pipermail/openssh-unix-dev/2026-July/042582.html

ARM64 support in Ubuntu:

07/07/2026

Ravi Sharma of the Ubuntu Foundations Team summarized the work carried out over the past year to ensure full support for the ARM64 architecture in Ubuntu. He noted that, thanks to improved tooling and infrastructure, as well as the promotion of changes to the main Linux kernel, ARM64-specific issues were resolved over the past year. This includes package distribution through a separate repository, the lack of live kernel patch support, limited capabilities for computer gamers and the unavailability of Secure Boot on laptops with Qualcomm Snapdragon chips.

https://discourse.ubuntu.com/t/ubuntu-on-arm-summer-26-update/84872

fheroes2 1.1.17:

07/07/2026

The fheroes2 project, version 1.1.17, is now available. It recreates the Heroes of Might and Magic II game engine from scratch. The project code is written in C++ and is licensed under the GPLv2. To run the game, you need game resource files, which can be obtained from the original Heroes of Might and Magic II. The project includes a script for automatically downloading and extracting resources from the game's demo version, which is all you need.

https://github.com/ihhub/fheroes2/releases/tag/1.1.17

Proton 11.0:

08/07/2026

Valve has released Proton 11.0-1, a project based on the Wine codebase that aims to enable Windows-based Steam gaming applications to run on Linux. 11.0-1 marks the first stable release of the 11.0 branch. The project is licensed under the BSD license.

Proton allows you to directly run Windows-only Steam games in the Linux client. The package includes implementations of DirectX 8/9/10/11 (based on the DXVK package) and DirectX 12 (based on vkd3d-proton), which work by translating DirectX calls to the Vulkan API. It provides improved support for game controllers and the ability to use fullscreen mode regardless of the game's supported screen resolutions. To improve the performance of multithreaded games, the " esync " (Eventfd Synchronization) and " futex/fsync " mechanisms are supported.

https://github.com/ValveSoftware/Proton/releases/tag/proton-11.0-1

Deepin 25.2:

08/07/2026

Deepin 25.2, a distribution that develops its own Deepin Desktop Environment (DDE), has been released, along with approximately 40 user applications, including the Deepin Music music player, Deepin Movie video player, and the Deepin Store installer and software installation center. The distribution's repository includes over 8,000 packages. All the code is licensed under the GPLv3 license. The bootable ISO images are 6.5 GB in size.

Desktop components and applications are developed using C/C++ and Go. The graphical interface is built using the Qt library. A key feature of the Deepin desktop is the panel, which supports multiple operating modes. Classic mode more clearly separates open windows from suggested applications, and displays the system tray. Performance mode is somewhat reminiscent of Unity, mixing indicators for running programs, favorite applications, and control applets (volume/brightness controls, connected drives, clock, network status, etc.). The application launcher interface offers two modes: browsing favorite applications and navigating the installed applications directory.

https://www.deepin.org/en/25-2-0-announcement/

Firewalld 2.5.0:

09/07/2026

Firewalld 2.5.0, a dynamically managed firewall built around the nftables and iptables packet filters, has been released. Firewalld runs as a background process, allowing dynamic packet filter rule changes via D-Bus, without reloading packet filter rules or interrupting established

connections. The project is already deployed in many Linux distributions, including RHEL 7+, Fedora 18+, and SUSE/openSUSE 15+. Firewalld is written in Python and licensed under the GPLv2 license.

The firewall is managed using the firewall-cmd utility. When creating rules, it uses service names rather than IP addresses, network interfaces, and port numbers (for example, to open SSH access, run "firewall-cmd --add --service=ssh"; to close SSH, run "firewall-cmd --remove --service=ssh"). The firewall-config graphical interface (GTK) and the firewall-applet (Qt) can also be used to change the firewall configuration. Support for managing the firewall via the firewalld D-BUS API is available in projects such as NetworkManager, libvirt, podman, docker, and fail2ban.

https://github.com/firewalld/firewalld/releases/tag/v2.5.0

Cinnamon now features full Wayland support:

09/07/2026

The developers of the Linux Mint distribution have announced the stabilization of Wayland protocol support in the Cinnamon desktop environment. The codebase that forms the basis for the upcoming stable release of Cinnamon 6.8 has achieved 'near' parity in functionality between X11 and Wayland. Cinnamon 6.8 will fully support both X11 and Wayland. Linux Mint 23, scheduled for December, will be the first release in which Wayland support in Cinnamon will not be considered experimental.

https://blog.linuxmint.com/?p%3D5046

Orbitiny:

10/07/2026

The tenth release of the Orbitiny Desktop desktop environment, written from scratch using the Qt framework, has been published. The project attempts to combine several innovative ideas previously unseen in user environments with traditional elements, such as a plugin-enabled panel, an application menu, and a desktop where shortcuts can be placed. Work is currently focused on running in X-server-based environments, but Wayland support may be planned in the future. The code is written in C++ and is licensed under the GPL.

Orbitiny-specific features include: invoking actions via screen gestures (drawing a specific outline with the mouse on an empty area of the desktop); icon labels (shown for new, modified, empty, or clipboard-moved files, as well as empty directories); the ability to paste a file into multiple selected directories simultaneously; support for placing desktop contents in any directory (not just $HOME/Desktop); and the use of separate desktop directories for each virtual desktop and monitor.

https://www.reddit.com/r/linux/comments/1urvmv2/orbitiny_desktop_pilot_x_released_the_most/

Libtorrent 2.1:

11/07/2026

Release 2.1 of libtorrent, a BitTorrent protocol implementation designed for low memory consumption and efficient CPU usage, is now available. The library is used in torrent clients such as Deluge, qBittorrent, Folx, Lince, Miro, Flush, and Free Download Manager, as well as some network storage services. The libtorrent code is written in C++ and distributed under the BSD license.

The new version includes default support for the WebTorrent protocol, which extends the BitTorrent protocol with capabilities for creating decentralized content distribution networks that operate by linking the web browsers of users viewing content. To connect website visitors to a single content delivery network, simply place special JavaScript code on the website that uses WebRTC technology for direct data exchange between browsers.

https://github.com/arvidn/libtorrent/releases/tag/v2.1.0

B1ackOS:

11/07/2026

The B1ackOS GNU/Linux project develops a distribution based on Debian (Unstable) that uses a

rolling update model. It uses systemd as the init system, and package management is handled by APT. The project maintains its own package repository. The console build uses Debian Installer as the installer, while the graphical editions use Calamares. The supported architectures are amd64, i386, and arm64.

By default, B1ackOS comes with a minimal configuration reminiscent of Arch Linux: after installation, the user receives a practically empty system with the Fish shell, which can be customized to create a working environment suitable for specific tasks.

https://os.b1ack.net/en

Lanemu P2P VPN 0.14:

12/07/2026

Lanemu P2P VPN 0.14 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 Hamachi VPN 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/0.14

Chatto has been open-sourced:

12/07/2026

Chatto, a chat platform designed for communication in communities and development teams, has been converted to open source. The platform is optimized for maximum interface responsiveness, minimal backend resource consumption and ease of deployment of a group chat infrastructure on its own server, independent of external services. User access is provided via a web interface, accessible from a browser. The code is written in Go and is open sourced under the AGPLv3 license.

All personal data and chat history are stored encrypted using keys tied to individual users. In addition to text chat, voice and video calls, embedded multimedia messages, screen sharing, and end-to-end message encryption are supported. The platform also supports full-text search, previews of external links, presence detection, status settings, and role-based access control. The project's state is considered stable enough for production use, but not all planned functionality has been implemented yet.

https://news.ycombinator.com/item?id%3D48833116

LibreOffice 26.8 beta:

13/07/2026

The Document Foundation announced the start of beta testing for LibreOffice 26.8. Packages have been prepared for various Linux, Windows, and macOS distributions. The release will take place on August 18-20.

Among the changes:

- Different background colors for the top panel (Notebookbars) can now be set in different modules (Writer, Calc, Draw, and Impress). Category labels are now available in the tabbed toolbar mode. The ability to switch between tabs in the panel using the touchpad or mouse wheel is now available.
- The ability to change the color theme without restarting the application has been provided.
- The list of styles in the toolbar, sidebar, and formatting drop-down block has been unified, so it now looks the same everywhere and does not lose the default styles after adding your own. Built-in support for OpenType variable fonts, in which the weight, width, and other stylistic characteristics of a glyph can be varied arbitrarily, has been implemented. Instead of separately describing each representation, combinations of possible variations are defined in a single font resource by defining possible delta deviations from the base glyph, with the result obtained through interpolation.

https://qa.blog.documentfoundation.org/2026/07/

IncidentRelay:

13/07/2026

After five months of development, IncidentRelay 1.1 has been released. It is an open-source system for on-call management, alert routing and incident response, running on a self-hosted server. IncidentRelay 1.1 is marked as the first stable release (the 1.0 branch was in beta). The project is targeted at SREs, DevOps, and infrastructure teams seeking a locally deployed alternative to SaaS services for on-call management, escalation policies, and incident response. The project code is written in Python and distributed under the MIT license.

The project's main advantage is complete control over the infrastructure and routing logic. IncidentRelay is deployed in its own environment, works with its own database, and allows for explicit separation of incoming routes, commands, rotations, and delivery channels. Incoming tokens belong to routes, not channels, making it easier to understand which external source has permission to send events to a specific command.

https://github.com/roxy-wi/IncidentRelay/releases/tag/v1.1

GNOME OS initiative:

13/07/2026

The developers of GNOME OS, a distribution for GNOME developers and testers, have announced a toolkit initiative to simplify testing experimental versions of software in distributions distributed as atomically updated monolithic system images. The GNOME OS Developer Tool Suite will enable the compilation, distribution, and testing of extensions for distributions delivered as system images. This toolkit will enable developers and testers to modify parts of the system and test their changes without compromising the integrity of the system image, without using isolated containers, or disabling security mechanisms.

The toolkit includes the development of a graphical interface, "Test Center," for managing experimental changes to the system. An online repository will also be created for distributing experimental changes. Test Center allows you to install experimental versions of applications via a link from the developer. Applications installed through Test Center are specifically marked as experimental in the system and are tied to the testing period, after which they are automatically removed.

https://thisweek.gnome.org/posts/2026/07/twig-257/

Weston Composite Server 16.0:

14/07/2026

After five months of development, the stable release of Weston 16.0, a composite server, has been published. It advances technologies that facilitate full support for the Wayland protocol in Enlightenment, GNOME, KDE, and other user environments. Weston's development aims to provide a high-quality codebase and working examples for using Wayland in desktop environments and embedded solutions, such as platforms for in-car infotainment systems, smartphones, TVs, and other consumer devices. The project's code is distributed under the MIT license.

https://lore.freedesktop.org/wayland-devel/alXq76OX4dVWoP3M@xpredator/T/

S6-rc 0.7 service manager:

15/07/2026

Release 0.7.0.0 of the s6-rc service manager has been published. It is designed to manage the launch of initialization scripts and services. It supports dependency tree tracking and automatic service startup or shutdown to achieve a specified state. The s6-rc toolkit can be used both in initialization systems and to organize the launch of arbitrary services based on events reflecting system state changes. The system supports initialization scripts compatible with sysv-init and can import dependency information from sysv-rc or OpenRC. The code is written in C and distributed under the ISC license.

Instead of runlevels, s6-rc uses the concept of bundles, allowing services to be grouped according to arbitrary criteria and tasks. To improve efficiency, a compiled dependency database is used, created by the s6-rc-compile utility based on the contents of directories containing service start/stop files. The s6-rc-db and s6-rc-update utilities are provided for parsing and manipulating the database.

https://github.com/skarnet/s6-rc/releases/tag/v0.7.0.0

FreeBSD-CURRENT base system & GPL:

15/07/2026

The FreeBSD-CURRENT codebase, which forms the basis for the FreeBSD 16 branch, has been updated to remove the last remaining GPL-licensed components—the diff3 and dialog utilities—from the base system. diff3 has been replaced with a BSD-licensed equivalent from the OpenBSD project, and bsddialog was developed specifically for FreeBSD to replace dialog. The installer was migrated to bsddialog four years ago and the last remaining program relying on GNU dialog was dpv, which was deprecated over two years ago and has now been removed along with GNU dialog. The FreeBSD 16 release, scheduled for December 2027, will completely remove GPL-licensed code.

The primary motivation for FreeBSD's removal of GPL-licensed projects was the transition of GNU utilities to the GPLv3 license, which was deemed unacceptable for FreeBSD's core components. FreeBSD developers were forced to continue using outdated versions of GNU utilities released before the transition to GPLv3.

https://old.reddit.com/r/freebsd/comments/1uwi51j/freebsd_16_removes_last_gpllicensed_software_a/

COSMIC Desktop Environment 1.3.0:

15/07/2026

System76, the developer of the Pop!_OS Linux distribution, has released COSMIC 1.3.0, the desktop environment. Packages for COSMIC 1.3.0 are available in Pop!_OS 24.04 and are expected soon in Fedora, NixOS, Arch Linux, openSUSE, Aeyrin OS, Redox, and CachyOS. The code is written in Rust and licensed under the GPLv3 (applications) and MPL-2.0 (libraries).

COSMIC is being developed as a universal project, not tied to a specific distribution and compliant with Freedesktop specifications. COSMIC's interface is built using the Iced library, which utilizes type-safe design, a modular architecture, and a reactive programming model. It also offers an architecture familiar to developers familiar with the Elm declarative interface language. Several rendering engines are provided, supporting 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 adaptive layout of interface elements based on window and screen size.

https://github.com/pop-os/cosmic-epoch/releases/tag/epoch-1.3.0

NTFS-3G 2026.7.7:

16/07/2026

The NTFS-3G package, version 2026.7.7, has been released. It includes a free user-space driver using the FUSE mechanism and the ntfsprogs utility suite for manipulating NTFS partitions. The project's code is distributed under the GPLv2 license. The new version

fixes nine vulnerabilities that could lead to code execution with root privileges when processing specially formatted partitions or disk images with NTFS.

https://www.openwall.com/lists/oss-security/2026/07/15/6

Perl 5.44:

16/07/2026

After a year of development, the new stable branch of the Perl programming language, version 5.44, has been released. In preparing the new release, approximately 270,000 lines of code were changed (excluding documentation and automatically generated code – 110,000 lines), affecting 860 files, and 71 developers contributed to its development.

The 5.44 branch has been released in accordance with the fixed development schedule established thirteen years ago, which calls for the release of new stable branches once a year and minor releases every three months. The first minor release, Perl 5.44.1, is scheduled for release in about a month, fixing the most significant bugs discovered during the implementation of Perl 5.44.0. Along with the release of Perl 5.44, support for the 5.40 branch has ended; updates for it may be released in the future only if critical security issues are discovered.

https://www.nntp.perl.org/group/perl.perl5.porters/2026/07/msg271063.html

Whonix 18.2:

17/07/2026

Whonix 18.2, aimed at providing guaranteed anonymity, security and protection of private information, was released. The distribution is based on Debian GNU/Linux and uses Tor to ensure anonymity. The project is distributed under the GPLv3 license. You can download prepared images of virtual machines in ova format for VirtualBox (2.6 GB with LXQt and 1.5 GB with only console) and qcow2 for the KVM hypervisor (4GB with LXQt and 2.3 GB with only console).

A feature of Whonix is the division of the distribution into two separately runable components - Whonix-Gateway with the implementation of the network gateway for anonymous communications and Whonix-Workstation with the desktop. Components are separate system environments supplied inside a single boot image and running in different virtual machines. Whonix-Workstation default user environment is LXQt. The distro includes programs such as VLC and Tor Browser.

https://forums.whonix.org/t/whonix-18-2-1-9-point-release/23402

Collabora unveils Holo Core:

18/07/2026

Collabora has unveiled the Holo Core project, as part of which the Arch Linux distribution for Aarch64 was prepared with Valve. Holo Core is created to use SteamOS on the Steam Frame device that combines a personal computer, a 3D helmet and two 3D controllers. The development of Holo Core was required, as the Arch Linux distribution, which underlies SteamOS, is only available for the x86_64 architecture, while the Steam Frame device is built on the Snapdragon 8 chip using the ARM64 architecture. For testing, the source code of packages adapted for the ARM64 architecture is available, as well as ready-made binary package builds and a container image in Docker format.

The key task of the project is to build the infrastructure of continuous integration for automated builds, which tracks the state of the continuously updated Arch Linux repositories and determines the required dependencies. In addition to creating patches necessary for the operation of some packages on Aarch64 systems, several patches were required to solve several problems during the project.

https://www.collabora.com/news-and-blog/news-and-events/building-an-arch-linux-aarch64-port-for-holo-core.html

Linux Mint calendar issues:

19/07/2026

One of the developers of GNOME Calendar (Hari Rana) made public, a conflict, with the accompanying package in the Linux Mint distribution. The conflict is due to the fact that Linux Mint comes a package with a modified outdated version of GNOME Calendar. Despite the presence of specific changes, the application comes under the name GNOME Calendar, which makes users the impression of using the original project.

In the version of the GNOME Calendar from Linux Mint, some errors remain uncorrected and users regularly turn to the main developers of GNOME Calendar, believing that they are responsible for emerging problems. On the "About" page, the contact details of the main project are stored in the application and users send notifications about the problems directly to the developers of GNOME Calendar, despite the fact that the described problems have either already been corrected in the current versions of GNOME Calendar, or are caused by the changes made by the accompanying package to the Linux Mint.

https://tesk.page/2026/07/18/how-far-would-hostile-distributions-go-to-hurt-upstream/

COMMAND & CONQUER

Written by Erik

I was surprised when a colleague, who is a lot more learned than me, said: "no, no, you have to type apt-get install..." I looked up at them, blinked my eyes, cocked an eyebrow, and shot back... "why?".

I was not trying to obstinate, I was genuinely interested in the answer. I mean, I had written a previous CnC about package management and his multiple degrees may provide me insights I did not have.

For context, we grew up dirt poor, there was never a chance I was going to University, even with a bursary I got, that covered a portion of the first year tuition, living and books were beyond our means. Heh, my first full-time job would not even have paid for half of it, for that matter, that part was even out of reach on my second job's salary, that was more than double that of my first job. Ha! Someone who had a lot of time to study the finer things, always has some insight I do not posses, I thought.

"That is the way you do things," he said to me. This time I was a bit rebellious and typed, apt install <package>. He looked shocked and said, "you have to do things exactly like I tell you or things will not work". "It's only a front-end", I replied. "What do you mean?" He said...

So this article was born.

You can say what you like about Red Hat. I will forever hate it for the "dependency hell" I had to go through to do simple things. While I have no issues with RPM as a package manager now, it was so frustrating before, it put me off for life. (Back then, almost all the people packaging applications did it in RPM format. We even had an application named "alien" to be able to use RPM packages on Debian. It's true!) Debian, on the other hand, had dpkg, that not only helped you with dependencies, it also even had "suggested packages". They (the suggested packages) weren't a must-have, but usually it indicated a nice-to-have. Then we got apt-get. It was higher level than dpkg, but it still played the libapt-pkg drum. (https://jeromebelleman.gitlab.io/posts/devops/libapt/)

Let's quickly talk about apt vs apt-get. While there are a plethora of articles on-line, I'll just highlight some of the differences here, as they are, for all intents and purposes, the same thing. (I'm not going to flog a dead horse here, don't worry) For me, the output that you get back from apt, is simpler. Easier to read and easier to understand. It's also less typing. This part alone had me sold, but it is also newer aiming to be more 'user centric'. As a user, you just need to remember that apt-get dist-upgrade = apt full-upgrade

And ... if you need to hear it from the horse's mouth: "apt is a second command-line based front end provided by APT which overcomes some design mistakes of apt-get."

Ref: https://debian-handbook.info/browse/stable/sect.apt-get.html

Getting help

Open a terminal and type:

```
apt --help   -now follow that with: apt-get --help and compare.
```

One of the reasons I still use synaptic, the package management application, (not the other app named synaptic), is because of the power it gives me! If you have only ever used the Ubuntu software center, you may not know of it, but it was a game changer for me.

It is great for bulk installations and removals. Let's say, for instance, you would prefer a faster system and you would like to remove all the fonts that come with Ubuntu, other than the Ubuntu font and a few symbol fonts. You could search for the word "font" in the name and use your mouse to select all the green ones for complete removal. OR, you could set up a filter and literally filter for certain types of files or names of files. It beats typing them out!

The Synaptic interface is broken up into sections that make logical sense, but let's say you have marked forty packages for complete removal, one or two of those packages had dependencies and they got auto-tagged when you tagged your files for complete removal. When you clicked apply, you got your forty packages to be purged and say ten to be removed only. But you don't want those ten files on your system at all. You do not want to list them one-by-one and go and find them to make them complete removal as well. (just looking at it - it's two shades of red that are similar) So you just filter them. You can set up your own filters, but you are given a bunch to start with as well. You can go to Settings -> Filters -> New, and give your filter a name and then simply mix and match the conditions of your search. Thus you may pick marked packages or packages marked for removal only, or whatever your poison is to find the packages that you are looking for. And it all runs on the same back-end! Everything you can do with packages in Synaptic, you can do with apt or apt-get.

Just like apt has basically improved apt-get, there is another improvement that a lot of people enjoy. It is called Nala. While this article is not about Nala, it is nice to know about it if you have never used it before.

So whether you use sudo apt update or sudo apt-get update, both are correct. Don't let anyone tell you that you have to use one or the other. You can even use the deb-get utility, but again, beyond the scope of this article.

For those of you curious about Nala, I'd point you here: https://linuxconfig.org/make-ubuntu-updates-easier-with-nala

Though, if you use a shell other than bash, zsh or fish, I don't think it's going to work.

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.

```
edd@gift:~$ apt --help
apt 2.8.3 (amd64)
Usage: apt [options] command

apt is a commandline package manager and provides commands for
searching and managing as well as querying information about packages.
It provides the same functionality as the specialized APT tools,
like apt-get and apt-cache, but enables options more suitable for
interactive use by default.

Most used commands:
  list - list packages based on package names
  search - search in package descriptions
  show - show package details
  install - install packages
  reinstall - reinstall packages
  remove - remove packages
  autoremove - automatically remove all unused packages
  update - update list of available packages
  upgrade - upgrade the system by installing/upgrading packages
  full-upgrade - upgrade the system by removing/installing/upgrading packages
  edit-sources - edit the source information file
  satisfy - satisfy dependency strings

See apt(8) for more information about the available commands.
Configuration options and syntax is detailed in apt.conf(5).
Information about how to configure sources can be found in sources.list(5).
Package and version choices can be expressed via apt_preferences(5).
Security details are available in apt-secure(8).
                                        This APT has Super Cow Powers.
edd@gift:~$ apt-get --help
apt 2.8.3 (amd64)
Usage: apt-get [options] command
       apt-get [options] install|remove pkg1 [pkg2 ...]
       apt-get [options] source pkg1 [pkg2 ...]

apt-get is a command line interface for retrieval of packages
and information about them from authenticated sources and
for installation, upgrade and removal of packages together
with their dependencies.

Most used commands:
  update - Retrieve new lists of packages
```

Written by Bruce Goodman

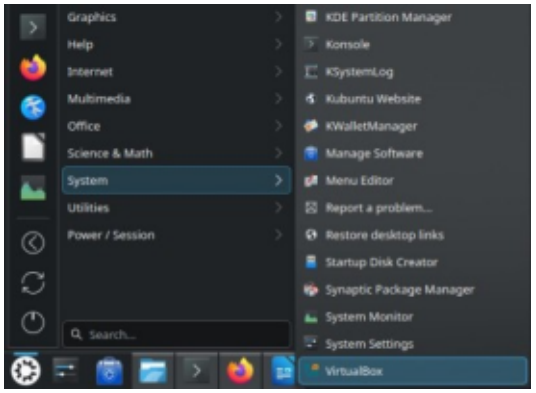
Build Your Own Wiki - Part 2

In Part 1 of this series I discussed the positives of having your own wiki and implementing one in a VirtualBox environment. I prepared a Kubuntu 26.04 laptop for use as the host for my virtual. Now it's time for the next couple of steps - installing and using the VirtualBox application, and creating an Ubuntu Server 26.05 virtual machine.

Install and configure VirtualBox

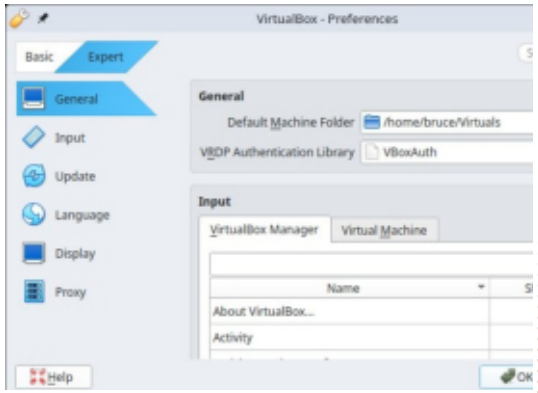
The VirtualBox application is available for several OS's and many Linux flavours from Oracle, at https://www.oracle.com/virtualization/technologies/vm/downloads/virtualbox-downloads.html

At the time of writing though the version for Ubuntu 26.04 was not available, and the download for version "Ubuntu 25.10 (Questing)" complained of a missing dependency and errorred on installation. All was not lost though, because the application is available via Kubuntu's installed "synaptic" program. I installed it from there and shortly afterwards the "Oracle VirtualBox" start menu entry appeared in the System folder see Fig 01 (below).



My version of VirtualBox is ***7.2.6_Ubuntu r172322***.

On first launch we are asked to select an "Experience Mode" but the clickable buttons are hiding behind the pop-up about USB devices. Close that by clicking the blue cross, then click on "Basic Mode". The choice here doesn't matter as both modes are available in our next step, which is to "Configure VirtualBox…." Alternatively, clicking the "Preferences" icon will get you to the same place - see image top right - and as promised both Basic and Expert modes are available.



Under "General" I changed the default folder to just "Virtuals" in my home directory to get rid of the space in the folder name. Spaces in folder/file names can be an irritant if we later want to backup the VM using a script.

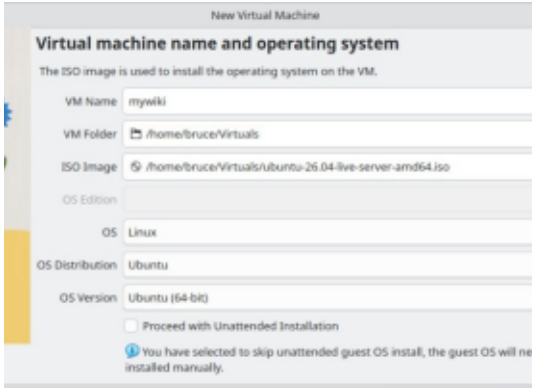
I didn't need to make any more changes away from the offered defaults. I do recommend that you click into "Expert" mode then the "Input" section and explore the "Virtual Machine" keyboard shortcuts where you'll find the Ctrl key on the right side of the keyboard is the important one when manipulating VM windows.

We now have our host computer complete with VirtualBox ready to go – it's time to make the VM.

Install the Ubuntu Server 26.04 Guest OS

Download the Ubuntu 26.04 iso server from https://ubuntu.com/download/server and move it to the default folder you set for VirtualBox.

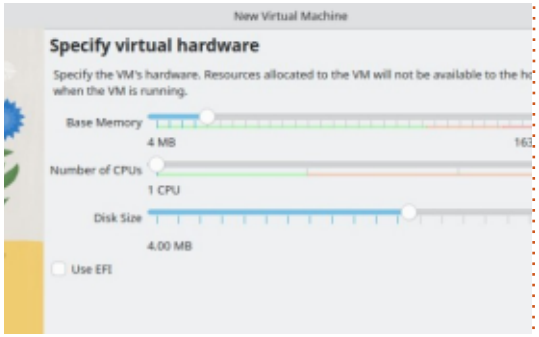
Launch VirtualBox and click on "New".



The first field we have to fill – "VM Name" – isn't going to be the host name of your virtual, but it will be the name of the folder where the VM files reside, and again, if

we're intending eventually having a backup regime for the wiki I suggest avoiding spaces in the name.

Use the drop-down next to the "ISO Image" entry to point to your downloaded iso, uncheck the "Proceed with unattended" installation box and of course we need to populate the "OS" fields. Click "Next" to go to the hardware page, see image below.



I'm choosing 2 GB of RAM and a disk size of 12 GB. A vanilla 26.04 server installation uses about 6 GB and our one application doesn't need much storage. If need be we can change these settings later – by following the How-To article Erik wrote on resizing virtual disk files in FCM 227. That article centred on a VM with a GUI – he used "gparted" for one of the steps. In our GUIless environment we'd use the "parted" command to achieve the same end.

Moving on, click "Next" to get the summary screen, mine is shown below.

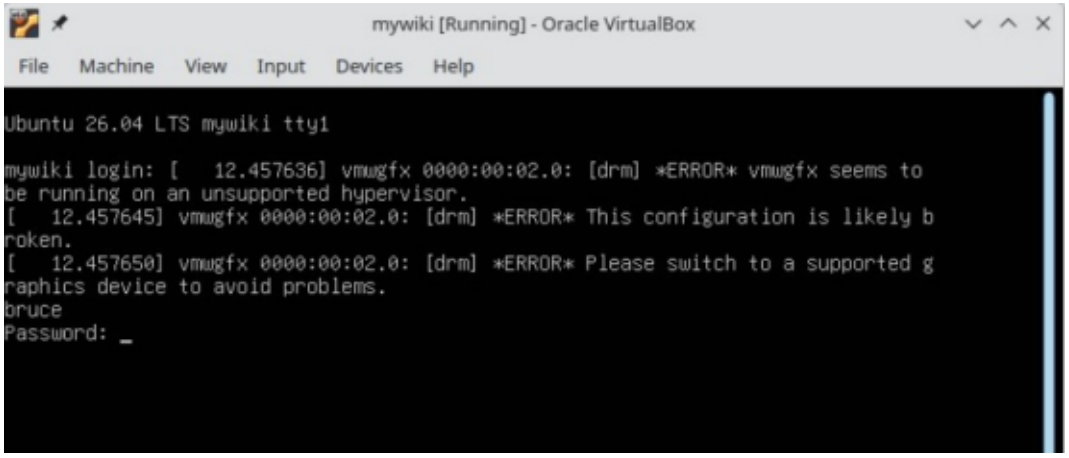
Click "Finish" and we get to the "Settings" page where we can set some properties that didn't present in the wizard. Click on one of the headings on the right to be able to scroll through all the available options. Under "System" move the "Floppy" entry down then untick it. We won't be needing "Audio" so uncheck that one as well.

In "Networking" change from "NAT" to "Bridged". This ensures our virtual will appear on our home network – the NAT option is for creating one or more separate networks in the virtual environment. That's all the changes I needed to make for this VM – we're now ready to do the installation.

Click "Start" and VirtualBox should boot into the server iso where we press "Enter" at the first menu screen to proceed. Select your language and keyboard, and go with the default selection of "Ubuntu Server". The next screen should indicate that the network has been detected, showing the allocated IP address. I skipped through the "Proxy server" screen and the following screen shows the installation checking for access to the packages sources; you can proceed once you see the "This mirror location passed tests" message.

On the following "storage configuration" screen use the arrow keys and spacebar to untick the "LVM" option, then press Enter on "Done", repeat at the next summary screen, and confirm on the next screen. We then get to a user details screen. Here the machine name is important. I chose "mywiki" which defines that the URL my devices will use to access the wiki will be like http://mywiki/mediawiki/index.php/Main_Page, so choose a name meaningful to you. I skipped through the offer of "Ubuntu Pro" on the next screen.

We do want to install the "OpenSSH server" but we don't need any of the "featured snaps" on the following screen, then the installation begins in earnest, pausing to download any available updates. When the "Installation complete" message shows at the top; arrow down and select "Reboot Now". When I got the "Please remove the installation medium" message I was able to



click into the VirtualBox settings screen and untick the “Optical” entry then proceed with the reboot.

I encountered an unexpected quirk with the boot up of the server OS, shown previous page, bottom right; after the login prompt was displayed several more lines of text followed immediately. Just waiting for that to subside before applying user credentials seems to work though.

For thoses wanting to know more about their new server operating system the good folk at Canonical have very comprehensive documentation pages starting at https://ubuntu.com/server/docs/.

That’s as far as we go this time. In Part 3 we cover some useful housekeeping tasks for running and managing virtual machines.

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

Block & Delay System Shutdowns

Almost as soon as Ubuntu 26.04 LTS was released, I installed it on a laptop and then a server to see how it looked.

I really like the UX of the default desktop and got dual-boot with Win11 working without any headaches. The server is still not as lightweight as Debian 13 (Trixie) as was expected, but with all the bleeding edge packages shipped with Ubuntu, it's more than understandable.

One thing that caught my eye during my first laptop session was what appeared to be changes to the "reboot" and "shutdown" commands behaviour.

It turns out this was not the case at all. Let's have a look at what was causing the change in functionality that I didn't see on my old laptop build.

Shutting Down

After installing Ubuntu Resolute the error that I would see on my laptop is that shown below.

As we can see the "shutdown -h now" command was prevented from running, even as the "root" user! The error is "user session inhibited" because the non-privileged user "chris" is still logged in.

The workaround for forcing the shutdown is mentioned at the foot of the error message:

```
$ systemctl poweroff -i
```

This ignores the "systemd-inhibit" configuration. I can see how this helps on a server or shared system of some sorts, but it seems a little unusual on a laptop/desktop build.

```
Uniform ~ #
Uniform ~ # shutdown -h now
Operation inhibited by "chris" (PID 5285 "gnome-session-s", user chris), reason is "user session inhibited".
User chris is logged in on tty2.
Please retry operation after closing inhibitors and logging out other users.
'systemd-inhibit' can be used to list active inhibitors.
Alternatively, ignore inhibitors and users with 'systemctl poweroff -i'.
Uniform ~ #
```

After all, the non-privileged user "chris" still has to be logged in to a laptop unless I'm missing something. If my memory serves, some desktop environments often fail to even start up as the "root" user for security reasons, so it's not as if you can log in as the "root" user without tweaking the defaults.

And, for completeness, here's the "reboot" command error, shown above.

```
Uniform ~ #
Uniform ~ # reboot
Operation inhibited by "chris" (PID 5285 "gnome-session-s", user chris), reason is "user session inhibited".
User chris is logged in on tty2.
Please retry operation after closing inhibitors and logging out other users.
'systemd-inhibit' can be used to list active inhibitors.
Alternatively, ignore inhibitors and users with 'systemctl reboot -i'.
Uniform ~ #
```

The systemctl version of reboot when inhibitors are ignored are is follows:

```
$ systemctl reboot -i
```

What's Going On?

The inhibitors as you would expect can be queried. The command to do just that via "systemd" is shown here:

```
$ systemd-inhibit --list
```

In case it's not clear, in Figure 3 (next page, top right) there's a list of inhibitors and the one that caught my shutdown command is found on this line:

```
chris  1000  chris  5285  gnome-session-s  shutdown  user session inhibited
```

Other inhibitors listed are common from what I've read and serve the system to briefly delay or block a shutdown, in order to clean up the system to prevent data loss

etc.

Custom Commands

It's an interesting piece of functionality and you can also create your own inhibitors like this:

```
$ systemd-inhibit --
what=sleep:shutdown --
who="backup-script" --
why="Running homedir
backup" /usr/local/backup.sh
```

Hopefully, that example above is reasonably self explanatory; it's forcing sleep and shutdown functionality to pay attention to the script doing the backups.

For more context, here's another example relating to the lid being closed on a laptop:

```
$ systemd-inhibit --
what=handle-lid-switch /home/
chris/laptop-lid-script.sh
```

The example above means that the script "/home/chris/laptop-lid-script.sh" is executed when the lid is shut, but a lock of sorts is also created. And, that lock makes "systemd-logind", via D-Bus, ignore the usual laptop lid closing response.

This means that the lid being slammed shut won't suspend the system immediately. The lock will be automatically released when the script exits. The locking mechanism involves monitoring a file descriptor which is owned by "systemd-inhibit" it seems, that's removed when the file descriptor is closed.

The End Is Nigh

There's much more information on the man page: and this well-written webpage gets a little deeper into the subject if you're interested.

If you ever need to either block or delay the power options on a system, you will now know what to look for.

```
uniform ~ #
uniform ~ # systemd-inhibit --list
WHO                          UID  USER  PID   COMM           WHAT                                                  WHY
ModemManager                 0    root  1651  ModemManager   sleep                                                 ModemManager needs to reset devices
NetworkManager               0    root  1585  NetworkManager sleep                                                 NetworkManager needs to turn off net
Realtime Kit                 0    root  2625  rtkit-daemon   sleep                                                 Demote realtime scheduling and stop
UPower                       0    root  3101  upowerd        sleep                                                 Pause device polling
Unattended Upgrades Shutdown 0    root  1836  unattended-upgr shutdown                                             Stop ongoing upgrades or perform upg
GNOME Shell                  1000 chris 5298  gnome-shell    sleep                                                 GNOME needs to lock the screen
GNOME Shell                  1000 chris 5298  gnome-shell    sleep                                                 GNOME needs to save screen time data
chris                        1000 chris 5499  gsd-media-keys handle-power-key:handle-suspend-key:handle-hibernate-key GNOME handling keypresses
chris                        1000 chris 5285  gnome-session-s shutdown                                             user session inhibited
chris                        1000 chris 5499  gsd-media-keys sleep                                                 GNOME handling keypresses
chris                        1000 chris 5500  gsd-power      sleep                                                 GNOME needs to lock the screen

11 inhibitors listed.
lines 1-14/14 (END)
```


Chris has been using Linux for a little under 30 years in critical online infrastructure. He is a cyber security consultant, author, writer and offers free Linux-related guides on his GitHub pages.

End of the Alphabet

Written by Robert Boardman

Before I get started with the column, a little digression. I was scanning interesting videos on Youtube last week and came across one that claimed to talk about why famous authors like George R. R. Martin (Game of Thrones and many others) and Robert J. Sawyer (25 novels, multiple awards) use very old word processing software like WordStar. Having been a WordStar and WordPerfect user in the late 1980s I was interested why people who write as a full time job would continue to use fifty-year old software. (The last version of WordStar was released in 1999.)

The argument put forward by the presenter (HuwsTube- Huw Collingbourne) was that the simplicity of the old (DOS-based) software makes it attractive and useful to professional writers. Open a DOS-based word processor and there is usually a blank screen with a flashing cursor in the top-left corner. Over and over as Huw talked I said to myself "those authors should be using Latex." It is simple to use, no function keys to memorize, no "dot" commands (unlike WordStar), no extensive drop-down menus, just a simple blank screen. No need for a GUI if a GUI is not desired, simply use a text editor. Write a few simple instructions and save the first file. Then use the first file as a template for the rest of your life.

Writing a book is no problem in Latex. Every chapter or every section can be (and should be) a separate file, editing one chapter has no effect on any other chapter. Including a map or a graphic at some point takes just a few instructions. Do you include more than one language in your document? Latex does that easily. A writer can choose to use a text editor which has no aids or something as sophisticated as TexStudio with many items in drop-down menus or use any front end which appeals to them. In addition Latex files are operating-system independent since all Latex files are only text, they can be used in any operating system. Output from Latex is a PDF file which is easily exportable to a printing house. If your editor or publisher insists on Word then convert the Latex-generated PDF file to Word format.

Enough of talking to Latex users about the advantages of Latex, I will move on to the Latex topics in the last five letters of the English alphabet: VWXYZ. There are no topics for Y or Z. X has only a listing of packages for XeTex which is not the version I use. So I have to find out what might be useful in the V and W topics. V has eight topics, two of them are for Vietnamese. W has four, one of them to do with Welsh.

The first topic in V is "verbatim". There are quite a number of packages in this topic. I read the documentation for a few of them. None of them made clear what verbatim means in Latex, none made clear why or when any of these packages would be used. The word verbatim in English has much the same meaning as "literally": display the characters (words) exactly as they were spoken or written. I understand this to mean make it possible for Latex to show programming code exactly as the code is written. I am not a programmer but it seems to me even the standard version of Latex can do this without any special package. I am probably not understanding what is required to display code properly. I hope one of my readers can enlighten me.

There are nine packages in the verse topic. One, liturgy-cw, is for typesetting Common Word (Anglican – Episcopal) orders of service. Another, songproj, claims to typeset song lyrics in Beamer slideshows (the presentation part of Latex).

Note: I would like an excuse to experiment with Beamer. It generates PDF files suitable for use as presentations. However FCM is not designed to show presentations. It is easy to show you the code for a Beamer file. Perhaps there is a way to make the presentation file available. Let me know if you are interested and I will consult with the esteemed editor.

Altverse has no documentation so I will not discuss it. Gmverse has

documentation and might be useful after experimentation. However the author uses some objectionable language in the coding. I have no wish to publicize his language so I will skip it.

Documentation for the poetry package is clear and comprehensive. The author acknowledges there was already an excellent package called "verse" for typesetting poetry. He says the poetry package does some additional things and uses a smaller set of commands. The verse package contains many more tools. Its last example is typesetting "The Mouse's Tale" from Alice's Adventures in Wonderland. This poem is typeset to look like a mouse's tail: it starts with a fairly large type size and finishes with a very small type size. The words wiggle across and down the page as if they were the tail of a mouse. The author Lewis Carroll set up this visual and verbal joke. It is a challenge to typeset no matter what software is being used. You can find it in the documentation for verses or read a printed version of Alice's Adventures in Wonderland and find out how a publisher dealt with this visual pun.

Here is an example of the first eight lines of Sonnet 116 by Shakespeare using the verse package.

```
\usepackage{poetry}
\begin{document}
      \poemlinenumsfalse %Turns off line numbering (On by default)
      %hin command makes an indent
      \begin{poem}
            Let me not to the marriage of true minds\\
            \hin Admit impediments. Love is not love\\
            Which alters when it alteration finds,\\
            \hin Or bends with the remover to remove.\\!
            O,no! it is an ever-fixed mark,\\
            \hin That looks upon tempests and is never shaken;\\
            It is the star to every wandering bark, \\
            \hin Whose worth's unknown, although his height be taken. \\
      \end{poem}
```

Let me not to the marriage of true minds
Admit impediments. Love is not love
Which alters when it alteration finds,
Or bends with the remover to remove.

O,no! it is an ever-fixed mark,
That looks upon tempests and is never shaken;
It is the star to every wandering bark,
Whose worth's unknown, although his height be taken.

Changing to the view documentation topic there are two packages. The first one is texdoc, a command line tool to find and view documents available in Tex Live. The syntax is very simple: texdoc (name). If documentation for more than one package is required simply type multiple names as arguments: texdoc package01 package02 ... By default texdoc uses whatever the operating system's viewer is for the file type of the documentation. In its configuration file the user can set the desired viewer which will override the default. There is a similar tool using Perl and Tk to generate a GUI to do the same job. It is called texdoctk and is much older than texdoc and should probably not be used.

Probably we are all familiar with watermarks in electronic documents. They are a word or words or a graphic printed to look underneath the main text of a document. They are often used to indicate the nature of the document: confidential, draft, revised, etc. There are seven packages in the watermark topic for Latex.

The first one is draftwatermark. It was initially uploaded in 2020 and most recently updated in 2024. The documentation says it will put a watermark on every page, on just

the first page or on selected pages of a Latex document. The documentation also describes some limitations. It cannot put selected text above the main text. It cannot handle complex watermark designs. It may cause problems when the Z-ordering of page objects is important.

If used without options, \usepackage{draftwatermark} generates the watermark DRAFT in the centre of every page. Options are listed as a key or as key=value pairs in square brackets: \usepackage[options] {draftwatermark}. (This syntax is universal for packages in Latex.)

Note: setting most options can also be done using \DraftwatermarkOptions{options}.

Important options include: firstpageonly=true|false, default is true; stamp=true|false, default is true, means watermark is printed; angle=number, default is 45, the angle of the watermark on the page; scale=number, default is 1, size of watermark; text=watermark text, default is DRAFT. Others include fontsize, hpos and vpos,anchors, colour selection and others.

There are some examples in the twenty-page documentation. The sample code can be copied into a user's own Latex editor. Below is the code from the first example.

With no topics in Y or Z I have finished my first short tour of topics for Latex. What next? I do not have any special requests from readers at the moment. As I said I would like to explore Beamer, I can show code but not examples. There are over five thousand other packages available in the current version of Tex Live. I picked a few each month I thought might solve one or two problems for some readers. The videos about Latex on Youtube focus mostly on how to get started with Latex. There are a few that show how a particular person dealt with writing their thesis or writing math expressions. The emphasis is the use of Latex in technical and scientific documents. In the future I am going to focus on more commonplace documents: letters, reports, memos, newspaper articles, books. I hope you will stay with me as I explore more Latex topics.

```
\usepackage[firstpageonly, color={[gray]{0.7}},
text=DRAFT\\COPY]{draftwatermark}
\usepackage{mathptmx} %required to set type size
\usepackage{lipsum}
\title{Sample from draftwatermark documentation}
\begin{document}
     \maketitle
     \section{One}
     \lipsum[1-3]
     \section{Two}
     \lipsum[4-6]
```

Inkscape - Part 171

Continuing with our detailed look at the default extensions that ship with Inkscape 1.4.x, this month we'll be examining the three entries in the Extensions > Export sub-menu.

Export > Export Layer Slices…

The purpose of this extension is to export multiple sub-sections of your document as individual PNG images. You may wonder how this differs from the built-in Batch Export tab of the File > Export dialog. Both tools achieve the same end result: a directory full of PNG images representing parts of your document. But the way in which those sub-sections are defined is largely what differentiates these two approaches.

The Batch Export dialog allows you to export multiple images based on the page they're on, the layer they're in, or as individual items in a selection. That last mode is the closest to this extension. Let's take a look at an example image – the multi-item document I've used in the past, with a little rearrangment.

This document contains four objects, with one of them being a multi-line text object. Everything is on the same layer and in a single page, so the Layer and Page options of the Batch Export dialog are of no use. Instead I have to select all the objects I wish to export, and use the 'Selection' option in the dialog. As you might expect, that gives me four objects in the preview area, and four PNG images when exported.

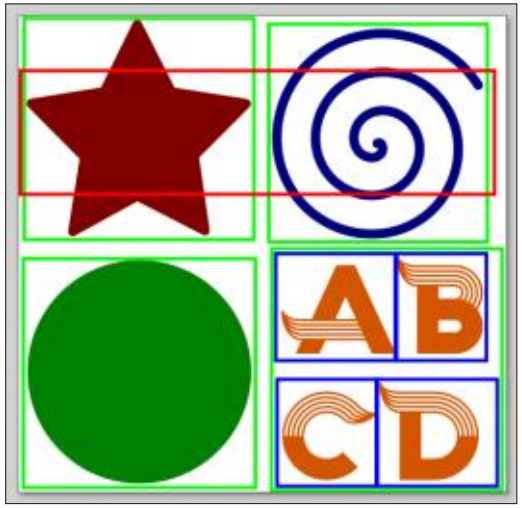
But what if you want to create two images, one for the top two items and one for the bottom two? You can achieve that by creating groups and selecting those before exporting – but it's a change to the structure of your document that may not always be desirable or even possible in some cases. For those types of more complex exports it's possible to cheat the system slightly, as I'll demonstrate with an even more problematic set of requirements…

Suppose I want to not only export the four objects as separate images, but also the individual letters, and perhaps a completely arbitrary slice through the middle of the top two objects. It seems an unlikely set of requirements, to be honest, but it serves to demonstrate the technique. In short, I have to trick Inkscape into thinking I've selected different objects to the ones I want to export. The steps go like this:

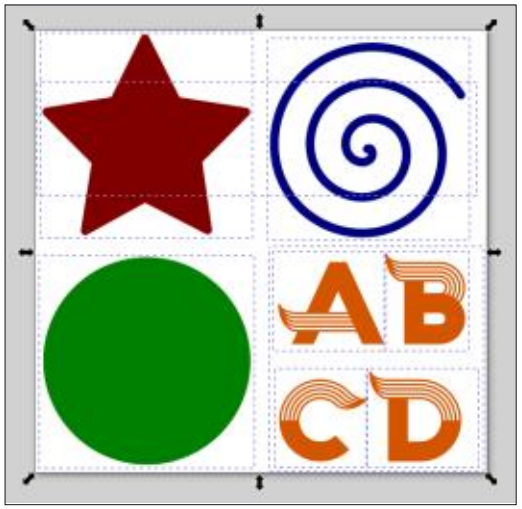
- Create a new layer. Let's name it 'slices'
- Draw rectangles in that layer to mark out the parts of the image to

export
- Select all the rectangles (Ctrl-A)
- Hide the 'slices' layer, so that those rectangles don't appear in your exported images
- Use the Batch Export dialog in Selection mode as usual

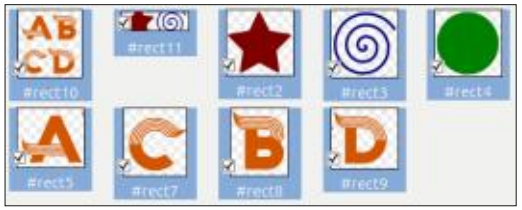
For our example image, I've marked out green rectangles surrounding the four objects, blue rectangles round the four individual letters, and a red rectangle to define our arbitrary slice of the top two objects. The colors are not important, and only serve to make them easier to distinguish in the screenshot.



Importantly, if I select them all then hide the layer, they all remain selected, with Inkscape showing the dashed selection outlines but not the rectangles themselves.



The preview pane of the Export dialog now shows all the images we wanted.



Now let's try to get a similar set of exported images using the Export Layer Slices extension. This requires you to first create a layer into which you'll draw rectangles, marking out the areas to export. Sounds familiar, right? By default it expects a layer named 'slices', so it's handy that we've already got one of those. You can actually name the layer anything you like, but you need to ensure that the name is entered into the field in the extension's dialog. Also note that the name is case-sensitive, so don't create a layer called 'Slices' then leave the dialog with 'slices' as it simply won't work.

Having drawn your rectangles, select the output directory and dpi for the images, then click apply. A second dialog opens over the first. I think it's supposed to contain a progress bar, or some text, but neither were present on my machine, with the underlying dialog showing through and making it look like something had gone wrong. Nevertheless, if you keep a steady hand and wait a few moments, the second dialog will eventually close, indicating that the export has completed.

The 'slices' layer itself also provides some confirmation that everything has worked, filling your rectangles with a translucent color to indicate what happened. The first time you use this dialog the fills will all be green. If you try to run it a second time, the behaviour will differ depending on whether or not the 'Overwrite existing exports' checkbox is ticked. If it is, any new exports (i.e. additional rectangles you may have drawn) will be green, while existing ones that have been replaced will be red (see image). If this is un-checked, then any existing images will not be overwritten, and the corresponding rectangles will be gray.

If you want to return to your original rectangle colors, use Edit > Undo (Ctrl-Z).

You'll quickly notice an issue with your exported files: the rectangles themselves are visible in them. It's bad enough that they're visible in the initial exports, but if you fail to Ctrl-Z before exporting again, the images you create will be covered by the transparent green or red fill of the previous export attempt. This is a significant issue

with this extension: I want my 'slices' layer to be purely indicative of the areas to export, not to form part of the image itself.

There is a simple way around this problem, which might feel rather familiar. Hide the layer prior to exporting.

For simple exports, where you just want to export specific objects (or layers, or pages), I'd suggest using the standard Export dialog. Apart from anything else, it gives you more options for the exported file format. For more complex tasks this extension offers a simple way to define the areas of the page to export. But, as I've shown, the standard Export dialog can be coaxed into behaving similarly using an almost identical workflow. The only difference between them is the requirement to select the rectangles before hiding the layer – but that additional step actually provides more flexibility as you have the option to select a subset of the rectangles, rather than just using Ctrl-A, should you wish.

So is there a situation where this extension is preferable? There is, but it's a little more niche than a general PNG export tool. It can potentially come into its own if you have to create a set of icons. In fact, given that the checkbox for toggling this mode is the first thing in the extension's dialog, I guess this is actually its intended use, and that general PNG exports just happened to come along for the ride.

If you wish to use this mode, set up your original document and the 'slices' layer as before. Ensure that each rectangle is actually a perfect square – hold Ctrl while drawing them. You can also help keep the output files more organised by setting the ID of each rectangle to a suitable name for the icon, via the Object Properties dialog (the same option applies for naming files via the standard Batch Export approach, by the way). Once the 'slices' layer is set up correctly, don't forget to hide it.

Within the extension's preferences, ensure that the 'Icon Mode' checkbox is ticked. The field below it allows you to enter the sizes of icons to create as a comma-separated list of numbers. The extension will render square icons for each size, in pixels. Be aware that it won't create non-square icons, even if your guide rectangles are not perfect squares. - the content will simply be stretched to fit. Hence you really should ensure they're squares when drawing them, to avoid unwanted scaling.

Finally, hit the Apply button to quickly generate a folder full of individual PNG images for each rectangle at each icon size. For this one task, at least, this extension is a lot faster than any other method.

Export > Guillotine...

This extension uses a different method to export sub-sections of your document as individual PNG files. It's not as flexible as being able to define a rectangle for each separate exported file, but in some cases it may be a lot faster to set up. This approach uses any horizontal or vertical guides in your document to define the separate areas to export.

The name is not so much a reference to the beheading tool of the French revolution, as to the sort of guillotines used to cut paper. You may be familiar with the sort that has a large metal base, and a sword-like blade which is attached via a pivot at one end, to enable long, straight cuts across sheets of paper (e.g. to trim them to size). Industrial versions tend to be pneumatically powered to handle much thicker wads of paper at a time, but the principle of a single long, straight cut is the same. This extension does that to your images.

The options available in this extension are limited, to say the least. You can set the output directory – but only by typing (or, preferably, copy-pasting) the path, as there's no file picker attached to the field. And you can set the base name of the exported files.

Alternatively you can check the box labelled 'Ignore these settings and use export hints'. In theory this causes it to use the export path and base name that are stored in the SVG file – typically set by having previously exported via the File > Export dialog.

I had very little luck with the checkbox. When used on an

AppImage version of Inkscape, it kept saving the files inside the app container itself. When used on a PPA, it preferred to put things into the /usr/share/inkscape/extensions directory, which is definitely not desirable.

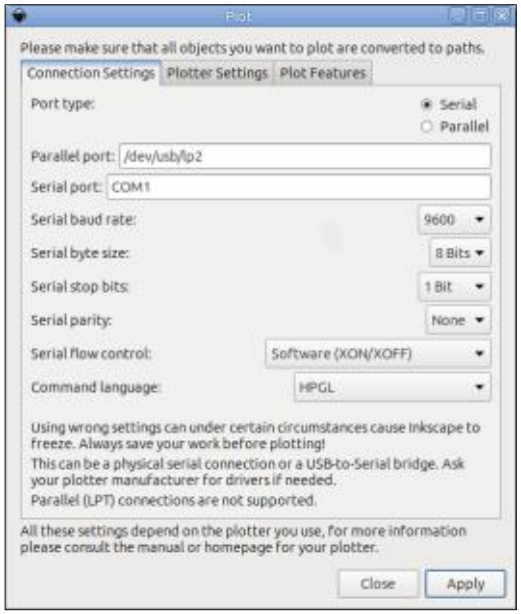
Fortunately the extension does report back on where it saved the files to, so you should be able to track them down. Just make sure to pay attention before closing the output dialog.

My preference is to leave the box un-checked. And rather than having to copy-paste a new path in for each document I work on, I just leave it with the default (~/) which dumps the files in my home directory, where I can easily find them and move them to where they need to be.

For quickly slicing an array of images into PNGs this is a useful extension. It's just a shame that it hasn't seen even a little bit of UI love to make it more usable.

Export > Plot...

Sorry, dear reader, but I'm just not qualified to talk you through this one. I don't own a pen plotter, laser cutter or vinyl cutter – the sort of devices I believe this extension is intended to talk to.



From the myriad fields for serial control, it's clear that this extension is intended to drive your plotter (or similar device), sending it control codes in one of the three supported languages. If your device can't handle any of those, then this extension probably won't be much help to you.

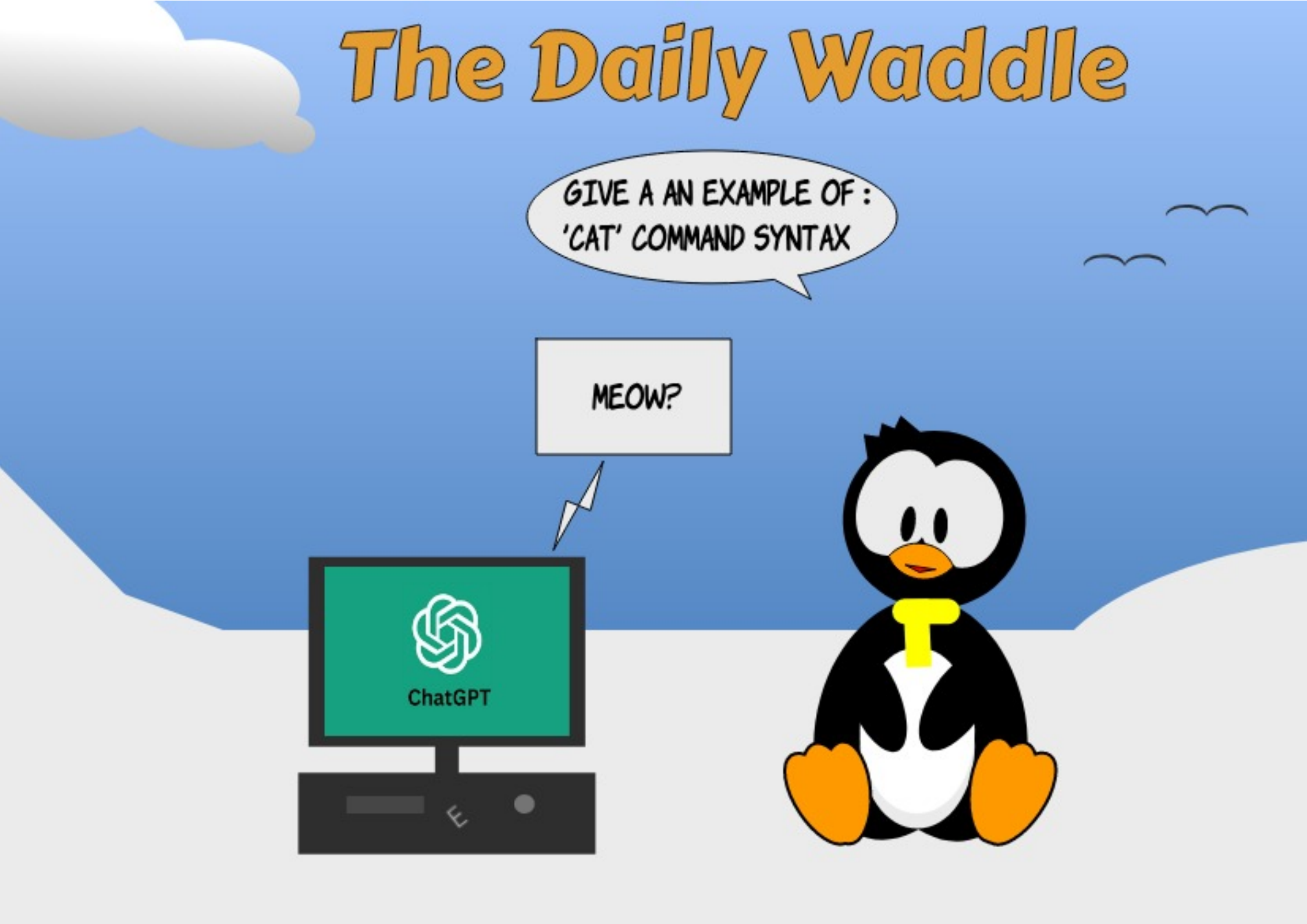
Interestingly, there's a radio button to let you select the Parallel port, and a text field in which to enter the device – followed by a line near the bottom that says "Parallel (LPT) connections are not supported." A bit of mixed messaging there.

There are plenty of options on the second and third tabs which will need to be set correctly for your specific device – but I presume that much of this information is readily available either from the user manual, the manufacturer's website, or the relevant online communities.

If you know more about how to use this extension then why not consider writing your own short article for Full Circle Magazine?

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**

The Daily Waddle



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BODHI CORNER

Written by Joseph "Flux-Abyss" Wiley

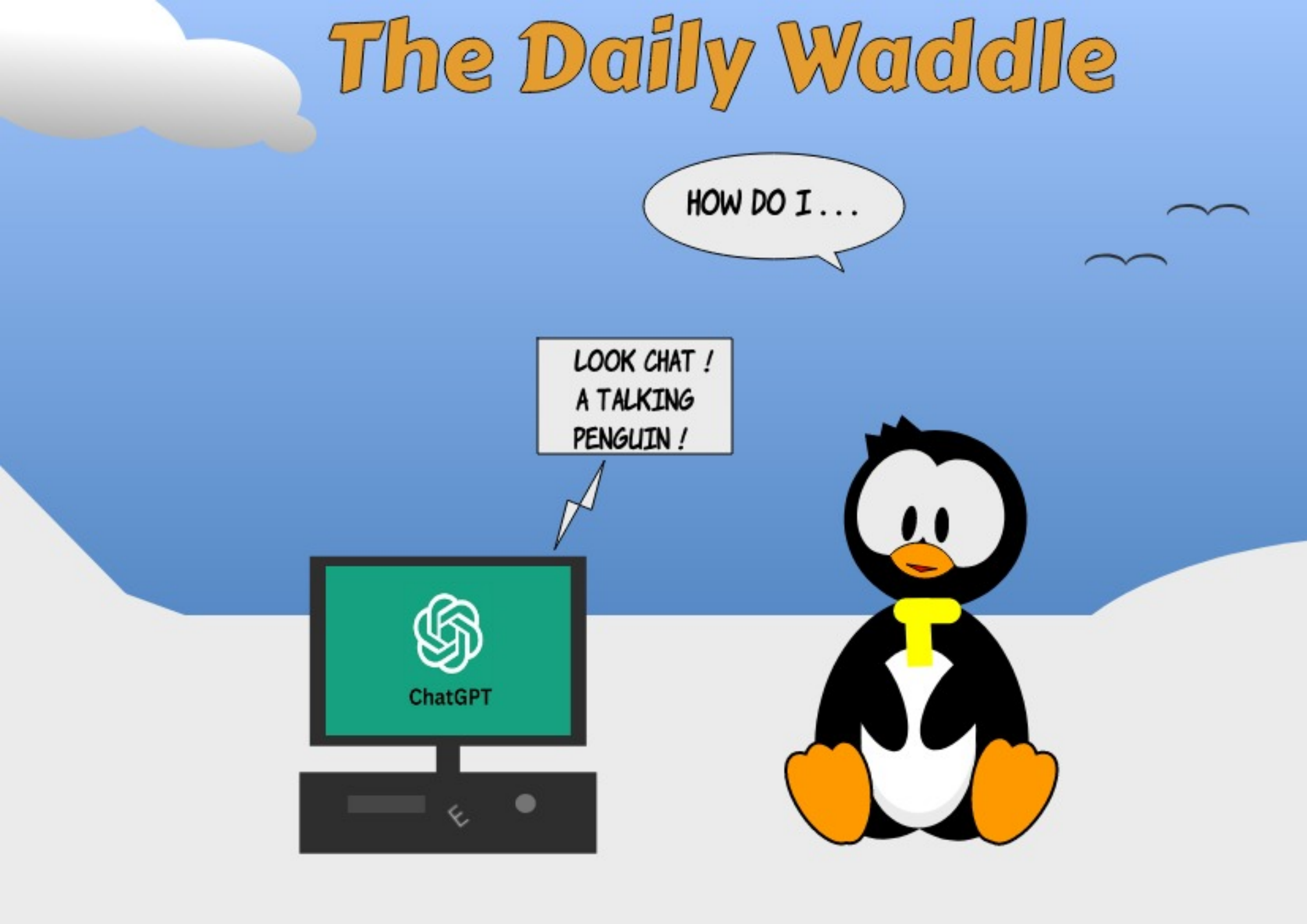
BACK NEXT MONTH

UBPORTS DEVICES

Written by UBports Team

BACK NEXT MONTH

The Daily Waddle



Ubuntu 26.04 Disappointment

Written by Gerald Conus

When Ubuntu 26 was released... I was very happy to be able to use the latest version.

I should mention that I'm using Ubuntu 24 with Cinnamon, because Ubuntu Cinnamon (Cubuntu) never worked well for me. So I experienced the switch to Snap. With Firefox under Snap, links don't work, just like email links with Thunderbird. It's not a disaster, but it's annoying. At work, I have a server running Ubuntu 22 with Cinnamon, and I'm not planning on changing it anytime soon.

So I backed up and copied my disk. Then I first tried upgrading from version 24 to 26, but I had to go through 25. Under 25, everything seemed to work, but that wasn't my goal. So, I went from 25 to 26, and then, upon restarting... Cinnamon is... well, transparent, only the background image is displayed, and my PC is frozen.

First disappointment.

So I tried a different approach. I downloaded the Ubuntu Cinnamon 26 ISO image and installed it on a blank drive. Great! My desktop looks fine and I can customize my applications... but as for reading a USB drive or my old hard drive connected via USB... nothing works! I've tried a few things... nothing works!

Second disappointment!

As with previous versions 22 and 24, I downloaded Ubuntu version 26. Installation went smoothly, but I want Cinnamon. So I installed the packages, and after logging out and back in, I'm back in the same situation. There's only the background image and no Cinnamon!

Third disappointment!

In conclusion, I would say it would be wise for developers not to focus on releasing a new version of the distribution on a specific date and then having bugs of this magnitude. It would be more beneficial to have continuous updates without adhering to a schedule and to ensure that everything works correctly. Upgrading isn't a race against time! While there is a PRO version, it says my PC isn't eligible... So what was the point of creating this variant, and for which computers is it even designed?

That's why I reinstalled my Ubuntu 24 disk with Cinnamon and I'm going to continue using it until nothing else works.

My computers have always been assembled by myself, using a relatively standard selection of components to avoid any surprises. I don't play games. I do technical drawing, I write, and I've dabbled in 3D with FreeCAD, which I enjoy every day. If Linux didn't exist, I don't think I'd have a computer. My first was the ZX81, then a Commodore 64 and 128, and finally an Amiga 500 and 1000. I then went through a rough patch trying to understand PCs... and with the numerous problems I had with Windows, I met a guy who introduced me to Unix and Linux, which I immediately adopted.

That's my experience, and I'm really disappointed with this new version of Ubuntu 2026.

Write For Full Circle Magazine

Guidelines

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

Rules

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

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

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

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

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

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

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

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

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

Ubuntu Budgie 26.04 LTS

The "Ubuntu With Wayland Club" has been pretty small up until now but it is getting bigger. Ubuntu Budgie has just joined that club with its 26.04 LTS Wayland-only release! Wayland is the new protocol for Linux display servers, replacing the legacy X11 which dates from 1984.

When Ubuntu Budgie 25.04 came out in April 2025, the original plan was that the follow-up 25.10 release would use the 10.10 version of the budgie-desktop which is Wayland-only. That move was delayed one release but it is here now in 26.04 LTS, using budgie-desktop 10.10.2 and the lightweight labwc Wayland compositor. It is worth mentioning that "Wayland-only" means that Ubuntu Budgie 26.04 LTS does not support the previous X11 display server, although any legacy X11-only applications can still be run seamlessly using the included XWayland compatibility layer. While it is unusual to introduce a change this major in an LTS release, in this case it was done with some confidence following a year and a half of testing.

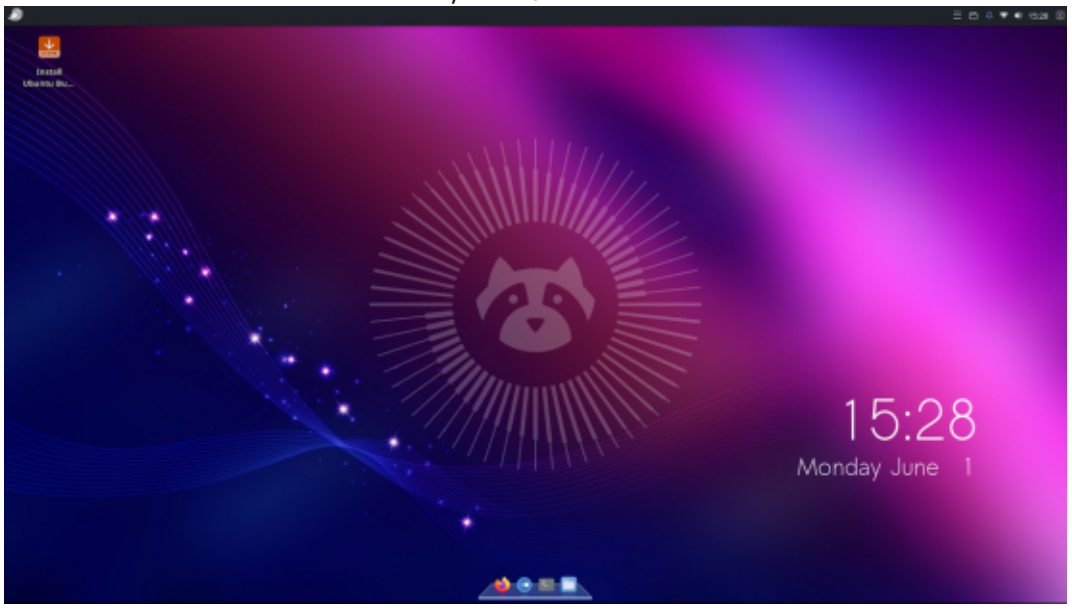
Ubuntu Budgie 26.04 LTS arrived on 23 April 2026. This is the distribution's 21st release and 19th as an official Ubuntu flavor. As a Long Term Support (LTS) release, it is supported for three years, until April 2029.

Installation

I downloaded the Ubuntu Budgie 26.04 LTS ISO file from the official website using the Transmission bit torrent client. Once I had the file downloaded, I did a command line SHA256 sum check on it to make sure it was good.

The ISO file was 4.1 GB in size, which is 500 MB bigger than Ubuntu Budgie 25.10 was. All the Ubuntu flavors seem to have grown in size for this LTS release.

I dropped the ISO file onto a USB stick equipped with Ventoy 1.1.12 and booted it up for testing during a series of live sessions. Ubuntu Budgie is officially supported by Ventoy and, as expected, it worked just fine.



System requirements

The recommended minimum system requirements for Ubuntu Budgie 26.04 LTS have not changed over the last few releases and remain:

Processor speed: 2.4 GHz
RAM: 4 GB
Hard Disk space: 60 GB

New

This release is equipped with budgie-desktop 10.10.2, an upgrade from version 10.9.3 shipped with the last release. The 10.10 series is Wayland-only, but even then it is considered just a stepping stone to a major redesign coming in budgie-desktop 11. The Ubuntu Budgie team says: "Budgie 11 represents a foundational reimagining of the desktop — one that builds upon everything learned during the Wayland transition and everything the community continues to uncover through real-world use." They also state, "Budgie

11 is not just 'Budgie with new features.' It represents a full redesign of how the desktop environment works internally." So, it sounds like changes are coming, driven by the capabilities offered by Wayland and freed from the constraints imposed by X11. It will be interesting to see how budgie-desktop version 11 ends up looking and working. The Budgie developers do sound motivated to take full advantage of the new opportunities that Wayland has to offer.

Along with the jump to Wayland comes a bunch of related changes including: a top-bar (panel) layout redesign with many settings, an improved menu including "favorites", the Showtime digital desktop clock (budgie-showtime-widget) now integrated directly as a Raven sidebar widget, the new Crystal Dock and a new SDDM-based greeter. It also brings additional Wayland compositor compatibility, allowing it to work with Wayfire and Miriway, as well as the labwc compositor which it actually ships with. A future Wayfire session using the backports Personal Package Archive (PPA) has also been promised.

As with all the other Ubuntu 26.04 LTS-based flavors, the Linux kernel has been updated to version 7.0.0 and the initialization system is systemd 259.5.

Settings

Ubuntu Budgie has many available user settings allowing for a wide range of customization but, as in previous releases, the settings remain widely scattered and quite confusing for new users. However, over time I am sure that experienced users get used to where they are found.

Here is where to find the settings.

Budgie Desktop Settings:

Window themes, under Style - Widgets. There are 18 window themes to choose from, with Pocillo-dark as default

Dark theme on or off

Icon styles, six to choose from, with Pocillo as the default

Cursor styles, nine to choose from with Breeze-White as default

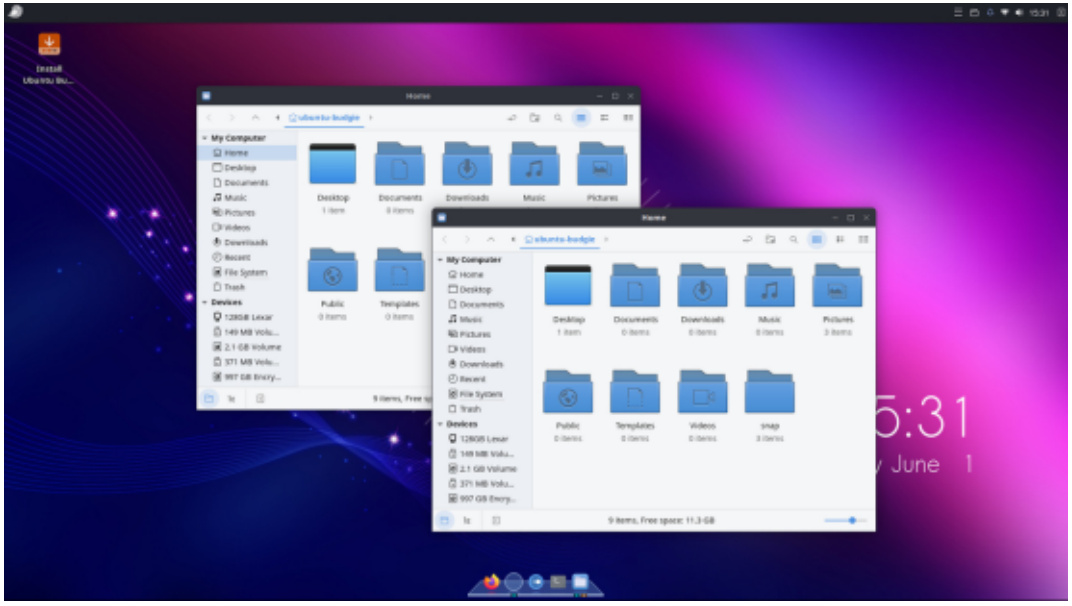
Notification screen positions: four to choose from, one in each corner, with top right as default.

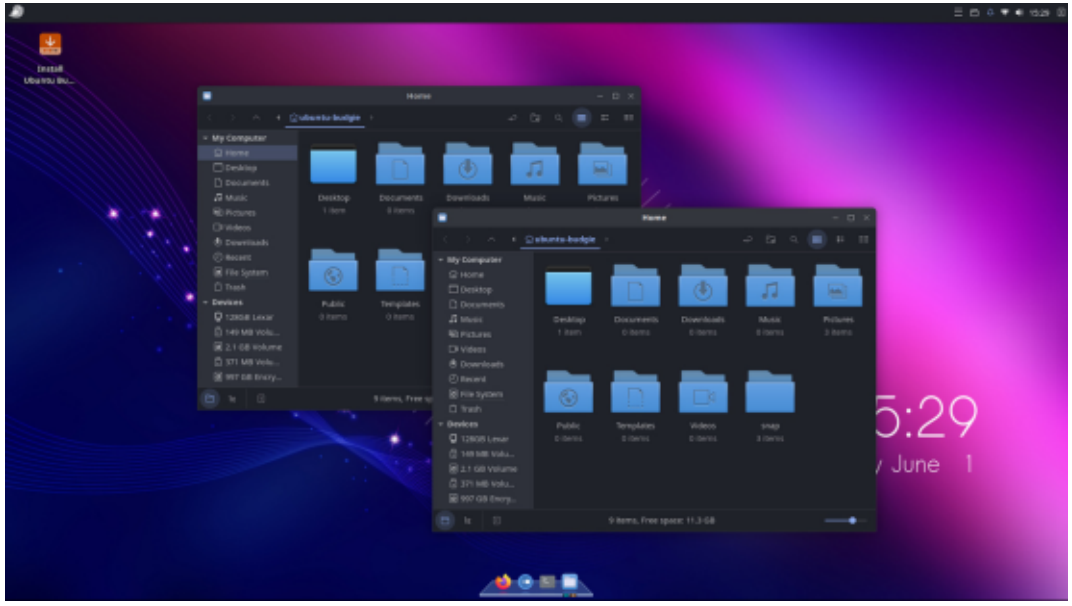
Labwc compositor theme: six to choose from, one in each corner, with "Use Theme" as default.

Budgie Makeovers & Layouts:

Switch Appearance: complete one button wallpaper, window theme and icon packages, with five to choose from. Three are preinstalled (*), with the remaining two as downloads. Choices are:

Arc Design*





Colloid
Fluent
Pocillo*
QogirBudgie*

Desktop Layout:

Eight to choose from. Each one includes launchers and menus that mimic most common desktop set-ups. All are preinstalled. The choices are:

Ubuntu Budgie
Classic Ubuntu Budgie
Redmond
Eleven
Chrome
Traditional Budgie
The One
Cupertino

Budgie Extras:

Desktop applets, with 28 applets included. These applets add features such as calendars, weather and other functionality to the desktop.

The Budgie Control Center:

A modified version of GNOME Settings for configuring such items as WiFi, wallpaper, sound and power settings.

For this release, code-named Resolute Raccoon, the Ubuntu raccoon emblem has been added to the standard Budgie spacey-looking wallpaper (called "ubuntu_budgie_wallpaper1") which has been in use since Ubuntu Budgie 19.04, to create the new 26.04 LTS default wallpaper. This release comes with 17 wallpapers, two more than the last release. Aside from the usual and expected space-themed ones, there are some nice photographic and abstract design wallpapers as well.

As in the past, the Budgie main menu can be set to either show application tiles in alphanumerical order or as a list of icons by application category. Unlike on the Cinnamon and Xfce desktops, the Budgie menu cannot be resized, though.

This release uses the new Wayland-ready Crystal Dock, a cross-desktop Wayland dock from David Mohammed (who goes by the username fossfreedom), a senior systems engineer for Hewlett Packard Enterprise and the Project Lead for Ubuntu Budgie. This new dock replaces the previous budgie-desktop dock which in turn replaced the old Plank dock back in Ubuntu Budgie 24.10. Plank is X11-only and therefore had to be dropped for the move to Wayland. The new Crystal Dock is very modern-looking, with a unique plate-glass-looking base. It can be turned off with a right click-Panel-Exit and then turned back on from the main menu.

Applications

Some of the applications included with Ubuntu Budgie 26.04 LTS are:

Archive Manager (File Roller) 44.6 archiver
Atril 1.28.2 PDF viewer
Budgie Screenshot Applet screenshot tool
CUPS 2.4.16 printing system
Crystal Dock 2.16 desktop dock application launcher
Deja Dup 50.0 back-up tool
Document Scanner (Simple Scan) 48.1 optical scanner*
Drawing 1.0.2 image editor*
Firefox 149.0.2 web browser**
Goodvibes 0.8.3 internet radio
GNOME Disks 46.1 disk manager*
Gparted 1.8.0 partition editor
gPodder 3.11.3 podcast player*
gThumb 3.12.10 image viewer
Guvcview 2.2.2 webcam application
ImageMagick 7.1.2.18 command line image editor
LibreOffice 26.2.2.2 office suite
Lollypop 1.4.45 music player
Mate Calculator 1.28.0 calculator
Mate System Monitor 1.26.3 system

resource monitor*
Nemo 6.4.5 file manager*
Pipewire 1.6.2 audio controller
Systemd 259.5 init system
Text Editor (gedit) 48.1 text editor*
Transmission 4.1.1 bit torrent client
Ubuntu App Center 1.0.0 package management system**
VLC 3.0.23 media player
Xfce4 Terminal 1.1.5 terminal emulator

Plus five games:

Aisleriot Solitaire 3.22.35*
GNOME 2048 50~alpha-2
GNOME Mahjongg 49.1.1
GNOME Mines 49.1
GNOME Sudoku 49.3

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

Aside from the Crystal Dock replacing the budgie-desktop dock, the only user application change is the VLC media player usurping the Parole movie player. VLC is both a music and video player, but the Lollypop music player is still included, at least for now.

Overall, Ubuntu Budgie 26.04 LTS comes with a reasonably complete suite of applications for most desktop users.

It continues to use Cinnamon desktop's Nemo file manager, the same version as the last release, 6.4.5. Nemo is a good file manager, with many customization options but, in this Budgie implementation, it has no integral bulk file renaming. Installing a standalone bulk file renamer, like GPRename, might be a good idea.

Ubuntu Budgie 26.04 LTS includes the LibreOffice 26.2.2.2 office suite, complete except for the LibreOffice Base database program. It is probably the least-used part of LibreOffice but can be installed if you are in need of a databases.

Conclusions

Overall Ubuntu Budgie 26.04 LTS is a good release, including the rather bold move to transition to Wayland-only in an LTS. This move seems to have paid off, though, as the components I tested all worked right. The project is soliciting feedback for anything that doesn't work so that it can be fixed.

Ubuntu Budgie will appeal to anyone looking for a Linux distribution with a desktop that combines a classical menu system with an optional dock. The only downside to this distribution remains its widely scattered and rather confusing user settings. Perhaps we'll see that deficiency addressed when the budgie-desktop, version 11, arrives.

External links

Official website:
https://ubuntubudgie.org/

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

Ubuntu Cinnamon 26.04 LTS

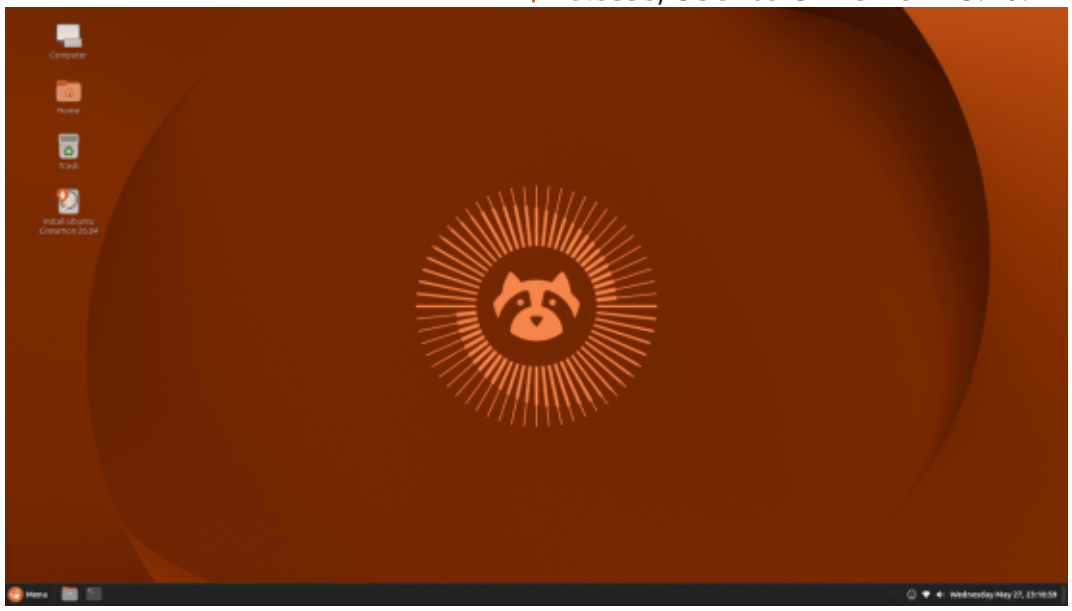
The arrival of this new Long Term Support (LTS) version of Ubuntu Cinnamon on 23 April, 2026 was a cause for some celebration. The release came out just as the project's founder and lead developer, Joshua Peisach, was graduating from high school. In his release announcement, he dedicated this LTS release to his school, Bergen County Academies, in Hackensack, New Jersey, United States, adding "this is my last release as a high school student, and I am sending my thanks to all students, faculty, and staff for an amazing four years."

To that I will add my own congratulations to Joshua Peisach on his graduation and also note that he founded the project seven years ago in 2019, as Ubuntu Cinnamon Remix, with the first release as version 19.10. He has led the project ever since. I'll let you do the math to figure out how old he was back then! I do suspect that he is on his way to a solid career in hi-tech!

This is the 14th overall Ubuntu Cinnamon release and the 7th since it became an official Ubuntu flavor. As an LTS release, it comes with three years of support running until April 2029.

One thing I will note about Ubuntu Cinnamon is that, from its start in 2019, Peisach has made sure that each release gets out the door without any fuss or drama, something some of the other Ubuntu flavors could aspire to.

In my review of the last release, Ubuntu Cinnamon 25.10, I predicted that 26.04 LTS would not bring much in the way of changes and that turned out to be a safe bet. I'll get into the little that is new below.



Installation

I downloaded the Ubuntu Cinnamon 26.04 LTS ISO file from the official website via BitTorrent using Transmission and carried out a command line SHA256 sum check to confirm the file's integrity.

This ISO file is 5.7 GB in size, 700 MB (9%) larger than the last release, Ubuntu Cinnamon 25.10. This makes it slightly smaller than the mainstream Ubuntu 26.04 LTS which was a 6.5 GB download. All of the Ubuntu flavors have seen size increases this LTS release, but some more than others.

I dropped the Ubuntu Cinnamon 25.10 ISO file onto a USB stick equipped with Ventoy 1.1.12 and booted it up to a series of live sessions for testing.

System requirements

There continue to be no system requirements published, but it is probably safe to assume that it is the same as Ubuntu 26.04 LTS which would be a minimum of:

2 GHz dual core processor
6 GB of RAM

It is worth noting that in my daily use of Ubuntu Cinnamon 24.04 LTS, I often reached 12 GB of RAM use.

New

This release uses the Cinnamon 6.4.13 desktop, which is a single upgrade from the last release, which had 6.4.12.

The main Cinnamon components this time are: Cinnamon Control Center 6.4.2, Cinnamon Menus 6.6.0, Cinnamon Screensaver 6.4.1, Cinnamon Session 6.4.2, Cinnamon Settings Daemon 6.4.3 and CJS 128.0, Mozilla-based javascript bindings for the Cinnamon platform, which uses mozjs128. So basically, this release uses a mix of Cinnamon 6.4 and 6.6.

This time around, the Linux kernel is version 7.0.0 and the initialization system is systemd 259.5. Systemd has been used from Ubuntu Cinnamon's inception with its first release, 19.10.

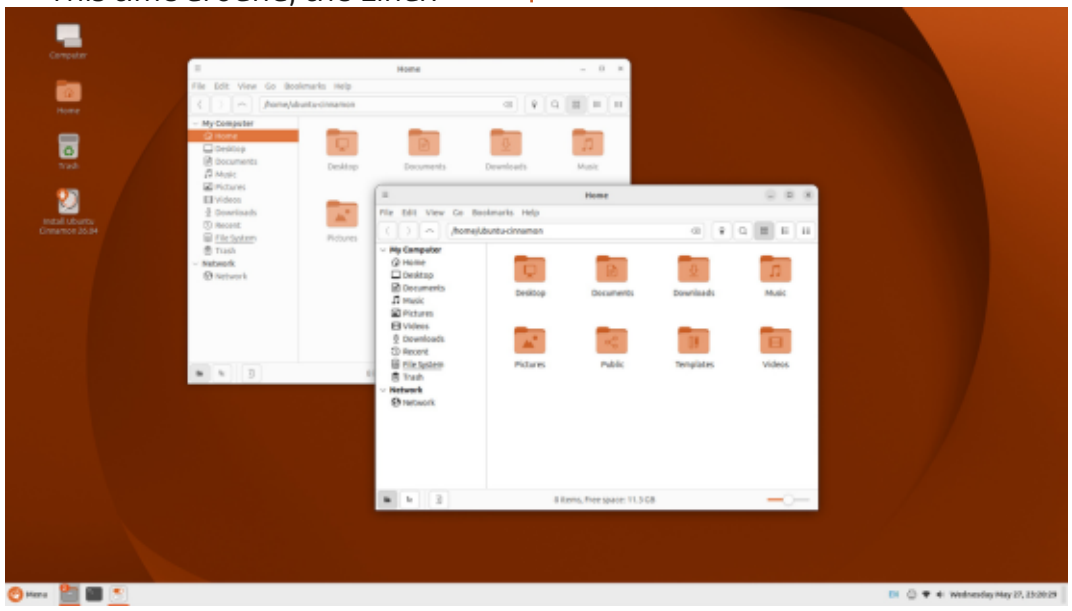
Several upgrades are evident. There is a new Ubuntu-Cinnamon color-neutral theme, worked on by team member Initu Castilhos. The Yaru theme variants now properly color the password entry dialog and there is also a slideshow with the installer. The gnome-font-viewer was traded for font-manager for better theme integration with Cinnamon.

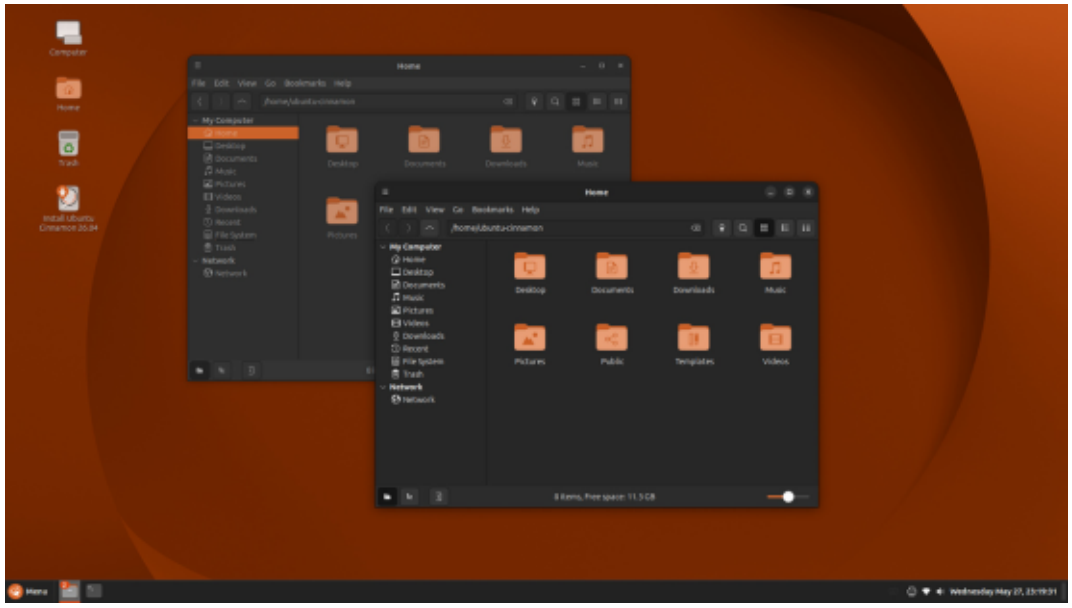
Once again in this release (and still undesirable), the live session version of Ubuntu Cinnamon 26.04 LTS will not mount any drives, including USB drives. This has been the case in all releases since Ubuntu Cinnamon 24.04 LTS. This "feature" prevents using Cinnamon as a rescue disk and makes doing screenshots and getting them off the live session more complicated. In my case, this required me to upload my screenshots to a cloud service as a .zip file and then download them to my laptop rather than simply putting them on a USB stick. Except Lubuntu and Xubuntu, the other Ubuntu flavors do not block mounting drives, as it serves no useful purpose.

The one issue that has not been addressed in this release, nor mentioned in the release notes, is the transition from the old X11 display server to a new Wayland-based one. It hasn't happened yet and largely hinges on upstream work at the Cinnamon desktop project by Linux Mint where I can report that work is at least underway. I'll be looking out for news on this move over the next two-year development cycle.

Settings

Ubuntu Cinnamon 26.04 LTS brings some minor changes to the number of user customization options included. This time, there are three different mouse pointer themes (no change from 25.10), 32 application window color themes





(down four), 25 icon themes (down one) and 29 desktop themes which set the panel colors (down four).

Since this release is code-named "Resolute Raccoon", there is a new raccoon-themed default wallpaper, based on the Ubuntu wallpaper. As usual, the wallpaper is beautifully done in a dark cinnamon color. There are several other color variants of it provided, including a very light version. All told there are 54 wallpapers including four raccoon-themed ones and just about all of the recent Debian wallpapers.

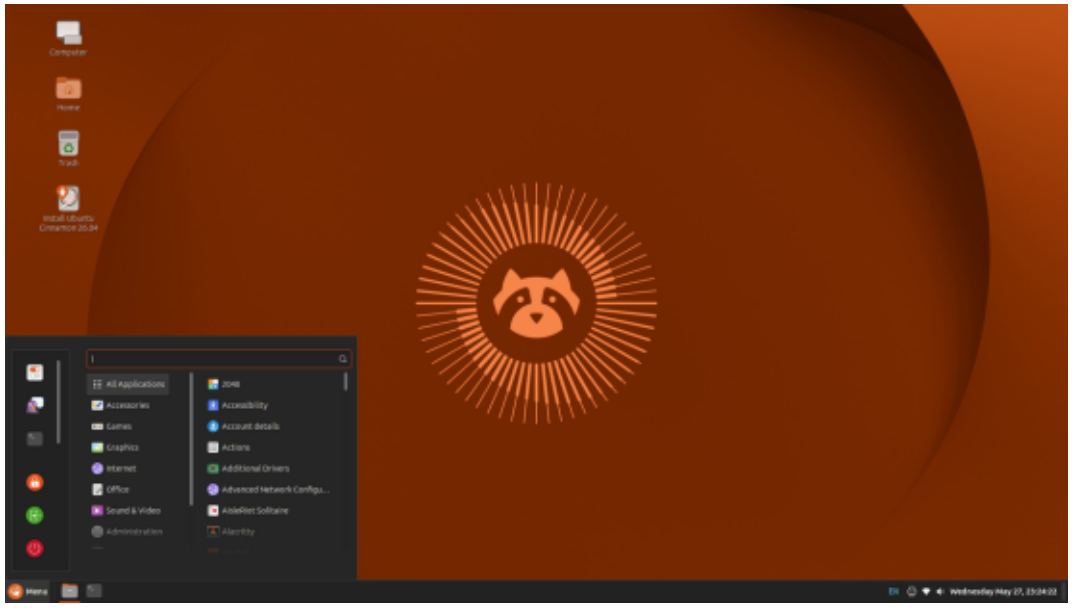
As in past desktop versions, the Cinnamon 6.4.13 bottom panel can be adjusted in size over a large width range and the icons on the panel will automatically size to fit. The main Cinnamon menu is also adjustable in size by mouse drag from its default size to much larger, a useful customization feature.

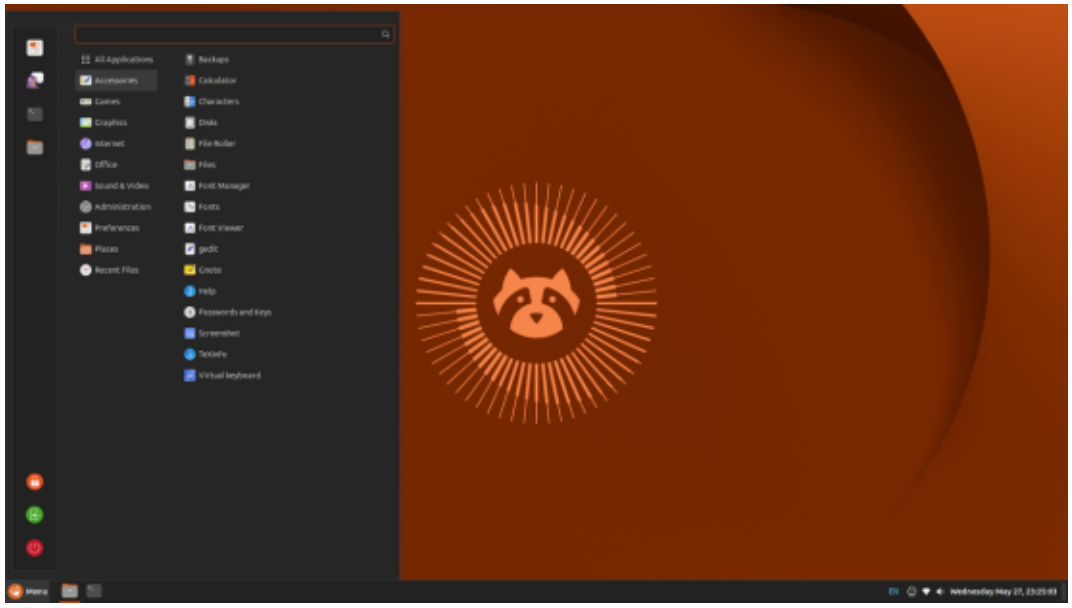
There is a good range of user choices here, which should be enough to keep most users happy.

Applications

Some of the applications included with Ubuntu Cinnamon 26.04 LTS are:

Alacritty 0.16.1 terminal emulator
Archive Manager (File Roller) 44.6 archiver
Blueman 2.4.4 Bluetooth controller*
Brasero 3.12.3 CD/DVD burner*
Cinnamon 6.4.13 desktop environment
CUPS 2.4.16 printing system
Document Scanner (Simple Scan) 48.1 optical scanner*
Document Viewer 49~alpha-2 (Evince) PDF viewer
Firefox 149.0.2 web browser**
Deja Dup 50.0 back-ups
GDebi 0.9.5.8 package installer*
GIMP 3.2.2 image editor
GNOME Calculator 50.0 calculator
GNOME Calendar 50.0 desktop calendar
GNOME Disks 46.1 disk manager*
GNOME Screenshot 41.0 screenshot tool*
GNOME Snapshot 50.0 webcam application
GNOME Software 50.0 package management system
GNOME System Monitor 49.1 system resource monitor
GNOME Terminal 3.58.0 terminal emulator
GNOME Videos 43.2 (totem) video player*
GNote 49.2 note taking application
Gparted 1.8.0 partition editor***
gThumb 3.12.10 image viewer
Hexchat 2.16.2 IRC client*
Image Viewer 49.1 (Eye of Gnome) image viewer
LibreOffice 26.2.2.2 office suite
Muffin 6.4.1 window manager*
Nemo 6.4.5 file manager*
Pidgin 2.14.14 IRC client*
Pipewire 1.6.2 audio controller
Remmina 1.4.40 remote desktop





client*
Rhythmbox 3.4.9 music player
Shotwell 0.32.13 photo organizer
Sound Juicer 3.40.0 CD ripper*
Synaptic 0.91.7 package manager*
Systemd 259.5 init system
Text Editor (gedit) 48.1 text editor*
Thunderbird 140.9.1 ESR email client**
Transmission 4.1.1 bit torrent client

* indicates the same application version as used in Ubuntu Cinnamon 25.10
** supplied as a Snap, so version depends on the upstream package manager
*** only present in the live session version, not in the normal installation

Not mentioned in the release notes is that the GNOME Snapshot (Camera) webcam application replaces the former webcam client, Cheese.

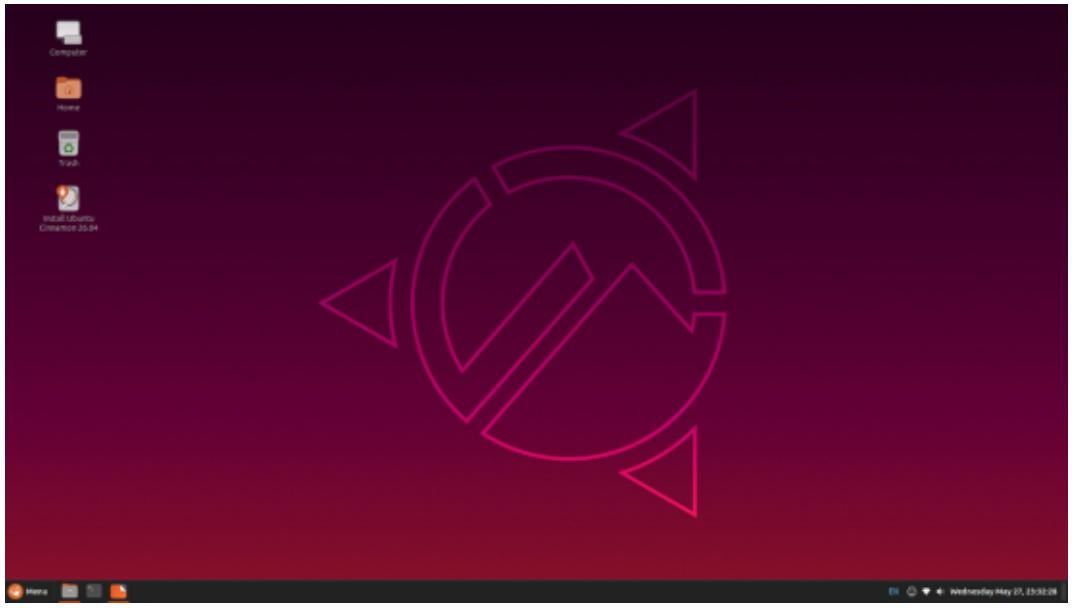
Ubuntu Cinnamon uses the Cinnamon desktop's Nemo file manager, developed by the Linux Mint project. Nemo started as a fork of GNOME's Nautilus 3.4 file manager. Since it is not configured for bulk file renaming, a standalone bulk file renamer such as GPRename is recommended.

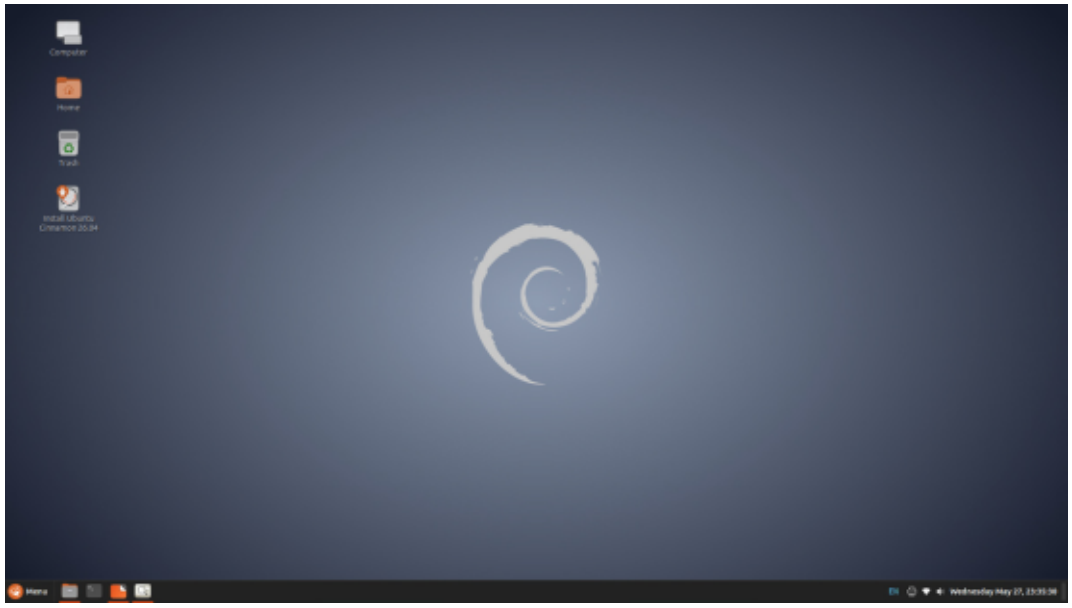
Ubuntu Cinnamon 26.04 LTS includes the LibreOffice 26.2.2.2 office suite which is complete except for LibreOffice Base, the database program. It is probably the least-used part of LibreOffice and can be installed if needed. LibreOffice 26.2.2.2 does bring some worthwhile improvements, including faster saving of large files.

It is worth noting that Ubuntu Cinnamon is the only Ubuntu derivative, other than Xubuntu, which still comes with a CD/DVD burning application by default. Optical drives started disappearing from new laptops 15 years ago, around 2011. At one time they were included with all the Ubuntu flavors but most have dropped optical drive burners from their default application list. Ubuntu Cinnamon still includes Brasero.

Ubuntu Cinnamon 25.10 also comes with a menu of 19 games including:

Aisleriot Solitaire
Five-or-more
Four-in-a-row
GNOME 2048
GNOME chess
GNOME Klotski
GNOME Mahjongg
GNOME Mines
GNOME Nibbles
GNOME Robots
GNOME Sudoku
GNOME Taquin
GNOME Tetravex
Iagno (Reversi)
Hitori
Lights Off
Quadrapassel
Swell Foop





Tali

Although not mentioned in the release notes, this is one more game than the last release as Quadrapassel has been reinstated, after it was dropped in Ubuntu Cinnamon 25.10.

The list of default applications in Ubuntu Cinnamon remains very long and includes pretty much everything a desktop user might want, except perhaps a video editor. There are, however, still a lot of duplicate applications such as two terminal emulators, two IRC clients (does anyone still use IRC?), two image viewers and two software package managers. This, added to the inclusion of the 19 games listed above, makes for a bulky installation. There is a "minimal installation" option provided which is supposed to omit most of the applications, although in the past it has not worked right and has installed the full application list anyway. Having a good "clean-up list" of applications you want to remove is probably a good idea.

Conclusions

Ubuntu Cinnamon 26.04 LTS is another good, solid release, with only some very minor changes over 25.10, but with the LTS standard feature of three years of support.

Since its inception in 2019, Ubuntu Cinnamon has proven to be a very reliable distribution that has not had any of the drama or missed releases that has recently affected Ubuntu Unity (missed the 25.10 release, 26.04 is not an LTS), Lubuntu (missed an announced transition to Wayland twice) and Ubuntu MATE (no 26.04 release). Like any other of the Ubuntu flavor projects which are mostly being driven by one person, we'll see how Ubuntu Cinnamon fares now that its lead developer has graduated high school and will be moving onto higher education.

External links

Official website:
https://ubuntucinnamon.org/

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

LETTERS

If you would like to submit a letter for publication, compliment or complaint, please email it to: letters@fullcirclemagazine.org.
PLEASE NOTE: some letters may be edited for space.

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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.

It looks like Ubuntu 26.04 will feature built-in AI and I don't know how I feel about this. I will probably move to Debian in the future. Why these things cannot be optional extras I cannot fathom. Forcing things down people's throats have been working quite well for Microslop. I like the idea of Snap's but I don't like them as they add time to my boot for every one installed. What is the point of having a "lean" distribution and adding "fat" Snaps and flatpaks? Le Sigh... Forced Snaps alone was already a hard pill to swallow. What other options are open to us? PopOs? Mx Linux? I don't know about you, but I do not want to talk to a machine, nor do I want to have something that tells me to eat glue permanently on my desktop, wasting CPU cycles and doing god-knows-what. This reminds me of cigarette ads back in the 70's and 80's "where 7 out of 10 doctors smoked x or y". Everyone with half a brain knew it was bad for you, but the "science" said differently. We all know the "science" finds whatever the money tell them to find and currently the money is in AI... I'm currently eyeing FunOS, but will the project last?

Q: Hi. I have low vision and I'm using Lubuntu 24.04 on my laptop. I have my font set to Ubuntu 28 and it does not cut off, which is why I like Lubuntu. The thing that is not working, is my taskbar, it is still tiny. The only other settings are icons and spacing.

A: Right click on any blank space on your taskbar and choose "configure panel" (fourth option) not "configure taskbar" (the first option) and you should be able to make it bigger.

Q: My Lenovo Yoga runs Ubuntu 24.04 via Voyager Linux. The problem is that it does not shut down completely. Sleep works, but I need it to shut down too, not just blank my screen.

A: Though Voyager is Ubuntu under the hood, you'd usually have to ask your question on their forums. However, I saw something when trying to help someone else. I don't know if this is your model, but it may work for you: https://askubuntu.com/questions/1565471/thinkpad-lenovo-p40-yoga-not-turning-off-after-shutdown

Q: I have an external drive that I use for backups. It lives in the drawer in my desk and does not go anywhere. When I try to use it lately and I use it very seldom, maybe twice a year, it just is not detected. If I sometimes reboot and re-plug the drive, It is detected, but then I get g-io-error-quark which sounds like a duck.

A: With external drives, the first thing that usually goes is the cable, as it gets handled a lot. If you can, swop that out for another and see if your issue goes away. Also try another USB port on your computer, for instance if you are using the front ones, use the back ones. If all this fails, your drive may be failing. It happens.

Q: This is a weird one, I have installed Ubuntu 24.04 on my old Macbook air. The battery was basically empty when I started, but at the end of the install it was only at 4% charged. I left it like that and got coffee and started chores like starting the washing and taking out the trash, and it only went to 5% in all that time. I have done absolutely zero to the Macbook in all that time, so it should have charged up

at least half way?

A: Just open a terminal, type:

```
sudo apt update && sudo apt upgrade -y
```

and reboot once done. Charging should be normal again.

Q: When I run sudo apt search virtualbox, I see boinc-virtualbox/noble 7.24.1+dfsg-4build1 amd64 metapackage for virtualbox-savvy projects and I'm confused as I upgraded from 18.04 long ago. How can I be sure to install the correct package here? I keep my online banking in separate virtual machines and I don't want to mess it up.

A: I see the confusion. Boinc is not bionic.

Q: My PC runs Kubuntu 24.04. I am trying to run AppImages but I'm being blocked somehow. "FATAL:setuid_sandbox_host.cc" and so on. All I want to do is run https://github.com/h3poteto/whalebird-desktop and get on with my life. This only happens with this specific AppImage as I can run Gdevelop as AppImage quite fine.

A: I think it only affects Chrome or Electron-based apps and you can bypass that by adding

```
--no-sandbox
```

after the name, like so:

```
./freetube-0.23.15-beta-amd64.AppImage  --no-sandbox
```

and you should be good.

Q: I want to run my old Nvidia card on Ubuntu, but it is ancient by current standards. It is an Optiplex with an awesome soundblaster and 2nd gen i7 and GTX 770. When I use the additional drivers app, it stays empty though. I have been reading up and it seems I need to use an older driver, 470 for this, but Ubuntu seems to have left it in the dust. What are my options?

A: Honestly, my old machine has a GTX 740 and it works fine, so not sure about why you are having issues. Here is a write-up from someone with similar issues: https://www.mslinn.com/blog/2025/05/07/ubuntu-25-04.html – they are saying not to use the 470 driver.

Q: Is there a way for me to stay up-to-date on apps that Ubuntu 24.04 just does not bother updating? I mean other than backports? What other avenues are open to me?

A: The first thing that comes to mind is, PPA's. You can always also use something like homebrew for Linux.

Q: I recently got a large ultra wide monitor for my birthday and I was wondering if I could share this with my laptop? Can one even use a computer and laptop on one screen? Both computer and Laptop run Ubuntu 24.04.

A: Yes and there are multiple ways to do it, but *not at the same time. You could connect both to the screen, say HDMI 1 and HDMI 2 and switch between them with the screen controls or you could use a dock and press a button. Just be aware with some screens, if one of your machines goes to sleep, it may auto switch to the other.

Q: This is driving me up the wall. I dual boot win10 and Ubuntu 24.04 but when I switch OS's I have to pair my headphones and mouse & keyboard again, every time. I have tried a third-party Bluetooth adapter and I get the same result. Why is this?

A: The short answer is Bluetooth keys. There is a full write up here: https://wiki.archlinux.org/title/Bluetooth#Dual_boot_pairing

Q: I am new to Ubuntu (Since 22.04) and I am not proficient enough yet to understand everything. I want to install pygame to follow along on some video's. I can't do the things they say. Help me.
ram@toy:~/Desktop$ sudo apt install python-pygame
[sudo] password for ram:
Reading package lists... Done
Building dependency tree... Done

Reading state information... Done
E: Unable to locate package python-pygame

A: Search the apt repository like so:

```
sudo apt search pygame
```

You should see this:

```
python3-pygame/noble,now
2.5.2-2 amd64
[installed,automatic]
  SDL bindings for games
development (Python 3)
```

The part before /noble is the name of the package.

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.

False Alarm

Website: https://www.scattereddiscs.com/

Price: TBA

Blurb: "*False Alarm is a 2D stealth adventure where you enter each level with nothing, and use whatever you can find to complete your mission. Throw a crowbar, blow up a microwave, brew some coffee, drop a chandelier on someone's head. Stay out of the light and distract your enemies however you can.*"

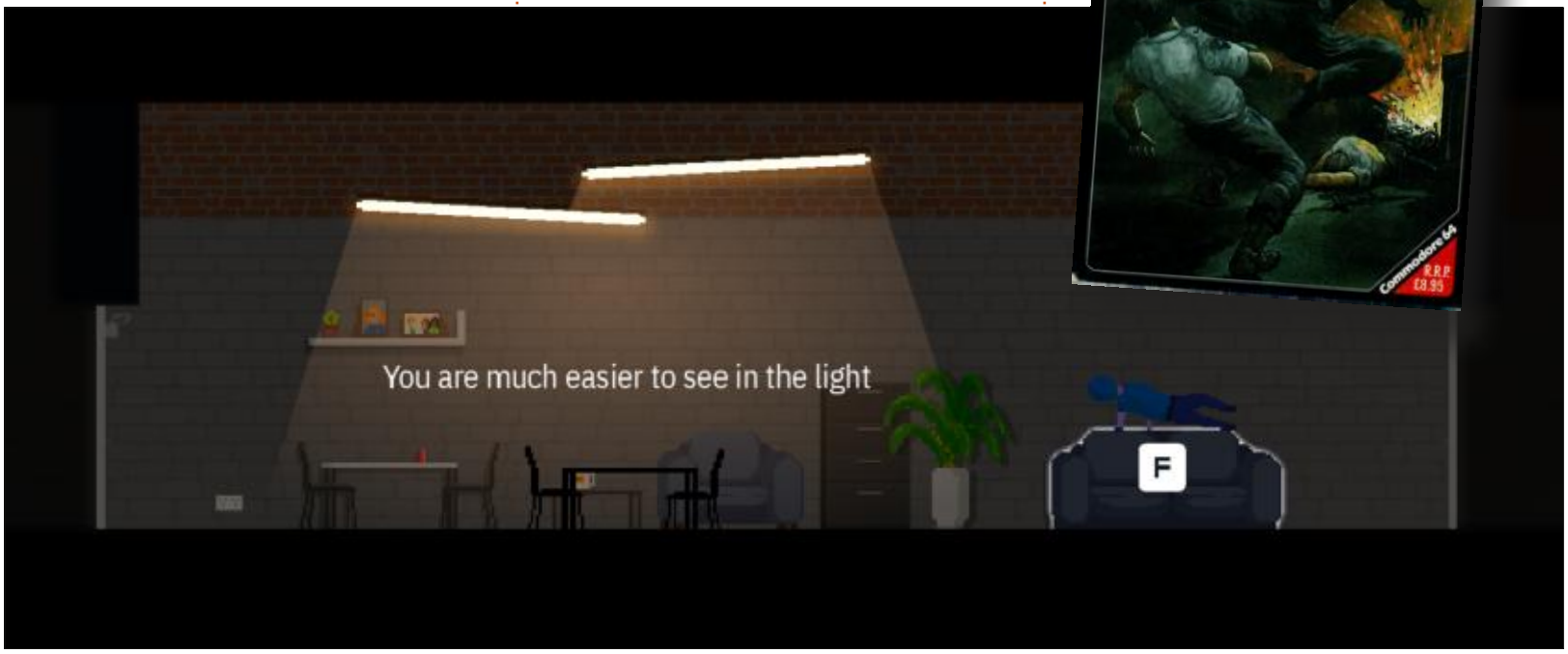
Firstly, there are more than one game named false alarm on itch.io, if you search, so the link is here: https://scattereddiscs.itch.io/false-alarm.

This demo is currently open to anyone on Steam and freely downloadable on Itch.io. This is not a review as such, rather a spotlight on an Indie game that supports Linux from day one.

I grabbed this from Steam as I was lazy and nostalgic for the first computer game I really enjoyed, Saboteur by Durell. The game launched during the 80's ninja movie craze and it played rather well on a machine with only 48k of memory. I'll add a picture of the cover at the end and you can compare it to any ninja VHS movie of the time. However, it turned out to be something completely different.

In this game, you are just a common criminal. Nothing noble or romantic about that, but since the game is not complete, things may change. They did try to spin the story this way: "Take on the role of an enthusiastic security specialist who takes corporate risk assessments a little too seriously. While most in the field write reports from behind a desk, you prefer a more hands-on approach by breaking into facilities unannounced and uninvited, and stealing their prize possesions." (sic)

As someone who worked in that industry, I can honestly tell you, they do not steal or harm the employees. Those who do are thugs and common criminals. Enough of my disillusionment with the premise, let's talk about the game.



(they may want to re-think the story-line)

When you start the game, you are told to plug in a controller, but the game works just fine with the keyboard. (you can also just play it in your browser on Itch.io.)

About the fun things first. I tried to get a screen-shot of your character flinging himself over a couch, but I keep missing the key animation frame. (See first screen-shot.) It is rather hilarious and worth the install just to see him belly flop after vaulting. The sound scape for this is also over the top, reminiscent of those old kung-fu movies, where each move needed a noise. So when the character flings himself over the couch, he sort of lands with a squelch. (This brought a smile to my dial.)

Since the game is meant to be played with a controller you only have four buttons to play with, R, E, F and SPACEBAR. (You aim and throw with your mouse) Sometimes the buttons have multiple overlapping functions, like if you hold the E-key to open a door a bit too long, your character will knock on the door.

....Skree... Let's rewind a bit, this is not a game I came across via a groovy sound track, this is a game made in Godot, that I was interested in seeing the mechanics. This is an Indie game, made by one developer, so please give some love where it is due when the game finally launches. They say the game was inspired by other games, like gunpoint or deadbolt. If you don't know what those are, where have you been?

Currently, the game is still a bit buggy, for instance, I have had guards patrol as if they see me, while I am in a closet and refuse to leave, or sneaking up behind a guard, he will suddenly punch forward, as if I am standing before him, but it is a rather enjoyable demo and I encourage anyone to try it.

The real stand out for me was the verticality of the game as well as the perceived(?) depth, as one can hide in stair wells or if you are on a roof, you can hop on the boundary wall and move toward the camera. These are the mechanics that interest me and it is all done in Godot. They make the game a bit more immersive and I like that.

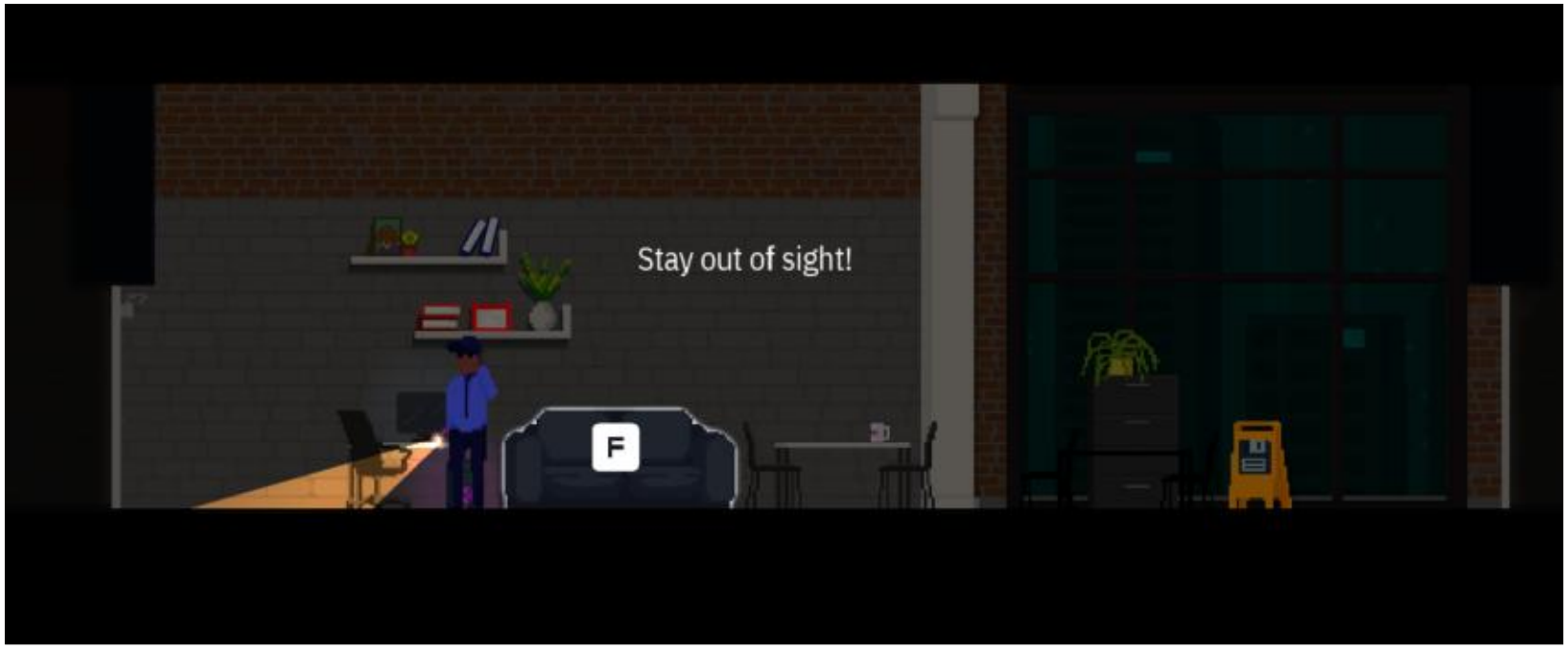
Remember that I referenced Durell's Saboteur in the beginning? Well in this one you go up buildings instead of down into secure bunkers, but it makes a difference from titles like Kingdom new lands (series), where you play on the

horizontal plane only. The pixel art is not great, but it is serviceable. I really hope people get faces when it launches. Good pixel art can make or break a game if the mechanics are even a bit lacking. That said, currently the animations are rather smooth and there are some nice touches, like, if you hide behind a sofa, you don't just disappear, you can see "something" under the couch, if you look carefully. If it is in the light, you will see your clothes, and if it is in shadow, you will see that too. Metal cabinets sound like metal cabinets, when you open them and the running sounds sound a bit more believable than those loud clack-clacks that some games have. Jumping down one story sounds a bit flat at the moment and needs a bit of weight. Opening and closing a grate, could have more of a metal sound, but honestly, what the developer has put out as a demo is mostly there. As you can see by my comments, it is mainly spit and polish needed at this stage of the game.

The game-play feels good (not very realistic, but fun, and that is what counts), the game-play can be fast paced, if you want it to be (play it your way) and the sounds are immersive enough for a demo.

Will the game be worth your time? I don't know, a lot can change from now until the release date. Will the game be affordable for what you are getting? I don't know yet either, that is why I recommend that you give the demo a try and see if you enjoy it.

For me this worked great on Ubuntu 24.04 and it did not even spike my GPU fans. Try it out, the demo is free!



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

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

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