





#### 2007

or How to Build a Deck of Slides out of Tens of Images done by Everyone But You!

#### **Behdad Esfahbod**

behdad@gnome.org
Ontario Linux Fest, Toronto, 13 Oct 2007

based on slides by

**Erik Snoeijs** 





#### The GNOME Desktop project.

- From: Miguel de Icaza <miguel nuclecu unam mx>
- To: gtk-list redhat com, kde fiwi02 wiwi uni-tuebingen de, guile cygnus com
- Subject: The GNOME Desktop project.
- Date: Fri, 15 Aug 1997 22:19:34 -0500

The GNOME Desktop project
(GNU Network Object Model Environment)
<a href="http://bananoid.nuclecu.unam.mx/qnome">http://bananoid.nuclecu.unam.mx/qnome</a>





\* Goals

We want to develop a free and complete set of user friendly applications and desktop tools, similar to CDE and KDE but based entirely on free software:

- We want the applications to have a common look and feel, and to share as many visual elements and UI concepts as possible.
- We want to use the GTK toolkit as our toolkit for writing the applications.

The GTK toolkit (<a href="http://www.cs.umn.edu/~amundson/gtk">http://levien.com/~slow/gtk/</a>) is the toolkit written by Peter Mattis, Spencer Kimball, Josh MacDonald, for the GNU Image Manipulation Program (GIMP) project (<a href="http://scam.xcf.berkeley.edu/~qimp">http://scam.xcf.berkeley.edu/~qimp</a>).

- We want to encourage people to contribute code and to test the code, so that the software will compile out of the box by using GNU's tools for automatic source configuration.
- We plan to export the GTK API through a procedural database (which will in fact be an object database) to allow easy integration with scripting languages and modules written in other languages.
- We plan to use GTK/Scheme bindings for coding small utilities and applications. When these bindings are more mature, it should be possible to write complete applications in Scheme.





\* Some common questions regarding the project

Why don't you just use/contribute to KDE?

KDE is a nice project; they have good hackers working on it and they have done a very good job. Unfortunately, they selected the non-free Qt toolkit as the foundation for the project, which poses legal problems for those desiring to redistribute the software.

Why not write a free Qt replacement instead?

The KDE project -in its current form- has about 89,000 lines of code, on the other hand, the source code for the Qt library has about 91,000 lines.

Qt also forces the programmer to write his code in C++ or Python. Gtk can be used in C, Scheme, Python, C++, Objective-C and Perl.

Also, we believe that KDE has some design problems (they have lots of good ideas though) that we plan to fix.





Under what license does the GNOME fall?

As most GNU software, GNOME application code will be released under the GNU GPL. GNOME specific libraries will be released under the terms of the GNU LGPL.

Will you rewrite everything from scratch?

No. We will try to reuse the existing code for GNU programs as much as possible, while adhering to the guidelines of the project. Putting nice and consistent user interfaces over all-time favorites will be one of the projects.

We plan on reusing code from KDE as well.





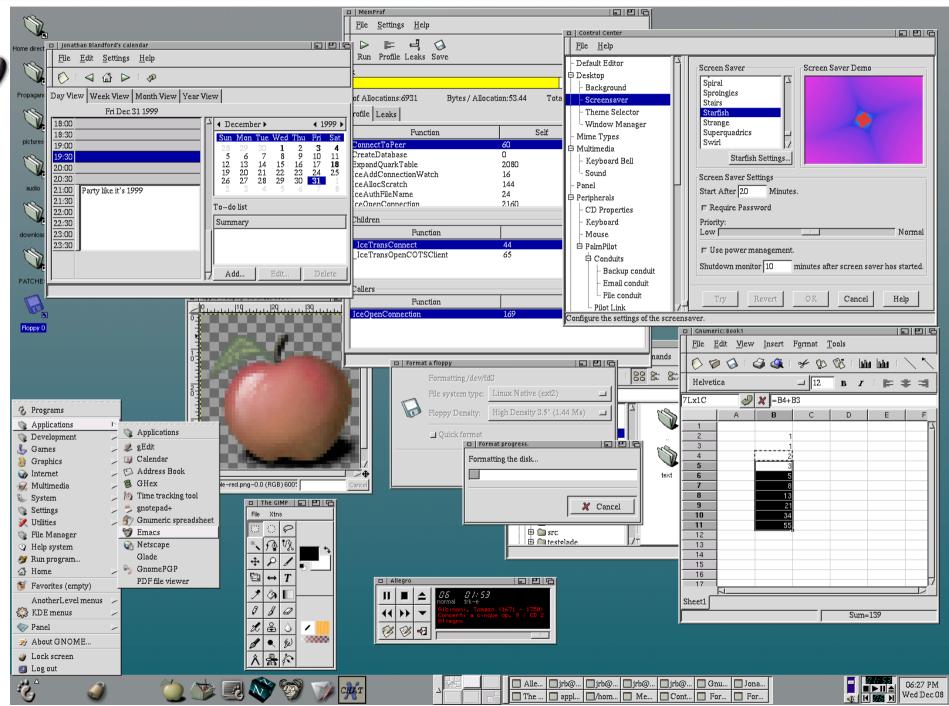
# **GNU Network Object Model Environment**

# · Free

# · Easy to use











## Helix Code / Ximian

1999

- Support
- Usability oriented

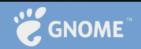


- · Automatic update system
- Making money











# GNOME Foundation

2001

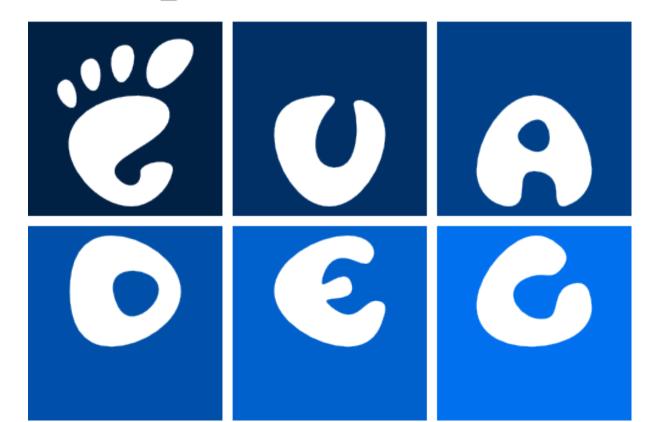
- Membership
- Advisory Board
- Board of Directors
- Release team / ...





2001

# **GNOME**Users and Developers European Conference







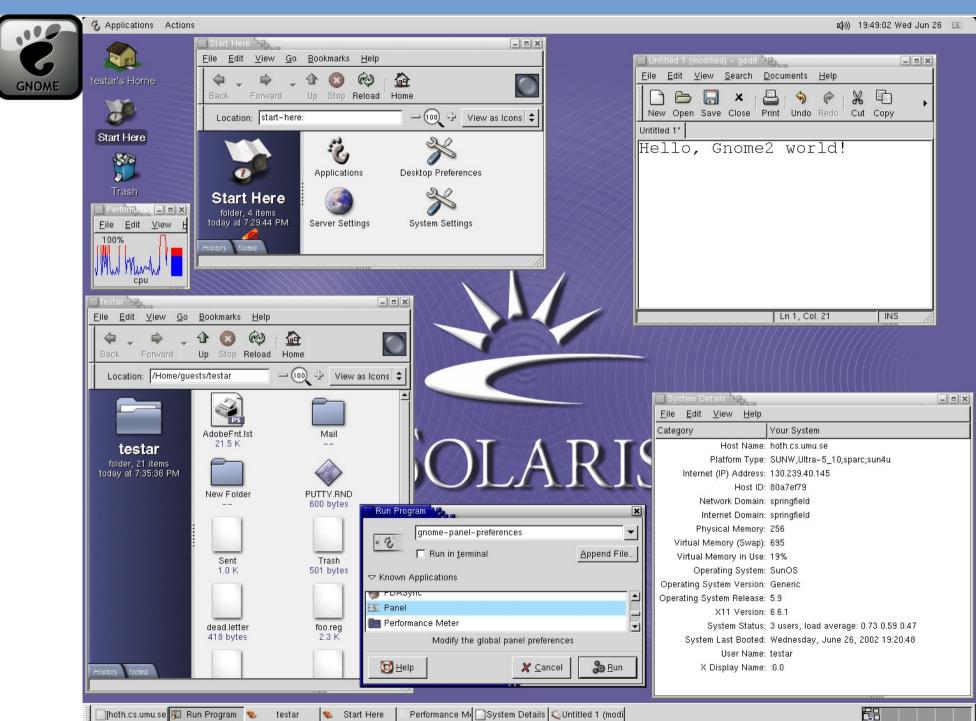
## **GNOME 2**

June 26, 2002

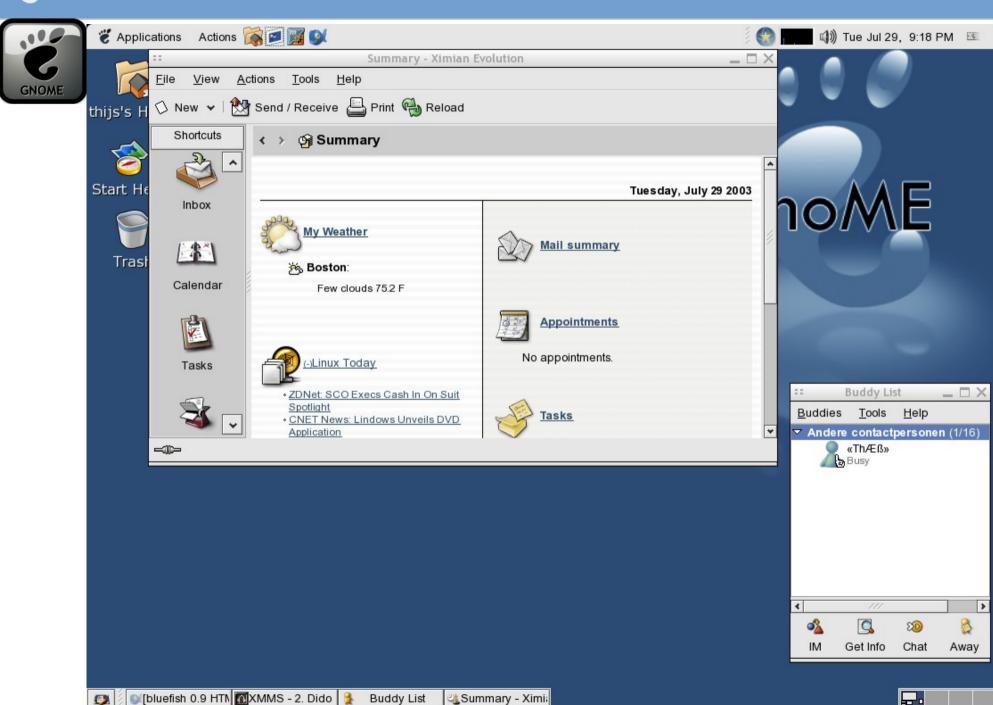
- i18n and a11y
- Human Interface Guidelines 2.0
- Evolution
- Nautilus
- Time-based releases









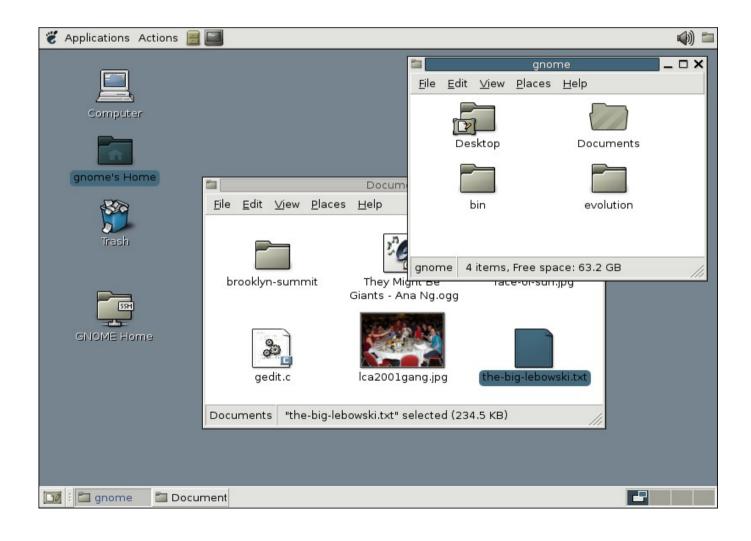






#### March 31, 2004

# Not everything went well...



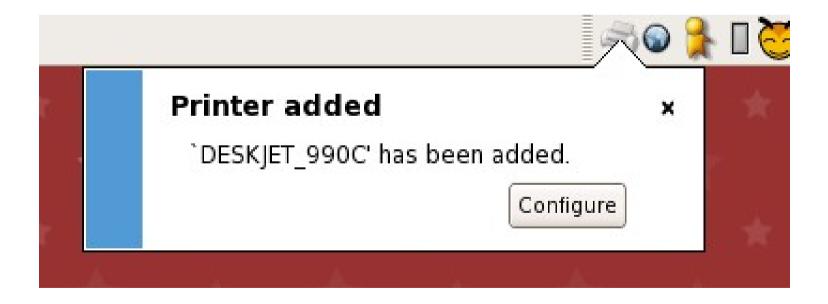




#### Project utopia

# April 21, 2004

## Hardware that "Just Works"







# September 15, 2004









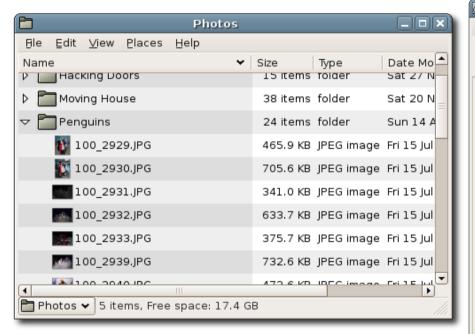
# GUADEC 2005 (Stuttgart, Germany)

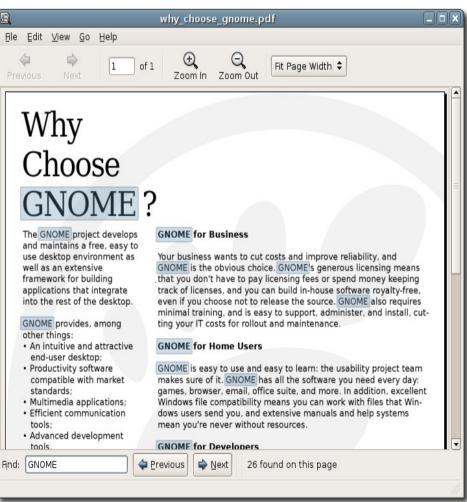
# 10x10





# September 07, 2005

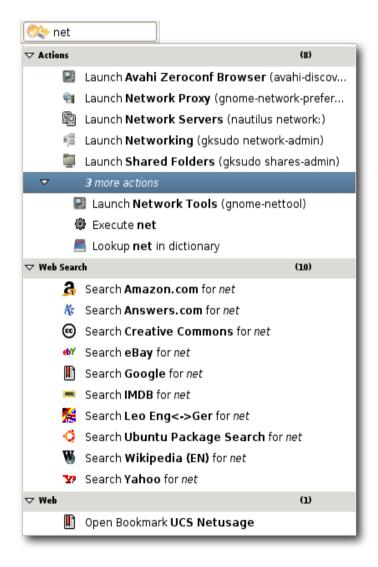








#### March 21, 2006

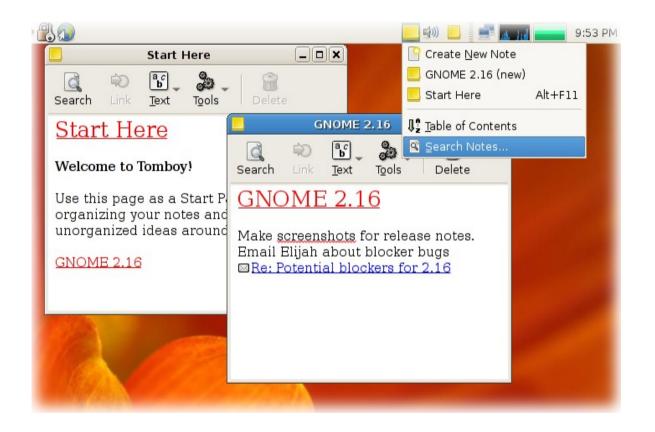








## September 06, 2006







Great-Aunt Emma (not Linus Torvalds)

2006





Better top





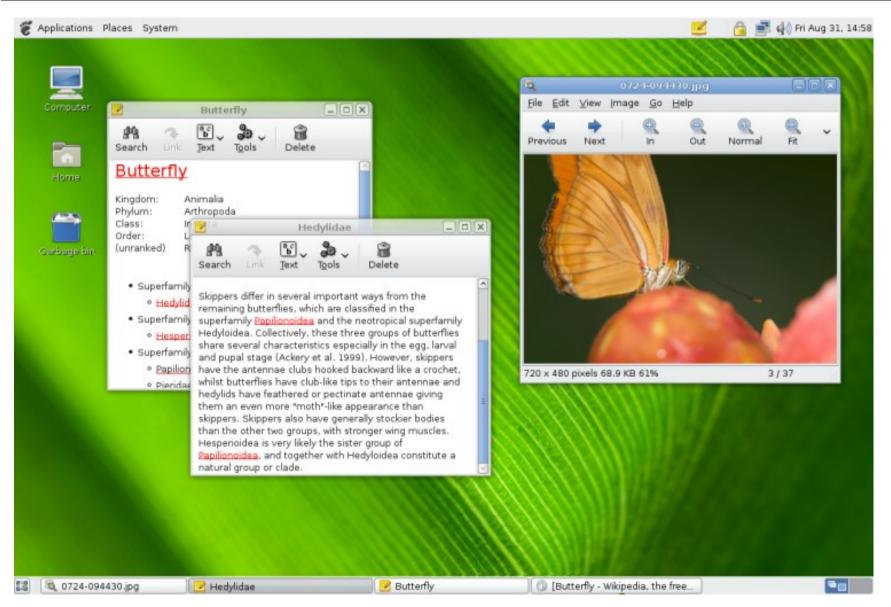
#### March 2007





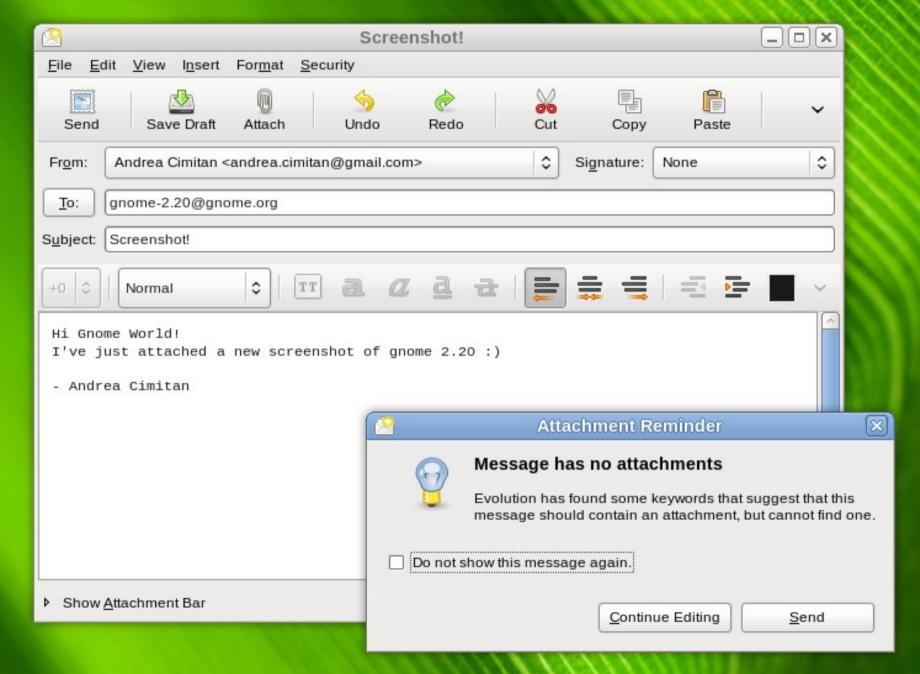


#### September 21, 2007





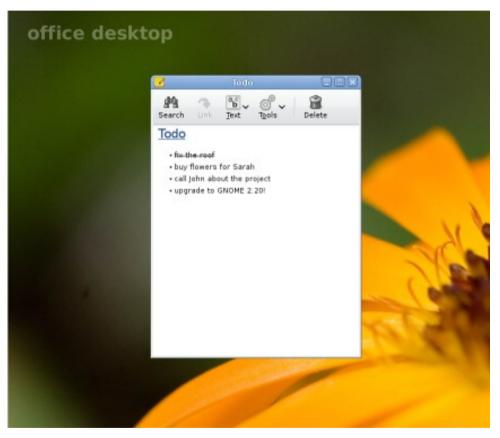






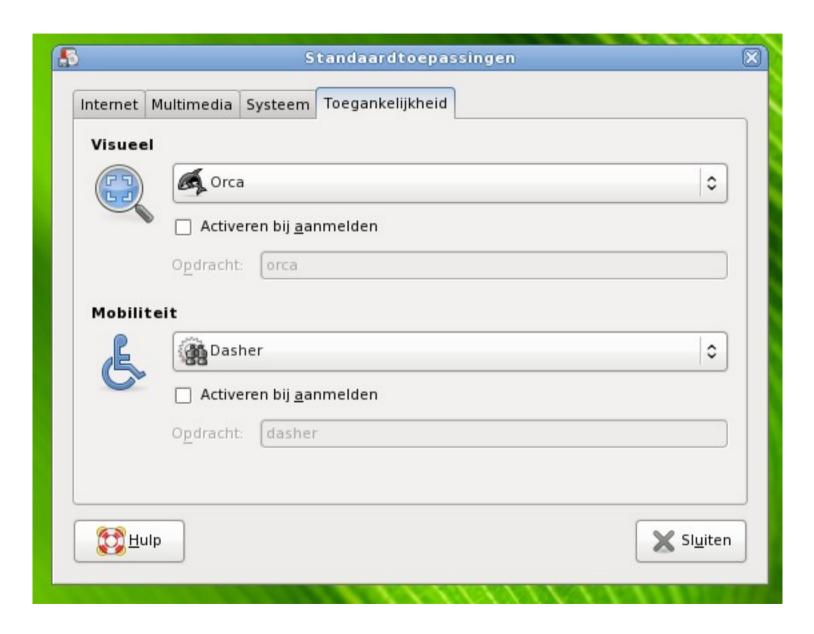






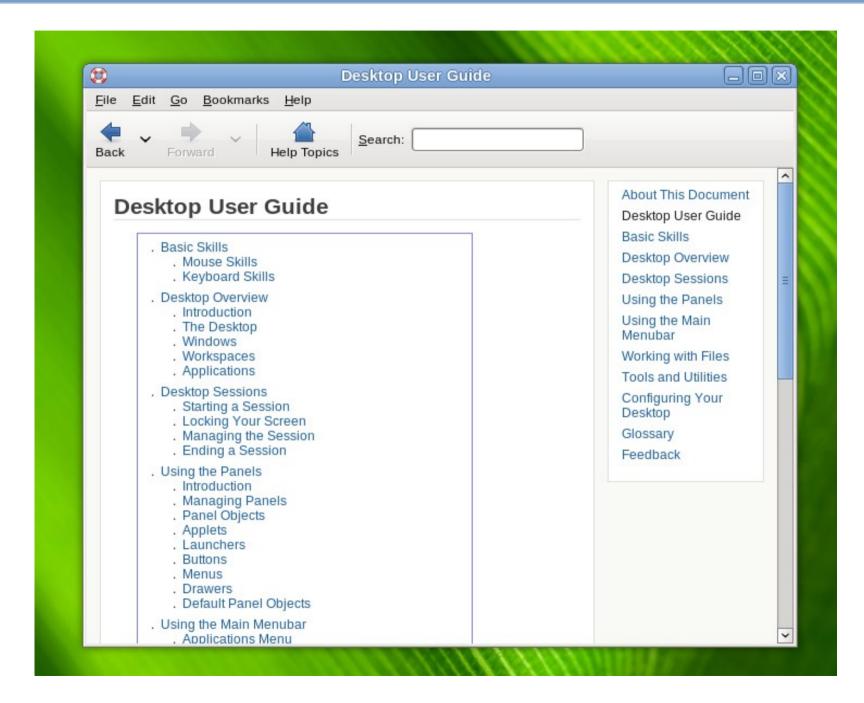






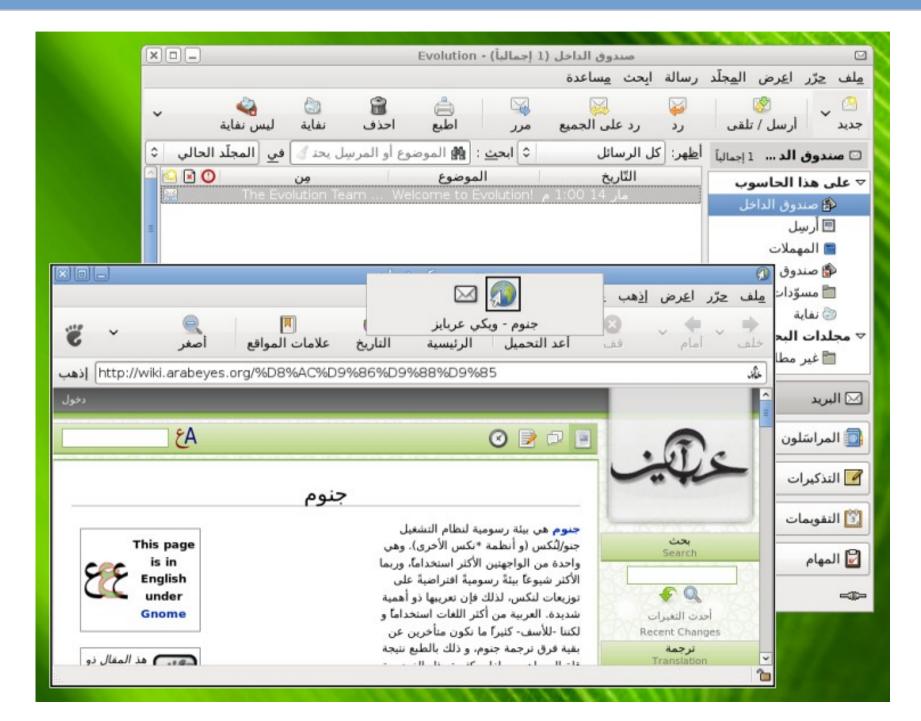
















# GNOME 3 – project topaz

????

- Explore simpler, more intuitive UI concepts
- Get away from the rectangle model
- Constraints imposed by new devices in form factors and limited input devices







# **GUADEC 2007 (Birmingham, UK)**

# GNOME Online Desktop (GOD)