



Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

ISSUE #232 - August 2026



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Select a Kvantum theme folder

Install this theme

- Change/Delete Theme
- Configure Active Theme
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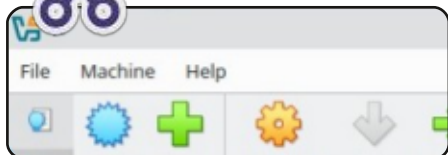
YouTube

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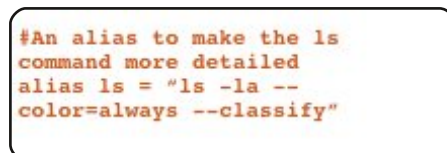


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EDITORIAL



WELCOME TO THE LATEST ISSUE OF FULL CIRCLE

Once again we bring you some Latex, Inkscape and another part of our latest series on hosting your own wiki. We also have a not-so-interesting blank piece on how I'm seriously lacking content. No, seriously.

Elsewhere, we have reviews of Ubuntu Unity and Ubuntu Sway Remix (which I'd never heard of before). For a game review, we have Tormentum 2. Big thanks to the developers for sending us a review key. It's much appreciated.

As you'll see from the lack of a third HowTo, I'm still looking for articles. Please think about writing something and emailing it to me at the address below. Otherwise, there'll be less and less content each month I'm afraid.

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

All the best!

Ronnie

ronnie@fullcirclemagazine.org



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WIYCI:

20/07/2026

The wiyi (The World Is Your CI) service, developed by the creator of the Repology project, has been launched. The service aggregates build logs from open source projects, identifies problem indicators, including compiler warnings and broken tests and presents the results in a format reminiscent of continuous integration systems. The idea is that building packages from real distributions covers a wider variety of environments than traditional CI systems (which, moreover, are not used by all projects) and can identify more problems and close a blind spot in the open source ecosystem.

<https://wiyi.org/>

HYPRLAND 0.56:

20/07/2026

The Hyprland 0.56 compositing server, which uses the Wayland protocol, is now available. The project focuses on tiling windows, but also supports classic free-form window placement, tabbed window grouping, pseudo-tiling mode, and full-screen window expansion. The code is written in C++ and distributed under the BSD license.

Features for creating visually appealing interfaces include gradients in window frames, background blur, animation effects, and shadows. Plugins can be added

for expanded functionality and socket-based IPC is provided for external control. Configuration is handled via a configuration file, with changes updated on the fly without restarting. Other notable features include dynamically created virtual desktops; on-screen layout modes; global hotkey handling; and touchpad/touchscreen gesture control.

<https://hypr.land/news/update56/>

CHANGES TO GNOME'S SECURITY ISSUE TRACKING:

21/07/2026

Michael Catanzaro, who has been responsible for tracking security issues at the GNOME project since 2020, announced a

reduction in the vulnerability disclosure period from 90 to 30 days. He stated that making vulnerability information publicly available 30 days after receiving a report is a reasonable compromise, given that in most cases, maintainers either fix the issue within 1-3 weeks or ignore it entirely before the deadline. The change, which will take effect on August 1, is due to a significant increase in the number of vulnerability reports generated by AI assistants.

When analyzing vulnerability reports related to GNOME, to simplify administration, we no longer differentiate between manually generated and AI-generated reports. The vast majority of reports are currently being generated using AI and it is often impossible to accurately distinguish between unmarked manual and AI-generated reports. Furthermore, reports explicitly generated using AI will not be forwarded to the bug trackers of GNOME subprojects whose policies prohibit the processing of AI-



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generated content. Those reports will be immediately closed and a notification sent to the maintainer.

<https://blogs.gnome.org/mcatanzaro/2026/07/20/some-changes-to-gnome-security-tracking/>

NETBSD OS PORTED TO MOTOROLA 68000:

21/07/2026

The developers of the NetBSD operating system have released a new port, hb68k, which implements support for systems based on the Motorola 680x0 processor, developed in 1979. These processors continue to be used in DIY kits for home computer assembly and for learning electronic design. The port may also be useful for retro system enthusiasts, as exemplified by recent efforts to run Linux on the Atari Jaguar and Sega MegaDrive game consoles, both equipped with the Motorola 68000 CPU.

The port's operation was tested on a Phaethon 1 computer built by an enthusiast, equipped with a homemade memory management

unit (MMU), 8MB of RAM, two 16650 serial ports, a DS3231/3232 timer, a VME bus for connecting peripherals, as well as interrupt, I/O, I2C, and ATA controllers.

<https://mastodon.sdf.org/@netbsd/116951459389300095>

OBS STUDIO 32.2:

22/07/2026

OBS Studio 32.2, a package for streaming, compositing, and recording video, has been released. The code is written in C/C++ and distributed under the GPLv2 license.

It is important to note that the NVIDIA SDK was updated to version 13 in this release. This means that the minimum supported driver version is now 570. If you experience any issues with NVENC, please ensure that your GPU driver version is fully up to date.

<https://github.com/obsproject/obs-studio/releases/tag/32.2.0>

LINUX KERNEL

VULNERABILITY REPORTS:

22/07/2026

Over the past 24 hours, 432 new Linux kernel vulnerability reports have been published on the linux-cve-announce mailing list, each assigned a CVE identifier. The Frag Gap vulnerability stands out, for which a working exploit has been prepared, allowing an unprivileged local user to gain root privileges on the system.

Greg Kroah-Hartman, responsible for maintaining the stable and staging branches of the Linux kernel, explained that the publication of 400 vulnerability announcements in one day is due to work done over the weekend to sort through a backlog of issue reports that were not immediately addressed due to a combination of circumstances (six weeks of vacations and conferences). Greg estimates that the increased vulnerability discovery activity, driven by AI, has been intensifying recently and will continue for at least the next 18 months. Since tracking individual issues independently is quite difficult at the current pace, Greg

recommended that users rely on distribution support teams to promptly install all available updates.

<https://www.openwall.com/lists/oss-security/2026/07/21/8>

TWITTER CO-FOUNDER UNVEILS OPEN

COMMUNICATIONS PLATFORM BUZZ:

23/07/2026

Jack Dorsey, co-founder of Twitter and CEO of Block, unveiled Buzz, a decentralized communications platform designed to create group chats where teams of humans and AI agents can collaborate on project development. The platform is designed to reduce dependence on Slack and GitHub and can be used by teams of any size. The project's code is written in Rust and licensed under the Apache 2.0 license. The desktop client is built using the Tauri and React frameworks and supports Linux, macOS, and Windows (mobile apps for iOS and Android are in development).

The platform supports all the basic features typical for messengers and chats, including channels, threads, reactions, direct messaging to participants, voice messages, and multimedia content sharing. Additional features include integration with external systems (Git repositories, CI/CD, CRM, DBMS, etc.), Git event tracking, automation tools, a detailed audit log of all actions, and an API for connecting to AI agents' chats.

<https://block.xyz/inside/introducing-buzz-where-humans-and-agents-work-together>

FEDORA 45 CHANGES:

23/07/2026

Fedora Linux 45, scheduled for release in fall 2026, plans to enable the use of the Anaconda WebUI web interface for remotely managing the installation of atomically updated Fedora Atomic Desktop images (Silverblue, Kinoite, etc.). This plan has not yet been approved by the Fedora Engineering Steering Committee. If approved, users will be able to boot Fedora on the target system with the "inst.webui.remote" option and

manage the installation via a web browser on another computer with PIN authentication and traffic encryption.

<https://www.mail-archive.com/devel-announce@lists.fedoraproject.org/msg03818.html>

COSMIC DESKTOP ENVIRONMENT 1.4.0:

23/07/2026

System76, the developer of the Pop!_OS Linux distribution, has released the COSMIC 1.4.0 desktop environment. Packages for COSMIC 1.4.0 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 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+.

<https://github.com/pop-os/cosmic-epoch/releases/tag/epoch-1.4.0>

FREEBSD PORTS TEMPORARILY FROZEN:

23/07/2026

FreeBSD developers announced a temporary freeze of the ports repository following an incident involving a 150 MB binary being added to the ports tree. This operation disrupted ports mirroring on GitHub due to the file size limit, which is 100 MB, being exceeded. To clean up and remove binary data with questionable licenses from the repository history, a change freeze has been in place for approximately two days. Details of how such a file was added to the ports tree have not yet been released, but there is no reason to believe the repository is compromised.

<https://www.freebsd.org/news/2026-ports-freeze/>

UBUNTU TOUCH 24.04-2.0:

24/07/2026

Ubuntu Touch 24.04-2.0, a continuation of the Ubuntu 24.04-based development branch, has been released. The firmware is being developed by the UBports project, which took over development of the Ubuntu Touch mobile platform after Canonical stepped away from it. The project is also developing an experimental port of the Unity 8 desktop, renamed Lomiri.

Due to the increased firmware size, the update from Ubuntu Touch 24.04-2.0 on some previously supported devices does not fit into the partition reserved for the operating system. In the coming days, builds will be generated for the following devices: Asus Zenfone Max Pro M1, F(x)tec Pro1X, Fairphone 4/5, JingPad A1, Lenovo Tab M10 HD 2nd Gen, OnePlus Nord N10 5G, OnePlus Nord N100, Rabbit R1, Sony Xperia X, Volla Phone (X, 11, X23, Quintus, Plinius), Xiaomi Poco X3 / X3 NFC,

9/9 Prime, Redmi Note 9, and Zinwa Q25. For devices that are problematic to update to the new major release, a corrective release of 24.04-1.4 is offered.

<https://ubports.com/blog/ubports-news-1/ubuntu-touch-24-04-2-0-and-24-04-1-4-release-4007>

DEBIAN PROJECT AND AI IN DEVELOPMENT:

25/07/2026

The Debian project has announced a general resolution vote among developers on the use of large language models and AI tools in the distribution's development process. Approximately one thousand developers involved in package maintenance and supporting the Debian infrastructure are eligible to vote. This issue covers only the use of AI in Debian (work on packages, Debian-developed projects, web resources, translations, documentation, and official correspondence) and does not affect upstream projects using AI, the delivery of AI-related packages, or the acceptance of patches created in upstream projects using

AI. Two options are proposed for the vote: prohibit the use of AI and allow AI under certain conditions.

<https://lists.debian.org/debian-devel-announce/2026/07/msg00004.html>

UBUNTU 26.04 LTS VIRTUALIZATION STACK:

27/07/2026

Canonical has announced its decision to ship new versions of virtualization stack components in future Ubuntu 26.04 LTS milestone releases. This delivery will be similar to how new versions of the Linux kernel and graphics stack, ported from regular Ubuntu releases after the LTS version, were shipped in previous LTS releases. Updates will be released for the qemu-hwe (hypervisor and emulator), libvirt-hwe (virtualization management toolkit), edk2-hwe (OVMF firmware), and seabios-hwe (BIOS compatibility) packages every six months for the first two years of the LTS branch's lifecycle.

The core virtualization stack shipped natively in Ubuntu 26.04 will continue to be maintained,

giving users the choice of staying with the stable legacy set of packages or using new versions that offer enhanced capabilities, such as improved support for confidential computing (AMD SEV-SNP and Intel TDX) and hardware accelerators.

<https://ubuntu.com//blog/ubuntu-virtualization-hwe-stack-confidential-computing>

WAYFIRE COMPOSITE SERVER 0.11:

27/07/2026

The Wayfire 0.11 compositing server, which uses Wayland and enables the creation of lightweight user interfaces with 3D effects similar to those found in Compiz 3D plugins, has been released. Wayfire supports plugin expansion and offers a flexible configuration system. The project's code is written in C++ and is distributed under the MIT license.

The project is built on the wlroots library, developed by the developers of the Sway user environment and providing basic functionality for a Wayland-based

compositing manager. Systemd, elogind, or seatd can be used for session management. Launching X11 applications using XWayland is supported. The wf-shell from the Wayfire developers or the third-party LavaLauncher panel can be used as a panel. The project is also developing a library for working with configuration files, wf-config, and a graphical configurator, wcm.

<https://wayfire.org/2026/07/24/Wayfire-0-11.html>

SEAMONKEY 2.53.24:

28/07/2026

SeaMonkey 2.53.24, a suite of web applications, has been released. It combines a web browser, email client, NNTP conferencing client, RSS/Atom news feed aggregation system, and Composer, a WYSIWYG HTML page editor, all in one product. Pre-installed add-ons include the ChatZilla IRC client, DOM Inspector web developer toolkit, and Lightning calendar scheduling tool. The new release includes fixes and changes from the current Firefox codebase (SeaMonkey 2.53 is based on the Firefox 60.8 browser engine,

with security fixes and some improvements backported from current Firefox branches). The new version contains only bug fixes.

<https://www.seamonkey-project.org/news%232026-07-28>

SMOLVM 1.7:

28/07/2026

Release 1.7 of smolvm is now available. It enables the isolation of Linux application execution in separate, fast-start virtual machines. Smolvm allows you to package an application into a "smolmachine" virtual machine image or a self-contained executable file that includes all necessary dependencies and can then be run on any host with the same CPU architecture. Applications packaged in this way run in a separate virtual machine with its own kernel. When running on Linux, it uses the KVM hypervisor. The project's code is written in Rust and is distributed under the Apache 2.0 license.

The libkrun library is used to isolate processes using the hypervisor. The Linux kernel is

delivered embedded in the libkrunfw shared library. Images are built in the OCI format, allowing smolvm to run existing images from Docker Hub, ghcr.io, and other OCI-compatible registries in microVMs.

<https://github.com/smol-machines/smolvm>

AUTO-CPUFREQ 3.1:

29/07/2026

Auto-cpufreq 3.1.0, a utility designed to automatically optimize CPU speed and power consumption, has been released. The utility monitors laptop battery status, CPU load, CPU temperature, and system activity, and dynamically activates power-saving or high-performance modes based on the situation and selected options. It supports devices with Intel, AMD, and ARM processors. It can be controlled using a GTK-based graphical interface or a command-line utility. The code is written in Python and distributed under the LGPLv3 license.

<https://github.com/AdnanHodzic/auto-cpufreq/releases/tag/v3.1.0>

THE GCC PROJECT AND AI:

29/07/2026

The GCC Steering Committee has approved guidelines governing the use of AI tools in development. The guidelines stipulate that legally major changes to code or text generated by AI or derived from AI-generated content will not be accepted. Major changes are defined as those exceeding 15 lines of code. The ban stems from uncertainty regarding licensing and copyright issues for output generated by large language models.

At the same time, maintainers are allowed to accept any test scripts generated using AI. The rules also do not prohibit the use of AI for research, code analysis, bug detection, error reporting, patch review, debugging, and other applications that do not result in the inclusion of content in the project.

For minor changes, when submitting them, they should be explicitly stated to be generated by AI by adding the "Assisted-by:" tag. Changes must be submitted by a human—using AI to submit

commits to the repository is prohibited, as is specifying an AI model in the "Signed-off-by:" tag, which confirms authorship or the right to submit code.

<https://gcc.gnu.org/pipermail/gcc/2026-July/248628.html>

KEYCHRON ZGM:

30/07/2026

Keychron, a specialist in input devices, has unveiled the ZGM (Zephyr Gaming Mouse) project, which is developing the first fully-fledged open firmware for gaming mice. The project aims to create a platform that is easy to build, learn, customize, and extend. The development focus is on minimizing latency, providing flexibility for adapting to new hardware, and ensuring easy long-term product support. The firmware is currently in the early stages of development, with a release scheduled for Q1 2027. The code will be published under the GPLv3 license. The first device to support ZGM will be the G6 HE gaming mouse.

<https://x.com/KeychronMK/status/2082268414786379968>

OAR SURROUND SOUND

SYSTEM:

31/07/2026

The AOMedia Alliance, which oversees the development of the AV1 and AV2 video coding formats, announced the publication of the first version of the Open Audio Renderer (OAR v1) specification, which defines a reference implementation of a system for generating immersive audio that takes into account the propagation of audio signals in three-dimensional space to recreate sound as close to natural as possible.

OAR complements the previously published IAMF specification, which describes a format for storing and distributing audio data, with capabilities for converting audio data into an optimized audio signal for a specific user device (from headphones to multi-channel home theaters, virtual reality systems, and in-car multimedia systems).

<https://aomedia.org/press%2520releases/AOMedia-Publishes-Open-Audio-Renderer-OAR-v1-Advancing-Open-Spatial-Audio/>

KDE AND EXTERNAL GPU's:

01/08/2026

The latest KDE weekly development report has been published, featuring a batch of changes for the KDE Plasma 6.8 branch, scheduled for release on October 14. Recent changes include:

Performance has been significantly improved when using external graphics cards. Because the linux-dmabuf v5 Wayland protocol limited the compositing manager to a single graphics card, rendering on a different GPU (for example, a discrete graphics card instead of the integrated one) required constantly copying frames through RAM. With external GPUs connected via USB-C, performance dropped by almost half.

<https://blogs.kde.org/2026/08/01/this-week-in-plasma-emoji-resizing/>

NETBSD 11.0:

01/08/2026

NetBSD 11.0 is released, supporting 61 system architectures and 16 CPU families. In addition to portability and support for a wide range of hardware platforms, NetBSD offers features such as the NVMM hypervisor, NPF firewall, pkgin package manager, pkgsrc package repository, veriexec integrity control mechanism, W^X mode (memory pages cannot be simultaneously writable and executable), ZFS support, and cgd disk encryption. Installation images (640 MB) are available for 59 architectures (epoc32 and ia64 are skipped).

The project supports eight primary ports: amd64, i386, evbarm, evbmips, evbppc, hpcarm, sparc64, and xen, as well as 49 secondary ports related to CPUs such as alpha, hppa, m68010, m68k, sh3, sparc, and vax. The secondary ports are still supported but have become obsolete or lack sufficient developers interested in their development. One port (acorn26) is included in the third category,

which contains broken ports slated for removal if no enthusiasts interested in their development are found.

<https://blog.netbsd.org/tnf/entry/netbsd-11-0-released>

MACOS EXECUTABLES ON LINUX:

03/08/2026

The Kakehashi project is developing a translator that enables the execution of macOS executables in Mach-O format, built for the ARM64 architecture, on Linux systems with the ARM64 architecture. MacOS code is executed natively, without JIT compilation or emulation, using only system call substitution for libSystem and exception handling. The main goal of the project is to enable the execution of command-line utilities built for macOS, on Linux. The code is written in Rust and is distributed under the Apache 2.0 license.

At the current stage of development, the project demonstrates running 7-Zip, 7zz, and curl utilities compiled for

macOS, as well as running test builds with the clang compiler. System call translation is implemented entirely in user space. When testing compression with 7zz, the performance of running macOS builds lags behind the native Linux build by a factor of 5.2 (118 seconds versus 22.5 seconds).

<https://github.com/wie-project/kakehash>

SHOTCUT 26.8:

03/08/2026

Shotcut 26.8, a video editor developed by the author of the MLT project and using this framework for video editing, has been released. Support for video and audio formats are implemented via FFmpeg. Plugins implementing video and audio effects compatible with FreeiOr and LADSPA are supported. Shotcut features include multi-track editing, allowing video to be assembled from fragments in various source formats, eliminating the need for prior import or re-encoding. Built-in tools are available for creating screencasts, processing webcam images, and receiving streaming

video. The code is written in C++ using the Qt framework and is distributed under the GPLv3 license. Pre-built builds are available for Linux (AppImage and Snap).

<https://shotcut.org/blog/new-release-26.7.30/>

MIDNIGHT COMMANDER 6:

03/08/2026

Midnight Commander 6.0.3 (mc6), a console file manager, has been released. It is a fork of GNU Midnight Commander 4.8.33, expanded with panel plugin support and comes with a built-in mcterm PTY terminal. The integrated panel plugin framework in mc6 allows panels to display not only file systems, but also containers, Git repositories, databases, and remote storage objects. The project's code is written in C and distributed under the GPLv3+ license. Ready-to-use packages are available for Debian and Ubuntu, Fedora and RHEL, as well as Arch Linux in DEB, RPM, and pkg.tar.zst formats. An ebuild for installation via a local overlay is also provided for Gentoo.

The release includes plugins for working with archives, FTP/SFTP/FTPS, Samba, Git, Docker, Kubernetes, MongoDB, and S3-compatible storage. The plugins support standard file operations, and redesigned archive support based on libarchive significantly speeds up processing of large archives (tens or hundreds of times).

<https://github.com/ilia-maslakov/mcdev/wiki>

FFMPEG 9.0:

04/08/2026

After five months of development, the FFmpeg 9.0 multimedia package has been released. It includes a set of applications and a collection of libraries for working with various multimedia formats (recording, converting, and decoding audio and video formats). The package is written in C and distributed under the LGPL and GPL licenses.

The MP4 media container packer now supports the LCEVC (Low Complexity Enhancement Video

Coding) format, which adds an additional metadata layer on top of standard codecs to improve video quality.

<https://github.com/FFmpeg/FFmpeg/releases/tag/n9.0>

RHYTHMBOX 3.5:

04/08/2026

Ten years after the release of version 3.4, Rhythmbox 3.5, a music player developed by the GNOME project with an eye on iTunes, has been released. Rhythmbox supports music collection management tools, provides automatic podcast downloads, allows listening to internet radio, offers plugin-based extensions, supports downloading albums from audio services, and includes tools for synchronizing and copying music between MTP-enabled devices and USB drives. The project's code is written in C and distributed under the GPLv2 license.

A new plugin for managing podcast subscriptions has been introduced, supporting episode synchronization via the gPodder.net

API.

<https://gitlab.gnome.org/GNOME/rhythmbox/-/releases/3.5.0>

SHITTY TERMINAL EMULATOR (NO, YOU DID NOT READ THAT WRONG):

04/08/2026

The first release of the Shitty terminal emulator has been published. The author describes it as "a serious terminal emulator with a silly name." The project is written in C++23 (with a bundled libstd, which requires -std=c++26) and is distributed under a dual MIT and GPL-3.0 license. MacOS and Linux are supported. An AI assistant is used in development.

The project emphasizes low latency, fast startup, and predictable resource consumption: terminal state is handled on the CPU, and rendering is performed through Vulkan-based backends on Linux and Metal on macOS, without the need for a third-party graphics toolkit. In performance testing, Shitty outputs 100 MB of ASCII via the terminal, achieving ~118 MiB/s, outperforming alacritty (0.81

seconds versus 0.96 seconds), kitty, and ghostty. On "random bytes" with invalid UTF-8, the performance gap with alacritty is even more noticeable (~51 MiB/s versus ~31 MiB/s).

<https://github.com/pg83/shitty>

MESA 26.2:

06/08/2026

After three months of development, Mesa 26.2.0, the open source implementation of the Vulkan, OpenGL, OpenGL ES, and OpenCL APIs, has been released. The first release of the Mesa 26.2.0 branch is experimental; after the code has been fully stabilized, the stable version 26.2.1 will be released.

This version Added support for a while bunch of Vulkan extensions. (VK_EXT_XXX & VK_KHR_XXX)

<https://lists.freedesktop.org/archives/mesa-announce/2026-August/000863.html>

TRIBBLIX 41:

06/08/2026

Tribblix 41, a distribution based on the work of the Illumos project, has been released. The project continues to develop the kernel, network stack, file systems, drivers, libraries, and core system utilities for OpenSolaris. The project strives to preserve the classic retro style of Solaris while using modern software versions. The kernel and command-line tools are borrowed from Illumos, while everything else is rebuilt using its own build system. SVR4 packages are used for software distribution. Xfce, MATE, and Enlightenment are offered as graphical environments.

The new version includes porting vulnerability fixes from the Illumos project and updating software versions, such as OpenSSH 10.4p1, JDK 26.0.2, nginx 1.30.4, go 1.26.5, git 2.55.0, Pale Moon 34.3.2, Python 3.13.14, and llvm 22.1.7. The new pctgemini package has also been added.

<https://www.tribblix.org/relnotes.html%23m41-x86>

DENIAL (NOT THE RIVER IN EGYPT):

06/08/2026

The Denial project is developing an open-source compositing server based on the Wayland protocol, notable for its integration of a UI rendering engine based on the Flutter framework. Unlike traditional solutions, in which Flutter applications run on top of a window manager, embedding Flutter in the compositing server allows it to be used directly for rendering all elements of the user environment, creating animations, and arranging windows. The project is currently in public alpha testing. The code is written in Dart and Rust and is licensed under the GPLv3+ license. The OpenAI Codex AI assistant is used in development.

Features such as multi-monitor output, a built-in notification system, independent volume control for each window, screen locking, and support for XDG desktop portals for screen recording and broadcasting are implemented. Hot Reload is supported for user interface development, as is the use of Flutter inspector utilities, and the

use of browser-built web developer tools for debugging.

<https://denialwm.org/>

MOUNT-TUI:

06/08/2026

The mount-tui project has been published. It develops an interactive text interface for viewing and mounting local block devices, as well as connecting network resources via the SMB/CIFS protocol. The program is written in Rust using the Ratatui and Crossterm libraries and is distributed under the Apache 2.0 license.

mount-tui lists disks and partitions with their file system, size, mount point, and additional device information. It supports list filtering, viewing pseudo-file systems, mounting and unmounting partitions, and changing the mount point and mount options. The mount-tui utility can be run as a regular user.

<https://github.com/krakotay/mount-tui>

LIGHTDM 1.33.0:

07/08/2026

Ubuntu developers have released LightDM 1.33.0, a display manager used in Linux Mint, Lubuntu, Xubuntu, and Ubuntu MATE. LightDM provides a background process for running display servers and modules with a graphical login interface, as well as for user authentication via PAM and remote desktop connections. The project is independent of specific desktop environments and protocols (X11, Wayland) and is noted for its low memory footprint. The code is written in C and distributed under the GPL license.

This new version adds Qt6 support to the liblightdm-qt library, designed for developing graphical login screens. Qt5 support remains an option. Bug fixes accumulated over the past four years have been included, along with performance optimizations.

<https://discourse.ubuntu.com/t/lightdm-1-33-0-released/85962>

NIXPKGS CORE TEAM HAS ANNOUNCED ITS DISBANDMENT:

08/08/2026

The Nixpkgs Core Team announced its disbandment due to member burnout and a cumulative systemic governance crisis within the community. The team coordinated work on the Nixpkgs package repository used in the NixOS distribution and also performed tasks such as resolving disagreements between maintainers and approving new contributors.

The primary reason cited for the Core Team's dissolution was burnout among its members due to the heavy management and routine workload, which distracted them from direct development. The Core Team has experienced a high attrition rate due to the high workload, but only one member responded to the call to join, and maintaining the current team has proven challenging.

<https://discourse.nixos.org/t/the-nixpkgs-core-team-has-disbanded/79413>

DIETPI 10.6:

09/08/2026

DietPi 10.6, a distribution for single-board PCs based on ARM and RISC-V architectures, has been released. It includes Raspberry Pi, Orange Pi, NanoPi, BananaPi, BeagleBone Black, Rock64, Rock Pi, Quartz64, Pine64, Asus Tinker, Odroid, and VisionFive 2. The distribution is built on Debian and is available in builds for over 50 boards. DietPi can also be used to create compact environments for virtual machines and regular x86_64 PCs. Builds for these boards are smaller in size (averaging 130 MB) compared to Raspberry Pi OS and Armbian.

This release added support for the Orange Pi 4 Pro and Orange Pi Zero 3W boards based on the Allwinner A733 SoC. The provided builds use the Linux 6.6 kernel and Xunlong's U-Boot. They added support for Odroid M1, M1S and M2 boards based on Rockchip RK3568, RK3566 and RK3588 SoCs.

<https://github.com/MichaIng/DietPi/releases/tag/v10.6>

LINUX KERNEL 7.2:

17/08/2026

After two months of development, Linus Torvalds released the Linux kernel 7.2. Among the most notable changes are the USB4STREAM data streaming mechanism, btrfs, xfs, and ext4 performance optimizations, continued code removal for i486 CPU support, the ability to create nested SCHED_EXT schedulers, reduced memory consumption in the swap subsystem, accelerated unnamed pipes, support for Intel MBEC and AMD GMET extensions in KVM, removal of the AppleTalk protocol, and initial support for HDMI 2.1 FRL in the AMDGPU driver.

The new version incorporates 17,833 fixes from 2,766 developers, with a patch size of 68 MB (changes affected 16,431 files, adding 897,477 lines of code, and removing 302,345 lines). About 49% of all changes in 7.2 are related to device drivers, approximately 10% of changes are related to updates to code specific to hardware architectures, 12% are related to the network stack, 4%

are related to file systems, and 2% are related to internal kernel subsystems.

https://lore.kernel.org/lkml/CAHk-%3DwjK5StpAmUKHacj%3DGPKwA88y_YRHK%3Di_YAJFgmxn1%3Dk4w@mail.gmail.com/T/%23mafe4fc1ec66a41cb619ddf818cf1146d76b62b35

NGINX 1.31.4:

19/08/2026

The main nginx 1.31.4 branch has a new release, continuing to develop new features. The parallel stable 1.30.x branch only includes changes related to fixing serious bugs and vulnerabilities. The stable 1.32 branch will be based on the main 1.31.x branch. The project code is written in C and is distributed under the BSD license.

<https://github.com/nginx/nginx/releases/tag/release-1.31.4>

COSMIC DESKTOP ENVIRONMENT 1.6.0:

20/08/2026

System76, the developer of the Pop!_OS Linux distribution, has released the COSMIC 1.6.0 desktop environment. Packages for COSMIC 1.6.0 are available in Pop!_OS 24.04 and are expected soon. The code is written in Rust and is 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://x.com/carlrichell/status/2089846054023823871>

A CANONICAL PROJECT TO DEVELOP A C-TO-RUST TRANSLATOR:

20/08/2026

Canonical announced a joint project with the University of Bristol aimed at developing tools for automatically translating code from C to Rust. The project aims to convert large repositories containing hundreds of thousands of lines of C code into a safe (without unsafe operations) and easily maintainable Rust representation. Canonical will fund the project for three years. The technology being developed will be tested against the Rust translation of AppArmor and snap-confine packages to test the applicability of the method to real system components.

The creation of a new project is explained by the fact that manual rewriting from C to Rust requires a lot of labor and leads to the loss of accumulated fixes and

optimizations, traditional translators create non-idiomatic and unsafe Rust code and AI models do not scale well to large repositories and do not guarantee the preservation of program behavior.

<https://discourse.ubuntu.com/t/investing-in-automated-c-to-rust-translation/86369>

OMACOM FOUNDATION WAS CREATED AND RECEIVED \$8 MILLION:

21/08/2026

David Heinemeier Hansson, author of the Ruby on Rails web framework, announced the creation of the Omacom Foundation, a non-profit organization that will provide long-term support for the development of the Omarchy Linux distribution

and its associated infrastructure. The organization will also manage trademarks, provide funding, and support the open-source projects and developers on which the distribution depends.

The organization's \$8 million seed budget was raised through contributions from the foundation's eight founders, who each donated \$1 million to the project. The founders include Michael Dell (founder of Dell), Tobi Lütke (CEO of Shopify), Patrick Collison (CEO of Stripe), Matthew Prince (CEO of Cloudflare), David Heinemeier Hansson (creator of the Omarchy distribution), Jack Dorsey (CEO of Block), Brendan Iribe (co-founder of Oculus), and Jason Fried (CEO of 37signals).

<https://omarchy.org/news/2026/08/omacom-foundation-launches-with-8-million/>

CHINA MIGRATING GOVERNMENT AGENCIES FROM WINDOWS TO LINUX:

21/08/2026

According to Bloomberg, China's Ministry of State Security has ordered several government agencies to abandon the Windows 10 China Government Edition operating system in favor of Chinese Linux distributions such as Kylin OS and UOS (UnionTech OS based on Deepin). This migration is part of a long-term strategy to replace foreign technologies in government agencies with open-source solutions developed in China. This is expected to strengthen digital sovereignty, eliminate dependence on foreign companies, and enhance data security.

<https://www.zdnet.com/article/china-drops-windows-for-linux/>

THE PINE64 PROJECT HAS SUSPENDED PRODUCTION OF LINUX DEVICES:

21/08/2026

The Pine64 project, which develops open-source hardware, has announced the suspension of Linux device production due to a shortage of DRAM and eMMC memory. The possibility of resuming production will be assessed in the second half of next year and will depend on DRAM and eMMC prices. Supplies of currently produced PineNote and PineTab2 devices will run out in approximately three months. Production of microcontroller-based devices such as the PineTime, PineVoice, and Pinecil will continue as usual.

<https://social.treehouse.systems/@pine64/117111063654864544>



DistroWatch.com

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

Phosh 0.57.0:

22/08/2026

Phosh version 0.57, a mobile desktop environment based on GNOME technologies and the GTK library, has been released. The environment was originally developed by Purism as a GNOME Shell alternative for the Librem 5 smartphone, but has since become an unofficial GNOME project and is used in postmarketOS, Mobian, ALT Mobile, Droidian, some firmware for Pine64 devices, and the Fedora edition for smartphones. Phosh uses the Phoc composite server running on Wayland and its own on-screen keyboard. The project's work is licensed under the GPLv3+ license.

<https://phosh.mobi/releases/rel-0.57.0/>

RDP-CLIENT FOR KOLIBRIOS:

23/08/2026

RDPCliant for the KolibriOS operating system, written in assembly language, has been published. Kos-32, based on GCC-5.4.0, was used for cross-

compilation. The statically linked BearSSL library was used to implement the encrypted channel. Given the limitations of KolibriOS itself and its toolchain, development was conducted in C, using direct system calls. The Claude AI assistant was used during development.

Implemented features: dynamic window resizing, remote desktop audio playback, support for 15/16/24/32-bit color depths. EGFX modes, bidirectional text clipboard. Unimplemented features: clipboards other than text, disk passthrough, H264 codec, device passthrough. One possible use case is the implementation of a thin client similar to RDPKiosk, but on KolibriOS.

<https://gitlab.com/megastallman/kolibrios-rdpclient>



COMMAND & CONQUER

Written by Erik

We were talking about the OBS studio 32.02.3 update recently (may be old news to you now, though) on how to get it and what it actually fixes. (I only use it to record things I'm not supposed to, so I'm not up on all the fancy uses.) Apparently Steam is one of those ways, though I suspect it is just a Flatpak. After listening for a while, I put my two cents in. Why not just update from the backports repo? My friend, using Mint, immediately gave me the stink-eye and the other was still saying soon Steam would be the way to install Linux software as well.

I'll be honest with you, I cannot recall if I added the backports repo myself or it was there all along, or even if it got added automatically when I signed up for Ubuntu Pro.

Either way, it is not difficult to add. I added the OBS PPA as well to see if there would be any difference. Did you know that Ubuntu is the only distro officially supported by the OBS studio project?

<https://packages.ubuntu.com/noble-backports/video/>

<https://launchpad.net/~obsproject/+archive/ubuntu/obs-studio>

Guess what? The backport was newer. Not by much, but it was. (Nightly build?) Why? No idea, but the PPA is actually the "official" PPA, so there's that. And the best part? The choice is yours which one you would like to install.

Do I need bleeding edge? What new features or fixes were implemented for me to choose version 32.02.3 (backports) over the PPA version 32.02.0? Then also, what does it do or fix that the current version is lacking? You need to ask yourself these questions, as when you install backports, all the onus falls squarely in your own lap. (this is not always a *bad thing!) For instance, I have installed the latest version of LibreOffice from their website, as I only needed LibreOffice writer. Having the latest version fixed some theme issues I had, but it broke my automatic spell checking. I had to make that choice.

(I don't mind doing it manually) You may need to do something similar, as Ubuntu, like Debian, is about stability. The packages in the repo's are tested *not to break your installation.

If you want all the information on back ports the structured way, I'd suggest heading over to: <https://wiki.ubuntu.com/UbuntuBackports>

The TL;DR ?

All it is, is simply this, an Ubuntu backport is a newer version of software packages taken from future Ubuntu releases, recompiled to work with your current system. This process ensures compatibility while bringing the latest features to users who prefer or need to stay on an older Ubuntu version.

So other than just getting the latest version of OBS, it benefits you by incorporating the latest fixes and security patches, raising your level of security, without compromising stability.

If you do not have it, let's see how you can get it.

Installation:

Update Your Package List

```
sudo apt update
```

Edit the Sources List

```
sudo nano /etc/apt/sources.list
```

Add this line:

```
deb http://archive.ubuntu.com/ubuntu noble-backports main restricted universe multiverse
```

Update the Package List Again

```
sudo apt update
```

Installing Packages from Backports

```
sudo apt install -t noble-backports <package_name>
```

Now, like in the Dr. Strange movie, the warnings come at the

end:

Only install backports for specific packages you need rather than enabling them system-wide. You need to regularly check for updates to backported packages yourself. You also need to keep track of which packages you've installed from backports. Make backups of your system before installing backported packages, as they can cause instability. I have not found any that did, but they can.

It may also be the reason why my Arch install is always breaking, lol.

My first port of call in a case like this (it should be yours too!) is the official website. In the case of OBS, <https://github.com/obsproject/obs-studio/wiki/install-instructions#linux> - there are other things to consider as well, like what version of OpenGL are you using? Do you need virtual camera support?

You can get a list of packages currently in the Ubuntu backports repository, by going here: <https://packages.ubuntu.com/noble-backports/allpackages>

There you go, a rather short one this issue, but it is more to make any newbies aware, than teach all you old dogs any tricks.

If you have your own two cents to drop,
misc@fullcirclemagazine.org



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



HOW-TO

Written by Bruce Goodman

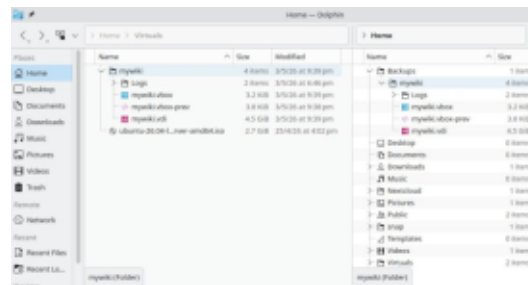
Build Your Own Wiki - Part 3

Last time we installed and configured the VirtualBox application on the host OS machine, then we installed Ubuntu Server 26.04 OS in VirtualBox and got to the stage of logging in to it. Before going on to installing and configuring the MediaWiki application I thought it useful to explore some general VM housekeeping chores – tasks common to any VirtualBox VM. We need to be able to start and stop a VM, via both the GUI and command line, and we need to know how to take a backup and perform a restore. Downstream we’re going to need to know how to move the VM to a different host. As it happens when we move a VM we go through the same steps as when restoring from a backup – with perhaps an extra configuration tweak. Finally for this month we’ll set our VM to start automatically when the host machine boots up.

Having just completed a clean guest OS installation we should take a backup in case something goes awry while we’re trying to get MediaWiki going.

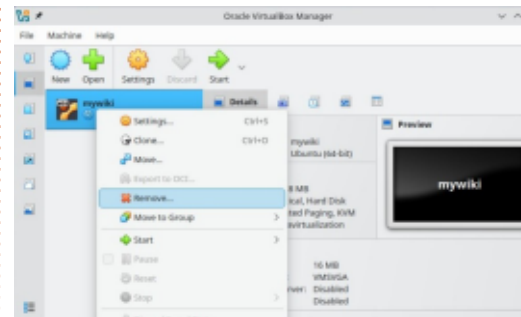
Backup, Restore and Move

Taking a backup of a VM is as simple as copying its folder contents, see the screenshot of the Dolphin file manager where I’ve made a “Backups” folder in my Home directory and copied the “mywiki” folder to it. It’s not generally good practice to take a backup onto the same drive as the source files but as this is an interim backup, intended only for the life of our guest OS setup, I’ve made an exception.

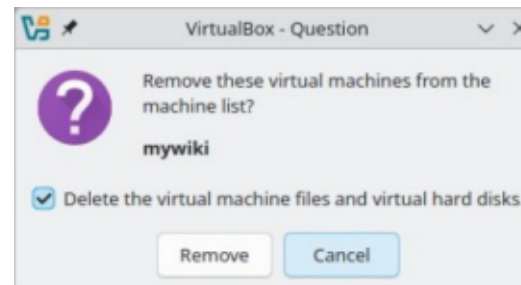


Now that we have a backup we can see how to perform a restore from it. This is another activity I prefer to perform from within a GUI. First we need to remove the existing guest OS entry in

VirtualBox which for the sake of exercise we declare as corrupt and unrecoverable. In the VirtualBox GUI right-click on the VM entry and select “Remove”, see the next screenshot.

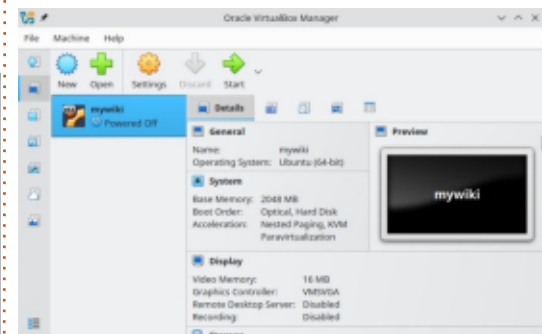
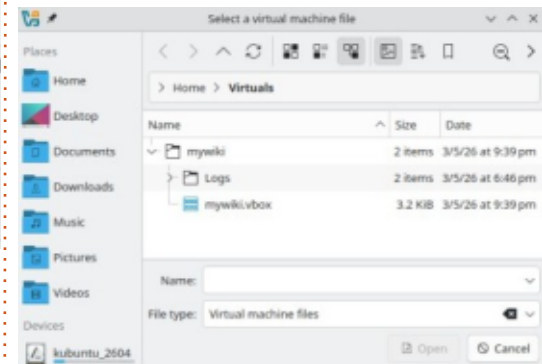


At the following pop-up - shown here - click the “Delete the virtual files...” box before clicking “Remove”.



Having deleted all traces we now copy the backed up folder to the default virtuals folder we originally set – in my case that’s /

home/bruce/Virtuals. Then open the VirtualBox GUI and click the green cross “open” icon and browse to the VM’s “vbox” file – mine is shown in the screenshot of the file selection dialogue – and presto ! Everything is back, as we see in the VirtualBox screenshot.



There may come a time when you have to move your VM to a new host. To move a VM you follow the same steps as for a restore, and

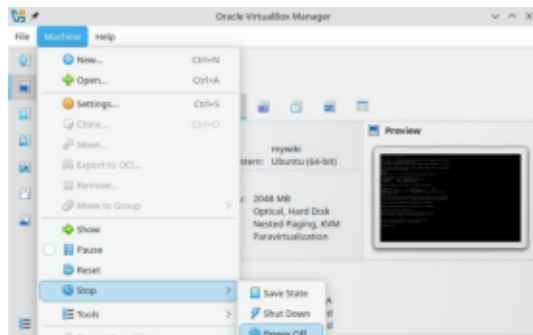
HOWTO - BUILD YOUR OWN WIKI

again it's one of those times it's good to have the GUI. The replacement host may need some different configuration settings – one I have come across several times is the name of the network adapter. While a change like that can be made in a CLI it is far easier in the GUI – just scroll down to the “Network” entry and expand it to make a change.

Start, Stop

We have already started a VM with the green arrow icon – shown in the last screenshot - from within the VirtualBox application.

To stop a running VM from within VirtualBox we can click on “Machine > Stop > Power Off” as shown in the next screenshot. This method seems a bit brutish to me though – I prefer closing the guest gracefully from within an ssh session if that's possible.



We don't need the VirtualBox application running to start or stop a virtual. On our host computer we can control the VM from a terminal. Once we have our guest OS installed and running, we can power it up and down from within an ssh session between our daily drive computer and the host machine. We'll use some of the many available “VboxManage” command options. To see the full list of VBoxManage command options enter this command in a terminal;

```
VBoxManage help
```

and they'll all flash by. Piping that command to “more”

```
VBoxManage help | more
```

lets you view through them one page at a time. On my test machine I get 25 of those pages ! If you need to hunt for a command at any time I suggest piping the list of options to a text file you can then peruse with an editor like “kate”;

```
VBoxManage help >>/Downloads/VboxManage-Options.txt
```

To see the installed virtuals we

run the command to list them;

```
bruce@VMHOSTOS:~$ VBoxManage list vms
```

```
"mywiki" {72a94e41-ae97-497f-98d8-199f19db6ccc}
```

We can list the ones that are running;

```
bruce@VMHOSTOS:~$ VBoxManage list runningvms
```

To start our VM we use;

```
bruce@VMHOSTOS:~$ VBoxManage startvm "mywiki"
```

```
Waiting for VM "mywiki" to power on...
VM "mywiki" has been successfully started.
```

The virtual starts and now if you rerun the command to see the running virtuals you should see something like;

```
bruce@VMHOSTOS:~$ VBoxManage list runningvms
"mywiki" {72a94e41-ae97-497f-98d8-199f19db6ccc}
```

As I said earlier I prefer to log into the VM to shut it down gracefully with this command;

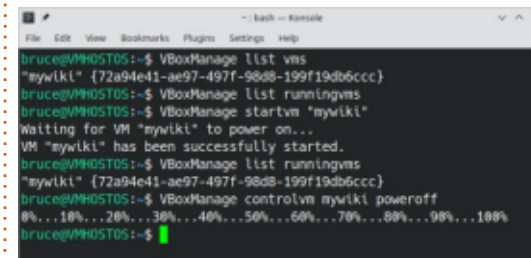
```
systemctl poweroff
```

but you can use this VboxManage

command on the host OS to achieve the same end;

```
VBoxManage controlvm mywiki poweroff
```

Be aware that the inverted commas around the virtual's name are required when starting the VM, but are not part of the syntax in the poweroff command. The next screenshot shows these commands in sequence;



The command used above to start the VM launches it in the KDE GUI environment. Eventually though, we will have the host machine boot GUIless. Without a GUI the VM start command above will fail. There is a variant of the start VM command that launches the virtual “headless”, without any visual indicator that it is running. In that situation our only means of checking on or managing the virtual will be via an ssh session. To start our VM headless we use this command;

HOWTO - BUILD YOUR OWN WIKI

```
VBoxManage startvm  
-type=headless "mywiki"
```

After a headless start of the VM we should check that we can ssh into it – I used another machine to ssh into my host computer, then started the VM headless, then exited out of that ssh session and opened another with the VM. Lastly, I shut the VM down. The sequence of commands I used is;

```
ssh bruce@vmhostos
```

```
VBoxManage startvm  
-type=headless "mywiki"
```

```
exit
```

```
ssh bruce@mywiki
```

```
sudo systemctl poweroff
```

Autostart

We now have a working VM that we can connect to and manage. Next we need a way to have it launch automatically when the host machine powers up and as linux users we have options on how to do that. Browsing through my text file of the VBoxManage command options I came across what looked like a variant to autostart a virtual on host boot;

```
VBoxManage modifyvm <uuid |  
vmname> [--autostart-enabled=  
on | off] [--autostart-  
delay=seconds]
```

but when trying it out there looked to be a learning curve that I didn't need – we can use a technique we've all probably used before. There's the venerable "cron", and on most distros these days we can use "systemd timers". I chose cron as its setup is a bit simpler than for a systemd timer. We have the command we need to start our VM;

```
VBoxManage startvm  
-type=headless "mywiki"
```

and we need that to run under our user credentials as opposed to root's. When powered on our host machine will boot up to a login screen, unless we specifically configure it to auto login. That's not necessary however – we can run a root cron job and have that run the "startvm" command as our user. To do that we modify the above command to look like;

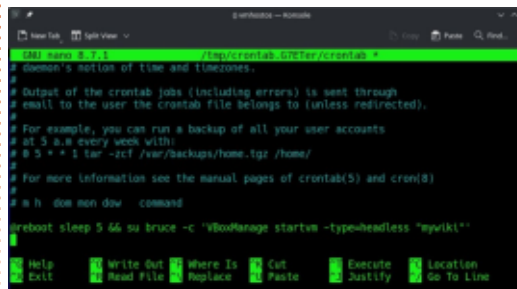
```
su bruce -c 'VBoxManage  
startvm -type=headless  
"mywiki"'
```

To add a small delay so that we run the command a few seconds

after reboot we add a "sleep" time. To create a root cronjob we use;

```
sudo crontab -u root -e
```

Mine defaults to "nano" and I updated it to look like the next screenshot;



After saving and closing I commanded my host to boot into terminal mode with;

```
sudo systemctl set-default  
multi-user.target
```

On reboot I could go to another computer and ssh into my host and confirm that the "mywiki" virtual had been started.

We have more to do in the Kubuntu GUI in the next few episodes so I'll set the laptop to boot into the graphical desktop on next start;

```
sudo systemctl set-default
```

graphical.target

With what seems like endless preparatory work now out of the way, the original objective of getting our own wiki is getting closer – almost within sight. Next time we will install the MediaWiki program, complete with the web server packages the wiki runs on.



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



HOW-TO

Written by You??

See? I told you I was short of
HowTo articles...



HOW-TO

Written by Robert Boardman

Project One: A brochure

For at least a few issues I am going to work on some projects instead of working with whatever package at ctan.org is next in the alphabet. I am going to start these projects with a simulated brochure. Techniques used to make brochures can be applied to any publication that puts text in multiple columns. Brochures commonly have three columns on both sides of a sheet of paper. They are then folded to display what is the right-hand column on the second page. The necessary tools must make the text flow from one column to another and usually justify the text so the column divisions are obvious. Brochures often have an image or two. Often there is an area of smaller type which includes contact information for the organization which made the brochure. The “front” panel often has a large type title. The tools selected may also be adaptable to a four-fold brochure printed on what is called “legal size” (8.5” x 14”) paper in North America.

I used the lipsum package to generate enough text to fill a three-fold brochure. I plan to print using

black, recognizing many brochures use colours for text to add emphasis. Adding colour to text is a topic that deserves at least part of an article on its own. Using black means the brochure could be printed on paper that is white or any light colour. Obviously the colour of the paper is not something controlled by Latex. In order to maximize the space for text I will set up 1cm margins all around and 3mm spacing between columns.

A reminder: all of the packages I use in any of these articles are available to any Latex user with a standard installation of Latex, either from 2025 or 2026.

A search at ctan.org for “brochure” brings up three packages. Only one, flowfram, seems suitable. Flowfram has a 290 page user guide (as well as a separate source code document). This package seems like overkill for simple brochures. I turned to The Latex Companion (3rd edition, ISBN 978-0-13-465894-0) for assistance. Pages 351 – 360 (section 4.3.3)

discuss the use of the multicols package. I will work with it and hope it will produce what I described above. First, here is the starting code.

```
\documentclass[letterpaper,10pt,]{article}

\usepackage{lipsum}

\usepackage[twoside,landscape,margin=1cm]{geometry}

\begin{document}

\lipsum[2-30] %Generates about 3 pages of text

\end{document}
```

Multicol is a standard package so it is necessary to import it with the usepackage instruction in the preamble. Then open and close the multicols environment around the text. Text is automatically justified. (Fully justified is the term I have heard in the last thirty years. Justified and fully justified mean the same thing, “fully” is redundant.)

```
\documentclass[letterpaper,10pt,]{article}

\usepackage{lipsum}
```

```
\usepackage[twoside,landscape,margin=1cm]{geometry}

\usepackage{multicol}

\pagestyle{empty} %Removes page numbering

\begin{document}

\begin{multicols}{3}

\lipsum[2-30]

\end{multicols}

\end{document}
```

These instructions are a good start but they use the default settings of multicols. I want the column separation to be 3mm. The following code does that. I also reduced the number of paragraphs of text to 24 so only two pages are generated. In the sample code I removed most of the preamble to clarify what I changed.

```
\usepackage{multicol}

\addtolength\columnsep{3mm}

\begin{document}

\begin{multicols}{3}

\lipsum[2-24]
```


you can see from the sample this change in the environment introduces more white space between the paragraphs in Page 6 so that the text reaches from to bottom of the column. (The text is prevented from flowing from Page 6 to Page 1 by the `columnbreak` command.)

The `lipsum` package has its own characteristics to the situation. However the principles of making a brochure should be clear. The designer has to be aware of the appropriate text flow. The designer has to be aware that every change which affects the text can change how the text flows from one panel to the next or previous panel. Making a four-fold brochure on

legal-size paper is more involved. There are eight panels in a four-fold brochure. What is the folding order? Will text flow from one panel to another or will some or all panels be independent? I have not discussed including a graphic. That brings its own strengths and difficulties which can be saved for another time.

Below is the final code for this project.

It is this text-flow issue that means making a brochure usually involves desktop publishing software. I tried again to understand if the `flowfram` package would be useful. The documentation starts by explaining

all of the tools. There does not seem to be any examples (including both code and text) that would help a new user learn how to apply this package successfully. I have seen this style of documentation before. The authors of this type of documentation expect new users to experiment several or many times in order to understand what a package does. I think most of us would like to be taught how to use a package, starting with the basics and working up to the more complex features (if any). I taught computer networking to beginners for several years. I am very aware of what beginners need in documentation. As I have said in previous articles I want package documentation to show realistic sample code and the result of that

code, preferably with samples that start with the basics and progress to more advanced commands..

That is my little rant about documentation. You may read something similar again since there is so much inadequate documentation written. I hope you find my writing adequate. If not, send me a note. Next time I will start the exploration of `Latex Beamer`.

```
\documentclass[letterpaper,10pt,]{article}
\usepackage{lipsum}
\usepackage[twoside,landscape,margin=1cm]{geometry}
\pagestyle{empty} %Removes page numbering
\usepackage{multicol}
\addtolength{\columnsep}{3mm}
\begin{document}
\begin{multicols*}{3}
  \lipsum[2-20]
  \columnbreak
\begin{center}
  \Huge{Big News!}
\end{center}
\end{multicols*}
\end{document}
```

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HOW-TO

Written by Mark Crutch

Inkscape - Part 172

Last month I finished by taking the cowardly option of not delving too deeply into the Export > Plot... extension, on account of not owning a plotter. This month I'm going to be even more timid, and skip briefly over the entire Extensions > Gcodetools submenu, given that I also don't own a milling machine, lathe, plasma cutter or other CNC equipment. That said, I did have a bit of a play around, and will share my findings in case any reader does find them useful.

The first thing to note is that this set of extensions has been around for a few years now. The first entry in the submenu is an About extension which directs you to English and Russian support forums on a Russian website. Unfortunately that site no longer appears to be active. There is a snapshot from 2024 on the Internet Archive's "Wayback Machine", but it very much appears to only be the Russian content.

Even if your Russian is perfect, or you want to let a machine translate the text for you, it seems

that the Wayback Machine hasn't captured much more than the main landing page, with no styling or images. The page footer suggests that the original site was running phpBB and, unfortunately, it's not uncommon for such sites to be poorly scraped. I suspect that any useful information or discussion about these tools that may once have existed on that site is now lost to history.

A little more searching did find a GitHub repo (<https://github.com/cnc-club/gcodetools>) which was last updated 6 months ago, so perhaps these tools are still under active maintenance. However the README.md still points to the now-missing forum.

There's another git repo, this time on GitLab and seemingly more closely associated with the Inkscape project (<https://gitlab.com/inkscape/extras/extensions-gcodetools>). That one has a section near the top of its readme stating 'Maintainer Wanted!' – which I guess confirms my suspicion that this set of extensions is effectively

abandoned unless someone is willing to step up to the plate.

Because of the long history of these tools in Inkscape, there's also a long history of tutorials on YouTube. I tried following one (created with Inkscape 1.2 in mind), and was able to create the same output as the presenter.



name	Default tool
id	default tool
diameter	10.0
feed	400.0
shape	10
penetration angle	90.0
penetration feed	100.0
passing feed	800
depth step	1.0
in trajectory	(None)
out trajectory	(None)
gcode before path	(None)
gcode after path	(None)
sog	(None)
spindle rpm	(None)
CW or CCW	(None)
tool change gcode	(None)
4th axis meaning	(None)
4th axis scale	1.0
4th axis offset	0.0
fine feed	800

I've no idea what that output actually means – it's something to do with visualising cutting tool paths, I believe. There was also a GCode output file produced, which

is presumably what gets sent to the CNC machine. The key point is simply that I was able to produce the same output as the presenter in an older YouTube video, suggesting that these tools probably still work, and that those older videos may still be valid.

I'll finish this section by issuing a similar plea to last month's : if you know more about how to use this extension then why not consider writing your own article for Full Circle Magazine?

Generate from Path

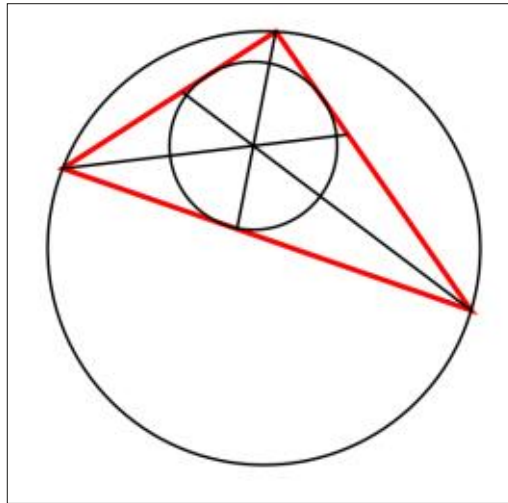
I'm on much safer ground with this submenu. As its name suggests, the extensions in here are about taking a path and... erm... generating something from it. A better description might be to say that the path is used as the source for geometric data – points, lines, tangents – that can be used as parameters for creating other objects. The first entry in this submenu demonstrates this process particularly well.

Generate from Path > Construct from Triangle...

Triangles are really rather fascinating things. In construction terms they're stronger than other polygons. In 3D graphics they're often used in their millions as tiny facets that can give the impression of a smoothly curved surface; or in their dozens for a 'low-poly' aesthetic. In geometric terms they have some properties that remain true, whether your triangle is ridiculously tall and thin, or a short and fat equilateral: the inner angles all add up to 180° , and there is always a circle that can surround a triangle touching each corner, and another that fits inside, touching each edge.

Some of these geometric properties can be visualised using this extension. Simply draw a triangle, select it, and open the extension to be presented with a very long list of possible geometric elements to render. Most of them mean nothing to me – but I do know what is meant by a 'Circumcircle' (circumscribed circle, when I was at school), an 'Incircle' (inscribed circle) and 'Angle

Bisectors', so I selected those options and clicked the Apply button.



If you want to check out all the various options, I recommend using the 'Live preview' option, but only turning one or two options on at a time. The more you enable, the more processing Inkscape has to do, and the longer it will take to redraw the preview, increasing further with each new parameter you add.

When creating your triangle, there are a couple of obvious approaches. The first is to use the Star/Polygon tool in Polygon mode, with the number of corners set to 3. If you want an equilateral triangle then this is probably the easiest approach (make sure the Randomised control is set to 0). For

other triangle types, however, I recommend drawing them using the Pen tool (AKA the Bézier tool). This can be as simple as selecting the tool, clicking once for each of the first two points, then double-clicking on the third point to complete the path.

If you paid attention to that last line, you may have realised that what I've told you to draw is not actually a triangle – it's just a two-segment path. The extension doesn't care about that: it just wants a path with three nodes which it will treat as the corners of the triangle. If you do actually want to draw a triangle, perhaps for reference purposes, then just follow the instructions above, but single-click on the third corner point, then double click back on the first one to close the path. Just make sure not to accidentally create a four-point path. If you do, the extension will still work but it will only use the first three nodes as its reference points.

Generate from Path > Distribute Along Path...

You may be familiar with the 'Pattern Along Path' Live Path

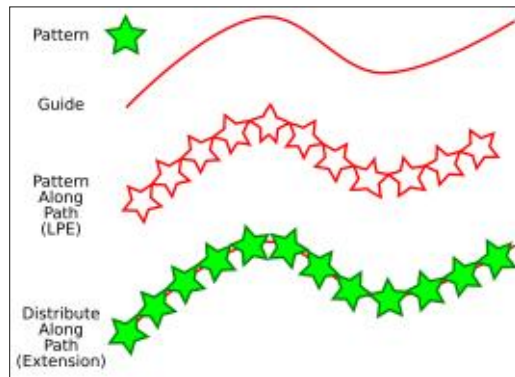
Effect, which I covered way back in part 46 of this series (FCM #106), which can be used to place copies of one 'pattern' path along a 'guide' path. The result is a compound path which, depending on the parameters selected, looks like the original pattern duplicated and stretched to fit the guide path, but adopting the same styling as the guide path.

This extension does something similar, but different. In some cases the output from both could potentially look identical, but structurally they're not the same. Whereas the LPE results in a compound path, this extension produces a group made up of copies of the pattern object. Whereas the LPE can distort and stretch the pattern, this extension does not. And while the LPE is limited to a single path as its pattern which then adopts the style of the guide path, the extension will work with groups of objects while preserving their style.

To compare the two, I've created an example image. At the top are the pattern path and the guide path. Below you can see the effect of using similar settings first in the LPE, and then in the extension.

HOWTO - INKSCAPE

Notice, particularly, that the LPE distorts the shape of the star where there is a change of direction, whereas the extension doesn't.



One key difference between them is that the 'L' in LPE is short for 'Live'. You can come back and edit the parameters for the Pattern Along Path effect later on, whereas the extension is more of a one-shot process with the result being fixed. Conversely, the extension gives you the ability to edit the individual pattern objects which may be handy for creating, say, a multi-colored series of flags on a string.

Let's take a look at how to use this extension, and the options available.

The first thing to note – and this is made clear in the Help tab in the extension – is that the pattern object must be highest in the z-

stack of all your selected objects. It doesn't matter whether the pattern is a single object or a group of multiple objects (possibly containing nested groups), but it must sit above the other selected objects (the guide paths). The easiest way to achieve this is to select the pattern object and use the Raise To Top button on the toolbar (bound to the Home key by default). If you drag the pattern object over the guide path(s), the pattern should obscure parts of the path rather than the other way round.

With that little stacking requirement out of the way, you can now select the pattern as well as one or more paths to use as guides. Yes, one or more. Unlike the LPE, the extension allows you to apply the pattern object to multiple separate paths at once.

Having selected the pattern and guide(s), open the extension from the Extensions > Generate from Path > Distribute Along Path... menu entry to open the extension's dialog. As usual, I recommend enabling the 'Live preview' option while you tweak the parameters to get a clear idea of the effect each one has on your own drawing.



The first option, 'Follow path orientation', determines whether or not your pattern object will be rotated as it is pasted along the path. With this checked, the pattern will rotate to remain aligned with the path as it sweeps along arcs or round corners. You can see this in the earlier screenshot, where the green stars remain oriented with the path direction as it bends up and down. Unchecking this ensures that every copy of the pattern retains the orientation of the original source object. Compare this example with the earlier one to see the difference.



The second option, 'Stretch spaces to fit skeleton length' can be a little subtle, especially when dealing with small pattern objects. Unlike the LPE, the extension doesn't distort the shape of your pattern object. If the length of your guide path (AKA 'skeleton path') isn't an exact multiple of the pattern bounding box width then the pasted objects won't reach the end of it, leaving a little of the guide path sticking out at the end. This option allows you to automatically stretch the spacing between the generated pattern objects to fit the whole path length.

The 'Space between copies' control works in conjunction with the previous checkbox. This sets the preferred spacing between each copy of the pattern, allowing for a more spread out appearance. It can also be set to a negative number to track them together more tightly, or make them overlap. But the previous checkbox still applies, if enabled. That makes this more of a 'minimum' spacing control, but the actual spacing could still be increased to fill the guide path. This combination can be useful to reduce the number of copies down to a particular count, while still

HOWTO - INKSCAPE

ensuring that the pattern fills the length of the path.

The 'Normal offset' adjusts the distance from the path that each copy will be placed. Zero will center the pattern on the path, whereas increasingly positive or negative values will move the objects further to one side or the other.

The 'Tangential offset' moves the first object along the path – i.e. it changes the distance from the start of the path where the pasted pattern begins. Note that this is rather useless when the 'Stretch spaces...' option is checked, as the first object is then moved to the start of the guide path anyway. Do be aware that the value in this control is measured in 'percentage of pattern length', which puts a severe limitation on the amount of movement you can apply. It is clamped between 0 and 100, meaning that you can't move the first object 'backwards' and you can only move it 'forwards' by its own width, at most. For larger change you'll have to modify the guide path itself.

This example shows the same stars as previously, but with a minimum spacing of 8.0, a normal

offset of 5.0 and a tangential offset of 100%.



The 'Rotate pattern 90° clockwise' option does pretty much what it says – the pattern is rotated before it is placed on the guide path. Most of the time it's probably easier to rotate the pattern object before using the extension but there are times when this isn't possible or desirable, as we'll see with the next option.

The next control is where you decide what to do with the original pattern object. 'Moved' will use the pattern as the first object placed onto the guide path so that you're not left with a 'spare' copy hanging around. 'Duplicated', on the other hand, leaves the original untouched. But it's 'Cloned' that is the most interesting option here. That leaves the original in place, but each copy placed onto the guide path is actually a clone of that original object. That means you can later modify the original and have

all the clones update at once – giving this extension a little of the 'liveness' that the LPE has.

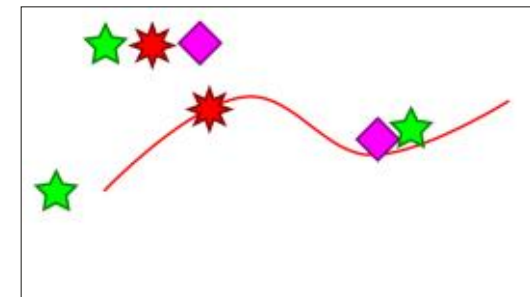
Now let's go back to that rotate option. Consider a situation where you want the copies to be in their normal orientation for one path, but rotated for another – such as when adding tick marks to the axes of a chart. In order to use the same pattern for both paths you can call the extension twice, using the 'Cloned' method for each – but also enabling the 'Rotate pattern' option on one of them.

Here's a handy tip: if you suspect that you might want to edit the pattern object later use the 'Cloned' method. But more than that, put your object into a group, even if it's the only thing in there. By doing this you open yourself to a wider range of possible edits to the pattern object, including adding other elements inside the group at a later stage. The overhead of doing this is minimal, but the flexibility it adds to your drawings means it could potentially save you a lot of work later.

The last options in this dialog are, frankly, not as useful as they sound. The idea is that you can

group several objects together and have the extension pick the objects one-by-one for each copy it puts on the guide path. You enable this using the 'If pattern is a group...' checkbox, and you then have a choice to use each of the objects in the group in sequential order, or to have them picked randomly.

There are two problems with this feature. The first is that it doesn't work in 'Cloned' mode, which removes the advantage of being able to edit the pattern objects later. The second is that the extension's size calculations are based on the overall size of the pattern group, not of each individual object within it. Here's an example using Duplicated mode with Sequential objects (the original pattern object group is at the top):



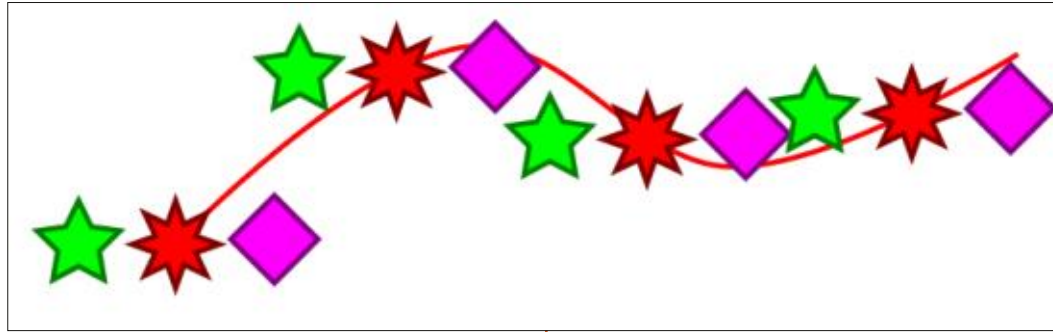
Notice that the pasted copies are effectively the entire original group, but with two of the three

HOWTO - INKSCAPE

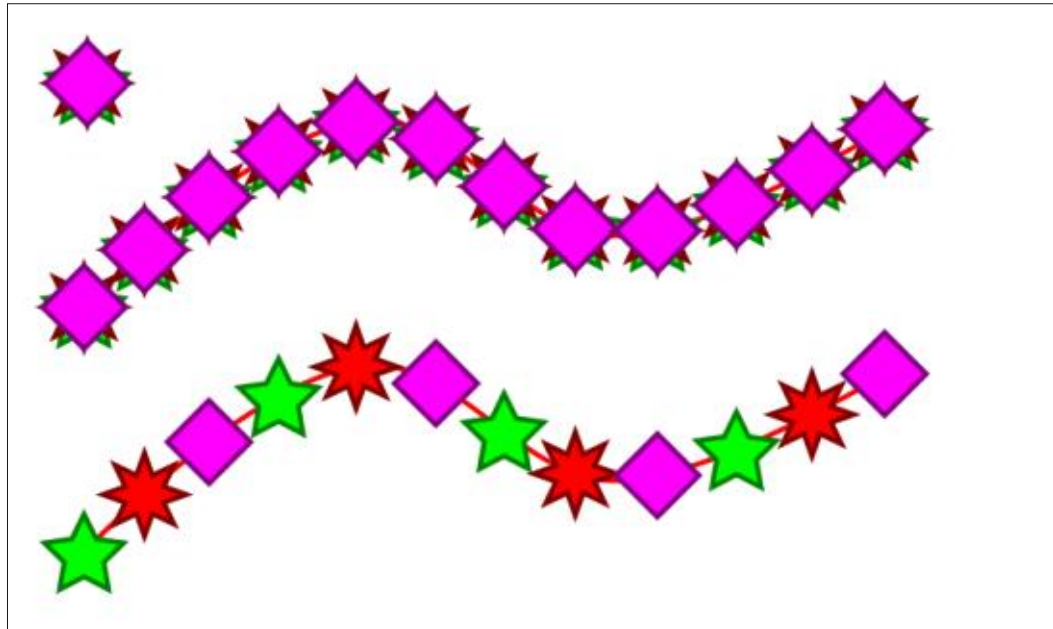
objects removed each time. Here's the same example with the checkbox left unticked so that the entire group is pasted each time, which makes it much easier to see why the previous placements ended up where they did.

There is a way to work around this, to give a result that is probably more like the one you expected. Just align all the objects within the group directly on top of each other. Here's how that looks, first with the checkbox cleared, and then with it ticked (in Sequential mode once again).

I'll wager that the second image is what you would want from enabling this option, but it obviously makes it less obvious what's going on in the original pattern. Since this doesn't work in Cloned mode anyway that's perhaps not as much of an annoyance as it would otherwise have been, but it's still a shame that this extension doesn't provide a built-in way to either automatically align the grouped objects itself, or just to work with the bounding box of each one individually, rather than using the bounding box of the whole group.



Even with this limitation, I'm sure you can see that this is a very powerful extension with lots of possibilities. It's well worth adding to your toolbox alongside the LPE, and being aware of how they differ.

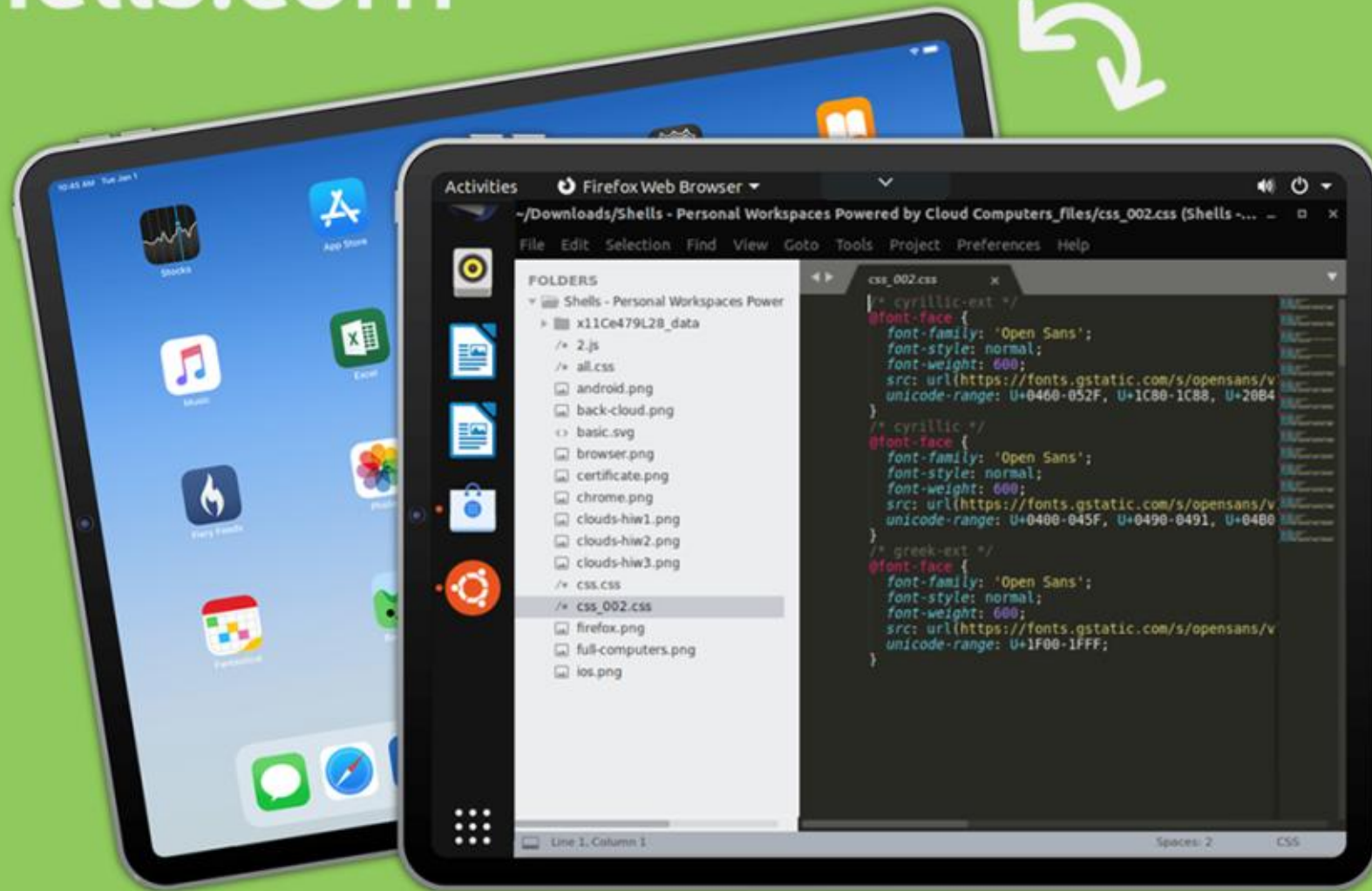


Mark uses Inkscape to create comics for the web (www.peppertop.com/) as well as for print. You can follow him on Twitter for more comic and Inkscape content: [@PeppertopComics](https://twitter.com/PeppertopComics)

The Daily Waddle

ACTUALLY MY IDEA OF HELL INVOLVES A
BROKEN COFFEE MACHINE , BARISTA STRIKE
AND INTERNET OUTAGE ON DEADLINE DAY ...





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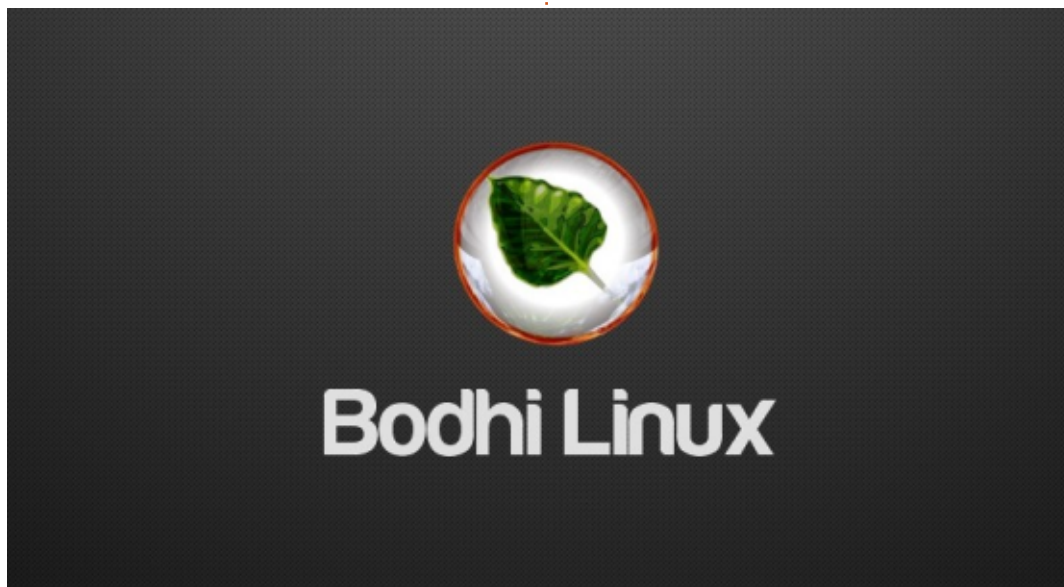




BODHI CORNER

Written by Joseph "Flux-Abyss" Wiley

BACK NEXT MONTH





UBPORTS DEVICES

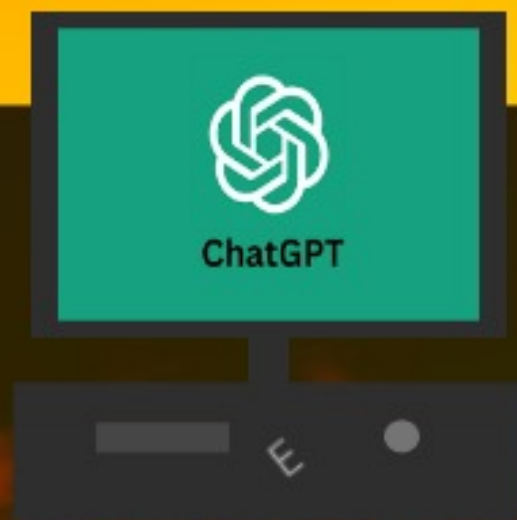
Written by UBports Team

BACK NEXT MONTH



The Daily Waddle

YES, BUT OUR VERSION IS ONLY
TRAINED ON REDDIT, 4CHAN AND HELLO
KITTY FORUM POSTS ...





MY OPINION

Written by You???

Nothing to see here. Move along.



HOW-TO

Written by Ronnie Tucker

Write For Full Circle Magazine

GUIDELINES

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

RULES

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

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

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

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

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

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

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

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

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.



REVIEW

Written by Adam Hunt

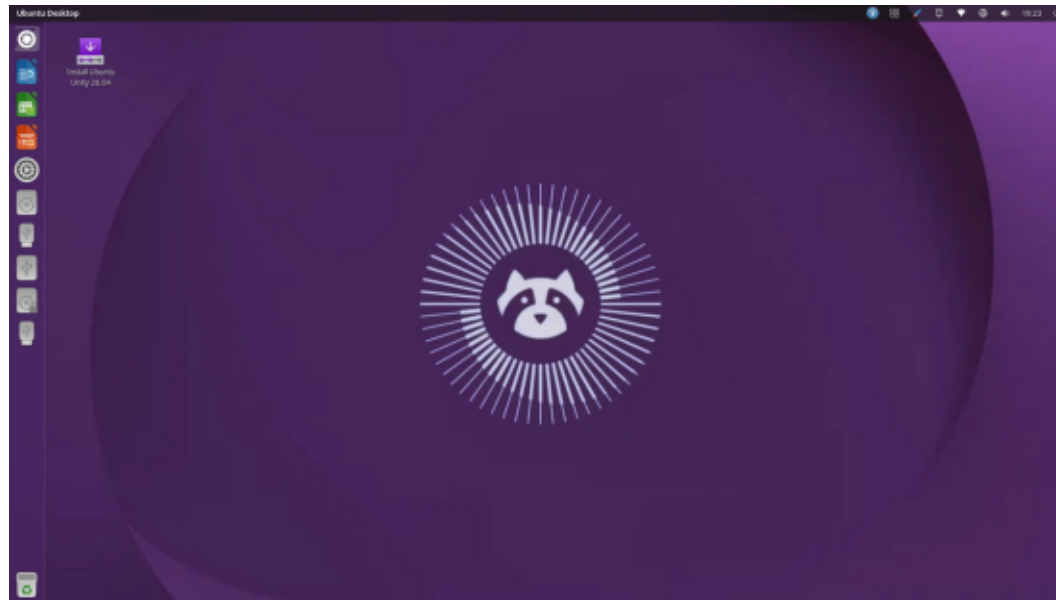
Ubuntu Unity 26.04 (not LTS)

A number of the existing official Ubuntu flavors have run into trouble over the last year or so. These include Lubuntu, which has missed the planned and announced incorporation of a Wayland display server into two back-to-back releases, 25.10 and 26.04 LTS; Ubuntu MATE which recently lost its project lead and failed to make a 26.04 LTS release at all and Ubuntu Unity, which failed to make the previous 25.10 release. The good news is that Ubuntu Unity is now back and did make a 26.04 release. The bad news is that it is not an official LTS release because it missed some of the required milestones, although the release announcement does say that the developers "will support it like it is an LTS release."

With three flavors currently having trouble, I think it would be natural to ask if there is something new or systemic happening here, but in all three cases it comes down to volunteer developers getting tired, getting busy or moving on and not necessarily being replaced with new people with the needed

skills.

It may seem unusual, but losing official Ubuntu projects or flavors is not a new phenomenon. In fact, it is really part of the life cycle of Linux distributions. Official Ubuntu flavors have disappeared on six previous occasions. Edubuntu was discontinued in 2014 due to lack of interested developers but it was resurrected by a new team in 2023. Ubuntu GNOME was discontinued in 2017 because Ubuntu's abandonment of the Unity interface and move to GNOME made Ubuntu GNOME redundant.



Other official flavors that bit the dust for various reasons include Gobuntu, Mythbuntu, Ubuntu Netbook Edition and Ubuntu JeOS. Linux distributions do come and go, you just always hope that it is not your current fav that disappears!

The bigger sword hanging over Ubuntu Unity, like many of the other Ubuntu flavors, is the transition to a Wayland protocol display server from its current legacy X11. This needs to happen relatively soon and the currently-employed Unity 7 interface is not Wayland-compatible. These days

there is no "up-stream" project for this interface. The Ubuntu Unity project is the keeper of this, so until they incorporate Wayland, it will not happen.

Project work to date has been concentrating on the use of the experimental Ubuntu Lomiri as a prototype. The use of the Lomiri (formerly called Unity 8) desktop, which is Wayland compatible, is currently a long way from being ready for operational, daily desktop use. So far only Ubuntu, Edubuntu and Kubuntu have fully negotiated the Wayland transition and the rest of the flavors are in various stages of catching up. All of them are pretty much going to have to make that leap over this next two year development cycle that starts this autumn with the 26.10 releases.

There is some good news in all this as, even though Ubuntu Unity's founder and lead developer, Rudra Saraswat, and one other key contributor, Maik Adamietz, have been off the project due to schooling and personal commitments respectively, Ubuntu

REVIEW

Unity has recently welcomed six new maintainers and contributors which can only be a good thing and hopefully indicates that Ubuntu Unity will continue.

Setting all that aside, Ubuntu Unity 26.04 on its own is still a good release which, like the two earlier interim releases that made up this cycle, includes very little that is new.

Arriving on 23 April 2026 and a year after the last release, 25.04, Ubuntu Unity 26.04 is this distribution's 12th release. As an interim release, it would normally come with just nine months of support but, as noted, the project has said it will be supported as if it

is an LTS which implies three years of support. However, the downloads page does seem to contradict this as it states, "Ubuntu Unity 26.04 will be a regular release (not LTS) because key milestones were missed. For long-term stability, we recommend staying on Ubuntu Unity 24.04.4 LTS, which is supported until 2027." So, I will say that the details are not currently totally clear. Since the next LTS should be 28.04, it is also not clear what the plan is between 24.04 LTS running out of support in April 2027 and Ubuntu Unity 28.04 LTS arriving in April 2028. Will Unity users have no LTS available for a year? I am hoping the plan will be explained in future announcements.

Installation

I downloaded the Ubuntu Unity 26.04 ISO file from the official source via BitTorrent, using Transmission and ran a command line SHA256 sum check to verify file integrity.

I did my testing over a series of live sessions, from a USB stick equipped with Ventoy 1.1.12. Even though it is still not officially listed as supported by Ventoy, being Ubuntu-based it booted up just fine.

The Ubuntu Unity 26.04 ISO file weighed in as a 4.2 GB download, 400 MB bigger than the last release, which seems to be a pretty

common size increase for all the Ubuntu 26.04 flavors.

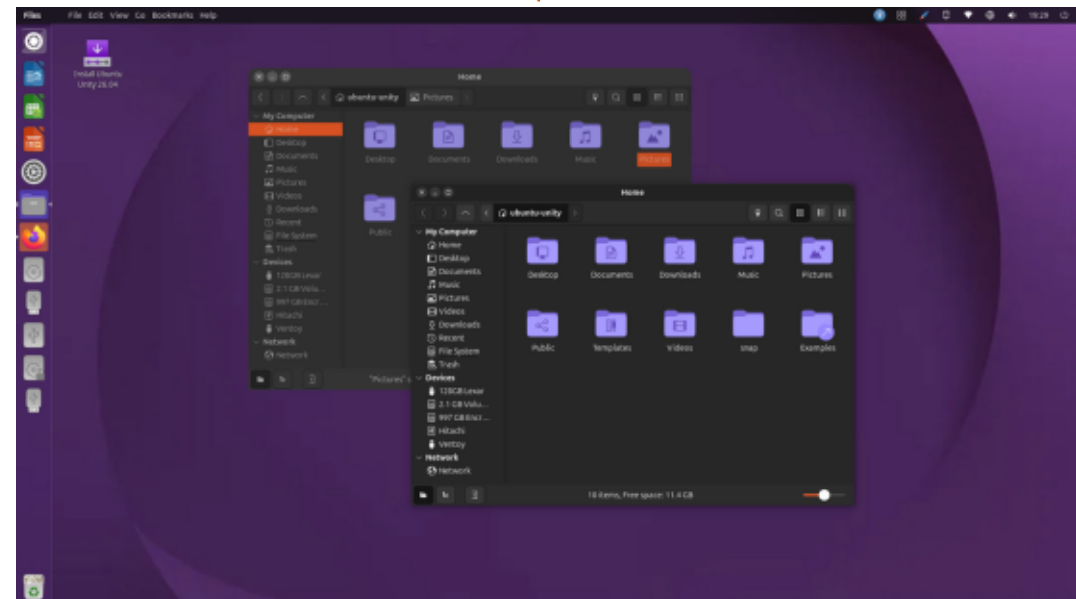
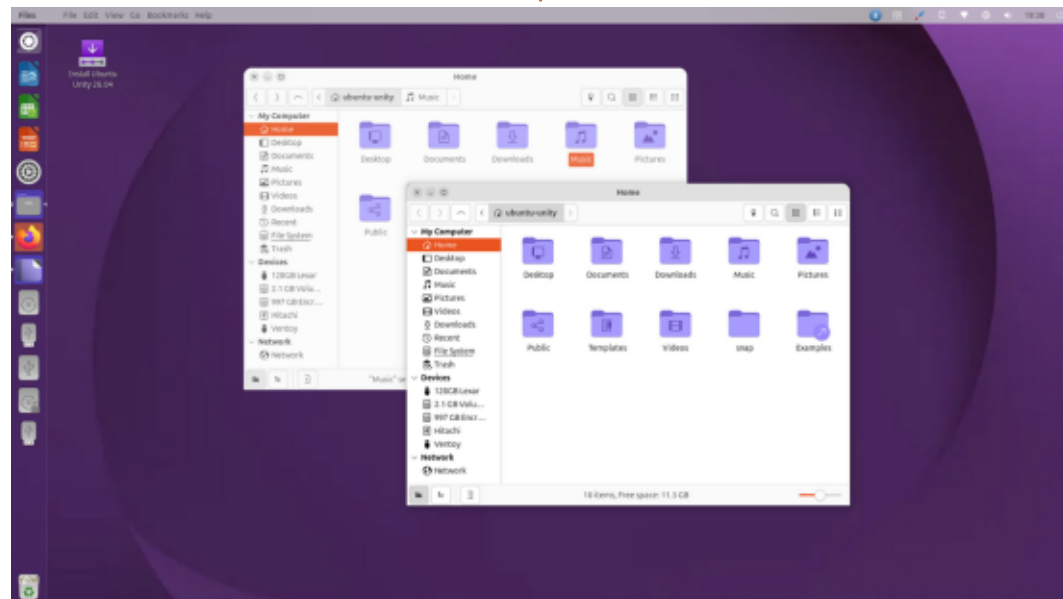
System requirements

Ubuntu Unity does not specify any system requirements but it is probably safe to assume that it is the same as Ubuntu 26.04 LTS, a minimum of:

2 GHz dual-core processor or better
6 GB of RAM

New

One thing that is new is the anonymous person who wrote the release announcement. In the past, these often contained no



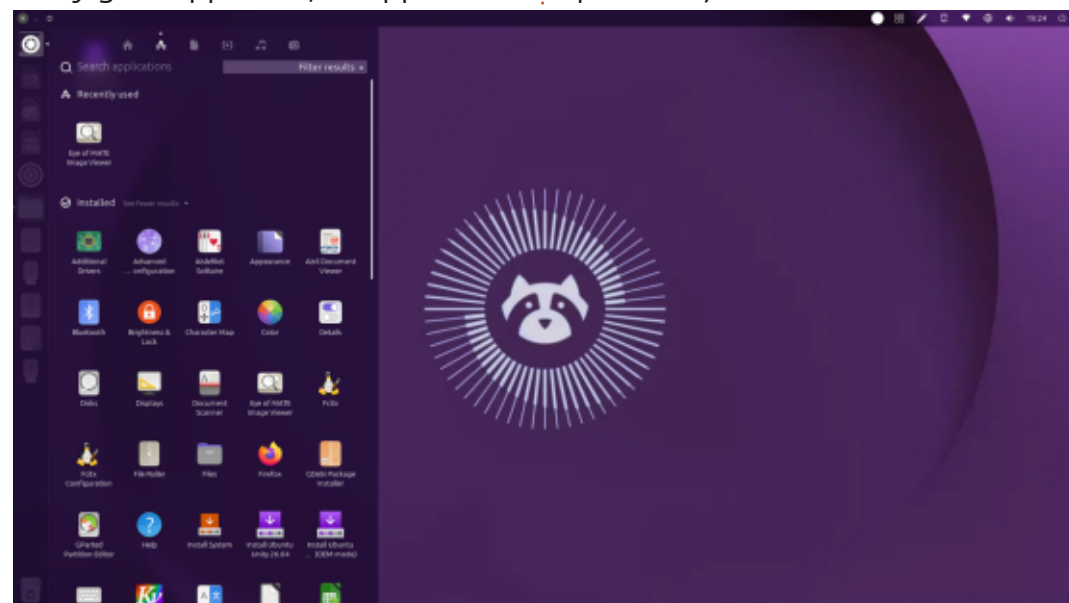
information at all about the release or what had been changed in it, leaving me in the role of detective to figure it out. But this time, someone new obviously did the writing and spelled out exactly what is going on in development and what is new in the release. I hope they keep that job in the future, as it is very helpful to users and reviewers alike.

Because Ubuntu Unity is basically in maintenance mode, the emphasis has been on fixing bugs and moving away from unmaintained packages. The latter include the Cheese webcam application, vino Virtual Network Computing (VNC) protocol and unity-gtk2-appmenu, an application

menu GTK module, which were all dropped. There was also a move from gnome-screensaver to the light-locker screensaver.

The desktop has been bumped up to Unity 7.7.1 from 7.7.0. This new version brings just one single bug fix: "increase desktop file monitor timeout to prevent Snap unpinning."

Just like all the other Ubuntu 26.04 LTS flavors, Ubuntu Unity 26.04 uses Linux kernel 7.0 and its initialization system is now up to Systemd version 259.5. Themes are controlled by Kvantum 1.1.5, which is an SVG-based theme engine for Qt. ("Kvantum" is Persian for quantum.)



Settings

There are only some minor changes in the setting offerings. As it has been for a while, Ubuntu Unity continues to have its settings spread out between the regular settings menu, the panel brush icon and the included Unity Tweak Tool. Once you find all the settings, though, they work just fine.

This time both the Unity Tweak Tool and the regular settings menu provide a choice of just two window themes, the optional light Yaru theme and the default Yaru-dark, with the previous Ambiance and Radiance themes dropped. There are still 37 icon themes with the default as Yaru-purple-dark and

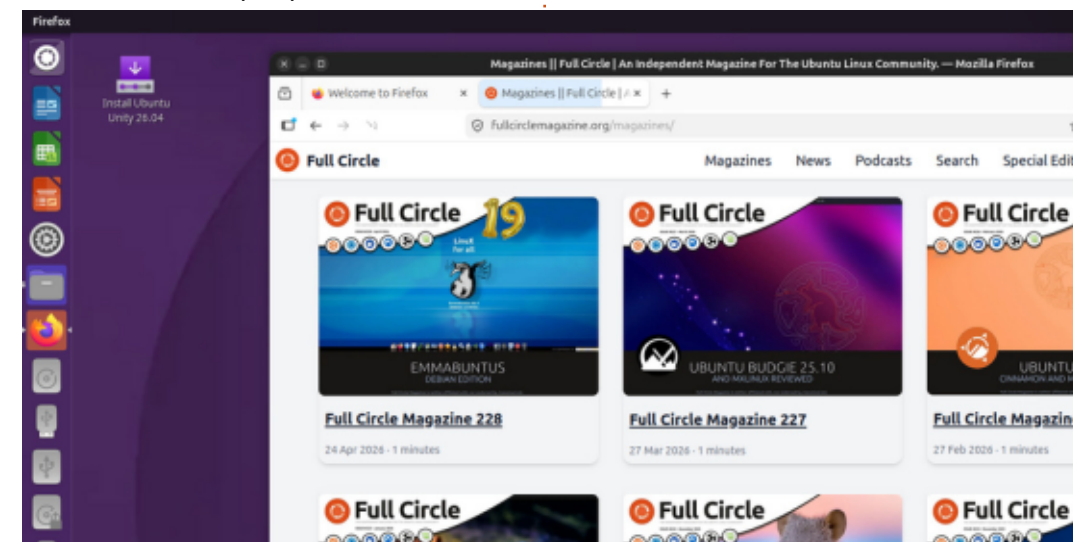
seven cursor styles with Yaru as the default. The settings menu has a choice of 16 accent colors and the brush icon has ten.

There is a new purple raccoon-themed wallpaper for this "Resolute Raccoon" release, plus 29 other wallpapers, 11 of which have raccoons on them.

Compared to the mainstream Ubuntu, which offers only very limited choices out of the box, Unity provides a much wider range of customization possibilities.

Applications

Some of the applications included with Ubuntu Unity 26.04 are:



Archive Manager (File Roller) 44.6
file archiver
Atril 1.28.2 PDF viewer
CUPS 2.4.16 printing system
Document Scanner (Simple Scan)
48.1 optical scanner
Firefox 149.0.2 web browser**
GDebi 0.9.5.8 .deb package
installer*
Gnome Disks 46.1 disk manager*
Gnome Screenshot 41.0 screenshot
tool*
Gnome Terminal 3.58.0 terminal
emulator
Gparted 1.8.0 partition editor
Image Viewer (Eye of MATE) 1.28.0
image viewer
LibreOffice 26.2.2.2 office suite
Mate Calculator 1.280 calculator
Nemo 6.4.5 file manager*
Pluma 1.28.0 text editor
PulseAudio 17.0 audio controller*
Remmina 1.4.40 remote desktop
client
Rhythmbox 3.4.9 music player
Shotwell 0.32.13 photo manager
Stacer 1.6.2 system monitor
Startup Disk Creator 0.4.1 USB ISO
writer*
Synaptic 0.91.7 package
management system
Systemd 259.5 init system
Transmission 4.1.1 bit torrent client
Unity 7.7.1 interface
Unity Tweak Tool 0.0.7 settings

manager*
VLC 3.0.23 media player
XTerm 407 terminal emulator

* indicates same application version
used in Ubuntu Unity 25.04
** supplied as a snap, so version
depends on the upstream package
manager

As I mentioned above, the
Cheese webcam application has
been dropped. No new default
replacement is included although
there are options in the repositories
if you need a webcam client.

Not mentioned in the release
announcement is that the Stacer
system monitor has also been
dropped and not replaced. I am not
sure that most average desktop
users use these sorts of utilities

much anyway, so it may not be
much of a loss. As always, there are
options in the repositories if you
want a system monitor.

The file manager remains the
Cinnamon desktop's Nemo and in
the same version as a year ago,
6.4.5. Nemo works fine and has a
wide selection of user settings but
still lacks bulk file renaming, so
installing a stand-alone bulk file
renamer like GPRename is
recommended.

The supplied LibreOffice
26.2.2.2 is complete, except for the
LibreOffice Base database
application, which can be installed
from the repositories, if needed.
This new version of LibreOffice is
worth having as it does many things
better, such as much faster saving

of large-sized files. It is an upgrade!

Conclusions

Ubuntu Unity 26.04 (not an LTS)
is a good release that works well.
Hopefully it will keep Unity fans
happy until the project gets sorted
out and finds an LTS strategy or at
least how to make up for this
release not being an LTS.

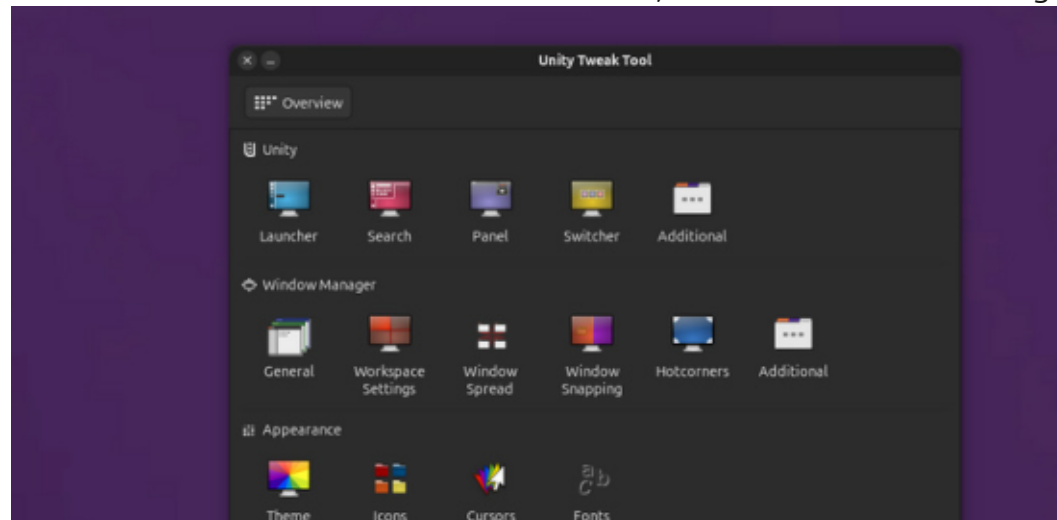
During the next two-year
development cycle just starting, the
Ubuntu Unity project will also have
to figure out its volunteer manning,
who does what and also how it will
handle the transition to a version
that can employ a Wayland display
server. It will be interesting to see
how this all shakes out and what
future releases look like.

External links

Official website:
<https://ubuntuunity.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.





REVIEW

Written by Adam Hunt

Ubuntu Sway Remix 26.04 LTS

Ubuntu Sway Remix is an unofficial Ubuntu derivative which combines the tried-tested-and-true Ubuntu backend with the Sway window manager. It is an interesting project and since it has now been around for two years and has put out seven releases, it is time for a closer look.

The newest release, Ubuntu Sway 26.04 LTS, arrived on 25 May 2026, more than a month after the official Ubuntu 26.04 LTS flavors came out on 23 April 2026.

Being a long term support release, Ubuntu Sway 26.04 LTS comes with three years of support, running until April 2029.

Background

Ubuntu Sway Remix is a bit different from the other Ubuntu flavors, which each offer Ubuntu with a different desktop, including a suite of default applications. But Sway is not a desktop, it is a tiling window manager and also a Wayland protocol-compliant

compositor. Ubuntu Sway Remix does come with a suite of applications, but they are from a variety of sources, including from a range of desktops.

The project was started by Aleksey Samoilov, who lives in Russia. A couple of reviewers have noted that this raises a bunch of political issues in the current global situation, including sanctions questions. My understanding is that whether this is a concern for users will depend on where you live and what you plan to use it for. In general free software projects have

not been subject to most national sanctions, but there are exceptions. Samoilov seems to be the sole contributor to the project, too, which always raises questions about its future.

He states his goals:

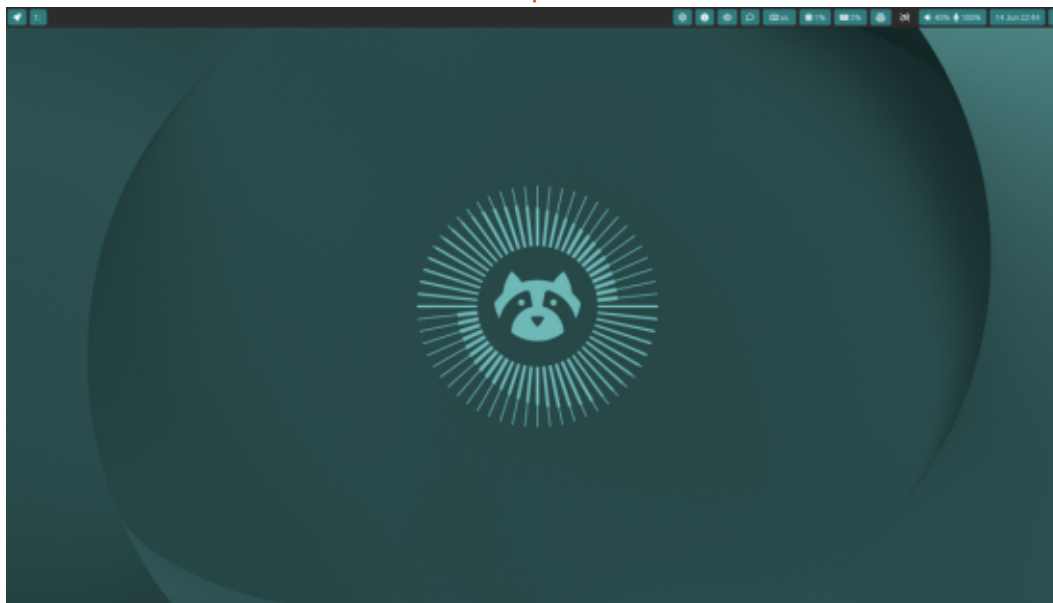
"This project is an attempt to provide a user-friendly desktop based on Sway - a popular tiling window manager (compositor) using the modern Wayland graphics stack. Ubuntu Sway Remix is great for both beginners who want to get familiar with the keyboard-oriented interface of tiling window managers

and advanced GNU/Linux users who want a powerful, user-friendly and minimalist interface."

His first release was actually Ubuntu Sway 23.10, out on 17 October 2024, followed by 22.04 LTS two days later on 19 October 2024. I presume that was done in that order to get an LTS version out at the start since most Ubuntu users stick to the LTS versions. That was followed a week later by 24.10 on 25 October 2024. So, the project got off to a fast start with three releases in eight days! Since then it has settled down to the normal six month release of interim and LTS versions, following the regular Ubuntu pattern.

The project's website touts Ubuntu Sway as being "lightweight, easy to install, simple to use...ready to use out of the box" and notes that it does not include any Snap applications. The Firefox web browser, which on official flavors is a Snap, is a .deb package here from Mozilla.

The project does not seem to



have the goal of becoming an official Ubuntu flavor. There is no requirement to become one and it would impose scheduling and support requirements, plus it would mandate the use of Snap packages as part of the deal.

Installation

I downloaded the Ubuntu Sway 26.04 LTS AMD64 ISO file from the official source using HTTPS, as there are no BitTorrent downloads.

For this 26.04 LTS release, builds are provided for AMD64, ARM64 and Raspberry Pi. Both MD5 and SHA256 check sums are provided for each of the three downloads

and I ran a command line SHA256 sum check on my AMD64 file to ensure that it was good.

This ISO file is 2.7 GB in size, which makes it by far the smallest Ubuntu flavor download and less than half the size of Ubuntu 26.04 LTS, which is 6.5 GB in size.

I tested Ubuntu Sway 26.04 LTS in a series of live sessions from a USB stick equipped with Ventoy 1.1.12. I just dropped the ISO file onto the stick and booted it up from there. Ventoy does not officially list Ubuntu Sway as being supported, but it worked perfectly, as pretty much all Ubuntu derivatives do.

System requirements

The Ubuntu Sway 26.04 LTS minimum system requirements are:

CPU: Dual-core CPU with 1.6 GHz

RAM: 2 GB

Disk space: 20 GB

GPU: Any Intel or AMD GPU (Nvidia cards require additional settings and are NOT officially supported.)

And for the Raspberry Pi:

Supported models: 4, 400, CM 4

RAM: Minimum 2 GB (models with 4 GB or more are recommended)

MicroSD card: 16 GB required

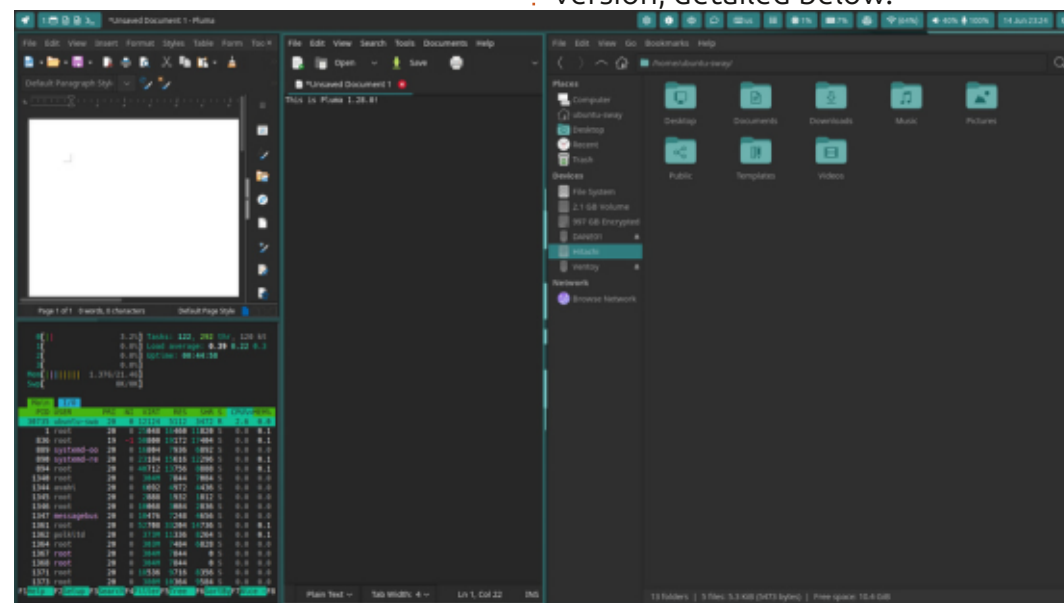
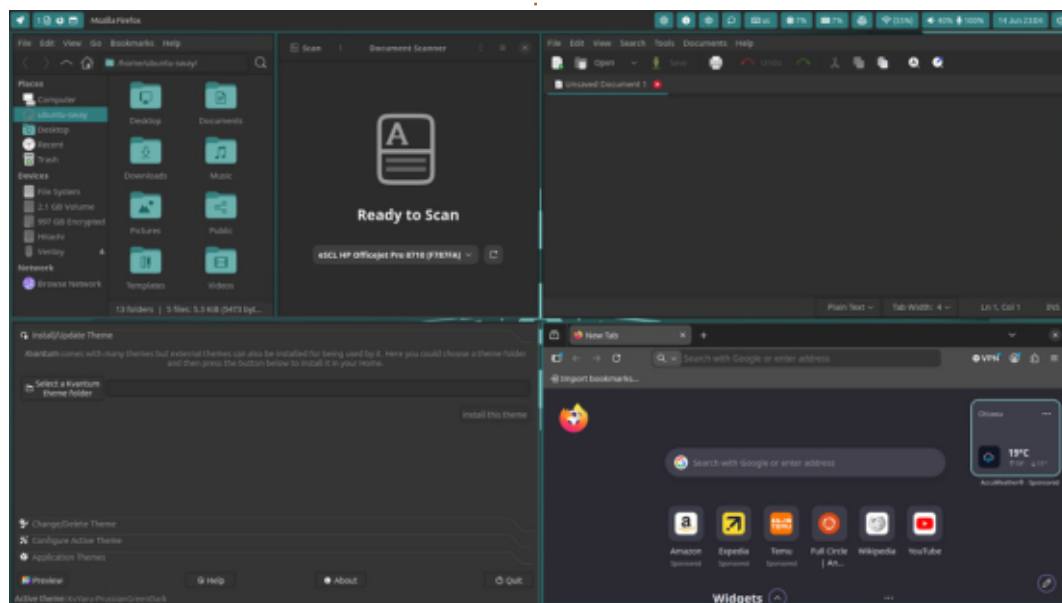
Required: good CPU heatsink

New

In improvements over the last release, this one introduces a download for ARM64 architecture, plus improvements in the Raspberry Pi ISO image. Also, custom notification scripts have been replaced with SwayOSD, and the Vulkan renderer is now enabled by default for Nvidia GPUs.

Like all of the other Ubuntu 26.04 LTS derivatives, Ubuntu Sway 26.04 LTS uses Linux kernel 7.0 and Systemd 259.5 for its initialization system.

This release also brings some application changes over the last version, detailed below.



Settings

Settings are fairly minimal. The Azote 1.16.0 wallpaper manager is included, along with three alternate wallpapers. The default wallpaper is a Prussian blue (teal) version of the Ubuntu wallpaper and is pretty attractive.

Themes are controlled by Kvantum 1.1.5 which is an SVG-based theme engine for Qt ("Kvantum" is Persian for quantum). It comes with 38 theme choices, but it requires further Qt configuration to actually change themes.

Applications

Some of the applications and utilities included with Ubuntu Sway 26.04 LTS are:

Azote 1.16.0 wallpaper manager
CUPS 2.4.16 printing system
Firefox 151.0.1 web browser
Foot 1.25.0 terminal emulator
Gparted 1.8.0 partition editor
GNOME Document Scanner 48.1 (simple-scan) optical scanner
GNOME Software 50.0 package management system
Htop 3.4.1 system monitor
LibreOffice 26.2.2.2 office suite
MATE Calculator 1.28.0 calculator
MPV 0.41.0 video player
Musikcube 3.0.5 terminal-based

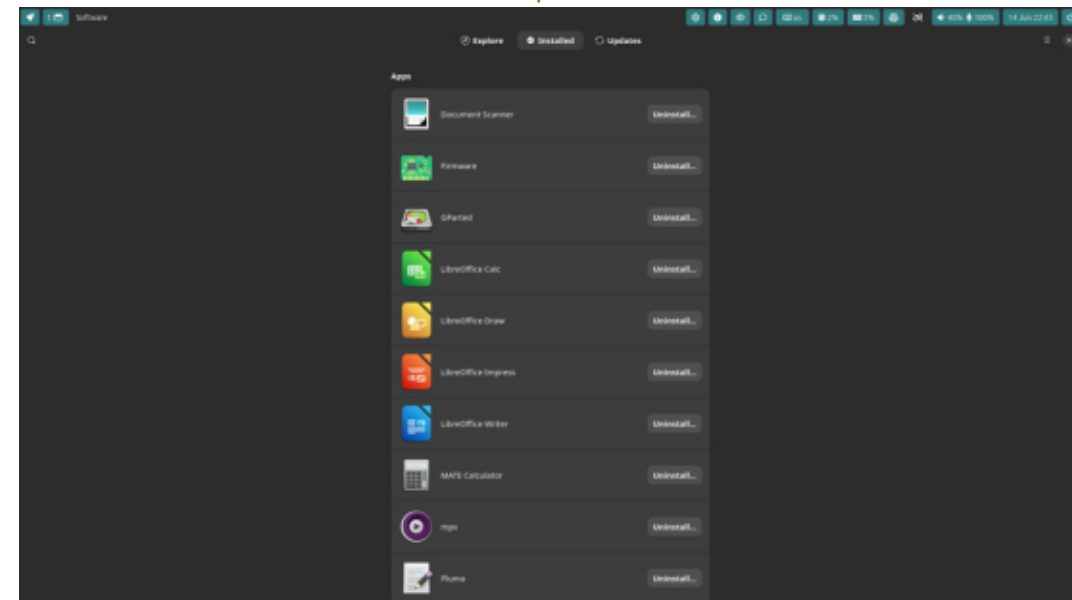
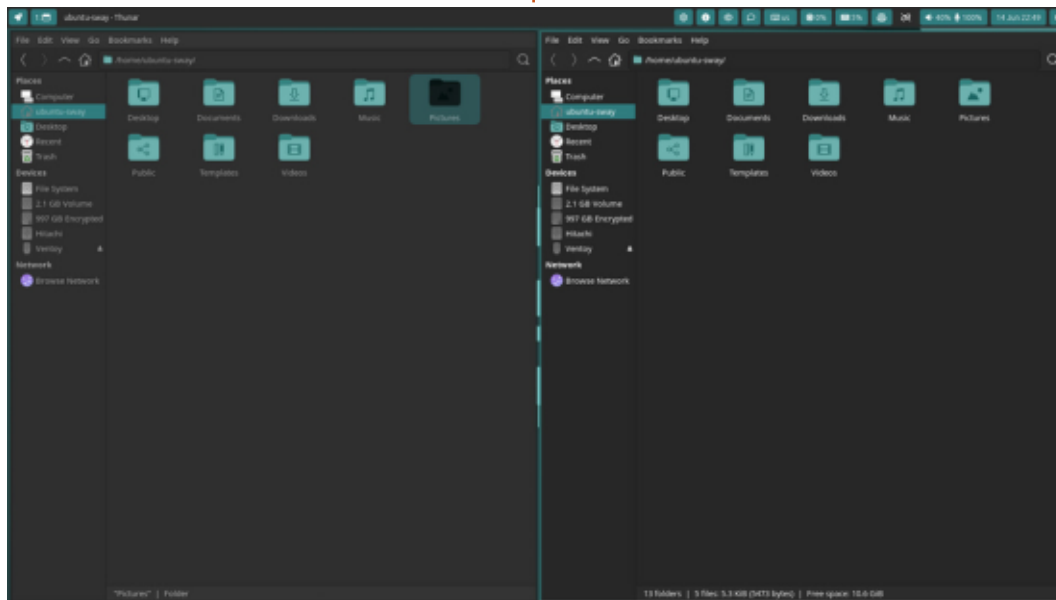
audio player
Pluma 1.28.0 text editor
Qutebrowser 3.7.0 web browser
Ristretto 0.13.4 image viewer
Ranger 1.9.4 console file manager
Software Updater 26.04.5 (update-manager) software update manager
Startup Disk Creator 0.4.1 USB ISO writer
Systemd 259.5 init system
Thunar 4.20.7 file manager
Transmission 4.1.1 BitTorrent client
Vim 9.1.2141 console text editor
XArchiver 0.5.4 archiver

As can be seen, the applications included with Ubuntu Sway 26.04 LTS are from a real mix of sources, mostly from the GNOME, MATE and Xfce desktops, plus some

independent projects. There is also an emphasis on terminal-based applications like Musikcube, Ranger and Vim which might appeal more to software developers than typical desktop users.

Not being tied to any desktop does allow flexibility in the default application choice. In fact, this effect can be seen in the changes to the application mix for this 26.04 LTS release over the previous 25.10 release, as applications have been swapped in and out across desktop projects:

The Pcmmanfm file manager from the LXDE desktop was replaced by Thunar, from the Xfce desktop



The lximage-qt image viewer from the LXQt desktop was replaced by Ristretto, also from the Xfce desktop

The Engrampa archiver from the MATE desktop was replaced by Xarchiver, once again from the Xfce desktop

Both the Thunderbird email client and the Audacious music player were dropped

I will note that many Linux distributions have dropped the default inclusion of email clients as most people use webmail these days. If you want an email client, there are some good choices in the

repositories.

Overall, the application mix provided is a good start for most users and, of course, you can always add anything needed from the Ubuntu repositories and remove anything not needed.

Trying out Ubuntu Sway

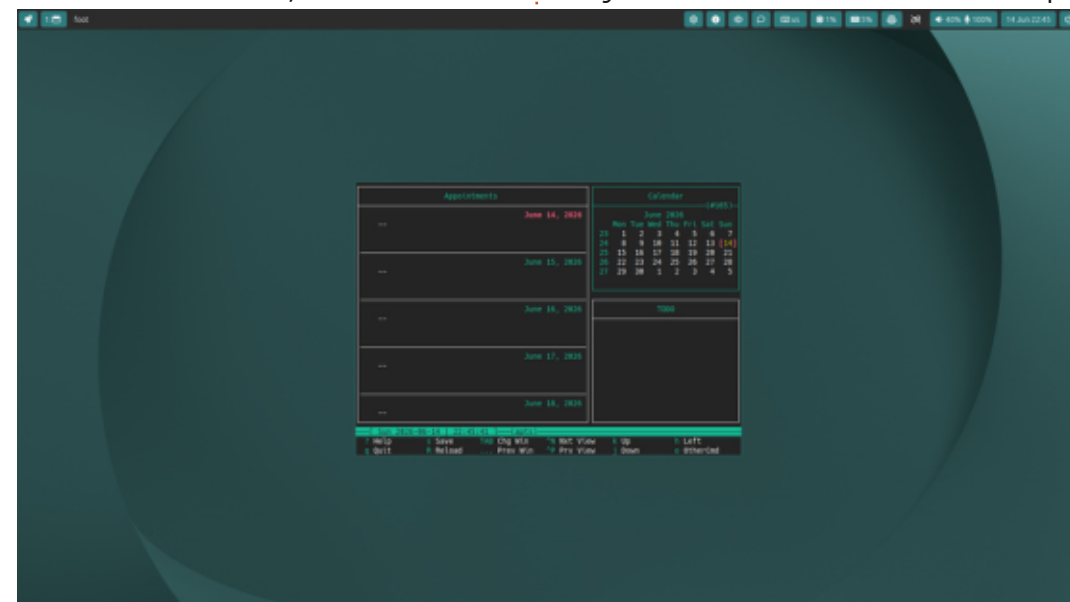
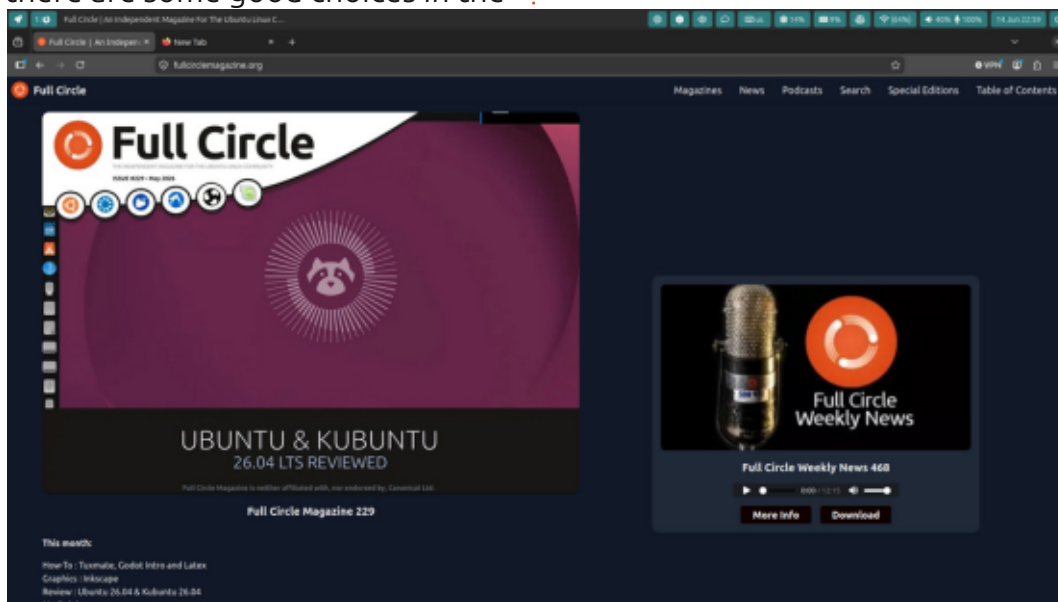
So far, so good! Up to this point, Ubuntu Sway looks like it would be a typical lightweight Ubuntu derivative, with the usual mix of applications, plus or minus. It is in how it works that really puts Ubuntu Sway in a different category than any other Ubuntu flavor.

The rest of the flavors all use stacking window managers and so they all work similarly, allowing overlapping application windows on the desktop, but Sway is a tiling window manager. Its applications do not overlap, they fit together, like bathroom tiles. Tiling sizes, position and even the gaps in between them can all be adjusted using keyboard shortcuts. Fortunately there are lists of these to learn, including one that can be displayed right on the desktop.

The first application opened comes up maximized and then they start tiling from there as subsequent applications are opened. There are no "minimize" or "maximize" buttons, nor even

"close" buttons, as everything is handled from the keyboard, although some applications do have "quit" buttons. This can add up to an efficient workflow but it is also very, very different from what most users of other Ubuntu flavors are used to. This means that using Sway will present a steep learning curve for most new adopters. Is it worth the effort? It might well be for some users, others will just find it baffling.

The Sway window manager is actually patterned after the older i3 window manager and includes the same features and configuration syntax. i3 is strictly for the old X11 display server, whereas Sway is for a Wayland environment. This adds up



to an easy transition for i3 users coming to Sway, but not for anyone else.

Because of the fact that Sway only arranges windows in non-overlapping tiles, it is recommended to use different Linux desktop workspaces for different topics, like web browsing, music, coding and office. Otherwise, opening more than three or four applications on one desktop results in such small tiling that use is impractical. Moving between desktop workspaces is easy from the keyboard (Super + 1, 2, 3, etc) and the active workspaces display on the top panel. By manually renaming the workspaces in the configuration files, they can

be given names to match their uses, if desired.

Basically, Ubuntu Sway is a whole new paradigm in how to use a computer. I think anyone can learn it and it does work, but it will take a while to get really comfortable with it. One consideration is that I am not sure that anyone can go back to using a stacking window manager afterwards.

I think the sort of users who will like Ubuntu Sway are keyboard-focused power users who like everything to always be located in the same place on their desktop workspaces.

I will add that this is also not the

distribution to introduce people to Linux with. I think anyone coming from Windows, Mac or even other non-tiling (stacking window manager) Linux distributions will find it quite disorienting for a while, at least until they learn how it works. It will also take time and dedication to get good at it and learn all of the keyboard shortcuts. It does provide a functional workflow, it is just very different from what most people are used to in desktop computing today.

One extra thought: there are some distributions, like Pop!_OS, that offer both stacking and tiling, controlled by a switch on the panel. Some users may find that it gives them access to the best of both worlds, although I suspect that most users will greatly prefer one or the other paradigm and that switching will be disorienting.

Conclusions

Ubuntu Sway 26.04 LTS is a clean, lightweight and fast distribution that has a lot to offer. If you like tiling window managers, or are at least interested enough to learn how to use one, then this may be the distribution for you! Because

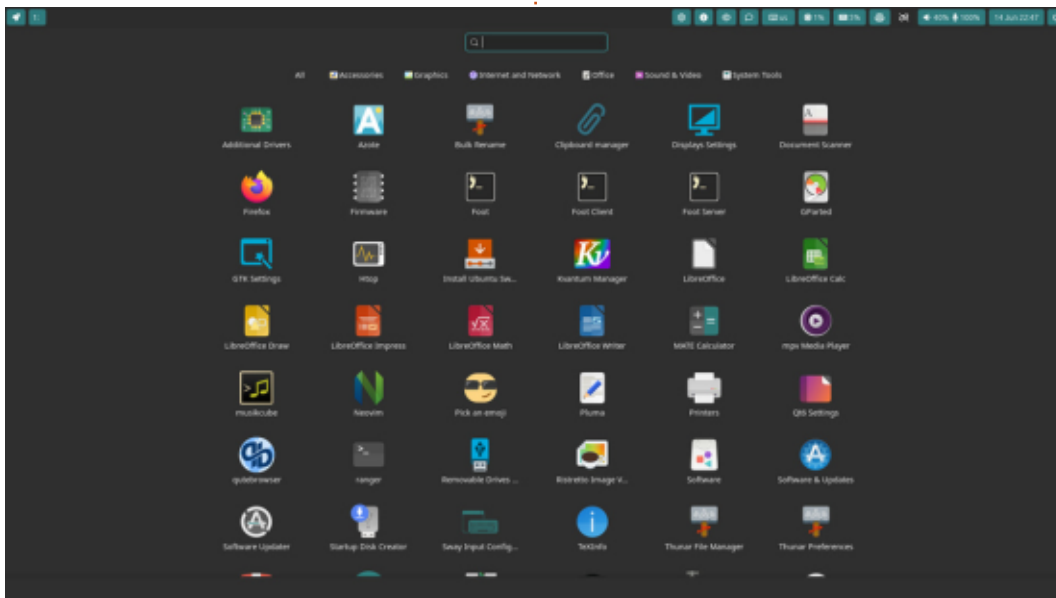
it uses the Ubuntu backend and repositories, it will be a known quantity for how it works behind-the-scenes for users coming from other Ubuntu flavors, leaving the Sway tiling window manager as the only real learning curve.

While not a distribution for people new to Linux, or even for every experienced user, it may be just the thing if you have tried tiling on other desktops and think it improves, rather than reduces your productivity.

It is also worth considering that this distribution is put together by one single developer who is based in Russia.

External links

Official website:
<https://ubuntusway.com/>



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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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.

While I do think that there is a space for "AI" and I do see how it can be helpful, I also don't want it shoved in my face at every turn. I do have a lot of respect for Jacques, I stopped looking at Makulu Linux when it became AI obsessed. Today it seems as if everyone had FOMO when it comes to AI and your distribution now needs an AI, your browser needs an AI, your software needs an AI. Where to next? The client I'm

working at, their CEO is saying: AI, AI, AI, like Steve Ballmer was saying: developers, developers, developers! I have a feeling they see all this money going around and want a piece of it, instead of realising that they are the suckers who will be holding the bag at the end. We are already seeing the drug-dealer behaviour, first few hits are free, then they turn up the heat, with tokens begetting tokens... But I digress, why can it not be optional? Why can it not be an addon, like most programs have, where you add it if you want it? What do you think is the answer here? You know where to write to...

Q: Is there some way I can check to see if a user is or isn't the root user? I'm running core and I've used it since 2020 only, so I'm pretty much a new user still.

A: I am going to assume that you mean on the command line. What you are looking for is the EUID variable. Type: echo \$EUID and if it is above 1000, you are a

user and if it is 0 you are root. By default Ubuntu does not enable the root user, so unless you enable it, you should see a regular user, even when using sudo.

Q: I'm new to plain Ubuntu Gnome, coming from older Voyager Linux that was XFCE. In Thunar I can simply remove the last 15 characters from filenames, but in Gnome, to bulk rename files that are not the same pattern or length is a nightmare. I don't understand how I'd go about just removing the cruft off the end of my filenames.

A: I can honestly say I have never tried, so I looked and I see your confusion. I have no idea either, so if there are readers out there, who know how to do this in the GUI, please reach out to us on misc@fullcirclemagazine.org – Now on to "a" solution. Copy all the files into a folder that contains no other folders, then right click and select "open terminal here". In that terminal type:

N=15 # number of characters to remove

```
for f in *; do
[ -e "$f" ] || continue
mv -- "$f" "${f:0:-$N}"
done
```

This is a loop that will go through each file in the folder and strip off the last 15 characters, regardless of file length.

Q: Hello dear. Is there some way I can still upgrade BEEfree to Ubuntu 26.04? I think it did upgrade packages to 24.04, but I can't be sure. I was hoping that I could dist-upgrade it to current versions. Is there a work-around?

A: I would think that you fall into the category of one of our other users with LXLE, who wrote in before. You would first need a way to get added to Ubuntu Pro, to update packages that are not in the normal repo's first, then once those are done, you can attempt a dist-upgrade, but it is purely speculation at this point. Honestly, you'd be

better off switching to Linux Mint if you want to keep your DE and skip Snap packages. (I'm assuming that is why you want to stick with BEEfree OS?)

Q: Can I run a snap application from the terminal? I've tried `snap --help` and there is 'start' but I can't seem to get my snaps to run. I'm still using Ubuntu 22.04

A: I can confirm Snaps launch from the terminal in Ubuntu 24.04, so I would think they should work in 22.04, you can try `gtk-launch <application>` and see what it says.

Q: Hey guy, I have an ApplImage in a folder that I do not have access to change anything. How can I make it executable to run? I tried making it executable before copying it over, but it seems to inherit permissions from the folder instead. How can I do it?

A: Before I say anything, know that asking the machine's owner is easiest and safest, or you could be up on charges in some countries, so this is for your own

safety. However, if you have to have it going, just prefix it with "bash" or whatever shell is running, eg: `bash ./HiFile.ApplImage` and you should be good.

Q: I want to set up flatpack on Ubuntu, but I don't want to go to the terminal. I just want it to work. I want to get my brother-in-law to do this over the phone, but he is severely technologically challenged. I need to get some later versions of software installed for him, as the snaps are a bit outdated. There must be a way.

A: Indeed there is, you can download the following, <https://www.linux-assistant.org/> I suggest you test it out and record what is supposed to happen when he installs it, so you can talk him through the tickboxes and clicks.

Q: I love the "recent files" in my file manager, but when I ssh into my other machine, I have terminal only. Is there a TUI that you can recommend where I can get the same functionality?

A: Not sure about those, but you can do it with bash alone. Just look here: <https://www.baeldung.com/linux/recently-changed-files> it will explain better than I could with my space alone.

Q: If I have the ID of a Snap package, how can I resolve that to a human readable name? I'mma tell you why. I installed PicoSnitch and noticed there was a `wget` command trying to install a Snap, but it was by ID and not name. I asked google Gemini, but it pointed me here <removed> and that doesn't help at all.

A: Long story short, you need to install another Snap for that called `what-snap`. Once installed type: `what-snap <ID>` and you should get an answer.

Q: Here's the thing, I don't upgrade too often and I use PortMaster to block all outgoing connections other than my browser. This month I upgraded everything, kit and kaboodle. The thing is that after this upgrade of everything including PortMaster and having it

off, I now have weird phantom cursors all over my screen, whenever I use my gnome taskbar. On top of that, my cursors are all mixed up, I see expansion arrows instead of my pointer and I'm not sure where to click. I can't reload right now as I have things loaded that will require other things set up first. What can I do about it? Oh yes, I'm using Ubuntu 24.04 Gnome on my Dell laptop.

A: I just experienced the same issue (sort of) and I can tell you to turn off gnome extensions and see if it goes away. If it does, your job is to go and turn them on, one-by-one and reboot in-between, until you find out which one is giving you issues. Mine was "soft-brightness-plus", so if you use that, it may save you the time, turn it off and reboot. Your only option is to wait for that extension to update before enabling it again.

Q: I have bad eyesight. However, not all the time, it depends on my blood sugar. I have a laptop with a 4K display, and I like the crisp fonts. I set my display to 1080p every time my eyes conk out, but it never looks as sharp, plus the icons

become huge from what they were. How do I keep the sharpness of 4K on my screen in Ubuntu 24.04? My system is fully updated so it's not anything to do with that.

A : Let me start at the end, unlike Windows from Microslop, trying updates the whole time to fix any error is not the Linux way. My suggestion is to use assistive technologies in your settings (under "accessibility") and go to "seeing" and flick on "large text", whenever you need it. As far as I know, that will not affect your icons or your display resolution.



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



UBUNTU GAMES

Written by Erik

Website:

<https://www.ohnoo.com/>

Price: TBA

Blurb: *"Wake up inside the nightmare world you created in this standalone, hand-drawn dark fantasy point-and-click adventure with psychological horror elements. Explore islands, solve puzzles, and make morally ambiguous choices that lead to multiple endings. Inspired by H.R. Giger and Zdzisław Beksiński."*

I can't lie, I love indie games and this is a game from an indie studio named ohnoogames (<https://www.ohnoo.com/#work>) that I have not come across before. While their website does not say that they support Linux, they do, via Steam. (unlike the original Tormentum)

I recalled seeing the first game, (Tormentum) on Steam and watched the video of the game. I thought that the game looked like an art book that someone turned into a pop-up book with moving parts. The animation was very stiff

and I opted not to buy the game. This was back when the visual novel genre was not so well defined and I think that was the issue. I expected more from a "point-and-click adventure", while the game was squarely a visual novel. The new one (Tormentum II) will be out 23 July 2026 and you will probably read this at the end of July, but either way, do not miss this one! If you like biomechanical art, get this, then stay for the game. (I'll try to limit the images in this review, as you need to see for yourself!)

For those who can't wait, the trailer is here: <https://www.youtube.com/watch?v=3tYVikAzOas> Wishlist it if you have not, I have it on mine.

Installation

Hop on over to the Steam page and grab the Demo that is now available and add it to your wishlist if it is something you'd be interested in. The demo installed very quickly and you can start



Tormentum II

playing immediately.

Graphics

This is an elaborate, gorgeous game. It is also an ugly game, I say this because it depends on your taste in art. (Everyone in my family thinks that it is ugly. *shrug*) I don't think it is ugly, but taste varies. That said, the presentation is great. Everything reflects the mood and nudges you towards the feeling they (ohnoogames) want you to have, which really helps with immersion. The Gothic futurism permeates the game and is consistent throughout. This* is also the main issue for me. I'm supposed to be playing the game, letting you know what it is like, but I find myself looking at all the meticulously detailed pictures, the backgrounds and the foreground too! Even just on the starting screen, when you move your mouse around, there is a moving foreground, creating the illusion of depth. Even if the game is not Linux native, (well, according to the main website, anyway, it shows Windows and Mac only) one can ALT-TAB in

and out of the game without issue. Wait until you see the detail in the mouse cursor! As I said, this is a distracting game.

Even the in-game art is odd.

Sounds

The initial music is sort of like a scene from a space movie, or when the camera pans across the battlefield, when it is all corpses, interspersed with a jarring sound here and there, just to set you on end, unconsciously. In game, the music really ramps the weird up, with the odd piano plink between verses that sound like those YouTube 432Hz videos that have somehow become just out of phase with some chainsaws down a pipe. Very cleverly done. I would not want to listen to it standalone, but it creates tension and you need to have your headphones on, trust me on this, it amplifies your immersion. The only thing missing is the voice-acting, but it is no train smash, as we have to remember that it is a small indie studio producing this game... (Who knows, it may even get voice actors if it is popular enough.) There are also audio puzzles within the game, which

really rounds out the experience.

Gameplay

This is where I think the crux lies for most people who looked at the game for a point-and-click adventure. The game employs the same tricks as your girlfriend's hidden object games, because it shows off the art. However no hidden object game looked this good. Nonetheless, I have to put it out there, to be fair. Lights flicker, there is movement in the shadows and birds fly outside of the windows and even dust motes float in the air. Taking it one step beyond your average hidden object game.

Let me explain, why* I think that Steam has the genre wrong, when you move and interact in a point and click adventure, things happen, think of Day of the tentacle. Bernard walks up to the grandfather clock, you click on open, and it opens, when you click on the open grandfather clock, Bernard enters it, hits his head and falls down. In a visual novel, you get to click on the highlighted item, and you get a story piece. The graphic may change, or it may not, but the character stays fixed - usually with a break in-between to load the next scene, it may even just zoom in on the current picture and the character may turn around, but it is a new image for the character. That

is what you see here, too. It is not bad or worse than a point-and-click game, it is simply different. It creates different expectations. When it comes to point-and-click, people have strong feelings, both ways, mind you, so maybe it should lose that label? There is (thankfully) no hunting for the right pixel to find a click-able spot in this game. There are also no verbs below the screen to do something. Choices matter, as it changes the game, meaning that the game has several different endings, in turn meaning you can count on re playability. It has puzzles and twistedly gorgeous eye candy, (I may have mentioned that) with something like 200 backdrops. I have not counted, simply marvelled, but I believe the dev's. The overworld map feels old-timey and alive at the same time, so do visit the overworld map! The map fills in as you talk with NPC's and allows you to fast travel. Thankfully the game does not include moon puzzles, so you should be able to solve them without looking for a guide. David has a sketchbook, so you don't need to travel back to a location, just to see the clue, to complete the puzzle, which cuts down on the back-tracking you find in a lot of games.



Story

"David is creating a simulation whose inhabitants think and feel like real people. After he installs a mysterious coprocessor, he wakes up inside the world he made. Something is wrong. The simulation contains places he never designed, hostile creatures and gods that should not exist..."

I've always been a fan of Isekai, so they did not need more than that premise, to have me hooked to find out more.

The game is set in a Gothic future that is not too different from our reality. Our protagonist is David, a man obsessed with creating a simulation, ala, The Matrix. David's dreams are plagued with the vision of a nightmare chest that seems to reach out to him. An unknown benefactor sells him the co-processor he needs to finish his work and he gets stuck in a dream(?), psychosis(?) where he loses his sense of reality. The lines between his reality and the simulation starts blurring and now you have to choose if you want to trust these "other" entities from the "other" reality. This creates the

type of story that just reels you in, bit-by-bit...

This is a tiny indie studio that have poured their hearts into this game for many years and it shows. The detail is amazing.

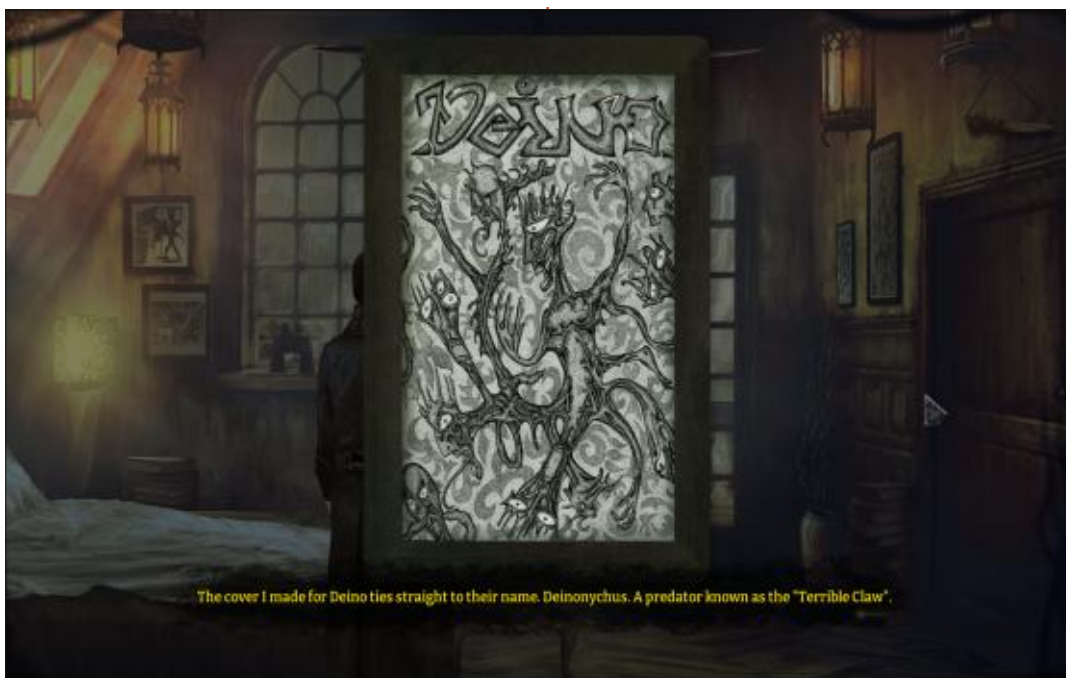
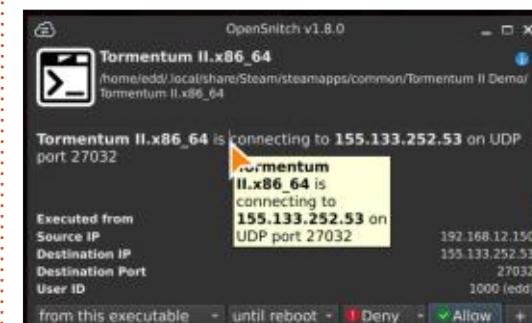
EDIT 1 : I waited until release day and the price is \$16.99 USD and if you missed the first game, you can get the bundle for \$20.99. Locally it is \$161.50 NAD, which is a steal for a new game.

EDIT 2 : The developers have fired over a code and now I will be playing this game for real. Thanks goes out to the devs for the key! However, this review is not sponsored and our opinions are our own.

Final thoughts

The performance on my laptop was excellent. No excess fans and the game behaved throughout. There was one thing I didn't like – and that was that the game tried calling around the interwebs. This is not on.

The game does nothing new, it is a tried-and-tested formula, but it tries to be better at it than the average visual novel – and succeeds beautifully. I mentioned the lack of voice acting, but I can't say I missed it in the end.



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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.

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



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Full Circle Team



Editor - Ronnie Tucker

ronnie@fullcirclemagazine.org

Webmaster -

admin@fullcirclemagazine.org

Editing & Proofreading

Bert Jerred, Bruce Goodman, Gord Campbell, Jim Dyer, Matthew Bailey, Matthew Bulfinch, Mike Kennedy, Moss Bliss, Roy Milner, Sam Daniel, Sony, Theo Van Oosten, Victor Moisey and Wayne Solberg

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