



# Full Circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU LINUX COMMUNITY

ISSUE #64 - August 2012



Photo: Marcel Oosterwijk (Flickr.com)



## VIDEO EDITING WITH KDENLIVE

RAZOR BLADES AND STICKY TAPE NOT REQUIRED



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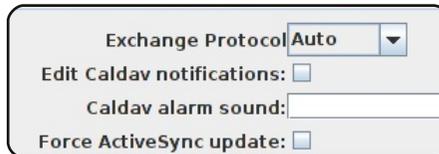
## HowTo



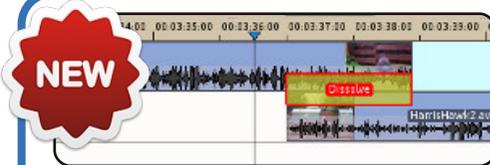
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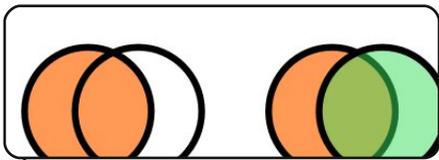
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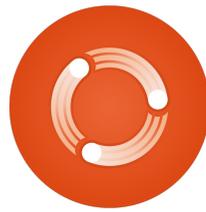


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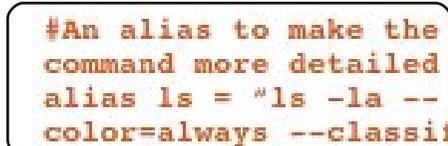
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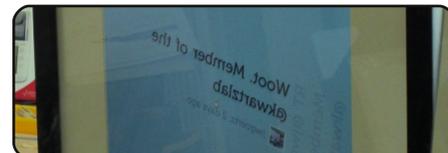
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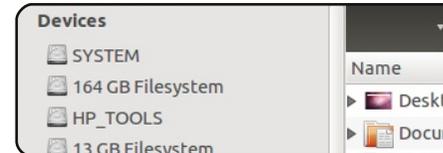
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## @ Web Dev



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## Welcome to another issue of Full Circle!

This month's FCM brings you more of the usual goodness. Python (three years old this month) and LibreOffice continue, and are joined by an article on setting up DavMail for use with Microsoft Exchange. Tweet Screen fans can rest easy with the thrilling conclusion to Charles' current Linux Labs experiment. In the land of graphics, Mark's Inkscape series continues, and I've started a video editing series using Kdenlive. And, by the end of this month's WebDev article, you'll have installed LAMP.

Next month, I'm hoping to have a review of the new book Ubuntu Made Easy from No Starch Press (many thanks to them for the review copy), and a review of my new Google Nexus 7 tablet. I've put up posts on our [Google+](#) and [Facebook](#) pages encouraging people to post Nexus 7 questions they'd like answered in the review.

Les and Co. have returned to the helm and released [Full Circle Podcast #30](#), which you should [download](#). Running at almost two hours, it has a whole host of interviews, Raspberry Pi info, and much much more.

Meanwhile, the eagle eyed proofreaders who fix all our mistakes (yours and mine) have been working on the [Official Full Circle Style Guide](#) for all you writer types. We'll be keeping this up to date and linking to it from future issues. This will be the reference guide when writing an article. Many people are making simple mistakes (GB, not Gb or gb – yes, there is a difference) which really should be corrected before submitting. The less we need to change the better.

**All the best, and keep in touch!**

Ronnie

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

This magazine was created using :



## Full Circle Podcast

Released monthly, each episode covers all the latest Ubuntu news, opinions, reviews, interviews and listener feedback. The Side-Pod is a new addition, it's an extra (irregular) short-form podcast which is intended to be a branch of the main podcast. It's somewhere to put all the general technology and non-Ubuntu stuff that doesn't fit in the main podcast.

### Hosts:

- Les Pounder
- Tony Hughes
- Jon Chamberlain
- Oliver Clark



<http://fullcirclemagazine.org>



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## Linux & OS X-only Trojan Spotted

Security researchers have discovered a potential dangerous Linux and Mac OS X cross-platform trojan.

Once installed on a compromised machine, Wirenet-1 opens a backdoor to a remote command server, and logs key presses to capture passwords and sensitive information typed by victims. The program also grabs passwords submitted to Opera, Firefox, Chrome and Chromium web browsers, and credentials stored by applications including email client Thunderbird, web suite SeaMonkey, and chat app Pidgin. The malware then attempts to upload the gathered data to a server hosted in the Netherlands.

The software nastie was intercepted by Russian antivirus firm Dr Web [which] describes Wirenet-1 as the first Linux/OSX

cross-platform password-stealing trojan.

Multi-platform virus strains that infect Windows, Mac OS X and Linux machines are extremely rare but not unprecedented. One example include the recent Crisis super-worm. Creating a strain of malware that infects Mac OS X and Linux machines but not Windows boxes seems, frankly, weird given the sizes of each operating system's userbase - unless the virus has been designed for some kind of closely targeted attack on an organisation that uses a mix of the two Unix flavours.

Analysis work on the Wirenet-1 is ongoing and for now it's unclear how the trojan is designed to spread. Once executed, it copies itself to the user's home directory, and uses AES to encrypt its communications with a server over the internet.

**Source:** theregister.co.uk

## Java Flaw Puts Millions At Risk

Computer users - whether they favour Windows, Mac or Linux operating systems - are at risk from a newly discovered Java vulnerability for which there is currently [as of 31st August 2012] no fix. It appears the flaw allows the Blackhole exploit kit to target the Java system using a Pre.jar file that lets it install malware, in this case a banking Trojan, onto users machines, through a variety of methods.

FireEye went on to criticise Oracle - which owns Java - for its lack of action regarding the flaw. "It's very disappointing that Oracle hasn't come forward and announced a date for an emergency update patch," wrote FireEye's Atif Mushtaq.

The flaw was uncovered earlier in August.

**Source:** v3.co.uk

## EPUB FORMAT



Finally, we have mobile editions of **Full Circle** on the downloads page. We're hoping to have back issues online shortly. If you've any problems with the epub file/formatting, you can drop an email to Jens at: [mobile@fullcirclemagazine.org](mailto:mobile@fullcirclemagazine.org)

## Google Currents



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## Software Centre



You can also get FCM via the **Ubuntu Software Centre:** <https://apps.ubuntu.com/cat/>, Search for 'full circle', choose an issue, and click the download button.



This month, I thought I would move away from the tutorials for once, and instead introduce my readers to the concept of an Integrated Development Environment (IDE), and explain a few of the reasons why an Integrated Development Environment could be useful for programmers. Following this, I will name the IDEs I use, and also name the languages for which I don't feel I need an actual development environment.

## What is an IDE?

An IDE is basically an editor that also contains a compiler/interpreter and easy access to documentation, and usually offers plug-ins for

debugging and testing. Some of the more advanced ones also offer various forms of auto-completion.

### Why use an IDE?

- Learn languages
- Makes managing larger projects easier
- Easy access to compiler/interpreter, debugger, and testing environments

Using an IDE can make it much easier to start using a language, as it can offer corrections for typos (or point out when you use function calls from a different language). If your IDE doesn't highlight mistakes, it will at least make it easy to quickly compile/execute the code to check for exceptions and run-time errors.

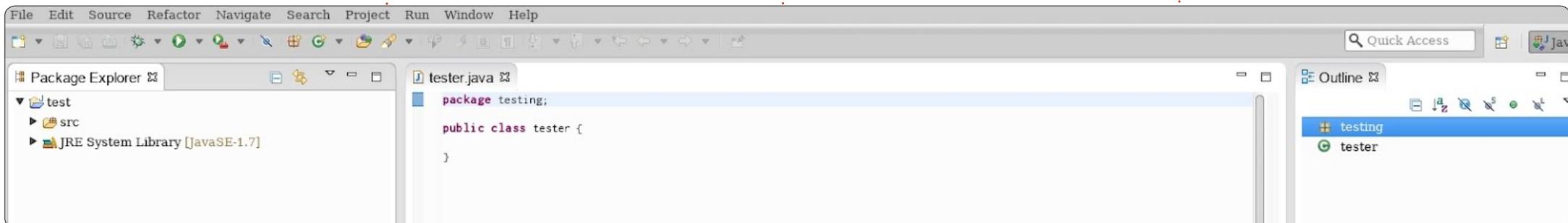
When you're working on larger projects, it's usually helpful to use an IDE that offers an integrated file tree to keep track of what files are where, and because they offer tools to make debugging easier. Once you have more than 100-200 lines of code, I would generally not recommend trying to do your debugging manually, and instead use an actual testing and debugging framework.

The sole exception to this, for me, is Java. I always try to use Eclipse with Java where possible, simply because a number of functions have long names, and auto-completion can make life easier. An alternative to this is simply redefining functions into shorter names, but that can get extremely complicated. Since I'm

already in Eclipse when working with Java, I tend to use the integrated debugger regardless of file size. Using something like JUnit is overkill for most basic projects – I use it only when I have multiple files of a few hundred lines of code – or if I'm required to do so for class, or work.

## What IDE should I use?

Ultimately, it comes down to what you want to use. There are some very advanced environments like Eclipse (for Java or C++), which will take up more space than a basic IDE. The current version of Eclipse requires just over 200MB of space in Linux. Keep in mind that the more features you have running at a time, the more RAM is used. Due to this, I find Eclipse too



unwieldy. I use it with Java, and Java alone, simply because that's what my university required, and as such it's what I'm used to. Netbeans is another option for Java/C/C++/PHP development. However, I tend to not write many large programs, and I find a text editor and a terminal to be sufficient for C, C++, and PHP. Similarly with Python, although I tend to use the interactive interpreter for testing ideas before I start coding.

The bottom line is simple. Think about what you want to have easy access to, how large your programs usually are, and weigh the pros/cons of learning a new interface. Also, if you have time-

constraints, you may want to use an IDE, as they can cut down development and testing time (so long as you are comfortable with the interface). Once you've picked out your reasons, find a few IDEs that fulfil them, and try them out. Repeat this until you find one you're comfortable with (or that meets your needs perfectly).

## Light Table: A new IDE concept

I recently saw a post by Chris Granger on his take on an IDE called Light Table. For a link, see the Further Reading section below. Since that post, he has successfully funded the project on Kickstarter,

promised Python support after Clojure, and released a prototype (the "Light Table Playground"). I'm extremely interested in the final product. He's introduced some new ideas (such as his "light" workspace), and offered extremely appealing implementations for all other ideas. I've been using the Light Table playground since it came out, and I find the interface to be cleaner than any other interface I've ever seen. At the moment, most of the functionality in the concept video is unavailable, offering mainly Instant Feedback at this time. However, for anyone who's fond of Clojure, or just wants to take a look at something new, I would recommend having a look.

I hope some of you have found this article interesting, and that I have answered at least a few of your questions concerning IDEs. If you have any more questions, comments, or requests, you can email me at [lswest34@gmail.com](mailto:lswest34@gmail.com). If you decide to email me, please include "FCM" or "C&C" in the subject line, so that it doesn't get lost in my inbox.

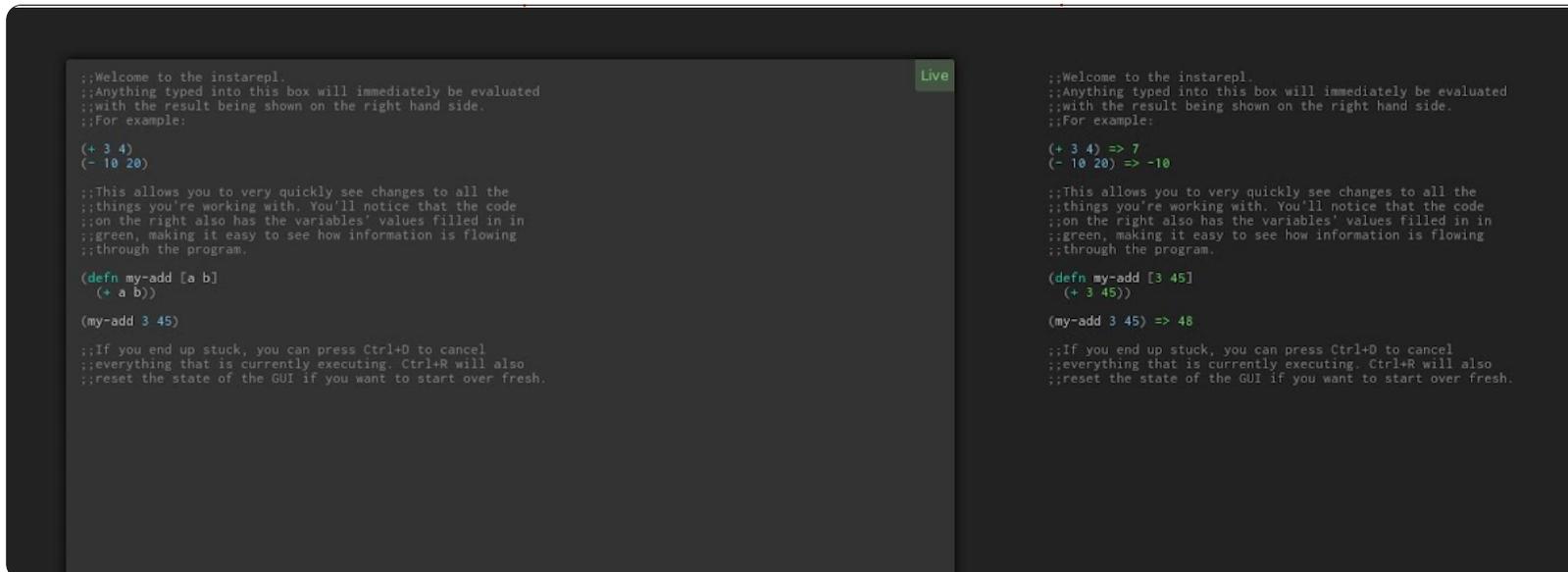
### Further Reading:

<http://www.chris-granger.com/2012/04/12/light-table---a-new-ide-concept/>

<http://app.kodowa.com/playground - Light Table playground>

<http://www.eclipse.org/downloads>

<http://netbeans.org/>



**Lucas** has learned all he knows from repeatedly breaking his system, then having no other option but to discover how to fix it. You can email Lucas at: [lswest34@gmail.com](mailto:lswest34@gmail.com).



# HOW-TO

Written by Greg D. Walters

# Beginning Python - Part 36



**B**efore I begin, I want to note that this article marks three years of the Beginning Programming using Python series. I want to thank Ronnie and the entire staff of Full Circle Magazine for all their support and especially, you, the readers. I NEVER thought that this would continue this long.

I also want to take a second to note that there has been some comments floating around the ether that, after three years, the word "Beginning" might be misplaced in the title of this series. After all, after three years, would you still be a beginner? Well, on some levels, I agree. However, I still get comments from readers saying that they just found the series and Full Circle Magazine, and that they are now running back to the beginning of the series. So, those people ARE beginners. So, as of part 37, we'll drop "Beginning" from the series title.

Now to the actual meat of this article... more on Kivy.

Imagine you play guitar. Not air guitar, but an actual guitar. However, you aren't the best guitar player, and some chords are problematical for you. For example, you know the standard C, E, G, F type chords, but some chords – like F# minor or C# minor – while doable, are hard to get your fingers set in a fast song. What do you do, especially if the gig is only a couple of weeks away and you HAVE to be up to speed TODAY? The workaround for this is to use the Capo (that funny clippy thing that you see sometimes on the neck of the guitar). This raises the key of the guitar and you use different chords to match the rest of the band. This is called transposing. Sometimes, you can transpose on the fly in your head. Sometimes, it's easier to sit down on paper and work out that if, for

example, the chord is F# minor and you put the capo on fret 2, you can simply play an E minor. But that takes time. Let's make an app that allows you to simply scroll through the fret positions to find the easiest chords to play.

Our app will be fairly simple. A title label, a button with our basic scale as the text, a scrollview (a wonderful parent widget that holds other controls and allows you to "fling" the inside of the control to scroll) holding a number of buttons that have repositioned scales as the text, and an exit button. It will look SOMETHING like the text below.

Start with a new python file named main.py. This will be important if/when you decide to create an Android app from Kivy.

Now we'll add our import statements which are shown on the next page, top right.

Notice the second line, "kivy.require('1.0.8')". This allows you to make sure that you can use the latest and greatest goodies that Kivy provides. Also notice that we are including a system exit (line 3). We'll eventually include an exit button.

Here is the beginning of our class called "Transpose".

```
class Transpose(App):
    def exit(instance):
        sys.exit()
```

Now we work on our build

-----  
**Transposer Ver 0.1**  
 -----

	C	C#/Db	D	D#/Eb	E	F	F#/Gb	G	G#/Ab	A	A#/Bb	B	C
1	C#/Db	D	D#/Eb	E	F	F#/Gb	G	G#/Ab	A	A#/Bb	B	C	C#/Db
2	D	D#/Eb	E	F	F#/Gb	G	G#/Ab	A	A#/Bb	B	C	C#/Db	D

-----

# HOWTO - BEGINNING PYTHON 36

routine (middle right). This is needed for every Kivy app.

This looks rather confusing. Unfortunately, the editor doesn't always keep spaces correct even in a mono-spaced font. The idea is that the text1 string is a simple scale starting with the note "C". Each should be centered within 5 spaces. Like the text shown bottom right.

The text2 string should be the same thing but repeated. We will use an offset into the text2 string to fill in the button text within the scrollview widget.

Now we create the root object (which is our main window) containing a GridLayout widget. If you remember WAY back when we were doing other GUI development for Glade, there was a grid view widget. Well, the GridLayout here is pretty much the same. In this case, we have a grid that has one column and three rows. In each of the cells created in the grid, we can put other widgets. Remember, we can't define which widget goes where other than in the order in which we place the widgets.

```
root =
GridLayout(orientation='vertical', spacing=10,
cols=1, rows=3)
```

In this case, the representation is as follows...

```
-----
(0)          title label
-----
(1)          main button
-----
(2)          scrollview
-----
```

The scrollview contains multiple items – in our case buttons. Next, we create the label which will be at the top of our application.

```
lbl = Label(text='Transposer
Ver 0.1',
font_size=20,
size_hint=(None, None),
size=(480, 20),
padding=(10, 10))
```

```
def build(self):
#-----
text1 = "  C  C#/Db  D  D#/Eb  E  F  F#/Gb  G  G#/Ab  A  A#/Bb  B  C"
text2 = "  C  C#/Db  D  D#/Eb  E  F  F#/Gb  G  G#/Ab  A  A#/Bb  B  C  C#/Db  D
D#/Eb  E  F  F#/Gb  G  G#/Ab  A  A#/Bb  B  C  C#/Db"
#-----
```

The properties that are set should be fairly self-explanatory. The only ones that might give you some trouble would be the

```
import kivy
kivy.require('1.0.8')
from sys import exit
from kivy.app import App
from kivy.core.window import Window
from kivy.uix.button import Button
from kivy.uix.label import Label
from kivy.uix.anchorlayout import AnchorLayout
from kivy.uix.scrollview import ScrollView
from kivy.uix.gridlayout import GridLayout
```

padding and size\_hint properties. The padding is the number of pixels around the item in an x,y reference. Taken directly from the Kivy documentation size\_hint (for X which is same as Y) is defined as:

*X size hint. Represents how much space the widget should use in the direction of the X axis, relative to its parent's width. Only Layout and Window make use of the hint. The value is in percent as a float from 0.*

*to 1., where 1. means the full size of his parent. 0.5 represents 50%.*

In this case, size\_hint is set to none, which defaults to 100% or 1. This will be more important (and convoluted) later on.

Now we define our "main" button (next page, top right). This is a static reference for the scale.

Again, most of this should be

```
| | | | | | | | | | | | | | | | | | | | | |
12345678901234567890123456789012345678901234567890123456
C  C#/Db  E  F  F#/Gb  G  G#/Ab  A  A#/Bb  B  C
```

fairly clear.

Now we add the widgets to the root object, which is the GridLayout widget. The label (lbl) goes in the first cell, the button (btn1) goes in the second.

```
#-----  
root.add_widget(lbl)  
root.add_widget(btn1)  
#-----
```

Now comes some harder-to-understand code. We create another GridLayout object and call it "s". We then bind it to the height of the next widget which, in this case, will be the ScrollView, NOT the buttons.

```
s = GridLayout(cols=1,  
spacing = 10, size_hint_y =  
None)  
s.bind(minimum_height=s.setter('height'))
```

Now (middle right) we create 20 buttons, fill in the text property, and then add it to the GridLayout.

Now we create the ScrollView, set its size, and add it to the root GridLayout.

```
sv =  
ScrollView(size_hint=(None,
```

```
None), size=(600,400))
```

```
sv.center = Window.center
```

```
root.add_widget(sv)
```

Lastly, we add the GridLayout that holds all our buttons into the ScrollView, and return the root object to the application.

```
sv.add_widget(s)
```

```
return root
```

Finally, we have our "if \_\_name\_\_" routine. Notice that we are setting ourselves up for the possibility of using the application as an android app.

```
if __name__ in  
('__main__', '__android__'):
```

```
    Transpose().run()
```

Now you might wonder why I used buttons instead of labels for all our textual objects. That's because labels in Kivy don't have any kind of visible border by default. We will play with this in the next installment. We will also add an exit button and a little bit more.

```
btn1 = Button(text = " " + text1,size=(680,40),  
size_hint=(None, None),  
halign='left',  
font_name='data/fonts/DroidSansMono.ttf',  
padding=(20,20))
```

```
for i in range(0,19):  
    if i <= 12:  
        if i < 10:  
            t1 = " " + str(i) + "| "  
        else:  
            t1 = str(i) + "| "  
    else:  
        t1 = ''  
        text2 = ''  
    btn = Button(text = t1 + text2[(i*5):(i*5)+65],  
size=(680, 40),  
size_hint=(None,None),  
halign='left',  
font_name='data/fonts/DroidSansMono.ttf')  
    s.add_widget(btn)  
#-----
```

The source code can be found on PasteBin at <http://pastebin.com/hsicnyt1>

Until next time, enjoy and thank you for putting up with me for three years!



**Greg** is the owner of RainyDay Solutions, LLC, a consulting company in Aurora, Colorado, and has been programming since 1972. He enjoys cooking, hiking, music, and spending time with his family. His website is [www.thedesignedgeek.net](http://www.thedesignedgeek.net).



I recently got a request for a tutorial on LibreOffice macros, so we will take a short break from our work in Impress to briefly cover macros. Macros allow you to automate repetitious actions like typing a letterhead. This frees you from having to type or do the same task over and over again. In this how-to, we will cover how to record macros and use them. LibreOffice has a Basic scripting language which is beyond the scope of this particular how-to. Perhaps we will revisit macros at a later time to discuss the Basic scripting language.

**NOTE:** You can find information on LibreOffice Basic in the help, or download the documentation at [http://wiki.documentfoundation.org/images/d/dd/BasicGuide\\_OOo3.2.0.odt](http://wiki.documentfoundation.org/images/d/dd/BasicGuide_OOo3.2.0.odt).

## Enabling Macro Recording

By default, macro recording is disabled. Apparently, macros are considered an “experimental

(unstable) feature”. To enable macro recording, Tools > Options. Select the General options under LibreOffice, and check “Enable experimental (unstable) features”. This enables the “Record Macro” option under Tools > Macros.

## Recording a Macro

When in macro record mode, the macro recorder tracks every action you make and all the text you type, and records it in the macro. Remember how we had to enable experimental features to get the Record Macro option? Well, that's because sometimes the macro recorder does fail. I haven't

experienced this myself, but I thought I should point that out.

As a demonstration of recording a macro, we will create a macro called Closing. Every time you write a letter, you have to end with a closing, so why not make it into a macro.

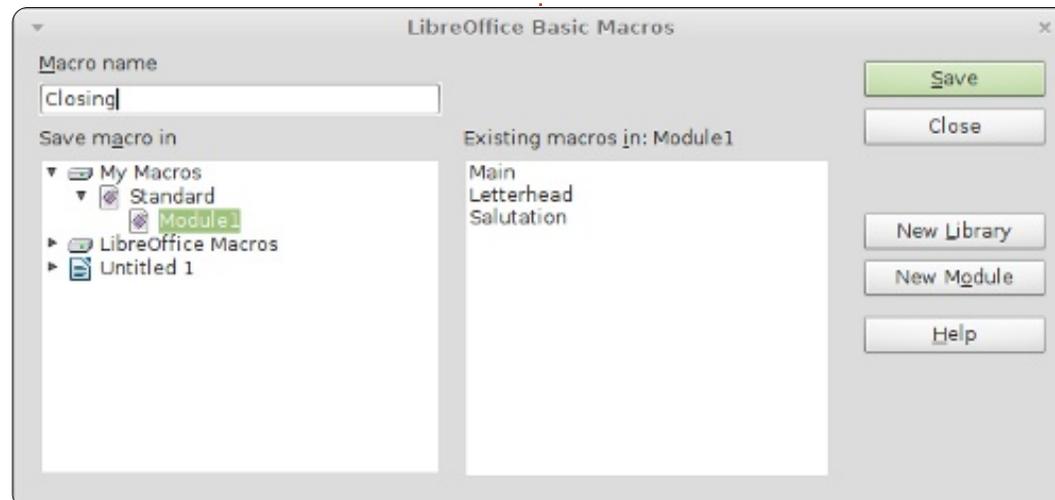
Start with a new text document. Tools > Macros > Record Macro to start the macro recorder. The macro recorder toolbar will show. There is only one choice on this toolbar, Stop Recording. Press the Tab key on your keyboard three or four times (this should place the cursor close to the center of the

page). Type Best wishes, love, or your favorite closing. Press Enter twice to leave room for a signature. Press Tab the same number of times you did before. Change the text to bold by clicking the Bold button on the formatting toolbar, and type in your name. Lastly, let's add a title under the name. Press Enter, Tab the same number of times as before, click the Bold button to turn off bold, and click the Italic button to change to italics. Type in your title. Press Enter. Click on Stop Recording.

The Basic Macros dialog box will show. Select the library where you want to save your macro, usually My Macros. Enter a name in the Macro name textbox, and click the Save button.

## Testing Your Macro

You will want to test your macro to insure everything recorded correctly, Tools > Macros > Run Macro. The macro dialog box will show. Select the library where you saved your macro, select your



macro, and click on the Run button. The macro will run, repeating all the text you typed and the formatting you did.

If something didn't turn out just right, you can delete the macro and create a new one. To delete a macro, Tool > Macros > Organize Macros > LibreOffice Basic. Find your macro in the library, select it, and click the Delete button.

## Create a Shortcut to your Macro

If you use a macro a lot, you don't want to go to Tools > Macros

> Run Macro every time you need to use the macro. LibreOffice allows you to add your macros to menus, toolbars, keyboard shortcuts, and application events. You can add your macros through Tools > Customize.

As an example, let's add a menu named Macros in Writer and add our Closing macro to it. Tools > Customize. Select the Menus tab. Click the New button. Name the new menu Macros. Use the arrow buttons to move it from the bottom to the position before Help. Click OK. Your new menu is

empty right now. Click on the Add button. Under category, find LibreOffice Macros and navigate through the tree to find your macro. Select the Closing macro and click the add button. The macro is added to the menu. Click on the Close button. Click OK on the Customize dialog box. You will now have a menu item named Macros, and, under it, the Closing macro. Now, you can select it from the menu when you need it, which is faster than having to navigate to Run Macro.

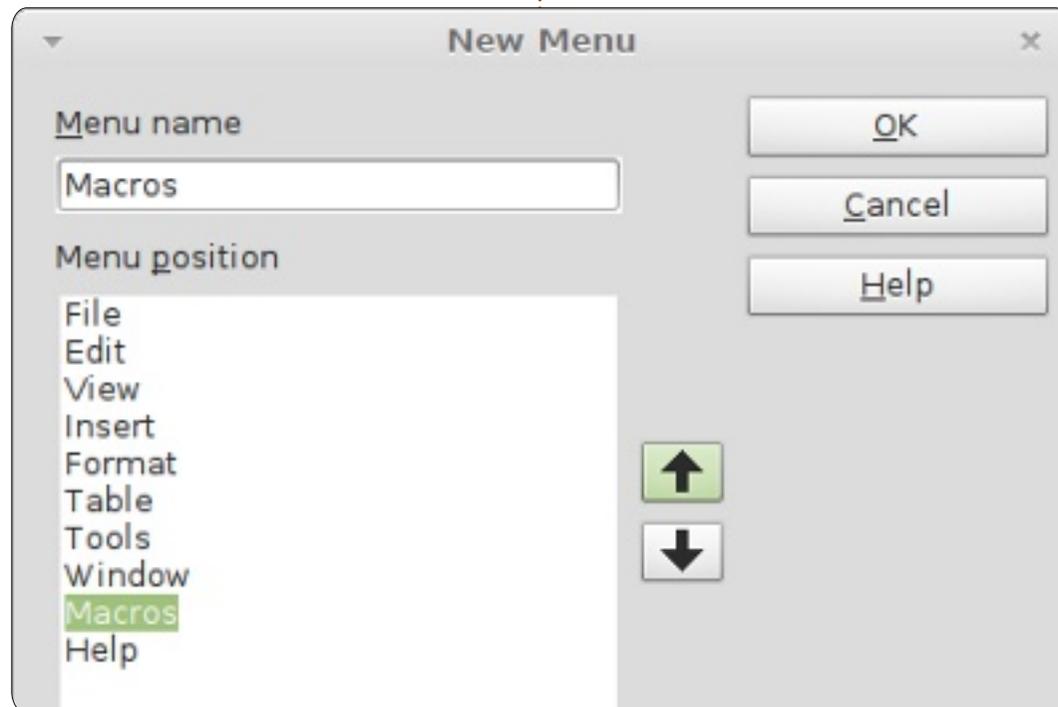
This has been a very short introduction to macros. Before deciding to use a macro, make sure there isn't a better way to accomplish what you are trying to do, but for often repeated action,

macros might just be the solution you are looking for. There is a LibreOffice Basic scripting language, and perhaps we will cover it in the future. You can also download macros from the web that you can import and use in LibreOffice.

Next time, we are back to Impress and working with slides.



**Elmer Perry's** history of working, and programming, computers involves an Apple IIE, adding some Amiga, a generous helping of DOS and Windows, a dash of Unix, and blend well with Linux and Ubuntu.





# HOW-TO

Written by Jan Mussche

There are different ways to open and read your mail. You can use web-mail, where you read your mail on a web page belonging to the website of your provider or of a third party, you can use an e-mail program such as Thunderbird, Evolution or one of many others. With an e-mail program you can sometimes choose between POP and IMAP.

Sometimes, however, using one of these possibilities is not enough. There are other ways – like, for example, the Microsoft (who else?) Exchange server using OWA (Outlook Web Access). This is used just by Microsoft because

well, let's be gentle, they want to be different.

For those who use Evolution as an E-mail program, there is good news. Evolution has the Evolution Exchange Connector, which can be installed from the standard repositories. For Thunderbird, and many other programs, there is not such an easy way to connect to an Exchange server.

Happily there is DavMail. The latest version (since 2012-07-10) is 3.9.9. For Debian/Ubuntu/Mint they have a deb-file present on <http://davmail.sourceforge.net/> where you can get more info about the program, and where you can

download it.

After installation, you start the program and you are greeted by settings windows (below). In here, there are just a few things which you need to set up.

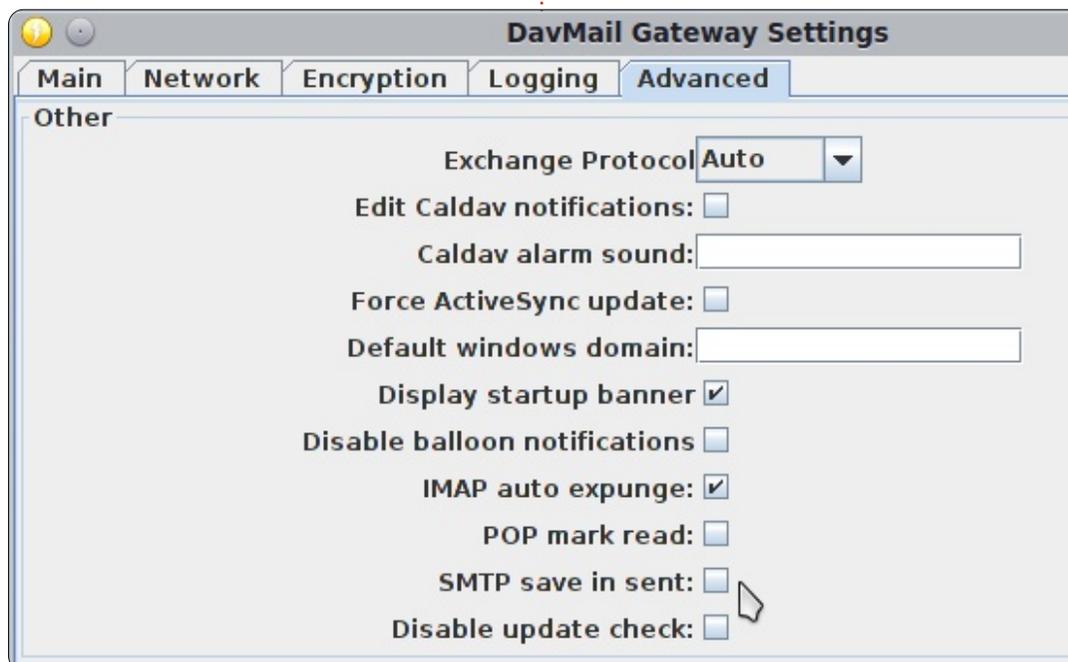
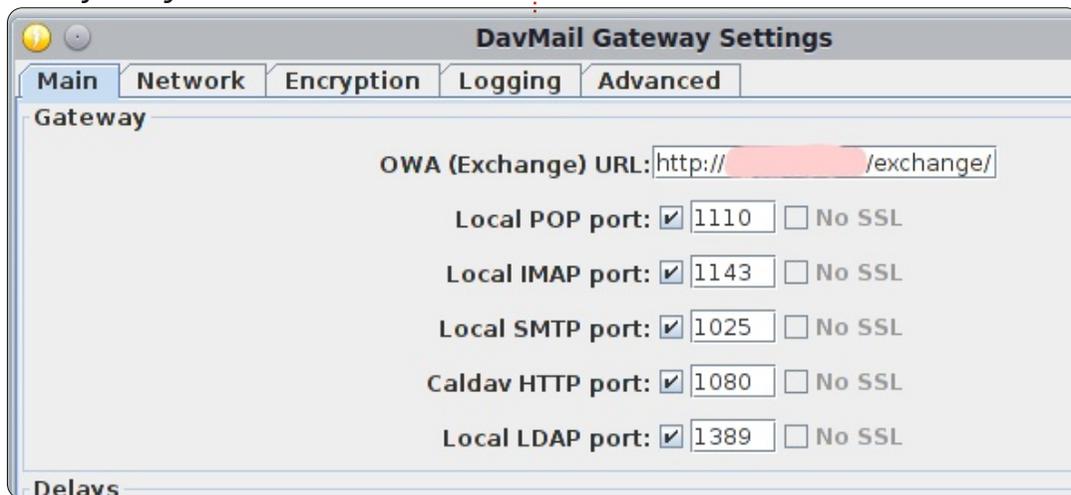
In the Main Tab, the only item is the OWA URL. I have my address hidden to prevent troubles. What you can still see is the extension /exchange/

For the server I use, this is

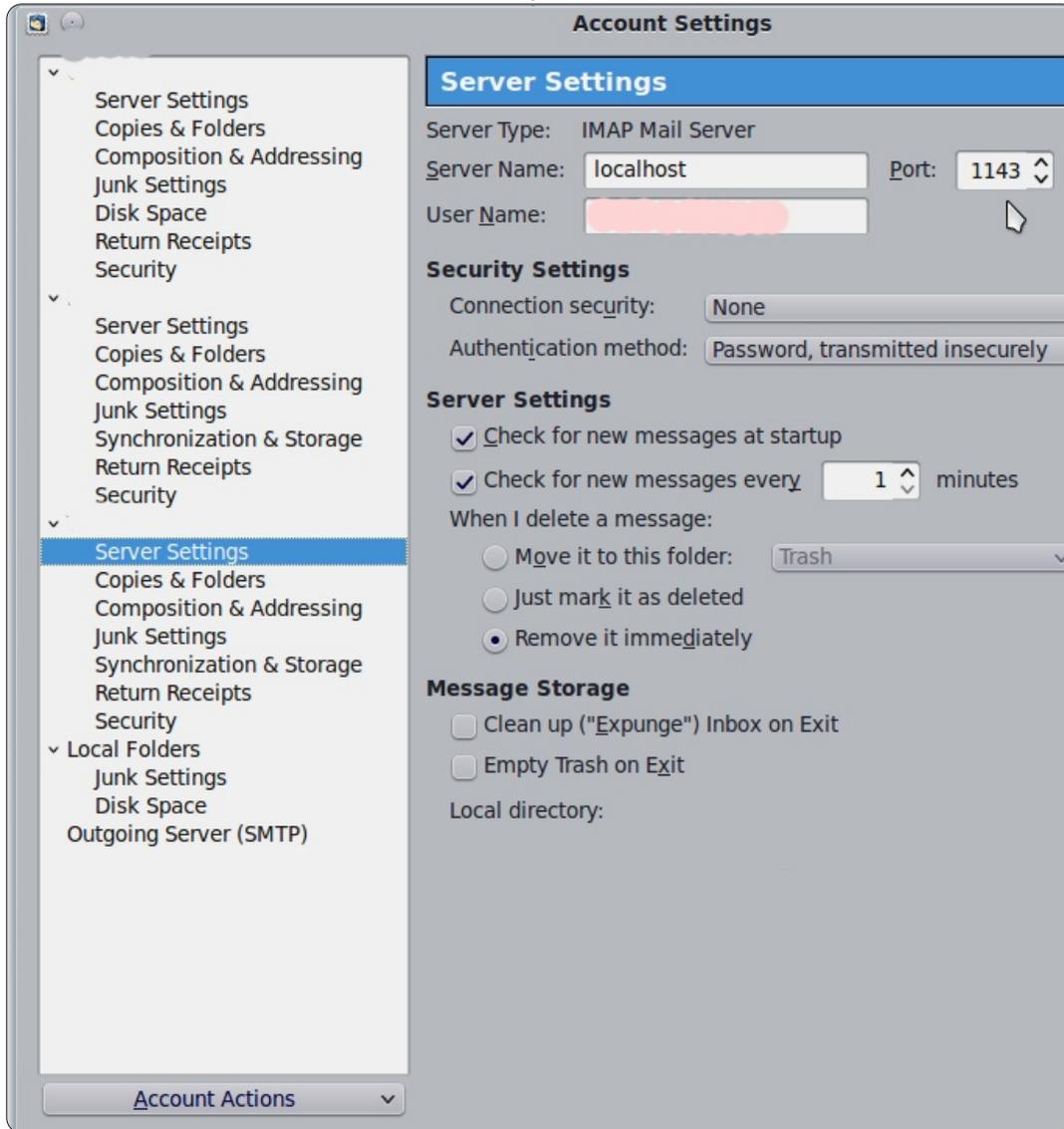
mandatory; no idea if this applies with other Exchange servers, probably the same.

On the last tab, called Advanced, there is also just one setting which is important (below) it's the one next to the mouse pointer in the screenshot. Untick this box otherwise you will end up with double mail messages in your sent items folder.

I did not change any other setting and it works great.



In your mail program (and I use *Thunderbird*, but I guess settings like these are very common), I had to set up the connection like this:



When setting up the account, you start by choosing an IMAP Mail server. The name is called localhost. Here, **you do not enter the real name of the mail server.**

This is done in DavMail.

The two are connected through port 1143. When you look at the 1st DavMail screenshot, you also see port 1143 used for IMAP mail. The numbers used here are 1000 larger than the real numbers( 1143 -143, 1025 - 25, 1110 - 110).

As User Name, I had to use **domain\username** but this is something your local IT guy can tell you. For the company I work for I have to do it like this.

Setup a new SMTP server with the settings shown below.

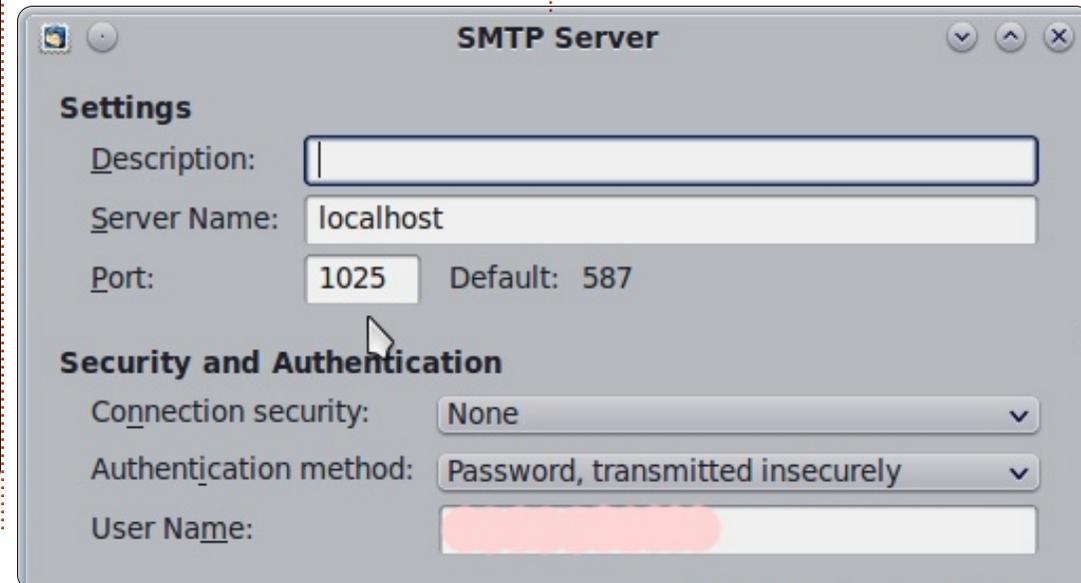
Also here you see the changed port number (1025) and also here I

had to use the format **domain\username** in the User Name field.

That's it. When you have set up DavMail this way (and added an account in, for example, Thunderbird – like I explained), you should be seeing your company's mail in a few seconds.

Question remains: do you want to see these mail messages at home? That's something you have to answer for yourself.

To make sure DavMail is always running when you need it, add it to the list of programs which start when the system boots.





# HOW-TO

Written by Ronnie Tucker

# Video Editing With Kdenlive - Part 1

In this series of tutorials, I'd like to show you the basics of video editing using the KDE application Kdenlive. Many people seem to think there are no good video editing apps on Linux, Kdenlive (I think) proves them wrong.

There is a Kdenlive in the official repositories, but it is now old and I'd recommend that you install the latest version (0.9 as I write this) by loading up your software center/package manager and adding the PPA to your software sources:

```
ppa:sunab/kdenlive-release
```

Reload your list of packages, and then install the **kdenlive** package.

If you prefer the terminal, use:

```
sudo add-apt-repository
ppa:sunab/kdenlive-release &&
sudo apt-get update && sudo
apt-get install kdenlive
```

Here's Kdenlive when you first load it up:

Top left of the window is the area where all your clips will be stored; every clip that you will possibly use in the current project will be loaded into here. In the middle is your stack of effects and their properties. Top right is the monitor area. It's here that you view clips or preview your project. The bottom half of the window has three video tracks (horizontal

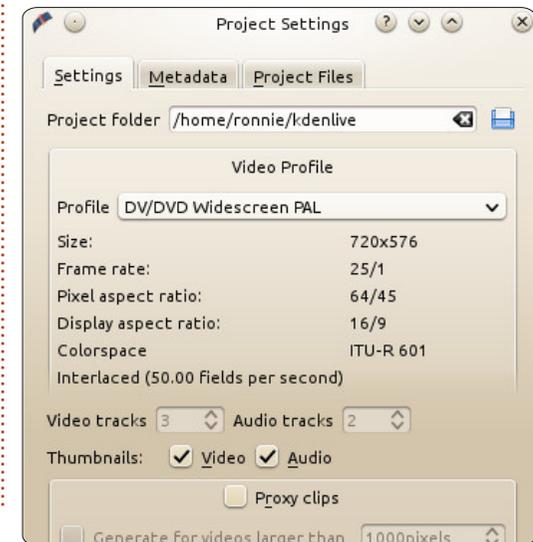
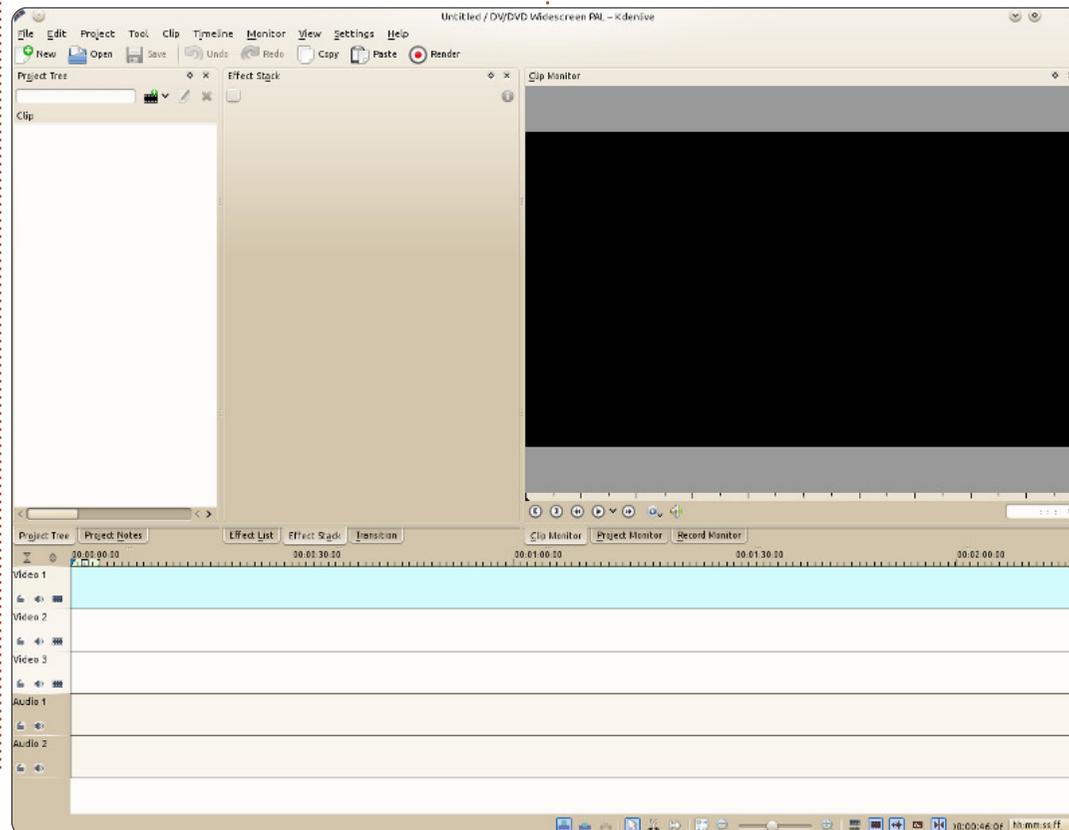
rows) and two audio tracks. At the very bottom right of the window are some controls, but the one you'll use here is the slider to zoom in/out of your previews.

Essentially, you drag your clips from the top left to one of the audio/video tracks and arrange them in their preferred playing order. There's more to it than that,

but we'll come to that in later parts of the tutorial. Let's do a quick import and arrangement to get you used to Kdenlive.

First thing you want to do is make sure that your new project (which is currently open) is set to the right video size, and so on. So, in the Kdenlive menu, click Project > Project Settings.

Kdenlive comes with 'Profiles' which you can see in the drop down menu below 'Video Profile'. These profiles are a group of settings which you can use if you're making a DVD, (S)VCD, HD



and so on. I'm just tinkering here, so I'm going to choose DV/DVD PAL (PAL since I'm in the UK). You choose what works best for you or your clips. When you choose a profile, you'll see the information below the drop-down change to show what your project will be in size, frame rate, and so on. Click OK to return to the main screen.

Now, go to the menu and click Project > Add Clip, and select however many audio/video clips that you'd like to use in your project.

You may see a window appearing to tell you that some clips are not the correct size for your project. If your clips are too small they'll be enlarged and frame rates adjusted. This could cause problems later, but for now I'm clicking OK to continue.

Now is a good time to go to the menu and click File > Save, and give your project a name.

Here I have two clips, both with sound. What I'll do is drag the first clip down to the 'Video 1' track, and then drag the second clip down to the 'Video 2' track – but place it at the end of the first clip (shown below right)

If you click in the timeline (just above the 'Video 1' track), you'll be able to jump/scroll through the video. Or, if you like, you can watch by clicking the play button below the monitor (top right). The squiggly line below the video preview in each video track is a graph showing the sound volume of each clip.

Having one video finish and

abruptly start the next isn't always pleasant, so before we wrap up this part, let's add a quick fade effect where we'll fade from the Video 1 track to the Video 2 track.

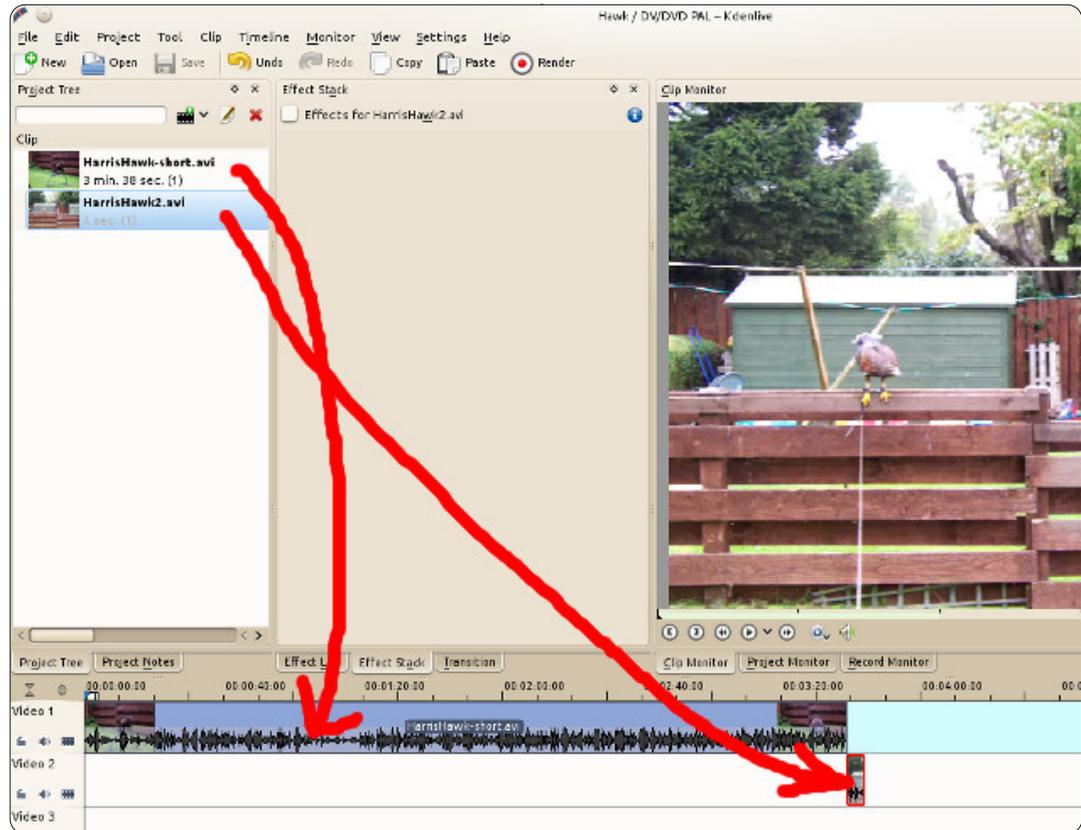
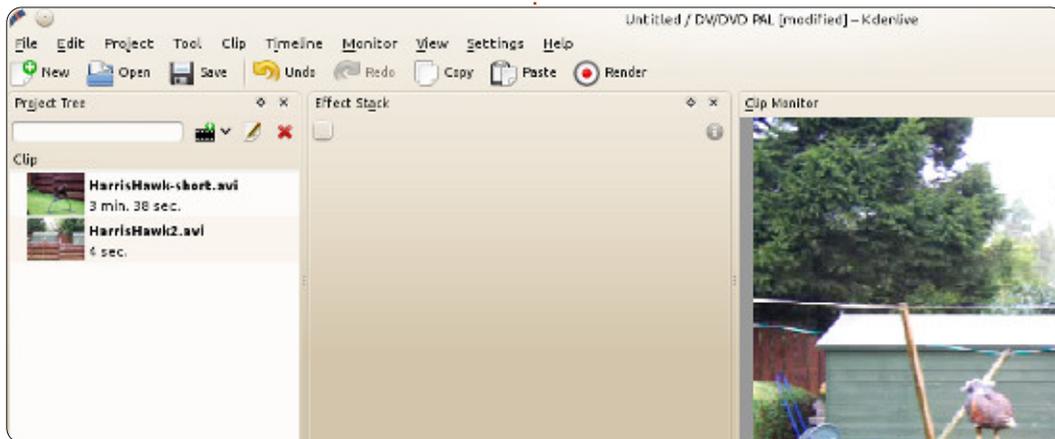
OK, zoom in to your previews which are showing on the video tracks. Either use the slider at the bottom right of the window, or the + and - buttons at either side of the slider (next page, top right).

What we need to do here is overlap the two tracks. The

amount of overlap is how long the fade will take (next page, middle right).

This fade should take about two seconds.

Right click on the Video 1 clip and choose Add Transition > Dissolve. You'll see a box overlaying both tracks (next page, bottom right). Click it and you'll see some properties showing up beside your list of clips.



# HOWTO - KDENLIVE Pt 1

In the properties, tick the 'Reverse' box.

Scrub through the video (click, hold, and drag through the timeline), or play the video, and you'll see the fade from Video 1 to Video 2.

To create a final video – with your clips joined and the fade effect – go to Project > Render.

In the left panel you choose which type of video you'd like to export as, and, on the right, the size and so on. Above that you give the file a name; the other stuff we'll leave as is. Click 'Render to

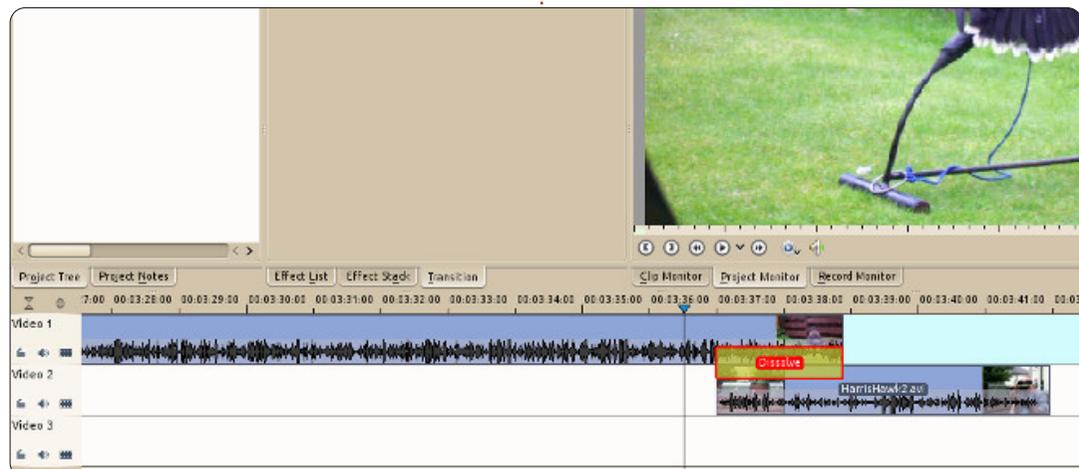
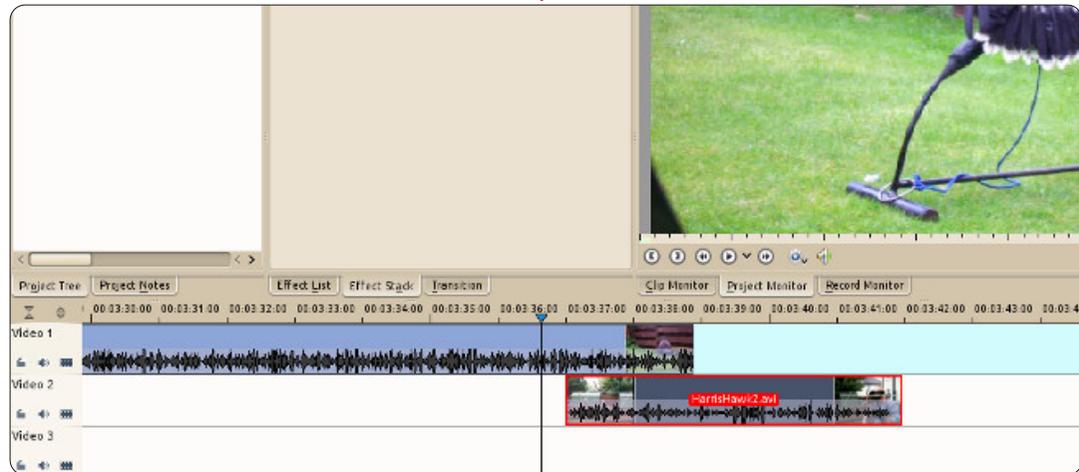
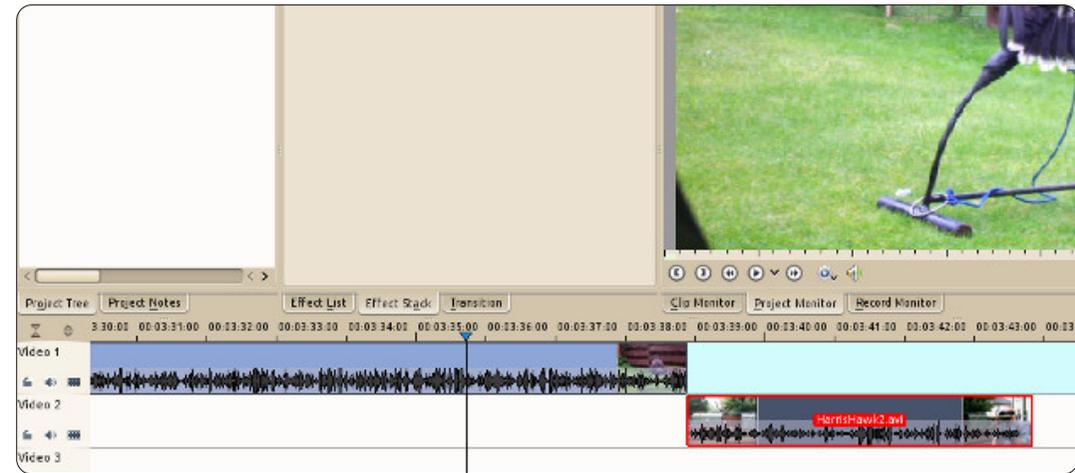
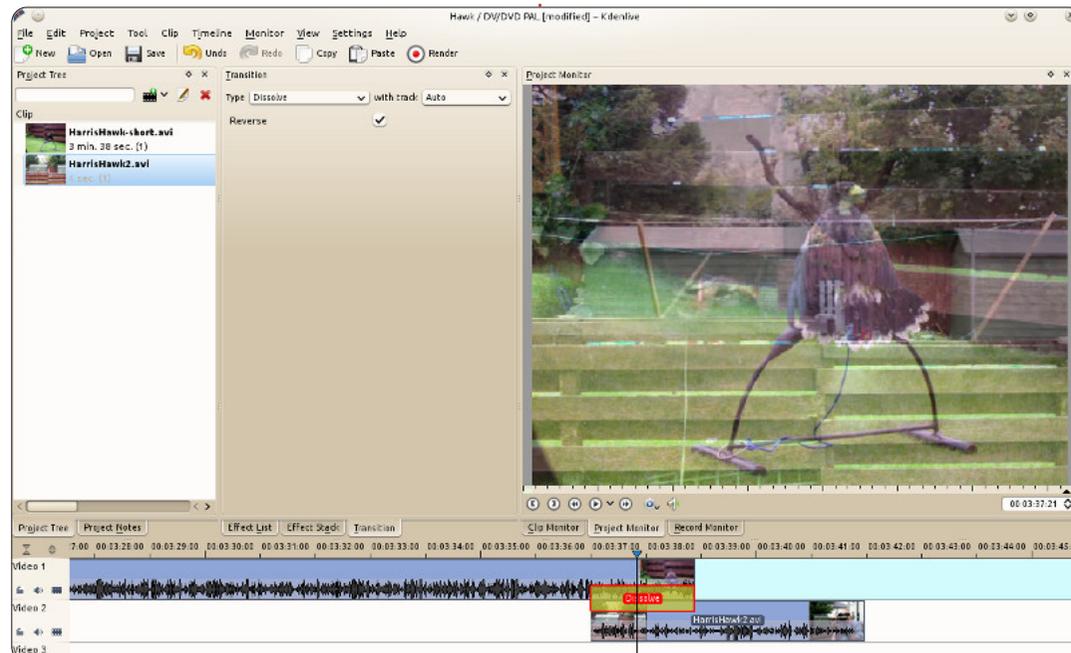
File' (at the bottom left of the window) and off it'll go.

If there's anything you'd like to see covered in this series, please drop me an email at: [ronnie@fullcirclemagazine.org](mailto:ronnie@fullcirclemagazine.org).

Next month we'll talk about effects, and more on adding clips.



**Ronnie** is the founder, and editor, of Full Circle, an official Ubuntu member, and part-time artist whose work can be seen at: <http://ronnietucker.co.uk>





# HOW-TO

Written by Mark Crutch

# Inkscape - Pt4

This month, we're going to look at setting colors for our objects. So far we've applied colors to the fill and stroke of our objects by clicking and SHIFT-clicking on the palette at the bottom of the screen. You can also set either to transparent by using the leftmost palette entry – the one with a cross through it. You've probably already discovered the scroll bar that usually lives between the palette and the status bar, and which lets you scroll through the full collection of colors in the palette, but have you noticed the tiny little button to the right of the palette area – the one that looks like a small “<” character? Clicking on that presents you with a pop-up menu of palette options (far right).

Most of this menu is taken up by a list of palettes you can use. Try switching between a few of them to see how they look. Then play with the Size and Width sub-menus to find a swatch size that you're comfortable with. Finally, try the Wrap checkbox to see whether you prefer to see all of

your palette at once (even if it takes up more vertical space), or are happy to use the scrollbar when you need to access the more distant colors.

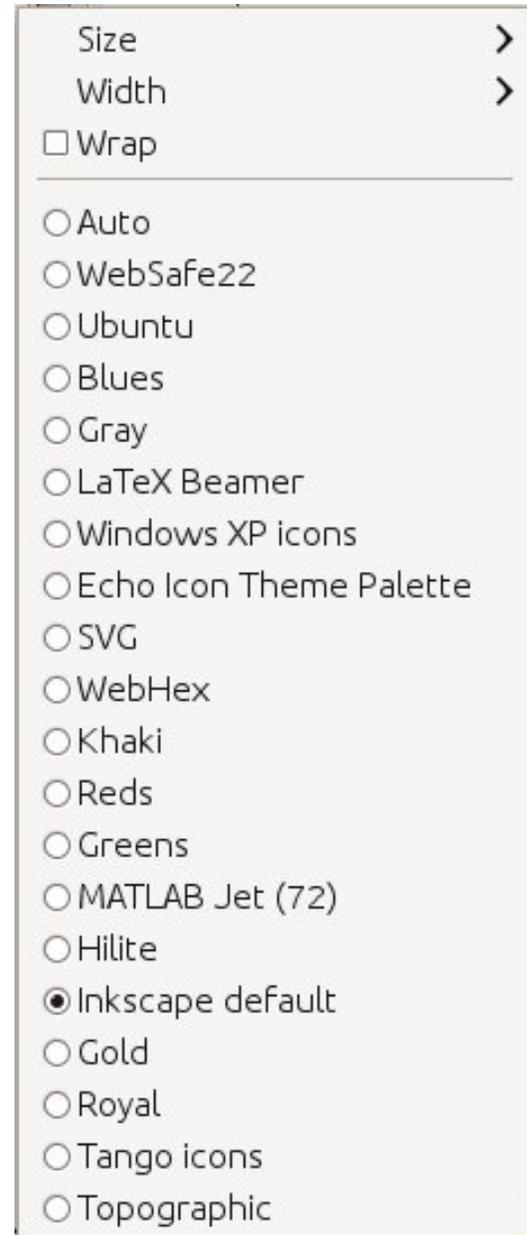
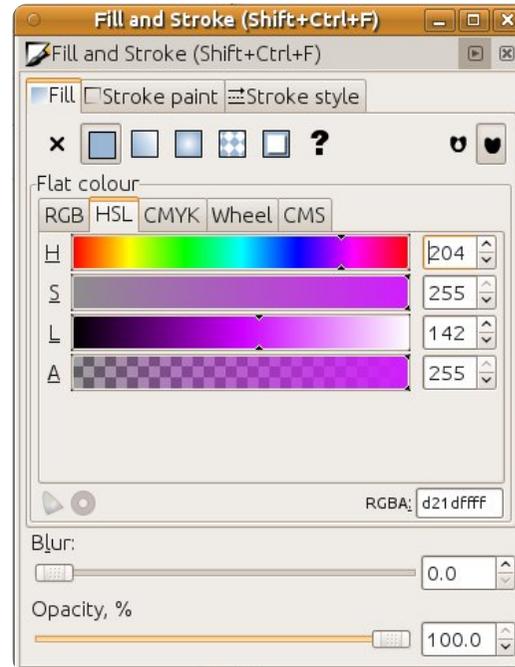
If you want to use your own palette – perhaps to fit in with a corporate color scheme or to integrate with other icons in an application – you can drop a GIMP palette file (.gpl) into your .inkscape/palettes directory, or into /usr/share/inkscape/palettes if you want it to be available to all users on your computer.



The palette is great for quickly selecting a color for your fill or stroke, but what if you want a color that's not present in the palette? That's where the Fill & Stroke dialog comes in. There are various ways to open the dialog, including the button on the Commands toolbar, selecting an object then picking 'Fill and Stroke' from the right-click context menu, pressing CTRL-SHIFT-F, or simply clicking on the current fill and stroke swatches at the bottom-left

of the window. You may dock the dialog to the right-hand side of the Inkscape window, or move it into a window of its own, by dragging it using the grey title bar at the top.

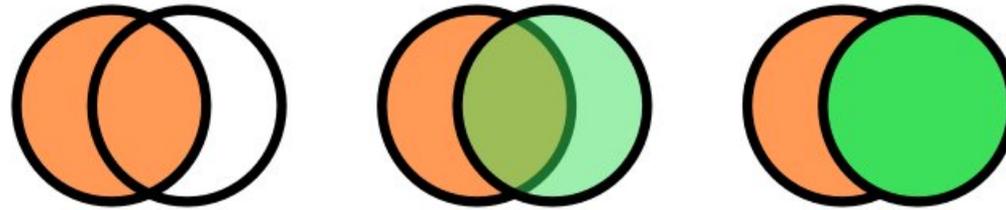
At the top of the dialog are three tabs for setting the Fill, the Stroke Paint, and the Stroke Style. The first two offer almost identical options, so we'll just discuss the Fill tab and you can extrapolate from there.



Immediately below the tab is a row of buttons which are used to determine what type of paint is used for the fill or stroke. At the left is a button for 'No Paint' which looks like a cross and has the same effect as using the crossed swatch at the left of the palette in the main drawing window. If both the fill and stroke are set to No Paint, then your object will be completely invisible.

The second button lets you choose a single color for your fill or stroke. In that respect, it's the same as selecting from the palette, except that you have much finer control over the color. Choosing this button presents you with yet more tabs offering a few different methods for picking your color. Don't be fooled though: Inkscape uses RGB (Red, Green, Blue) values in its files even if you select a color via the HSL or CMYK tabs. This is one example of Inkscape being restricted by the capabilities of the SVG format. The CMS tab is only of use if you set up a color management system on your computer, and is outside the scope of this series.

Whichever color picker you choose, you'll find a slider at the



bottom labelled with an 'A'. This is the 'alpha channel', which is just another term for opacity. If this slider is moved to the far left, then your fill or stroke will be completely transparent. To the far right, it's completely opaque. Anywhere in between will make it partially transparent. This image demonstrates the same two objects with the stroke fully opaque, but the top object's fill alpha being set at the 0, 128 and 255 levels (above).

As with the No Paint option, setting the alpha channel for both the fill and stroke to zero will render your object completely invisible. If the fill or stroke is partially transparent, the color swatches in the bottom-left corner of the status bar in the main window will show a two-part arrangement: the left half shows the color with the alpha applied over a checkerboard effect, while the right half shows an opaque version of the same color. You can

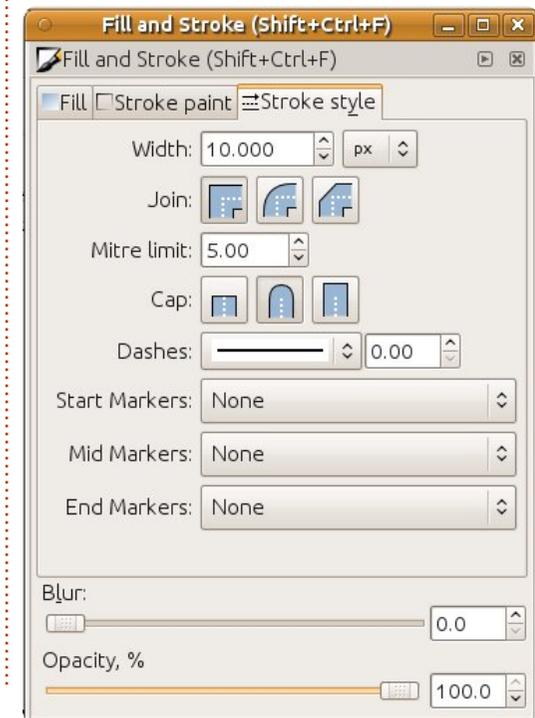
easily make a translucent fill or stroke completely opaque via the context menu on the swatch.

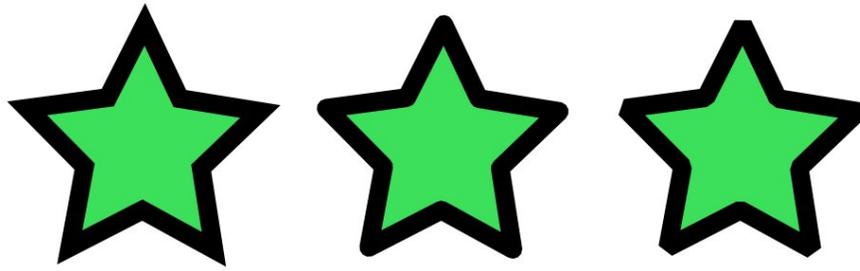
The third and fourth buttons let you use a gradient for your fill or stroke. Gradients will be the subject of next month's article, so remember that these buttons exist, but we'll skip over them for now.

The next button lets you paint your fill or stroke using a pattern. Inkscape ships with a variety of stripes and polka dots which are available via a pop-up menu when you select this option. Most patterns are black or white, with just one color pattern (Camouflage) and three grayscale bitmap images that can be used as patterns, right at the bottom of the list. It is possible to create your own patterns and to adjust the size and scale of the built-in patterns, but those are subjects for another day.

Also being put off for later articles are the Unset Paint button that looks like a question mark and the two splodges on the right of the Fill tab.

The third main tab on the Fill and Stroke dialog is labelled as Stroke Style. While the Stroke Paint tab is used to set the color, gradient or pattern that is used for the stroke, this tab lets you manage all the other parameters. Most of these settings can be adjusted only by using this dialog, so it's worth becoming familiar with it.





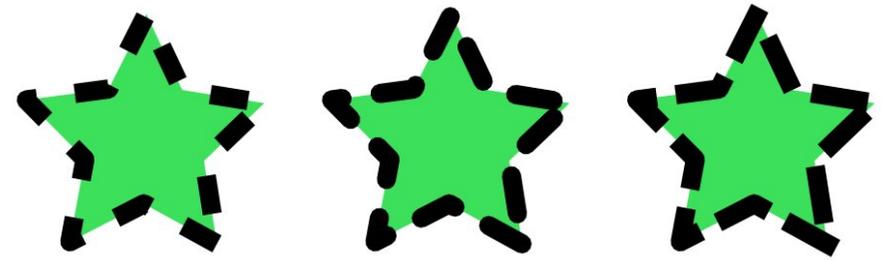
At the top is a spin-box for setting the width of the stroke, and an associated pop-up menu for picking the units that the width is measured in. These duplicate the functionality available from the right-click menu on the status bar, but offer a greater choice of units and finer control over the width. SVG currently allows the stroke to only straddle the outline of the object, half inside and half outside it. You can see this clearly by reducing the alpha channel on a thick stroke – notice that the fill shows through the inner half of the stroke. It's worth remembering, as Inkscape novices often wonder why increasing the stroke also reduces the area inside their shapes.

Next are three radio buttons labelled as Join. These determine how the corners of your objects are drawn – either as sharp (mitred), rounded or bevelled

corners. The difference between them can easily be seen by drawing a star (above left).

When a mitred corner is particularly sharp, the point of the join may extend quite some way. In this case Inkscape will switch to drawing a bevelled corner instead. The length that the point is allowed to grow to, before this switch occurs, is set by the Mitre Limit spin-box.

The Cap buttons affect the ends of your lines. Most of the objects we've drawn so far are continuous loops, so the ends aren't really clear, but if you use the circle handles to turn an ellipse into an arc then you'll have an object with obvious ends. The middle option,

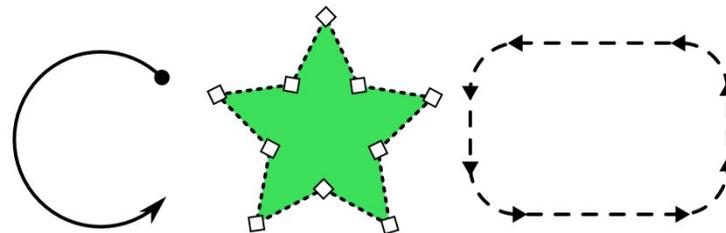


Round Cap, finishes your lines with a semicircular smooth extension to the end. The other two options, Butt Cap and Square Cap, both give a squared-off end to your line, and differ only in whether the square extends beyond the nominal end of the line (Square Cap), or stops precisely at that point (Butt Cap).

The stroke doesn't have to be a single continuous line, it can consist of a repeating pattern of dashes. Anyone who has spent time with technical drawings will be familiar with the dash-dot-dash of a center line, and a series of dashes can be used to give a stitched effect for artistic purposes. The Dashes pop-up lets you choose from a variety of dash patterns built into Inkscape, with

the adjacent spinbox letting you adjust the relative start position of your pattern. The Cap buttons also play a big part when it comes to dash patterns – this image shows our star with a thick dashed stroke using each of the three cap settings (above right).

The three pop-up menus for Start, Mid and End Markers allow you to select arrowheads, circles, squares and other shapes which will be positioned on your stroke. Once again, the Start and End options make most sense on an unclosed line, such as an arc. On a closed line, you'll probably want to use only one or the other. The Mid Markers appear wherever there is a corner or a transition to a different line segment – which includes the transition from straight to curved segments on a rounded rectangle. This image shows just three examples of markers and dash patterns in use (bottom).



One big caveat with markers is that they will appear in black, regardless of the color of your stroke. Fortunately Inkscape does ship with an extension that tweaks the necessary SVG internals for you, so making the colors match is as simple as selecting your marker-laden object, and then heading up to the menu bar to choose Extensions > Modify Path > Color Markers to Match Stroke. Even using this extension, however, markers are always opaque, regardless of the alpha setting of your stroke.

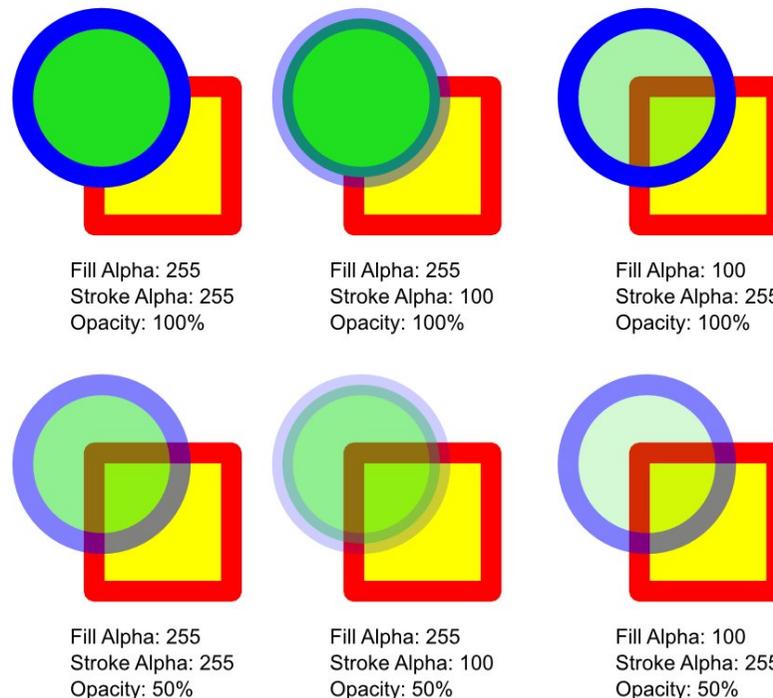
The last part of the Fill and Stroke dialog to explain is the pair of sliders at the bottom – to adjust the Blur and Opacity. The former is a convenient shortcut for adding the Gaussian Blur filter to an object. SVG filters are a major topic of their own that we'll look at in a later article, but, for now, it's enough to know that increasing this slider will cause your object to become blurred. The more you increase it, the more blurred your object will be. Don't go too overboard: usually a small value will give you a good effect, whilst larger values just dissipate your object into mist. Be aware that using filters will slow the speed at

which Inkscape redraws the screen, especially if you're zoomed in closely.

The opacity slider has the same effect as the 'O' spin-box and context menu on the status bar, but with more fine-grained control. Changing this value affects the opacity of the entire object – both the fill and the stroke. Effectively, the object is drawn in memory using the fill and stroke alpha values, then that whole image is drawn to the screen using the object opacity. This cumulative effect makes it possible to

combine transparency values in complex ways that wouldn't be possible with just alpha or just opacity. In this rather garish example the squares have 100% opacity and alpha throughout, but the circles have the fill, stroke and opacity values indicated:

The opacity slider is one way to make some use out of those colorless fill patterns. By duplicating an object (Edit > Duplicate), and then filling the copy with a pattern and reducing its opacity, you can let the original object's color show through.



Why not use that trick on your snowman image to give a little graininess to the covering of snow on the ground with the addition of the Sand texture at a low opacity. Add in some color tweaks, a bit of blurring, and some translucency on the shadows, and you should find that, with your new found mastery of the Fill and Stroke dialog, your image is starting to look a little less flat.



**Mark** has been using Linux since 1994, and uses Inkscape to create two webcomics, 'The Greys' and 'Monsters, Inked' which can both be found at:

<http://www.peppertop.com/>





# HOW-TO

Written by Michael R. Youngblood

## Web Dev - Pt2

Last month, we installed Apache2 and did a little bit of configuration. This month we will be installing and configuring MySQL, PHP, and CouchDB. MySQL is a relational database, and CouchDB is a non-relational database. We will get familiar with both types of databases over the life of this article. PHP is a server-side language that allows us to do all sorts of amazing things.

CouchDB is the starting point of this article. Even though it is not traditionally part of the LAMP stack, installing it now and learning it will be beneficial to your skills as a web developer. We are not going to go over any configurations for this until it is time to start using it. This way, you will know which settings you want to change, and what you want to change the values to. Start by updating and upgrading your software and then apt-get couchdb:

```
sudo apt-get update
```

```
sudo apt-get upgrade
```

```
sudo apt-get install couchdb
```

Yes, it really is that simple to install a lot of things. The next installation is just as easy, and it prompts you only to set a “root” password. Please note, that just because it says root password, this is not referring to the server’s root password. Make a note of this password, as this will identify the user with the ultimate power in the databases. Ok, let’s get to the installing:

```
sudo apt-get install mysql-server
```

The next part asks you a few questions regarding the security of your database. I suggest answering with “Y” to all of them. The question specifically asks about remote access with the root user. This disallows any access to MySQL unless you are on the same server (SSH to the server, and then logging in is still allowed in this scenario).

```
mysql_secure_installation
```

Now that you are all done with the installation and basic configuration of MySQL, you need to test it to make sure everything is working fine. To login, simply type in “mysql -u root -p” into the terminal. It will prompt you for the password you just set, and, upon successful entry, you will be greeted with the mysql prompt that usually looks like this: “mysql>”.

```
aliendev@server:~$ mysql -u root -p
Enter password:
Welcome to the MySQL monitor.
Commands end with ; or \g.
Your MySQL connection id is 310
Server version: 5.1.61-0ubuntu0.10.10.1 (Ubuntu)
```

```
Copyright (c) 2000, 2011, Oracle and/or its affiliates.
All rights reserved.
```

```
Oracle is a registered trademark of Oracle Corporation and/or its affiliates. Other names may be trademarks of their respective owners.
```

```
Type 'help;' or '\h' for
```

```
help. Type '\c' to clear the current input statement.
```

```
mysql>
```

We are almost done, with just one last thing to get set-up. PHP5 is a widely used server-side language that will help you in the long run (even if you don’t use it). To install it is very simple:

```
sudo apt-get install php5 php-pear
```

Going forward, you will want to make sure the following values are set in the php.ini (PHP’s configuration file), and relevant lines are uncommented (the commented lines start with a semicolon, uncommenting them is as easy as removing the semicolon). So, open up the php.ini file with vi (“sudo vi /etc/php5/apache2/php.ini”), and look for these lines – hint: you can type “/” (forward slash) and a term and press enter to search in vi):

```
max_execution_time = 30
```

```
memory_limit = 64M
```

```
error_reporting =
E_COMPILE_ERROR|E_RECOVERABLE
_ERROR|E_ERROR|E_CORE_ERROR
```

```
display_errors = Off
```

```
log_errors = On
```

```
error_log = /var/log/php.log
```

```
register_globals = Off
```

Any time you make changes to the php.ini file, you will need to restart Apache. You can do this simply by using one of the following commands:

```
sudo /etc/init.d/apache2
restart
```

```
sudo service apache2 restart
```

The very last thing we are going to do is add MySQL support for PHP, and install a PHP package that will add some additional security. Also note, because we are changing something that Apache will need to know, we need to

restart it again. We could have waited, but I wanted to point out that there are a few ways to do this and that it needs to become a habit when making changes to Apache.

```
sudo apt-get install php5-
mysql php5-suhosin
```

```
sudo service apache2 restart
```

Congratulations, you officially have a LAMP stack, and we can start developing next month.  
**Cheers!**

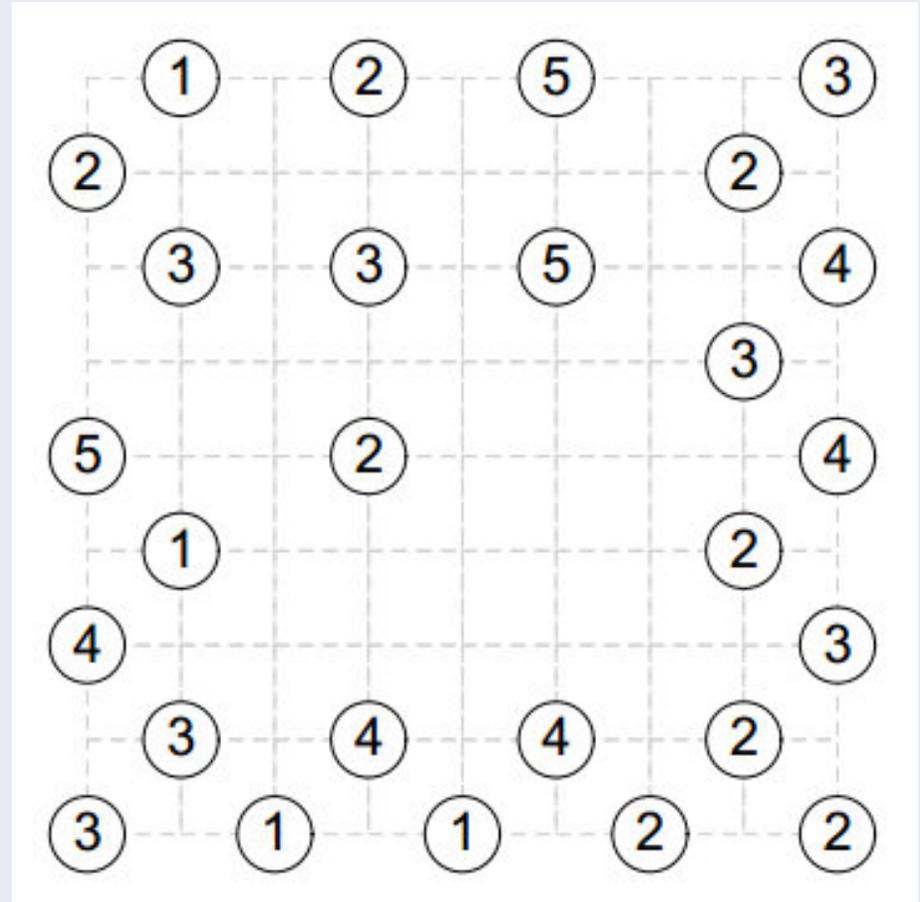


**Michael Youngblood** has been in the industry of web design and development for 13 years. He has been working for a world wide wireless tech corp for six years and is working on his bachelor's of science in mobile development.



## BRIDGES

An island is shown by a circle with a number in it. Draw bridges between islands so that each island has the number of bridges indicated. There can be no more than two bridges between the same two islands. Bridges can only be drawn horizontally or vertically.



Solutions are on the second last page.  
puzzles are copyright, and kindly provided by,  
**The Puzzle Club** - [www.thepuzzleclub.com](http://www.thepuzzleclub.com)



## 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).

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

## Writing

There is no word limit for articles, but be advised that long articles may be split across several issues. In your article, please place where you would like a particular image to be. Please do not use any formatting in your document.

## Images

Images should be no wider than 800 pixels, in JPG format, and use low compression.

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

For a more detailed list of the style rules and common pitfalls please refer to: <https://wiki.ubuntu.com/UbuntuMagazine/Style> - in short: US spelling, no l33t speak and no smilies.

When you are ready to submit your article please email it to: [articles@fullcirclemagazine.org](mailto:articles@fullcirclemagazine.org)

If you can't write articles, but hang out in Ubuntu Forums, send us interesting forum threads that we could print.

## Non-English Writers

If your native language isn't English, don't worry. Write your article, and the proof-readers will read it for you and correct any grammatical or spelling errors. Not only are you helping the magazine and the community, but we'll help you with your English!

## 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.**



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# ASK THE NEW GUY

Written by Copil Yáñez

**H**i, everyone! Welcome back to Ask the New Guy! If you're new to Ubuntu, thinking about switching to Linux, or need something explained to you like you're five, look no further. I am here to answer your very basic questions from the perspective of someone who knows he should care about the epic battle between vi and Emacs, but has a soufflé in the oven, so, yeah, no.

This month, I heard from a brave gentleman named John Hughes. Presumably not the iconic director of The Breakfast Club because not only is Director John Hughes dead, I have it on good authority he was a BSD freak all the way.

Ubuntu John asks:

“ I'm a 71 year old wannabe geek, with a question. I'm running Ubuntu 12.04, and have downloaded and installed Rainlender2 calendar. Program is great. Does just what I want. However I don't know how to make

*it autostart at login and show up on my desktop. Can you help?*

In a word, John, no. But ignorance has never kept me from flailing about like I lit myself on fire – so here goes.

First of all, John was kind enough to include the version of Ubuntu he's working with. This is very helpful to savvy Linux users. But since I'm not one of those, that information is completely wasted on me. He might as well have asked his question and then told me he slurps canned sardines from the

tin. The information would be just as useful as knowing his operating system, but would have the added advantage of letting me know what kind of person asks for computing advice from a complete moron like me. Seriously, John, it's like getting arrested for B.A.S.E. jumping, and then asking the guy who did your caricature portrait at the county fair to represent you in court.

You see, John, I'm running Lubuntu – which is based on Ubuntu but runs a bit better on an old IBM Thinkpad I inherited from

my wife. And by “inherited” I mean “wiped the hard drive and installed a new operating system while she slept.” You would think that if I figured out your problem in Lubuntu, you could simply apply the solution to Ubuntu and be on your merry way, checking your calendar with reckless abandon.

But I cannot count the number of times I've found a solution on a forum and then copy/pasted strings of unintelligible characters into a terminal (because no one who knows the answer to your question has ever heard of a mouse, much less graphical menus) – only to find they were meant for a different Linux flavor than mine resulting in unintended computing behaviors. Like whenever I go to shutdown my machine now, I automatically post a webcam picture of myself to Facebook.

The best I can do is explain how I got Rainlender to autoload on Lubuntu. Maybe the process on your machine will be similar. But then again, maybe it'll be like eating a porcupine. Dunno. Think



of my guidance as a mere outline of what your eventual solution will be, a ghost image of the correct solution, which I killed with a candlestick in the conservatory.

Right. So the first thing I did was type the following into Google:

## Lubuntu autostart program

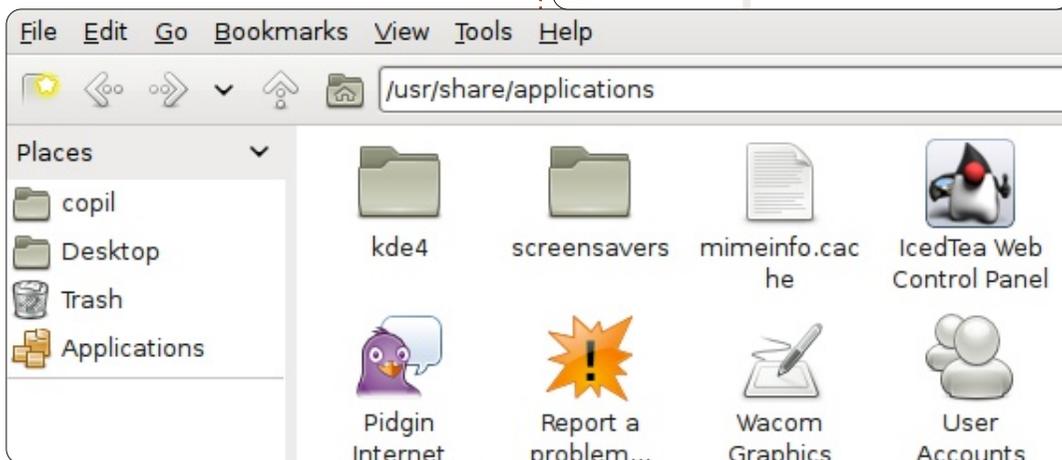
Here's the top result:  
<http://askubuntu.com/questions/81383/how-can-i-add-new-autostart-programs-in-lubuntu>

Now, I know this magazine's readers are going to give a collective gasp, but I use menus quite a bit. The cool thing (cool as in "neato!" – not cool as in, you know, actually cool) about Linux is that you can do most things by clicking on menus or by typing stuff into a terminal (which just sounds so final and scary, like a serial killer with a grudge). I have no doubt my solution can be converted to a string of characters that would make this whole thing a simple cut-and-paste job. And someday, I hope to be more proficient and knowledgeable at the command line because when you understand the command line,

you understand Linux. But I don't understand either just yet. Seriously, I barely understand toothpaste. So we're learning together here, John. Do what works for you, I'm just telling you what worked for me. And, since this is Ask the New Guy and not Ask a Smart Guy or even Ask a Marginally Literate Guy, I'm gonna use the mouse.

So the first thing I do is click on the File Manager and type **/usr/share/applications**.

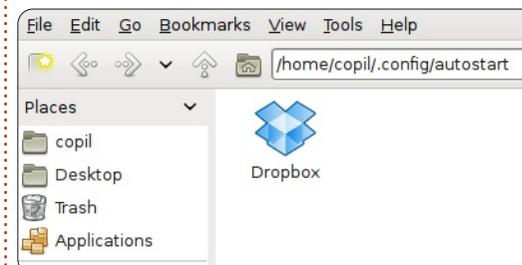
I find exactly what I was told I would, a folder with icons for all the programs installed on my system. Maybe it's more accurate to say I've found a bunch of shortcuts to the programs on my system. Dunno, I'm New Guy, remember? Anyway, the point is, I



have a place where I can find all the programs on my system in a way that's easy to copy from. Also, I haven't borked my system so I'm putting this one in the win column.

Next, I scroll through the icons and find Rainlendar2, right click on it and select Copy. I've got a copy of the program (or a copy of a link to a program or a symbolic representation of a file or whatever--look I have what I need, let's break out the glow sticks and keep this rave going!). Now I need a place to put it.

So I type `~/config/autostart`



Wait a sec. I typed `~/config/autostart` but it takes me to `/home/copil/.config/autostart`? WTH?! I want my money back!

I suspect it has something to do with that pesky tilde (~) symbol. I've only understood it in the context of my own name (where, Lord knows, it's given me enough grief). I have no clue what it's doing here. Well, turns out the tilde is the Linux word for `/home/username` (where "username" is whatever you call your home folder). So, when I type `~/config/autostart`, it takes me to `/home/copil/.config/autostart`. Huh, neat trick, Linux. You can stay... FOR NOW...

As promised, the autostart folder is where I find... wait for it... A LIST OF ALL THE PROGRAMS THAT ARE SUPPOSED TO AUTOSTART!

John, I am so excited at this point, I shave my legs! Hey, we all deal with success in different ways. Don't judge me, John.

Now that I'm in the autostart folder, I simply right-click and select Paste. I'm done! Time to

crack open a freshie and celebrate another milestone! Then, after a two-day celebratory bender, I double-check that the solution works. I restart my Lubuntu laptop and, sure enough, Rainlendar2 starts up without my having to find it in a menu, run it from the command line, or ask Swithins, my butler, to do it. Swithins has other things to do with his valuable time, like heat up a tubful of Evian for my daily bath.

John, I know what you're thinking. You're thinking, "Where do I find a decent Linux butler?" Well, I found Swithins on Craigslist in the M4P (Male for Penguin) sub-category. But you're probably also wondering how this can help YOU since you're not running Lubuntu. Well, you've been such a good sport until now, I'm going to see what I can do for you under Ubuntu 12.04.

I visit Google.com and type:

### Ubuntu autostart programs

Here's the first search result:  
<http://www.liberiangeek.net/2012/05/windows-7-vs-ubuntu-12-04-how-to-automatically-start-programs/>

Holy baloney, John! It's even easier in Ubuntu! I could have saved myself 1,500 words (and you'd have five minutes of your life back).

Fasten your jockstrap, John, here we go!

1. Click on the gear icon in the upper right corner of your desktop
2. Select startup applications
3. In the new window, click Add
4. In the new window, click Browse
5. In the new window, click File System along the left and then double-click the usr folder
6. Now double-click the bin folder
7. Scroll down until you find Rainlendar2 (or just start typing it and it will find YOU)
8. Click Open at the bottom right of the window
9. In the new window, click Add
10. Now click "I just made Ubuntu my bey-otch" because you're DONE!

Yes, I know I buried the lead. I could have just started with the Ubuntu solution. But we've both learned a little something about tildes, filepaths and autostart folders. Sometimes the search is more revealing than the solution

(got that from a fortune cookie). The biggest benefit, of course, is that you and I got to spend quality time together, John.

Pardon? Oh, you don't agree. Well then, I'll just be on my way.

On other pages in this magazine, you'll find command line solutions to your problems. But the command line is the deep end of the pool. I'm here to hand out floaties and water wings until we're all ready to use the diving board. If you can use Ubuntu, then you'll continue to use Ubuntu (also got that in a fortune cookie - the cook was a sys admin).

Hopefully I've shown you that stuff like this is totally doable. If I can do it then a bag of hammers can do it. Not that I'm calling you a bag of hammers, John. My answers here are designed to instill trust and confidence in users like you and me who may not think we're capable of doing this stuff, but, turns out, we totally are!

In all seriousness, John, we appreciate your question and hopefully you've been able to play along at home and get your Rainlendar calendar to autostart. If

not, let me know (I'll have Swithins give you a call).

Best of luck, John!

Am I alone? Anyone else out there know how to summon the command line but fear its voodoo? Or maybe you get tired of answering the same questions over and over for new users. If so, contact me at [copil.yanez@gmail.com](mailto:copil.yanez@gmail.com). I'll try to answer simple questions, or point out helpful beginner advice from the perspective of someone who loves Linux and Ubuntu but doesn't speak source code.



**Copil** is an Aztec name that roughly translates to "you need my heart for what again?" His love of women's shoes is chronicled at [yaconfidential.blogspot.com](http://yaconfidential.blogspot.com). You can also watch him embarrass himself on Twitter (@copil).



In issue #62, we looked at the software side of creating the Tweet Screen, this month we look at the hardware side.

**WARNING** - this will definitely void your notebook's warranty! Before starting, a few words on some of the objectives:

- keep the cost down
- use only available tools and materials if possible
- it has to be stable and sturdy

### Materials:

~~IBM Thinkpad R31 (when I wrote this I saw a R31 for £40 on ebay.co.uk)~~

- Lenovo 3000 C100 notebook (approximately £38 - see below)
- Black 11" x 14" frame (approximately £9.51 from an art store) with 1 inch depth
- Electrical tape

### Tools:

- small technician's screwdriver set
- junior hacksaw
- dremel
- round and square files
- grounding strap
- safety glasses

Just after issue #62, I ran into video issues with the Thinkpad R31. Since I'd already pre-tested Tweet Screen on my own aging notebook, a Lenovo 3000 C100, and I found it several times on ebay with better specifications for less money than the Thinkpad R31. I used the 3000 as the basis for part 2 of our Tweet Screen article.

The Lenovo 3000 C100 comes in 2 models, one with a Celeron 1.5GHz CPU and Broadcom wireless chipset, and one with a Pentium 4 1.7GHz CPU and Intel wireless chipset. The model used in this article is the Celeron-based model. Both models have identical 15" LCD screens.

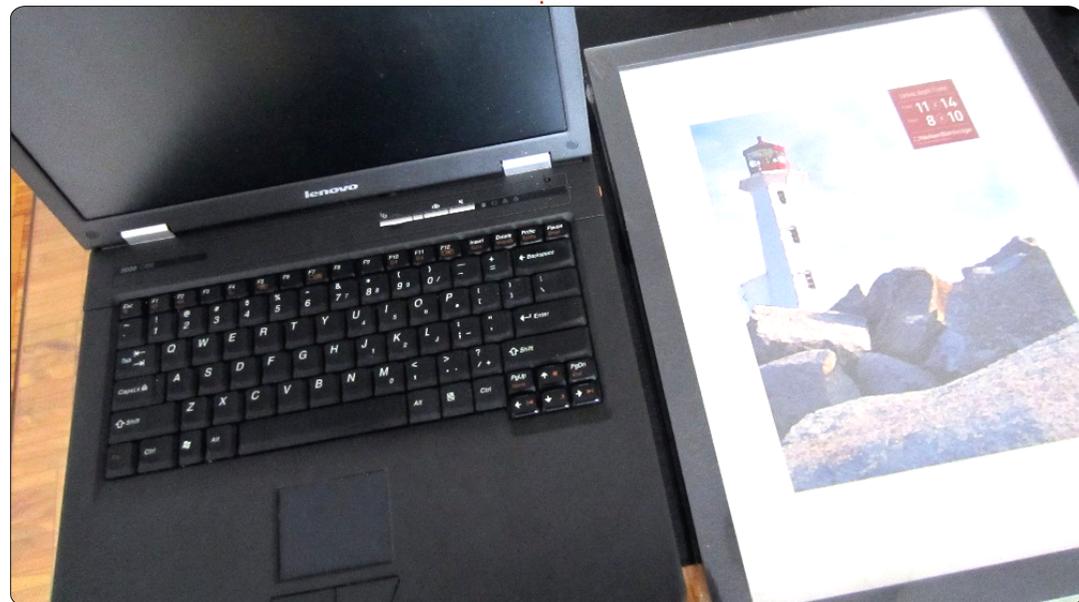
In part one of this article, we covered the software side of setting up the Tweet Screen. In part two, we'll cover disassembling and installation of the notebook in an 11" x 14" picture frame. I found the picture frame after visiting a couple of art stores. Having created a notebook picture frame several years ago, I knew it was important to have as much depth

as possible to hold the notebook. Most art stores had frames with more than 1 inch depth, but the glass was often set almost at the back of the frame, rendering it useless. The frame I chose was 1 inch thick with the glass a few millimeters from the front.

A number of years ago when I built the notebook picture frame, I made a couple of related mistakes: 1) I didn't buy/build a frame big enough to hold the components of the notebook. 2) In further attempting to reduce the amount of parts in the notebook, I did not

test the notebook enough during the second disassembly process.

This time, before disassembly, the notebook stuck out about ¼" inch. This time I tested often and decided not to attempt to remove everything from the notebook, keeping the disassembly as simple as possible. Additionally, I installed SSH, set up the notebook's wireless, and gave the notebook's wireless a DHCP reservation on our router in case I needed to remotely shut down the machine (which turned out to be a great step).



Ideally, disassembly should be done on an anti-static mat. I didn't have one handy so I used an anti-static strap connected to a metal ground. I had a large motherboard anti-static bag handy, but since I only ever exposed the screen and the front bezel above the notebook keyboard, it really wasn't necessary.

Disassembly started with taking out the battery and DVD-RW, then testing to make sure the notebook powered on. The Lenovo 3000 C100 has a slide switch that conveniently pops out the battery. Removing the battery eliminates heat and lessens the weight of the entire unit. The DVD-RW is held in by a small, F3, single screw.

Most of the screws on the bottom of the unit are either of

the F3 (short type used to secure the memory lid, hard drive, screen, and DVD-RW). or F6 (longer type used to keep the case together). Only two other longer screws securing the screen base to the notebook were removed at a later stage. I kept the screws organized on a couple of long stickers marked F6 and F3, and later deposited these in an inexpensive plastic sorting box I bought at a dollar store.

Next, I bent the screen backwards so it was almost level with the notebook. The plastic bezel on the front of the notebook (where the buttons and LEDs are) is a long strip of plastic, about an inch thick, and can be removed by prying up the left side and gently pulling up the rest of the strip. I used the small slot head of the

notebook screwdriver to do this. With the bezel off, I marked around the power switch using a felt marker.

At this point I tested the notebook using the plastic end of the screwdriver to power on the unit. Because the unit boots right to the Visible Tweets screen, each time I shut down I needed to hit the F11 key to show the Chromium browser minimize/maximize/close buttons (alternatively, I could have probably just hit Ctrl+Alt+Del to bring up the shutdown menu, but I did things the hard way).

The next job was to remove the casing from the screen. While this is one of the thinnest parts of the notebook, the latch at the top which secures the screen to the

notebook when closed would make it impossible to lie the screen flat on the glass. Most laptops have stiff round plastic covering a number of screws. In the case of the 3000 C100, there were 6 small F3 screws hiding behind the plastic cylinders. I used the smallest slot head to pry up the plastic cylinders then used a small Phillips screwdriver to remove the screws.

After removing the front panel plastic from the screen, I noticed a couple more screws securing the wireless antennas to the top of the screen. At the bottom of the screen lay the screen inverter. I carefully removed the tape securing the inverter to the back of the case, then unscrewed the antennas and removed the plastic LCD backing.



Removing the backing reveals that the LCD is secured to the notebook by a couple of thin metal rods with several small screws on each side. These rods are secured to the base of the notebook by a couple of long screws. Initially I removed these screws, but found working with the screen unmanageable, so I secured them back in until I removed the screws securing the LCD to the rods.

Just after removing the back plastic portion of the LCD case,

look at the back of the LCD. On the back of the Lenovo 3000 C100 screen is tape cautioning not to touch the backlight portion near the top of the LCD. Of course I had already touched it without realizing, so at this point I powered on the notebook and tested again - thankfully it booted. Note that the backlight electronics were covered by a thin film of plastic, but they might not be on all notebooks.

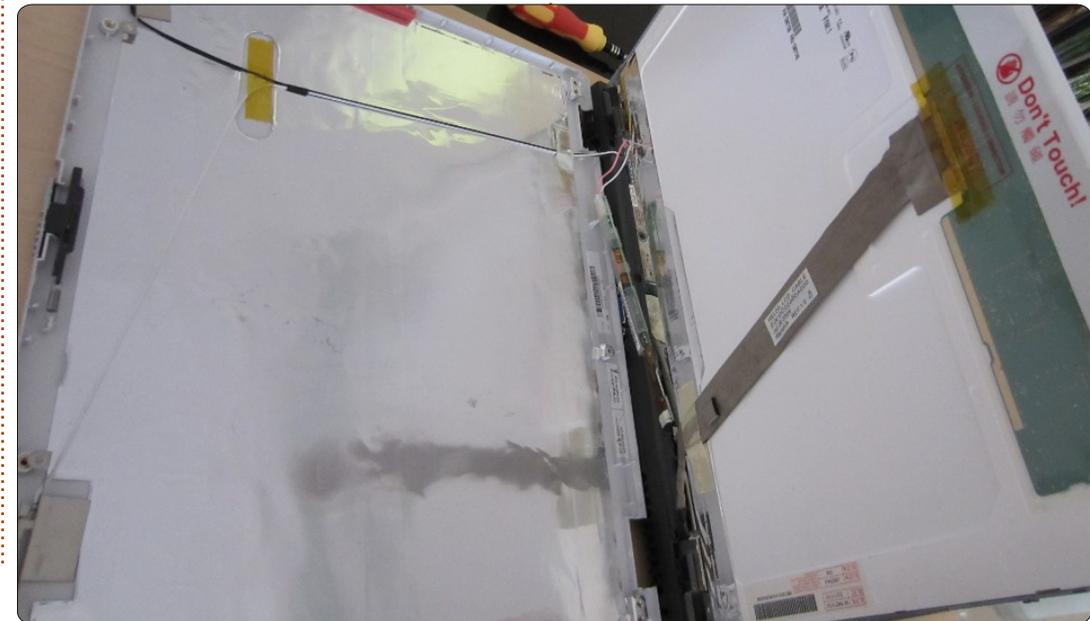
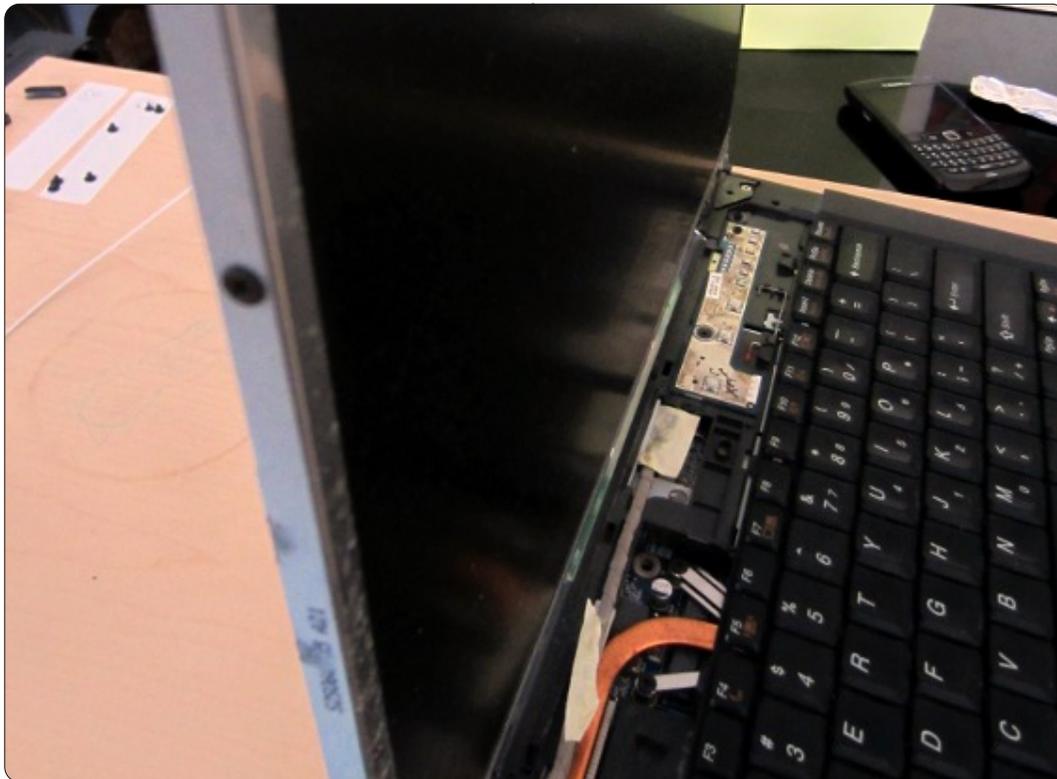
With the screen detached from the metal rods, the next job was to secure it on the back/bottom of

the notebook. But before attaching the screen, I peeled a thin film of tinfoil-like metal off the back plastic LCD panel. This metal film acts as an anti-static shield. I carefully removed the metal foil and attached it to the bottom of the notebook, taking care to cut out a small square to vent the memory area. Much of the stickiness of the foil had stuck to the back plastic panel no longer in use, so I used electrical tape to secure the foil to the bottom. I also used electrical tape to secure the screen to the plastic base of the notebook, taking care not to cover too much of the screen or leave metal exposed.

With the screen on the opposite side of the keyboard I now tested the unit once again. This time shutting the unit down via keyboard and trackpad proved quite difficult, even with a mirror. Happily I had already set up a static DHCP reservation for the machine, and installed SSH so I remotely shut it down over SSH.

```
sudo /sbin/shutdown -h now
```

At this point, I had a bit of the inverter wire inconveniently placed at the top. Normally this wire is channeled into the LCD screen, but it proved to be quite helpful in the end adding a few extra millimeters so that the top and bottom fit



snugly inside the picture frame. This left a gap just shy of 1 centimeter on each side of the frame.

With the notebook in the frame I marked off an area of ventilation at the bottom and the area the power core was to plug into the system. With this done I removed the notebook and cut out the marked off areas. I'd love to claim that I did this expertly, but the truth is I used what I had at my disposal, a junior hacksaw and a dremel.

To smooth out the roughness left by my cutting I used a couple of files to file down the cut out

areas so they were nice and smooth. Surprisingly, it turned out well enough that I was able to reuse the wood block from the ventilation cut out. This block I cut in half and filed down. I put one of each block in the 1 centimeter gap between the notebook and frame. These small blocks kept the notebook from moving within the frame.

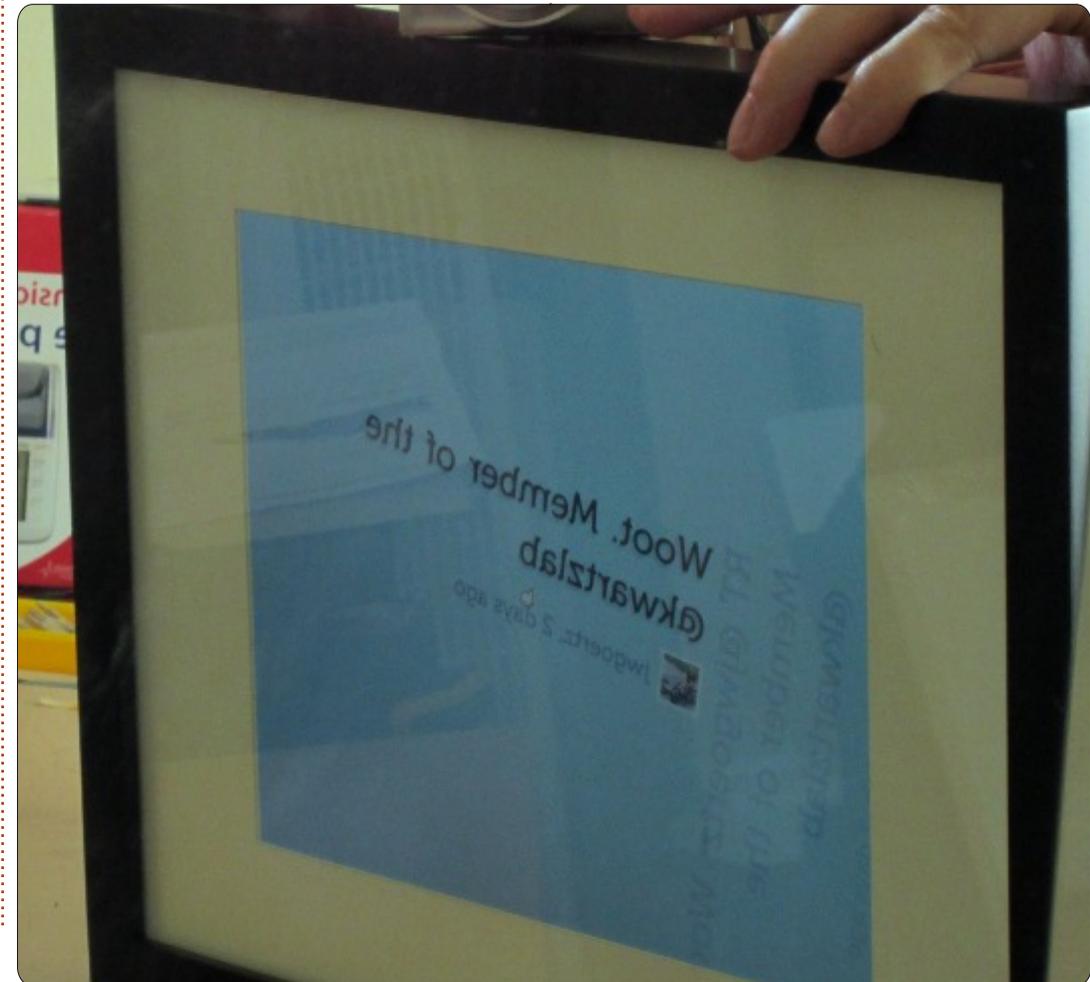
At this point the Tweetscreen was finished, it could stand on its own without falling out the back. It was time to fire it up again for one last shot.

With a bit more time I would have filled in the sides and used a

wooden bracket to secure the system further. I also would have rigged up a button on the side so I wouldn't have to power the system on from the back. As the Tweet screen sits now it works well, and could be hung except for the power button detail. Set on a desk it looks great and feeds us all the tweets about refurbishing,

Kwartzlab, and different Ubuntu topics.

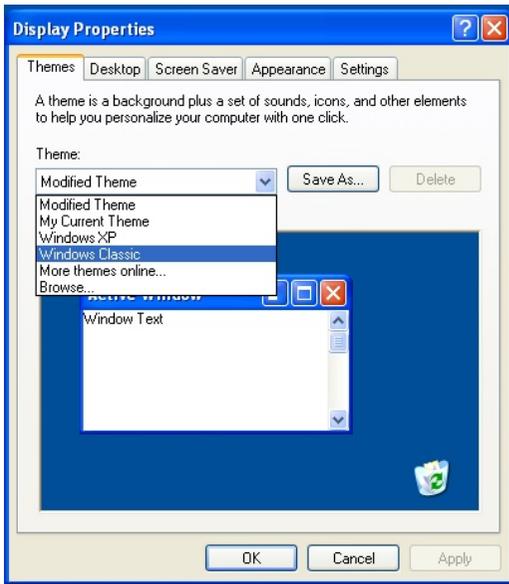
Next month, a look at our local Hacker Space Kwartzlab. Kwartzlab is the host of a number of interesting projects from the original Twitter screen I mentioned in Issue 62 to hosting Ubuntu code and bug sprints.





# CLOSING WINDOWS

Written by:  
**Ronnie Tucker (KDE)**  
**Jan Mussche (Gnome)**  
**Elizabeth Krumbach (XFCE)**  
**Mark Boyajian (LXDE)**



Right clicking on your Windows XP desktop and choosing Properties will take you to the Display Properties window, and it's from here you can change your desktop theme and wallpaper.

**Kubuntu**

Kubuntu (and KDE in general) works in a very similar way. Right clicking on the desktop and choosing Desktop Settings will give you a window from which you can either change your desktop to a preinstalled image, or add a desktop wallpaper using the 'Open...' button.

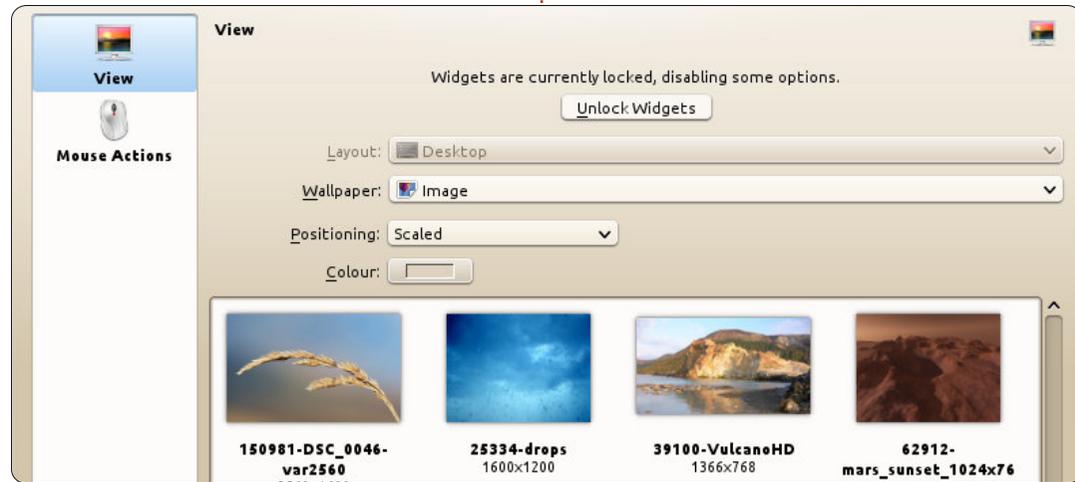
As well as getting the usual options to scale/resize/crop your wallpaper image, you can also choose to either have your wallpaper as an image, a slideshow or a colour gradient.

As for a theme, this is where KDE differs slightly. Open the System Settings, then open the Workspace Appearance. Here you'll see two main things: Window Decorations and Desktop Theme.

Window Decorations is used to change the appearance of your windows, or window borders if you like.

Desktop Theme is where you change the look of everything else, such as your taskbar, widgets, etc.

# Wallpaper & Themes



## CLOSING WINDOWS

Clicking the Details tab will let you fine tune the desktop theme should you want to mix and match.

## Gnome-Shell

Changing wallpapers in Gnome is very easy. Just right-click on an empty part of the desktop and choose the last entry in the drop-down menu called Change Desktop Background. Some standard desktop pictures are supplied. If the right one is not in the list you can always choose to download more from the net. To do that, choose: Get more backgrounds online.

Opening the window to change the desktop background is also possible by using the menu structure: System > Preferences > Appearance.

When you look at the top of the window, you'll notice the first tab is called Theme. Here you can change the complete theme – in other words change the way your desktop looks. Just as with the background pictures, a number of predefined themes have been included in the installation. Also here, when you have a different

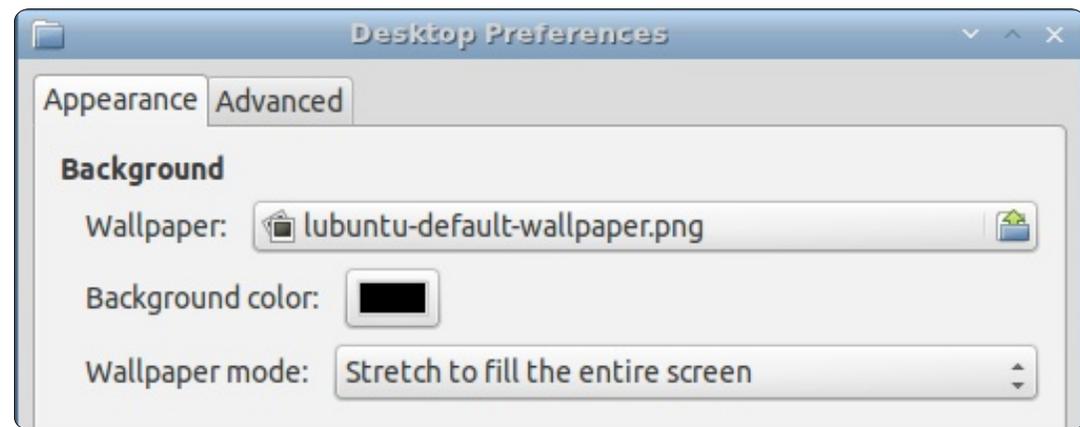
taste, you can download more themes online. Another possibility is to select the theme that's as close as possible to your wishes, and then adjust it so it will become your theme.

Select a theme and click on the button Customize. A window appears in which you can do almost everything to set the theme the way you want it to be. Just experiment with it. Even when you don't manage to get it exactly as you want it, you might stumble on another one which is even better.

It's all very straightforward. The nice thing is you can't do anything wrong, so just go ahead and try it.

## Lubuntu

Unlike the other desktops discussed here, Lubuntu goes to great lengths to keep all aspects of the desktop and management thereof as lean as possible by default. And "lean" is what Lubuntu is all about, so we'll limit this discussion to the default options since, as has been mentioned in previous installments of this series, you can access the repositories and customize

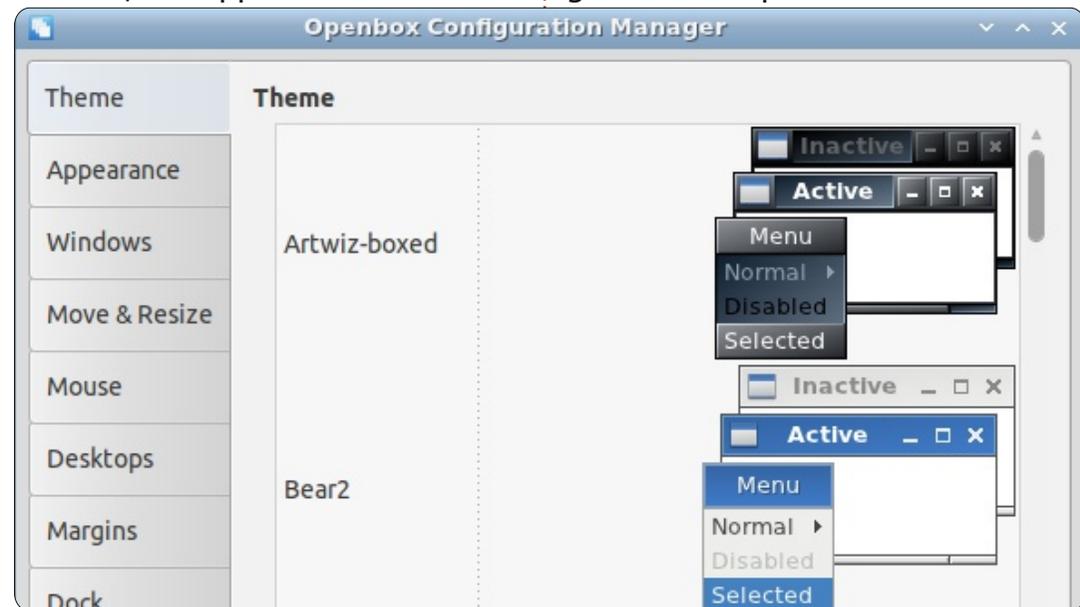


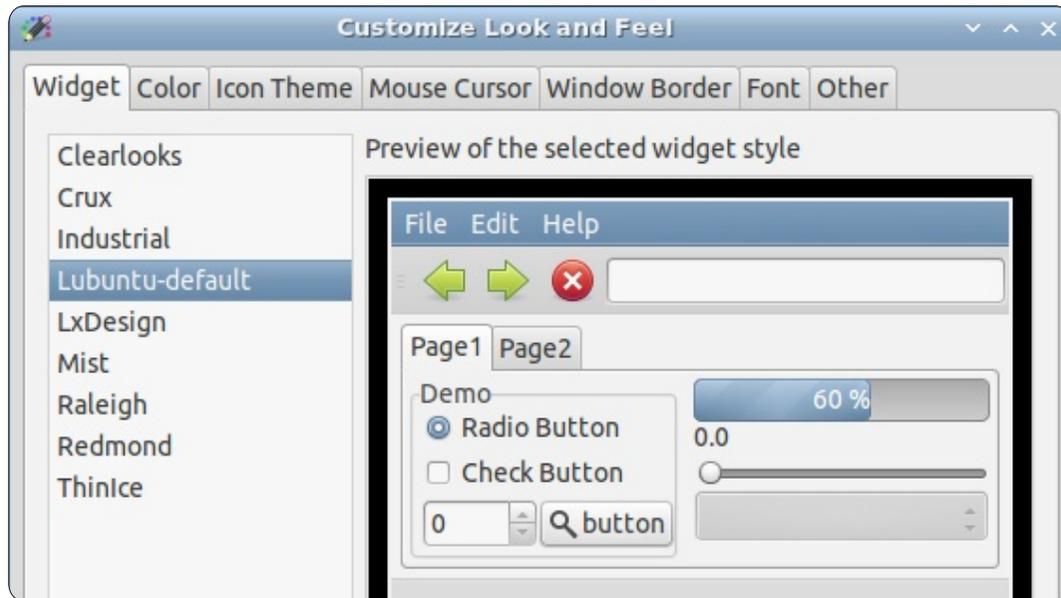
Lubuntu to be as "heavy" as you want.

To manage the most basic desktop settings, right-click any unoccupied area of the desktop and select Desktop Preferences from the pop-up menu to open the window of the same name. By default, the Appearance tab has

focus on which you can set Background options for the desktop as well as specify text options for text that displays with objects placed on the desktop (e.g. icons).

The two options for selecting/setting wallpaper don't get much simpler than this!



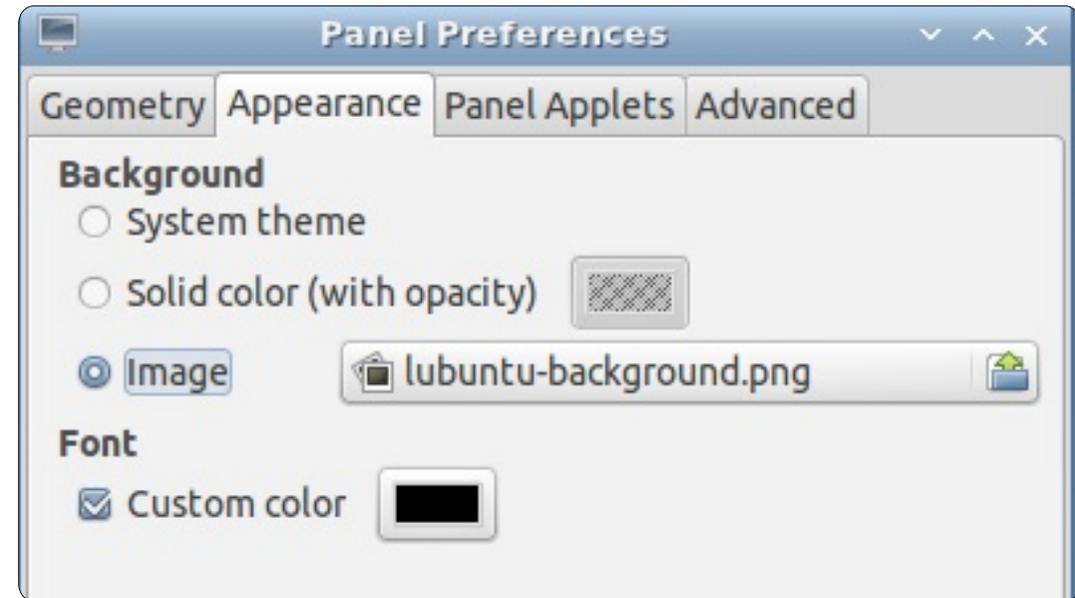


Clicking the Wallpaper “field” opens the file manager, and this allows you navigate to the image you want to use as your wallpaper. The Wallpaper mode option opens a pop-up menu that allows you to specify how you want the image displayed on the desktop (e.g. stretched, centered, etc.). The Text options determine how text associated with desktop objects (e.g. icons) is displayed.

To select Themes, control window appearance and behavior, and configure other desktop options, open the Openbox Configuration Manager (from the main menu, select Preferences > Openbox Configuration Manager).

By default, the Theme category is selected. As you can see, Ubuntu comes with several Themes (12) by default, and you can add new themes at any time. To change a theme, simply click on the theme example displayed; this will immediately apply the theme throughout the system, even to windows that are already open. Clicking on other categories reveals their respective configuration options. (Note: The Mouse category actually determines the behavior of windows based on mouse movement/actions.)

For even more control over the display of your desktop, from the



main menu select Preferences > Customize Look and Feel, which opens the window of the same name.

The options available in this window allow for considerable customization and “tweaking” of many different parameters including custom foreground and background colors for windows, tooltips, etc, changing icon themes, mouse cursor themes (Note: none are installed by default), window borders, and more. There is some overlap in functions between this window and the Openbox Configuration Manager, but the information is displayed [in their respective

windows] differently.

Lastly, you can also control the appearance of the Panel on the desktop. Right-click on any unoccupied area of the Panel and, from the pop-up menu, select Panel Settings; this opens the Panel Preferences window.

Click on the Appearance tab to configure the look of the panel by changing its background and font. By default, “image” is selected as the background for the panel. Click on the “field” to the right of the “image” radio button, and the file browser will open to the panel images directory where there are many (>20) images from which to



## CLOSING WINDOWS

choose by default. Obviously, you can add more if you want.

## Xubuntu

In Xubuntu, like many other desktops, launching the settings dialog to change the background can be done by right-clicking on the desktop and selecting “Desktop Settings...” from the menu. The dialog will give you several default options, as well as the option to upload your own desktop background and define how you want it placed on your screen (centered, tiled, stretched, etc), and, if it doesn’t fill your whole screen, what background color to use and how that should be styled (solid, horizontal or vertical gradient).

You can also launch this menu by clicking on the Mouse icon > Settings > Settings Manager > Desktop.

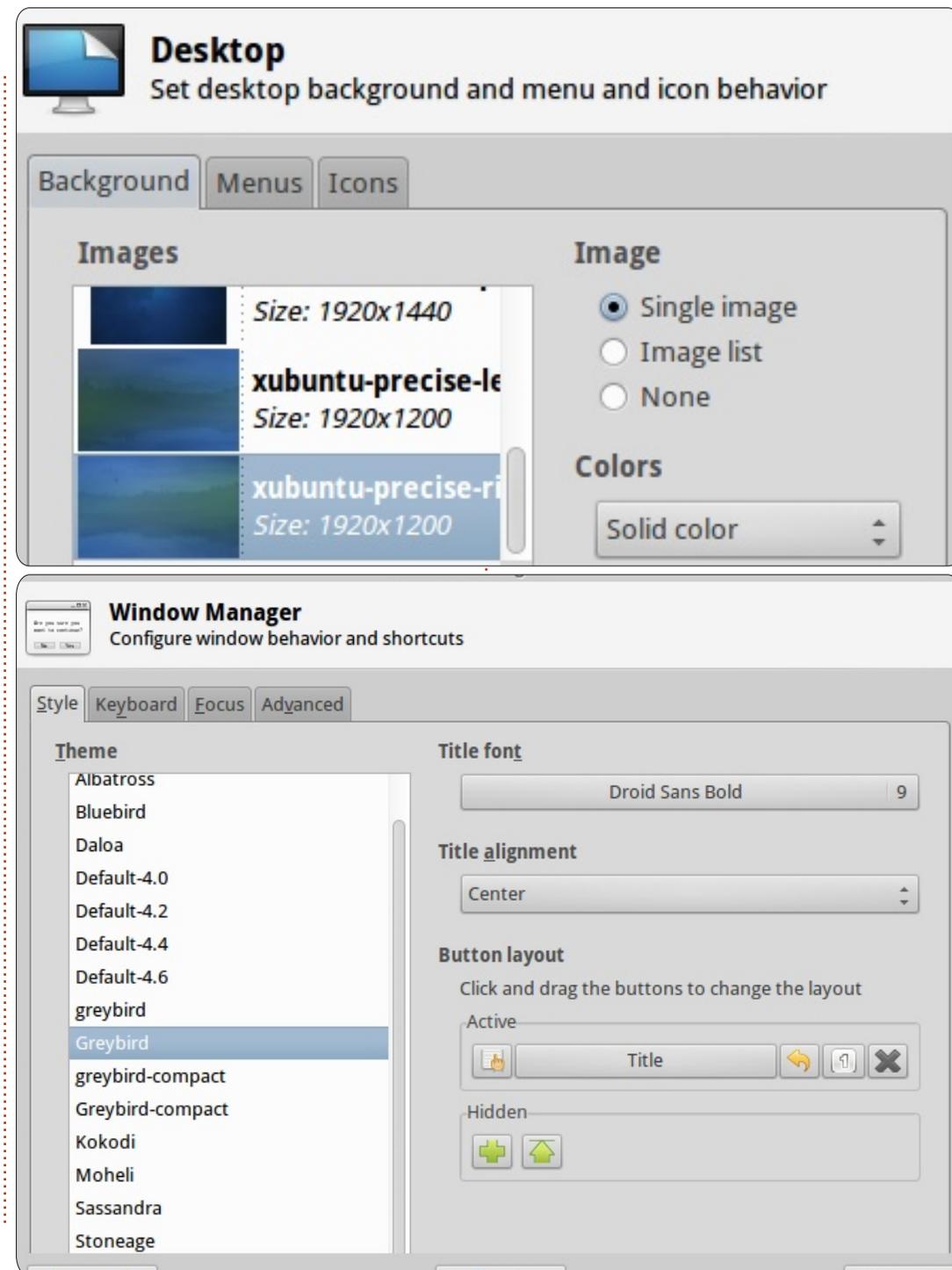
Like KDE, Xfce has the desktop appearance split into two different components, the GTK Theme (called Appearance Style) and a Window Manager Theme.

The Appearance Style dialog is

opened via Mouse icon > Settings > Settings Manager > Appearance, and here you select what style you wish to use to determine desktop color pallet, including contrast. Several options come with Xubuntu by default, and, by selecting them, they will be applied immediately – so you can see what it looks like. The full Appearance settings menu also allows you to change what icons, fonts and some other settings to use.

The Window Manager Theme dialog is opened via Mouse icon > Settings > Settings Manager > Window Manager, and this is used to change the theme of the actual window borders. Just like with the Appearance Style dialog, selecting on one of the many options that comes with Xubuntu by default will immediately apply that theme so you can check it. In addition to Style settings, the Window Manager dialog has options to change keyboard shortcuts, window focus behavior, and more.

By default, Xubuntu uses the Greybird style for both Appearance and Window Manager themes.





# MY STORY

Written by Nathan Peek

There I am, keyboard on my lap, feet propped up, energy drink at the ready, and a mass of Hot Pockets in the freezer singing their alluring siren song. I agree with the Hot Pockets that yes, I will meander over there and select one of you for consumption as soon as I finish one more paragraph; I'm writing a research paper at the time. When, suddenly, staring deeply into my disposition is the lovely blue screen of death. Yet again, Windows had managed to perfectly time a system crash when I'm in the zone. My cat, Penelope, jumps up onto the computer desk, blinks softly, and meows as if to say, "You know what to do."

Now, I'm a systems engineer who manages a few persistently connected network segments of which all servers run a flavor of Linux. I'm a fanatic. I've often wondered why is it that my own house is run by Windows? It's some sort of paradox. I opine that it must be because I share out folders to stream to my Xbox. I then decide folder streaming is a

weak excuse – I pet Penelope, sip my energy drink, and get to work.

It goes like this: bounce PC, backup files, select Hot Pocket, put Hot Pocket into microwave, download Ubuntu 12.04, burn to disk, retrieve Hot Pocket, retrieve extra Fire Sauce packets, bounce PC, boot to CD, squirt sauce into halved pocket, bite into still-too-hot Hot Pocket and chew from one side of my mouth to the other. I get to the partition manager of the Ubuntu installation and nefariously say to the Windows partition, "Goodbye Windows, I want to say it was a good run, but no, you ruined my life." It is at that point I part ways with Windows and gleefully begin upon, as the American Constitution iterates I'm allowed to do, my pursuit of happiness.

What follows is: install proprietary drivers, install Guake, finish Hot Pocket, install Wine, install Foxit Reader, install VirtualBox, pet Penelope, install Chrome, install Opera, configure Ubuntu One, pull down Hotot ppa, configure AskUbuntu lens, finish

energy drink, synchronize browsers, marvel at my shiny new installation while quoting Dr. Frankenstein, "It's alive! Alive!"

To solve the issue of Xbox streaming, I snatch my XP Pro disk and say to it, "We meet again". I reluctantly install a Windows virtual machine. The idea here is that, when I need it, I'll detach my external drive from Ubuntu and attach it to the virtual Windows machine. Streaming conundrum solved. However, there was one issue I did not previously consider; my wife.

My wife lugs around her Windows laptop all over the house, sometimes settling on the couch to have tea, read the news, surf the web for cosmetics, and upload pictures. Seemingly she is happy with Windows apart from the occasional, "This thing seems to get slower by the day." Though she has a laptop, our central desktop is what she uses for Xbox streaming when she is in the mood to watch anime on the big screen (which is often). She certainly has never

seen any version of Linux nor would she understand how to deal with virtual machines.

About the time I realize this, she is walking down the stairs, freshly awake from our previous night's anime marathon, laptop in hand. The conversation goes something like this:

*"Good morning."*  
*"Good morning."*  
*"Whatcha doing?"*  
*"Fixing the computer."*  
*"What happened?"*  
*"I suspect memory crash maybe."*  
*"I don't know what that means but okay. How did you fix it?"*  
*"Install Ubuntu."*  
*"Uhboontu, that's a funny word. What is that?"*  
*"A miracle on a disk."*  
*"Can I see?"*  
*"Yep."*  
Silence. I'm nervous. She says, *"I don't get it."*  
I say, *"It fixed the computer, remember."*  
*"It's different than mine."*  
*"Correction, better than yours. May I show you why?"*  
*"I'll never understand why you just*

*can't leave things alone."*

*"But it fixed the computer,"* and now I'm ready for a beat-down. She's moving the mouse around and asks, *"Can I surf the Internet?"* *"Yes. It has Firefox."* (That's her favorite browser).

*"Can I upload pictures?"*

*"Yes."* I hit the super-key, type Shotwell, show her, and lock it to the launcher.

*"Can I listen to my music?"*

*"Yes"* I hit the super-key, type Rhythmbox, show her, and lock it to the launcher.

*"Then I trust you."*

Relief.

*"Wait, one more question."*

Nervousness.

*"Can I stream anime?"*

I say, "Yeah, about that," and begin scratching my head in thought about how to best explain a virtual machine – when I have an epiphany. Her laptop is STILL Windows! I continue, "Give me a few minutes and I'll show you how." Install Samba, create share. "Let me see your laptop honey." Permanently mount network drive, configure Windows Media Center to point to network share. "See, now you can just download and stream from your laptop!"

*"That's cool! How did you do that?"*

To which I deviously reply, *"I didn't, Ubuntu did. Told you it's better."*

About a week goes by and everything is working great; I'm walking down the stairs post-anime marathon when I notice my wife on the couch staring inquisitively into the screen of her laptop. To my delicious surprise I notice her Windows taskbar had been moved from the bottom of the screen to the left side of the screen. Elation warmed over me. She was attempting to mimic Unity on a Windows machine. She looks at me, *"Good morning."*

*"Good morning."*

*"I have a question."*

*"I have an answer."*

She closes her laptop and gives it to me, *"Can you make this Ubuntu?"*

Eureka!!! I say, *"Uh, what, I don't think I...what did you just say?"*

*"Ubuntu, I've been reading about it and using yours, and you're right, it is better."*

Double Eureka!!! I say, *"Well absolutely, my love."* And I go to

work liberating her laptop from the clutches of the empire.

Moral of the story: given some time, even the most novice user will come to find Linux is a much more pleasurable experience. It takes the vigilance and willingness on the part of us Linux aficionados to take the time to show its capability instead of arguing with people who just want to "keep it simple", read news, surf the web, look at pictures, and stream a marathon's worth of cute anime.



The Ubuntu Podcast covers all the latest news and issues facing Ubuntu Linux users and Free Software fans in general. The show appeals to the newest user and the oldest coder. Our discussions cover the development of Ubuntu but aren't overly technical. We are lucky enough to have some great guests on the show, telling us first hand about the latest exciting developments they are working on, in a way that we can all understand! We also talk about the Ubuntu community and what it gets up to.

The show is presented by members of the UK's Ubuntu Linux community. Because it is covered by the Ubuntu Code of Conduct it is suitable for all.

The show is broadcast live every fortnight on a Tuesday evening (British time) and is available for download the following day.

[podcast.ubuntu-uk.org](http://podcast.ubuntu-uk.org)



# MY OPINION

Written by Ronnie Tucker

**W**e used Facebook and Google+ to let readers know about the emerging story of how Richard Stallman doesn't approve of Steam for Linux. An excerpt from the BBC News article is below:

*"Non-free game programs (like other non-free programs) are unethical because they deny freedom to their users," he wrote on his blog.*

*"If you want freedom, one requisite for it is not having non-free programs on your computer.*

*"However, if you're going to use these games, you're better off using them on GNU/Linux rather than on Microsoft Windows."*

*Mr. Stallman said that based on this, Valve's move was likely to do more good than harm, but he noted there was another factor.*

*"Any GNU/Linux distro [distribution] that comes with software to offer these games will teach users that*

*the point is not freedom.*

*"Non-free software in GNU/Linux distros already works against the goal of freedom. Adding these games to a distro would augment that effect."*

<http://www.bbc.co.uk/news/technology-19065082>

## YOUR COMMENTS

### Luis Carvalho:

DRM is a cancer. Content with DRM isn't sold, only rented, it's never yours. Sooner or later, you'll lose access to it. Bringing it to Linux is an infection.

### David White:

He had a point when it came to operating systems and file utilities. But not for this.

### Davo Batty:

Bring it on, I use Steam to play civ5, and playing games stops me from migrating 100% to Linux.

### Joan Trabal:

I'm pro F/OSS and against DRM,

but everyone should be free to use whatever software suits their needs. People just need more education about these matters.

### Rey Angeles:

The creator of the Linux kernel pretty much gave it the green light, yes, sure DRM is bad, how do you expect them to make money if they just give away their source code. Guys, it's not a Utopia and it will never be. So, let's try to work with these companies to some degree. I agree FOSS is best but sometimes this model does not work for everything.

### Jeremy Davis:

It's a personal choice, but I have to go along with anything that brings more users to Linux, and games will. Besides, I can stop dual booting then.

### Md. Rezaur Rahman:

I second Ray Angeles. In the real world, we have to consider many things. Gaming in Linux is still pathetic. And GNU philosophy doesn't work very well in the game industry.

### Robin James Banfield:

Stallman is a dinosaur. Using Linux is a choice that everybody can make. Choosing to purchase games to play is also another. What difference does it make if the game you play is on an open-source platform or if it's on one of the other 2. A lot more people will switch to Linux if they could play their favourite games on it. Kudos to Valve for trying to make this happen. Who [cares] about the choice to modify the games. Time for Stallman to crawl back in his fossil.

### Hassan Naderi:

Definitely against letting non-free programs into GNU Linux. Companies might have difficulties making viable business models to release software on Linux with exclusively free code, but if you start allowing non-free programs, in a few years we end up having a majority of programs with non-free code.

### Robin James Banfield:

Have to disagree with Hassan (above), we already have open-

source code being used on closed sourced operating systems and vice versa. I couldn't care less about having the choice to modify game code, I just want to play it. What does modifying code for a game really matter to the end user? It seems that the point of choosing an open-source OS has been lost in the noble, but impossible "crusade" to make all code free. As much as I dislike Redmond's OS, I still use it to play games because I have to use it to play games I like, and truth be told, it has gotten a lot better since the days of XP and before. With that said, I wouldn't buy it if games were created for use on Linux. It seems the crusade itself is what is actually holding the crusade back from actual progress. You want a successful OS? Have games that are well supported from software companies without the hassle. It's worked for Redmond and Cupertino. Why not Linux? While I applaud people who create, support, and maintain open-source games, they are not that good. It just isn't the same demographic that big game companies are aiming at. I have to agree with Andy for the most part, but the one thing I disagree on is that we owe Stallman anything. It's his

crusade keeping Linux third in the market-share by fighting to keep gaming companies on the outside. Linux is more than just free code and open-source. It still is an operating system that more people would use if major companies were allowed to support their closed source (games) on it.

### **Magne Djupvik:**

Personally, I don't think allowing users the freedom to use Steam is wrong, and I might end up using it myself. But at the same time, I think people should support the Free Software games that exist. Shameless plug: SuperTuxKart (which I'm somewhat involved in) has its forums at the FreeGameDev.net forums, and we definitely would like any help we could get in making the game better, be it donations, artwork, code, or other things. Or just some constructive feedback. The FreeGameDev forums are really nice, and an important place to help out various developers who aren't raking in lots of cash making their games. And, unlike commercial games, those games will always be able to work and be improved on due to them being open source and DRM free.

### **Andy Gait:**

As Linux users we owe Stallman a debt, but time and computing has moved on. Stallman is so blinkered in his beliefs that anyone who doesn't follow his way to the letter, is wrong. No debate. No reasoning. Just wrong. He's no longer an open source guru, he's a dictator.

### **Brook Smith:**

Open source, closed source? Who cares if they are wanted by the user and they work. We, the users, matter more than any one's crusade for open source software. Do I prefer open source solutions where possible? Certainly! But it's not always possible. Realistically, programmers need to be compensated at some point, many make their living writing computer code. This means that the software their employer sells goes toward paying their wage, this puts food on their table, a roof over their head, and helps support their family.

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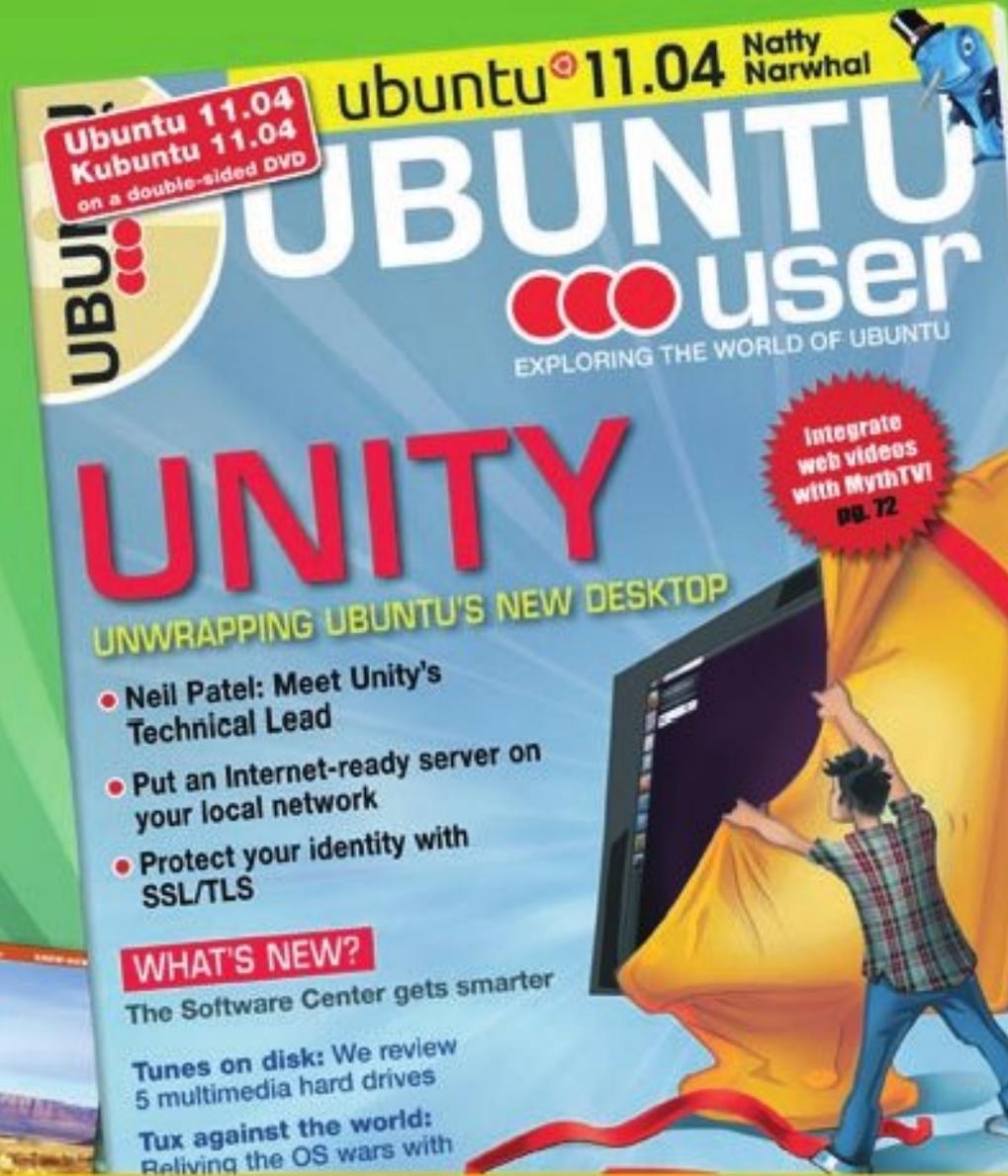
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# REVIEW

Written by Vince Du Beau

I have Ubuntu 12.04 installed on a separate drive on my MacBook. One of the main uses of the MacBook has been as a media center using XBMC, which works very nicely with the Apple remote control. This unfortunately is not the case with Ubuntu, or most distributions.



If you've tried to get lirc working with a remote control, you know it's a daunting task and probably didn't work. Flirc comes to the rescue.

Flirc (<http://www.flirc.tv/>) is a hardware/software combination that makes setting up your remote control as simple as getting cash

from an ATM.

The hardware is a small USB dongle that you just plug into any USB port.

Flirc doesn't use lirc but instead acts as a secondary keyboard so that you are actually sending keystrokes to XBMC.

Programming the dongle requires getting the software from the website. It is available for Linux, OS X, and Windows. For Linux there are only instructions for installing on Ubuntu:

## Installation Instructions For Ubuntu i386:

1. Add:  
`deb http://apt.flirc.tv/arch/i386/binary/`  
to /etc/apt/sources.list
2. apt-get update
3. apt-get install flirc

## Installation Instructions For Ubuntu

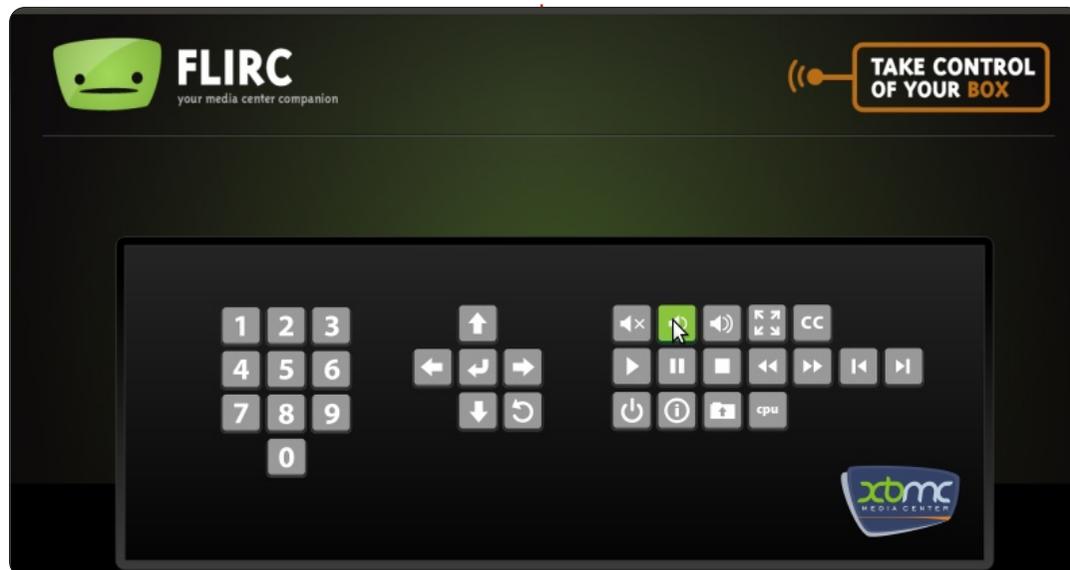
### x64:

1. Add:  
`deb http://apt.flirc.tv/arch/x64/binary/`  
to /etc/apt/sources.list
2. apt-get update
3. apt-get install flirc

Once you have the appropriate version installed, plug the dongle in, click on the Dash Home icon, and type "Flirc" into the search box and just click on the Flirc icon.

The screenshot below shows the initial screen. You can program your basic remote functions here. I

thought this to be ideal for using the Apple remote since it was the exact number of buttons on the remote. There was a downside to the way Flirc acts as a keyboard. On the Mac (and probably a proper lirc setup on Linux), XBMC knows where it is in terms of screens. If you are browsing a list of movies, the up/down buttons navigate the list; if you are watching a movie, they control the volume. Since Flirc just sends keystrokes, the up and down buttons would jump back and forth through the movie. I bought a cheap universal remote which would give me more keys to utilize.



Flirc has a built-in configuration editor for XBMC. To access it, on the main menu click on Controllors->XBMC, and you will be presented with the following screen.

As you can see, when you select a function it prompts you to push the corresponding button on the remote. To ensure that all remote functions were active, I selected the DVD option on the remote. At first this didn't work 100%. I had to play with the programming of the remote until I had the proper DVD player selected. Once I got that right, I had remote control nirvana.

If you find you need even finer programming of your remote, Flirc also provides a full keyboard

configuration accessed by going to Controllors->Full Keyboard. This will bring up the following screen where you tweak as much as you like. Go to <http://wiki.xbmc.org/index.php?title=Keyboard> to find a list of the keyboard controls available.

**Pros:** A quick and easy way to set up XBMC on Ubuntu to use as a Media Center. At \$24.95 plus shipping, it's a bargain!

**Cons:** The only real downside I came across is getting the right DVD player set on the remote. I don't consider this a big issue as you can have the same problems with any remote and whatever hardware you may be using in your home entertainment center.



## 16x16 SUDOKU

Numbers 0 to 9 and letters A to F are to be filled into the 16x16 grid so that every row, every column, and every 4x4 box contains 0 to 9 and A - F.

F			9	6					4	7	1		8	B	
2	E			F	8			6	A			3	9		
	3	7	B			1	A					E	4		
6		A		E	4			B	9			5		D	
B						3	5			E		0		A	9
0	7		4	D	E	B	1	C	5		8				
	9									D	F		E	7	
			F		9				2	3			B		
		E		1	6				3				C		
	A	2		B	5									1	
			3		A		4	E	7	1	2	B		6	5
4	1		8		3			9	5						E
8		1			7		9			B	5		2		A
		F	7					0	3			5	1	B	
	5	B			1	0			2		D			E	4
A	C		2	5	B						E	D			7

Solutions are on the second last page.

Puzzles are copyright, and kindly provided by, **The Puzzle Club** - [www.thepuzzleclub.com](http://www.thepuzzleclub.com)

## The Fastest Little Laptop

I thought of this after reading the column entitled "Making \*buntu 12.04 Boot Faster" in issue #63. The fastest little laptop computer I ever saw was a Dell Inspiron 11z. This laptop has been discontinued. If you can find one and you are looking for a super-fast cheap laptop, this is one to consider. Here's what you have to do to make it boot and run fast.

This little baby came with 2 GB of RAM, so what you want to do is get two 4 GB sticks of RAM and replace the 2 GB with 8 GB. Very easy to do. Remove power cord and battery, and just remove the plate on the bottom of the laptop (one screw) and pop out the 2 gig and replace it with one of the 4 gig sticks, and install the other right on top of it. There are two memory slots. Replace the plate and the screw. You're Done.

Next, watch for a good deal on a Solid State Drive (SSD) and replace the Hard Drive. This is a

little tricky. You need to again unplug the power cord and remove the battery, and remove three screws from the bottom of the laptop, turn the laptop right-side up, and pop the keyboard out using a credit card – working the keyboard out without breaking it. Be careful with a small wire connection. The hard drive is under the keyboard. Remove one screw that holds the hard drive in, and replace it with the SSD. Pop the keyboard back in and put the three screws back in the bottom. Reinstall the battery. Done.

Now, install Ubuntu 12.04 from a USB drive. When you are done you will have a little 11.6" i3 Intel processor with 8 GB memory and a SSD laptop that boots up in less than 15 seconds, and where the apps just load almost instantly. The battery life is good on this little unit. The mini-laptops and Netbooks are all just a little too small, but this one seems to be just the right size.

Now, the good news is this: If you look, you can find this little

jewel for under \$300. I found one for \$289. I found an SSD, 180 GB, for \$149, and the 8 GB of RAM for \$39, so the total price for all was \$477. I thought this was a very good deal and if you are looking for a very fast full-blown Ubuntu 12.04 carry-around computer that will keep you Ubuntuing no matter where you are, here is one. You can't go wrong.

In closing, let me also add, if you have an older laptop and you want to really speed it up, you can just add more memory and a SSD, and you can make your older laptop run like new. I have a Dell Inspiron 1521, and I have the memory maxed out at 4gig and added a 180gig SSD, and it runs as fast as the 11z – but it's a little bigger to carry around, and with shorter battery life. I believe the 11z is about 3 lbs, whereas the 1521 with a 9-cell battery is about 7 lbs. I am only guessing on the weight.

**Irv Risch**



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

## UEFI Horror

I was shocked to learn about UEFI and Microsoft's (not surprising) anti-competitive behavior on the latest Full Circle Podcast.

Ever since I have been a nerd (the open source type), I revelled and delighted in the fact that I could buy a PC or laptop, format the hard drive to get rid of the resident Windows OS, and then, in a matter of minutes, install an open source operating system such as Ubuntu or other Linux

distro.

But a new boot system called UEFI Secure Boot is being prepared to exclusively lock the forthcoming Windows 8 to hardware, at best obliging users to pay a fee to obtain a new key in order to enable them to install an alternative OS.

Reading around the subject, I seem to find a kind of consensus that even if this new development is a bother, it nevertheless solves a legitimate issue, and that some sort of collaboration with Microsoft and hardware vendors is the only solution to the problem.

I am completely baffled that what to me is blatant anti-competitive behaviour is being apparently accepted by a large portion of the tech community. How can we have this on the one hand, and anti-trust laws obliging Microsoft to offer alternatives to its IE web browser on its Windows 7 OS? In the latter case, even if MS were not to offer these options, the user would still be free to install the other browsers, or, failing that, install another OS altogether which comes with alternative browsers already

installed. But in the case of UEFI Secure Boot, the user is effectively barred from freely installing alternative software of his choice.

Personally, I think this abusive approach by Microsoft will backfire like many recent strategies carried out by the software giant. It is also a sign that MS is worried about alternative free OSs (such as Ubuntu 12.04) which are almost certainly far superior to its still-to-be-launched Windows 8.

There is a considerable community of open source software users out there, and I think that they have a weight that will make itself felt in this new environment. A smart hardware manufacturer that publishes a range of non-UEFI Secure Boot machines could well see its sales skyrocket as the open source community rushes to its doors.

But what about antitrust bodies? What are they saying about the impact of UEFI Secure Boot on free competition? What do fellow geeks feel? What are they going to do about it?

I have a feeling that, in the end, the threat will fizzle out, it's just

too far fetched a scenario to be of any substance.

Anybody out there share my views?

### Yan Volking

Ronnie says: *I've sent an email to the spokesperson for the antitrust commission for Europe to see what they know (if anything) and what they intend to do (if anything) about UEFI. I'll report back if I hear anything.*

Gord adds: *UEFI is pure progress, the only issue is Secure Boot. Microsoft wants to require Secure Boot on Windows 8 Arm processors, which is laughable, since a vast majority of Arm processors run Android or some other form of Linux. On x86 (Intel or AMD) processors, you should be able to disable Secure Boot.*

## A Quick Tip

Some people complain about Unity. It is different, there is no doubt about it. I have found it

useful. Quick access from the Super key and the Alt-F2 combination for those command line interface software that just needs one quick line. As an example, I use pdftk (<http://www.pdfabs.com/tools/pdftk-the-pdf-toolkit/>) to extract pages from pdf documents. I used this command to perform a quick two-page extraction without opening a terminal.

```
pdftk MCI.pdf cat 28-29
output MCI2.pdf
```

For this to work, I placed the MCI.pdf at my home folder and the MCI2.pdf was created in the home folder too. You will have to know the commands to use, and for that you will most likely open a terminal to get to the pdftk man page. Once you get to know your most used commands, it will be a precise shortcut.

**Jesse Avilés**



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# Q&A

Compiled by Gord Campbell

If you have Ubuntu-related questions, email them to: [questions@fullcirclemagazine.org](mailto:questions@fullcirclemagazine.org), and Gord will answer them in a future issue. Please include as much information as you can about your problem.

**Q** My computer boots to a black screen, what can I do?

**A** I've dealt with this before, but not this well:

<http://askubuntu.com/questions/162075/my-computer-boots-to-a-black-screen-what-options-do-i-have-to-fix-it>

**Q** I have audio issues. Using Google produces far too many "fixes," and most of them are obsolete.

**A** <http://voices.canonical.com/david.henningsson/2012/07/13/top-five-wrong-ways-to-fix-your-audio>

The author provides alternatives to the obsolete approaches. My favorite: "model=auto".

**Q** I installed Ubuntu on a small hard drive, and now it's out of space. I managed to add a somewhat larger hard drive, what can I do now?

**A** (Thanks to OM55 in the Ubuntu Forums) You can clone the existing installation to the larger hard drive, using Image for Linux. <http://www.terabyteunlimited.com/image-for-linux.htm>

When done, you can mount the old (smaller) drive as additional available disk space for your new drive.

**Q** When you have two monitors, and you enable: System Settings > Appearance > Behavior > Auto-hide the Launcher, your mouse will stick within the Unity hot spot region until you wiggle your mouse free.

**A** (Thanks to *ResQue* in the Ubuntu forums) Go into System Settings > Displays and set the following:

Launcher placement = Laptop (this will stop the unity bar appearing on both screens)

Sticky edges = Off (this will stop the mouse cursor getting stuck between screens.)

**Q** How do you convert AVCHD video file (MTS) to MP4 or WMV?

**A** Install Winff and run it. You will probably want to do some reading about quality settings; if you get carried away, you can produce enormous files.

**Q** Where can I find an Intel 64-bit distro?

**A** Distros labelled as "AMD 64" are 64-bit distros for both AMD and Intel processors.

**Q** How do you crop a video in openshot?

**A** <http://www.openshotusers.com/help/1.3/en/ar01s15.html>

**Q** I currently have a dual boot set-up with Windows Vista Business and Ubuntu 10.04. The Windows Vista OS is now crashing pretty well every time I use it. I have decided to re-install the Windows Vista (which I need for my work) using 2 Recovery DVD disks that I created back in 2009 when I got the (Toshiba Satellite

Pro) laptop. When I do that, I've been led to believe that the laptop will stop recognising the Linux OS?

**A** (Thanks to **darkod** in the Ubuntu Forums) Installing Windows will delete the grub2 bootloader from the MBR and the Windows bootloader can't boot Linux. If the recovery process only installs Vista on the current partition, not touching the Ubuntu partitions, you can simply use the 10.04 Ubuntu cd in live mode and return grub2 to the MBR with these instructions:  
<http://ubuntuforums.org/showthread.php?t=1014708>

**Q** I have an annoying issue with 12.04, it keeps changing my BIOS time. I have the clock set in Ubuntu to the correct time but when I shut it down and boot back up, the BIOS clock is set a few hours off again every time. I also use Windows 7 (separate drive) and that's how I realized the BIOS time was wrong. In Windows it goes by the BIOS time.

**A** (Thanks to **mcduck** in the Ubuntu Forums) Your problem is caused by both Windows and Linux using the system clock from BIOS, but while Windows assumes the system clock is running in your local time, Linux (like most Unix-like operating systems) assumes the system clock to run in UTC time instead. To change this behaviour: [https://help.ubuntu.com/community/UbuntuTime#Multiple\\_Boot\\_Systems\\_Time\\_Conflicts](https://help.ubuntu.com/community/UbuntuTime#Multiple_Boot_Systems_Time_Conflicts)

**Q** I set up an old desktop computer with Ubuntu Server 11.10. I have two 1 TB drives set up with LVM (Logical Volume Manager, which lets you treat the two drives as a single drive), and an 8GB USB drive set up with the OS. Found out today that the USB drive failed. How can I restore the LVM?

**A** (Thanks again to **darkod** in the Ubuntu Forums) Install Ubuntu Server on a new flash drive. After installing the OS, or during installation, you can activate and mount the LVM easily. If you do it during OS installation, make sure

you don't delete it. Or, simply ignore it (leave it as not used) during OS install, and create an entry in /etc/fstab after that.

## Tips and Techniques



### Cleaning Windows

One of the things Linux users gloat about is freedom from malware. At the same time, many Linux users dual-boot in order to run Windows games. Therein lies the problem: what to do when malware invades your Windows partition?

I didn't have any malware, but I set out to answer the question.

My laptop triple-boots Windows 7, Linux Mint 13 and Ubuntu 12.04. All of them are 64-bit versions.

When I searched on the web, it appeared that the preferred method of cleaning a Windows partition was the Linux version of Avast!. When I tried to run 32-bit Avast! under Ubuntu 12.04, 64-bit version, it disgraced itself, saying, "An error occurred in Avast! engine: Invalid argument".

OK, let's try 32-bit Ubuntu. I downloaded the ISO, then installed Multisystem, which has proven to be a reliable way to make a "persistent" flash drive. ("Persistent" means that when you install something and reboot, it's still installed.) Creating the flash drive took a few minutes, and creating 4 GB of persistent space took many minutes. Fortunately, my flash drive has a blinking activity light, so I could see that something was happening.

Boot from the flash drive, beauty! Then my personal preferences came into play, which really slowed things down. First, I ran Software Center and installed Synaptic Package Manager. Ran System Settings, selected Brightness and Lock, and selected "Never" for "Turn screen off when inactive for:". Ran Synaptic, and added Multiverse to the Repositories. Reloaded. Installed conky, lm-sensors and hddtemp, because I always want to see how hot things are. Then I made my big mistake, and installed all the updates. Running from a flash drive, that can take hours. Then:

```
sudo apt-get clean
```

to free up the space used by the downloaded updates.

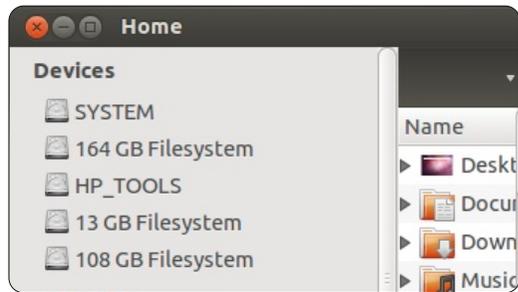
Now I can install the previously downloaded Avast! .deb file. There's an error message which I ignore. Run it, and copy in the registration key which I obtained previously. Update the database, and here comes the same error message. Argh!

This can't be right. I Google:

**avast invalid argument solved**

and get to this page, which has the solution:

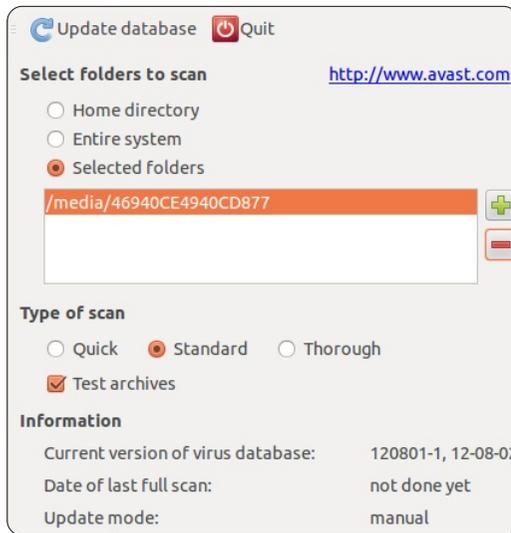
<http://crunchedd.com/2012/03/26/solved-an-error-occured-in-avast-engine-invalid-argument/>



I applied that solution to the Ubuntu on my hard drive. Now Avast! ran, and I got to the tricky (!!!) part. I ran the file manager, and selected the Windows partition

("164 GB Filesystem" on my computer) which mounted it. In Avast! I selected to scan Selected Folders. From Root (right at the bottom of the selection screen) I selected media, and there was just one item within it: the Windows partition. I selected it, and away we went.

As expected, no malware was identified. But it shouldn't be this hard.



After a long career in the computer industry, including a stint as editor of Computing Canada and Computer Dealer News, **Gord** is now more-or-less retired.

# CODEWORD

Every number in the grid is 'code' for a letter of the alphabet. Thus the number '2' may correspond to the letter 'L', for instance. All - except the difficult codeword puzzles - come with a few letters to start you off

25	4	18	14	23	4	22	25		23	3	23	4													
	23		25		25		23		4		9														
12	1	4	23	19	25		14	23	4	18	25	14													
	24		26		21	10	4		25		14														
6	1	20	19		24		19	25	5	1	19	26													
	4				25			25																	
23	13	14	25	25	21		26	1	21	15	23	17													
			17				16				22														
22	1	4	25	26	23		21		11	23	18	25													
	13		24		19	10	21		1		16														
2	24	1	23	4	18		1	4	14	10	23	21													
	10		19		25		25		25		14														
8	10	2	7		14	25	19	2	14	23	17	19													
1	2	3	4	5	6	7	8	9	10	11	12	13													
	P						H	Q		O															
14	15	16	17	18	19	20	21	22	23	24	25	26													
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

Solutions are on the second last page.

Puzzles are copyright, and kindly provided by, **The Puzzle Club** - [www.thepuzzleclub.com](http://www.thepuzzleclub.com)



The first half of 2012 has seen an explosion of new indie games – thanks to crowd funding websites and a very generous gaming community. Luckily, there has also been an increase of games that will be released natively for Linux. Here are my picks of the top five upcoming Linux games to watch for.

## Bacillus

(Milky Joe Games)

<http://www.kickstarter.com/projects/534715294/bacillus?ref=live>

**Release Date: August 2012**



Bacillus is a science lover's dream. Your goal is to survive by controlling a population of bacteria as you multiply and explore your environment. Creator John Halter has gone to great lengths to accurately capture the world of microbial life, and make it available for gamers to experience. The game incorporates biological

concepts such as genetics, enzymes, and evolution. Bacillus is extremely detailed and complex, but that's part of what makes it so intriguing. It is currently in beta for Windows; however the Linux and Mac versions are still in the alpha stage.

## Nekro

(Darkforge)

<http://www.kickstarter.com/projects/343838885/nekro>

**Release Date: June 2013**

If you have always wanted to take a



stab at playing the bad guy, Nekro is the game for you. In this dark top-down action game, you control a necromancer who uses spells to summon evil creatures and minions. You are part of the Nekro – one of the three factions vying for control in the world. The objective is to defeat the humans and the neutrals, conquer as many

regions as possible, and reach the final battle with the King. Darkforge has just added a multiplayer mode, so players will also be able to take on the opposing factions with friends. Nekro's unique art style and graphics, as well as its innovative gameplay, offer players a new action game experience.

## Super Retro Squad

(Exploding Rabbit)

<http://www.kickstarter.com/projects/explodingrabbit/super-retro-squad>

**Release Date: March 2013**

A few years ago, Jay Pavlina (lead programmer at Exploding Rabbit) released Super Mario Crossover, a



mashup of various Nintendo games. Thanks to a successfully funded Kickstarter and the addition of a full crew, Exploding Rabbit is working on its own

original 2D platformer, Super Retro Squad. The game will have 40+ levels within eight different worlds that are based on each of the characters. The characters are a tongue-in-cheek ode to well known Nintendo characters. For example, Manni and Lanzo are German miners who find themselves in the Asparagus Kingdom on a quest to save Princess Apricot. Super Retro Squad is more than just a game with 8-bit graphics and a chiptune soundtrack - it's a clever take on many of the classics we all loved to play as kids.

## Auro

(Dinofarm Games)

<http://www.kickstarter.com/projects/dinofarmgames/auro>

**Release Date: December 2012**

Auro is a gorgeous game that





combines turn-based strategy and dungeon crawling goodness. You play as the spoiled Prince Auro who sets out on a quest to protect the sewers, but accidentally awakens an ancient evil power. Auro has many spells and abilities at his disposal, but players must really consider their strategy as there are significant pros and cons with every action. The monsters also have special abilities that can affect how Auro chooses to defeat them. The dungeons are randomly generated, so you get a slightly different experience each time you play. Dinofarm Games has had previous success with iOS, and, thanks to Kickstarter, are now going multi-platform, including a Linux release this December.

## Legends of Eisenwald

(Aterdux Entertainment)

<http://www.kickstarter.com/projects/1684781151/legends-of-eisenwald>

**Release Date: Early 2013**

Legends of Eisenwald is a



beautifully polished 3D strategy RPG. The world of Eisenwald is unique in that it steers clear of the common RPG themes such as elves and orcs. In lieu of typical fantasy influences, Aterdux borrowed real life concepts from the medieval era, which is refreshing to see. The turn-based combat focuses on efficiency. Players must choose wisely as every move and decision can greatly affect the outcome of a battle. The variety of choices for unit, weapon, and spell upgrades looks quite promising. Visually, there is incredible detail in the environments and characters. Although they met their funding goal, Aterdux was unable to reach the 100K Kickstarter stretch goal for Linux, but you can still donate via PayPal to help them reach an early 2013 release for Linux.



**Jennifer** is a fine arts student from the Chicagoland area. You can follow @missjendie on Twitter or visit her blog at [missjendie.com](http://missjendie.com).

## Ubuntu One & KDE

Although **Ubuntu One** can be installed in KDE to give you the Ubuntu One folder. What you don't get is the ability to right click on a file, in your Ubuntu One folder, publish it, and get the share URL. Normally, you'd need to do the sharing part via the Ubuntu One web site. Thankfully, **ShaneQful** ([www.softwareontheside.info](http://www.softwareontheside.info)) has come to the rescue with a fantastic little Ruby script that will give us the missing right click functionality.

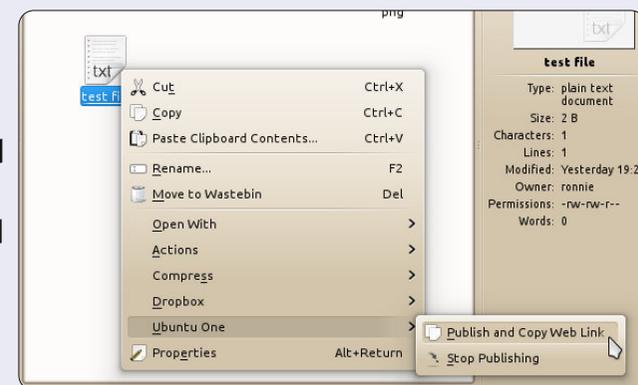
First, install Ubuntu One:

```
sudo apt-get install ubuntuone-control-panel-qt
```

Now, run the Ubuntu One app and go through the setup wizard. Next, we need to install ShaneQful's script and its dependencies:

```
sudo apt-get install ruby && sudo apt-get install git  
cd ~/.kde/share/kde4/services/ServiceMenus/  
rm -rf Ubuntu\ One/  
git clone https://github.com/ShaneQful/u1-dolphin.git  
mv u1-dolphin/ UbuntuOne
```

Drag a file to your Ubuntu One folder and it'll be uploaded to the cloud. Right click on it and you'll see the option for Ubuntu One > Publish and Copy Web Link. There's also an option to stop the sharing of a shared file.

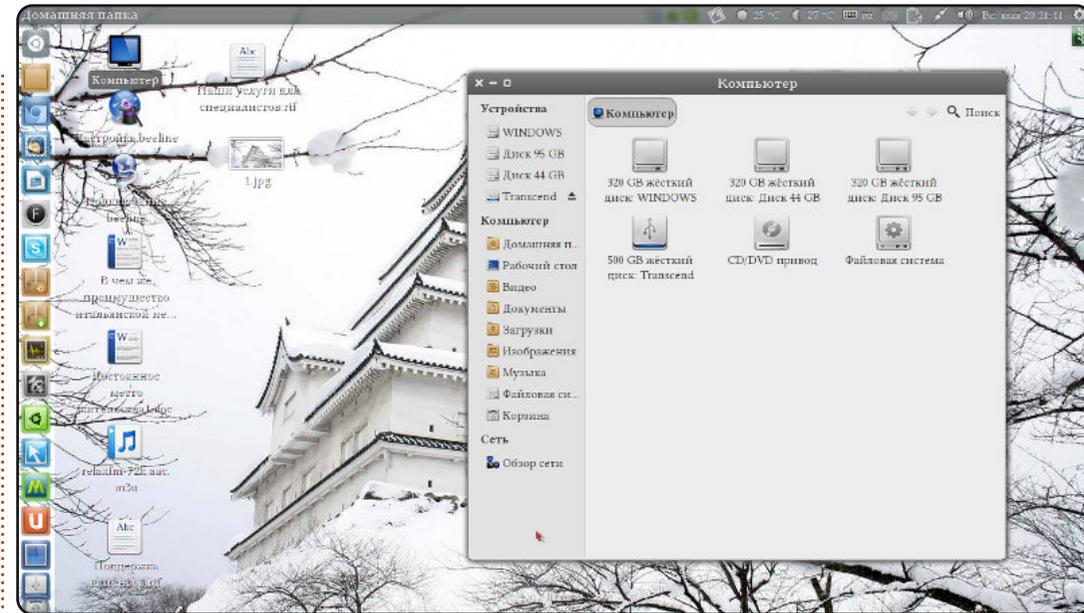
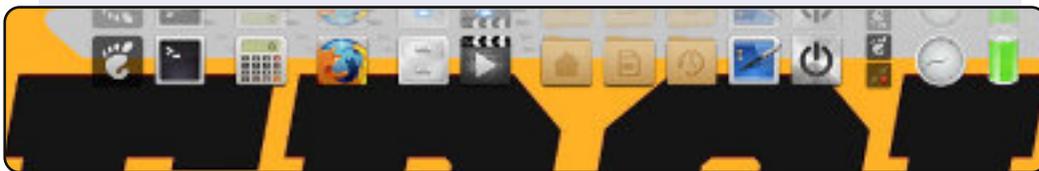






So here is my desktop, using combination cairo-dock and docky. In the top is cairo-dock, and bottom is docky. My wallpaper is "persija" a football group from my town, Jakarta, Indonesia. I installed ubuntu 11.10 on my laptop Acer Aspire 4740G and the spec is: core i5 430M, nVidia GeForce 310M, 2GB RAM. I love simplicity – that's why I use only this two-dock approach. "Viva Linux World".

**Ashwin Dexter Winongo**



I'm from Russia and recently switched to Ubuntu and am very pleased.

This is my desktop. I work in Ubuntu 12.04 LTS. My computer is a Toshiba Satellite L 500 1Q6.

Specs:

Processor: Pentium (R) Dual-Core CPU T4300@2.10GHz × 2

RAM: 2.8 GB memory

Graphics: Mobile Intel @ GM45 Express Chipset

64-bit OS

Themes Gtk and windows: Lucidity

Themes icon: faenza-darker

Themes cursor: handhelds

**Dmitry**





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