



GNOME™

Thinking Outside The Box

Bringing the Network back into G(N)OME

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A Little Bit of History

GNU

Network

Object

Model

Environment

A Little Bit of History

→ Microsoft OLE

A Little Bit of History

- ~~Microsoft OLE~~
- CORBA

A Little Bit of History

- ~~Microsoft OLE~~
- ~~CORBA~~
- Bonobo

A Little Bit of History

- ~~Microsoft OLE~~
- ~~CORBA~~
- Bonobo
- **Networks**

Networks

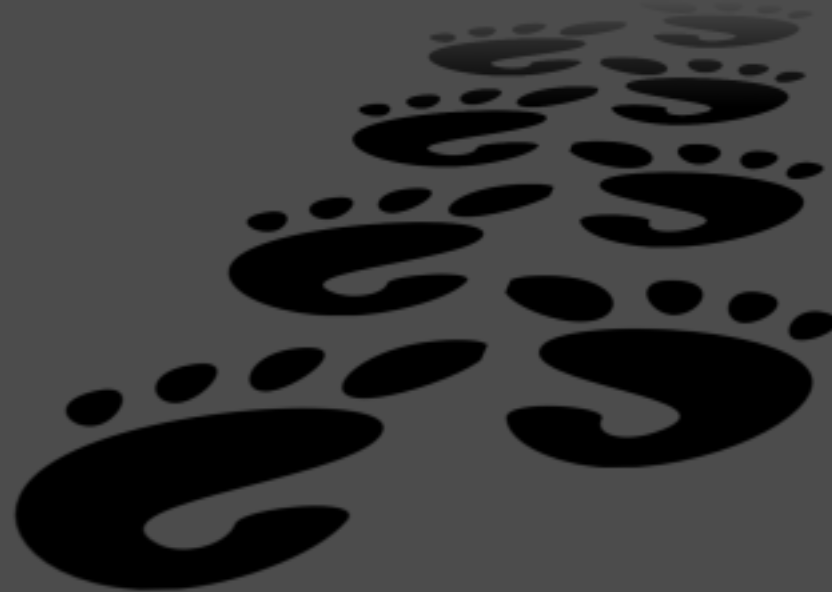
It isn't just about technology

It's all about meaningful connections

- GNOME and other Open Source projects are built by a community of contributors
- Sometimes it feels like we are still using the command line to collaborate
- Why are proprietary companies building better tools when we collectively own the stack from the client to the server?
- If our software is built by a social community why isn't our software social?

Our Successes

putting one foot in front of the other



Local IPC Solved

Not First Desktop IPC

D-Bus

Interesting Connections

Consensus Standard

Peer To Peer

Ad Hoc Networks

OLPC (mesh/telepathy)

Mom Always Told Me
To Share

Not Tied to a Single Use

I can Haz Meta Data

DOAP

DOAP is Doap!!!

Computer Parseable

What Have I Been Working On...

... or what is my interest in GNOME
these days?

Desktop Developers Should also be Web Service Developers

- GNOME Needs
 - Standard easy to parse data formats for metadata (packages, releases, collections, etc.)
 - Queryable interfaces for that data
 - Subscribable & machine readable notification mechanisms for events relating to that data
 - An open data policy

GNOME Networked App Developers Need

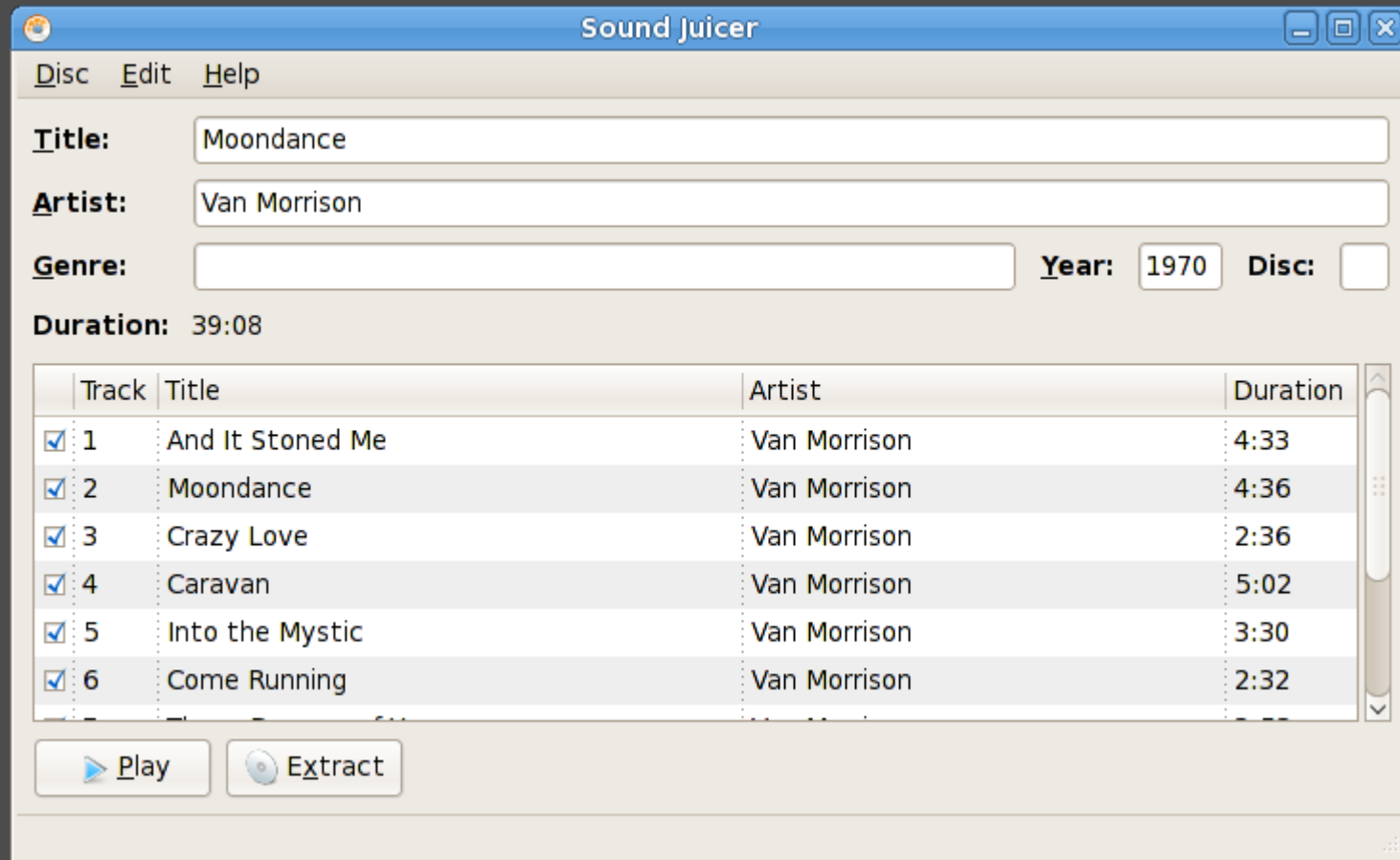
- Best practices for hooking up GNOME apps to the network
- Easy to use libraries for common use cases
- Examples/Tutorials/Documentation
- A place to develop and test server components

Why?

**Because meaningful
connections turn
consumers into
producers!!!**

**Some apps that make
meaningful connections
right now!!!**

Sound Juicer



Tomboy

The screenshot shows a web browser window with the URL `http://192.168.1.103:8080/sandy/notes/22/state-of-tomboy-sync/`. The page header features the Tomboy logo with the tagline "simple note-taking" and a user profile for "sandy". The main content area is titled "State of Tomboy Sync" and includes an "Overview" section with a bulleted list of updates. A right-hand sidebar contains controls for text formatting (font size, bulleted lists, indentation) and actions (link, delete, history, sharing). A left-hand sidebar lists various notes and notebooks.

tomboy
simple note-taking

sandy
username / log out

Search your notes

- TomboyWeb Thoughts
- Created on Mac
- Tomboy Note XML Improvement Ideas
- Today: Saturday, May 23 2009
- pitivi bugs
- Getting a Passport
- Snowy Hackweek TODO
- Sandy GUADEC Bio
- Snowy Add-in
- Snowy API
- Coworker emails
- Snowy Model Notes
- State of Tomboy Sync
- tomboy.sync Notebook Template
- Various Sync TODOs
- Tomboy 0.15.0 Development Release Brings New Features and Fixes, Even For 0.14.x Users!
- Tomboy Notes on Android - Olivier Blotiau Releases Tomdroid 0.1.0
- TODO Before Monday 4-20-2009

More Notes...

New Note...

NOTEBOOKS

- tomboy.sync
- booya!

Done

State of Tomboy Sync

Overview

Largely unchanged since Hackweek 1:

- Tomboy has a working sync infrastructure, but the existing backends require users to bring their own server
- Tomboy sync must be manually invoked by clicking a menu item, and it blocks the UI while it syncs
- Directly manipulating note files in `~/`, tomboy is not supported and can lead to data loss, so users who set up their own ad-hoc sync systems run into problems

For this cycle, sync-related improvements include:

- Make editing of note files by other processes supported in Tomboy (part of Tomboy 0.15.0), which will help a lot with ad-hoc sync systems (like Dropbox and iFolder)
- Restructure `~/tomboy` to XDG standards, which makes it possible to do ad-hoc sync without syncing add-in metadata
- Automatic background sync
- A new Tomboy sync add-in that speaks a REST API to any server

TEXT

A A A A A

FONT SIZE

Small
Normal
Large
Huge


FORMATTING

Bullets
Increase Indent
Decrease Indent

ACTIONS

Link
Delete
History
Sharing

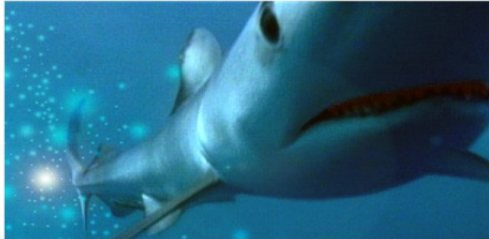
Abicollab/OLPC Write

B *I* U | **T** 19 | DeJaVu Sans | 

Activity | Edit | Text | Image | Table | Format | View

Sharks

by Nittaya, Jaruwan, Yupin, Viroj



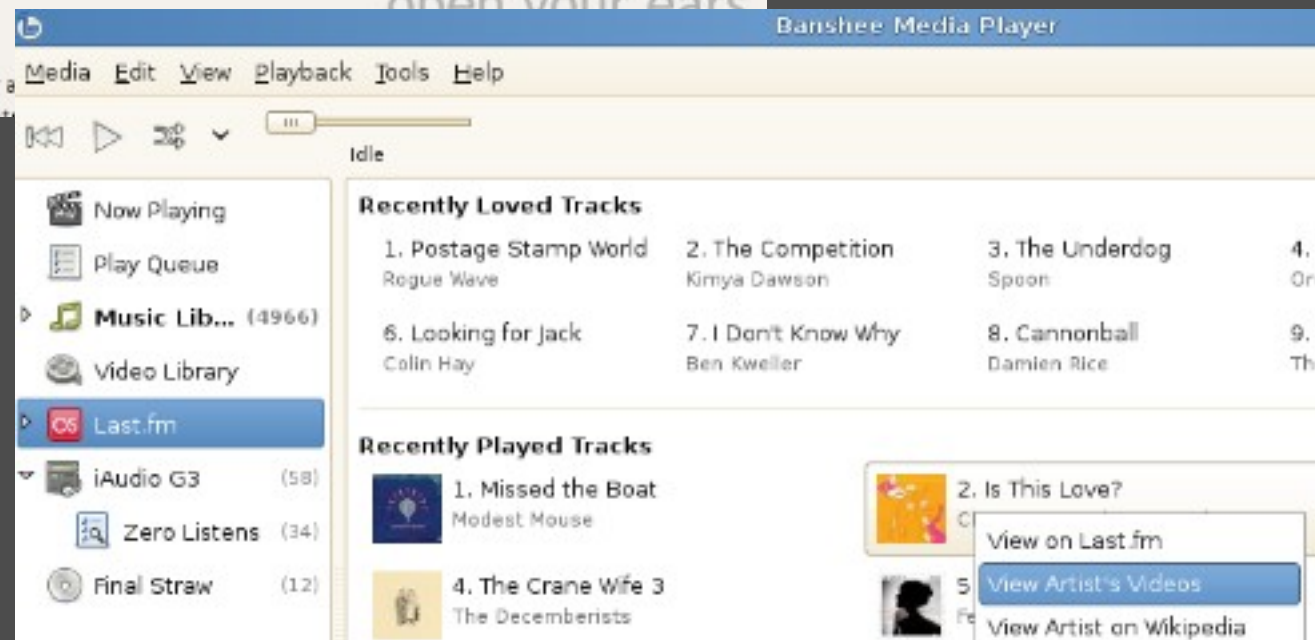
In some form, sharks have been around for about 400 million years. Even before dinosaurs roamed the earth, sharks hunted through the oceans! They're such good survivors that they've had little need to evolve in the last 150 million years. These ancient predators fascinate adults and children alike. Sharks have the most powerful jaws on the planet. Unlike most animals' jaws, both the sharks' upper and lower jaws move.

A shark bites with its lower jaw first and then its upper. It tosses its head back and forth to tear loose a piece of meat which it swallows whole. Each type of shark has a different shaped tooth depending on their diet. (The shark in the photo is a great white—you can tell he's a carnivore just by looking at those sharp, pointy teeth!)

A shark may grow and use over 20,000 teeth in its lifetime! Sharks never run out of teeth. If one is lost, another spins forward from the rows and rows of backup teeth. Normally, sharks eat alone. But sometimes one feeding shark attracts others. They swim up as quickly as possible and all begin to try to get a piece of the prey. They bite wildly at anything that gets in their way—even each other.

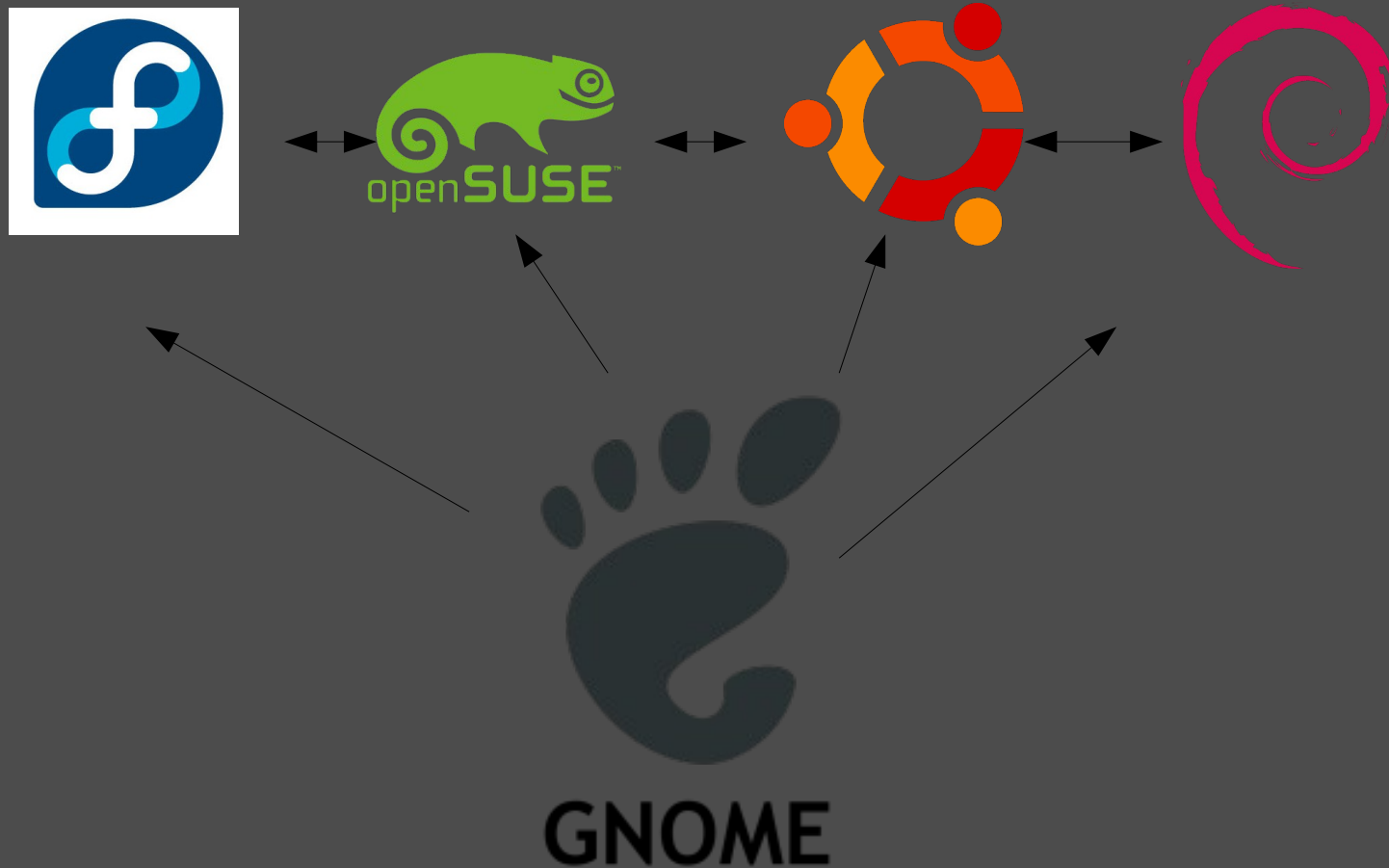
The great white shark rarely partakes in feeding frenzies. Almost all sharks are "carnivores" or meat eaters. They live on a diet of fish and sea mammals (like dolphins and seals) and even such prey as turtles and seagulls. Sharks even eat other sharks. For example, a tiger shark might eat a bull shark, a bull shark might eat a blacktip shark and a blacktip shark might eat a dogfish shark!

Rhythmbox and Banshee



Crazy App Ideas!!!

Automated Distro Build Servers



Context Aware Social Development

The image shows a screenshot of an IDE window titled "DFeetApp.py (~/.devel/git/d-feet/dfeet) - Anjuta". The window contains a file explorer on the left and a code editor on the right. The code editor shows the following Python code:

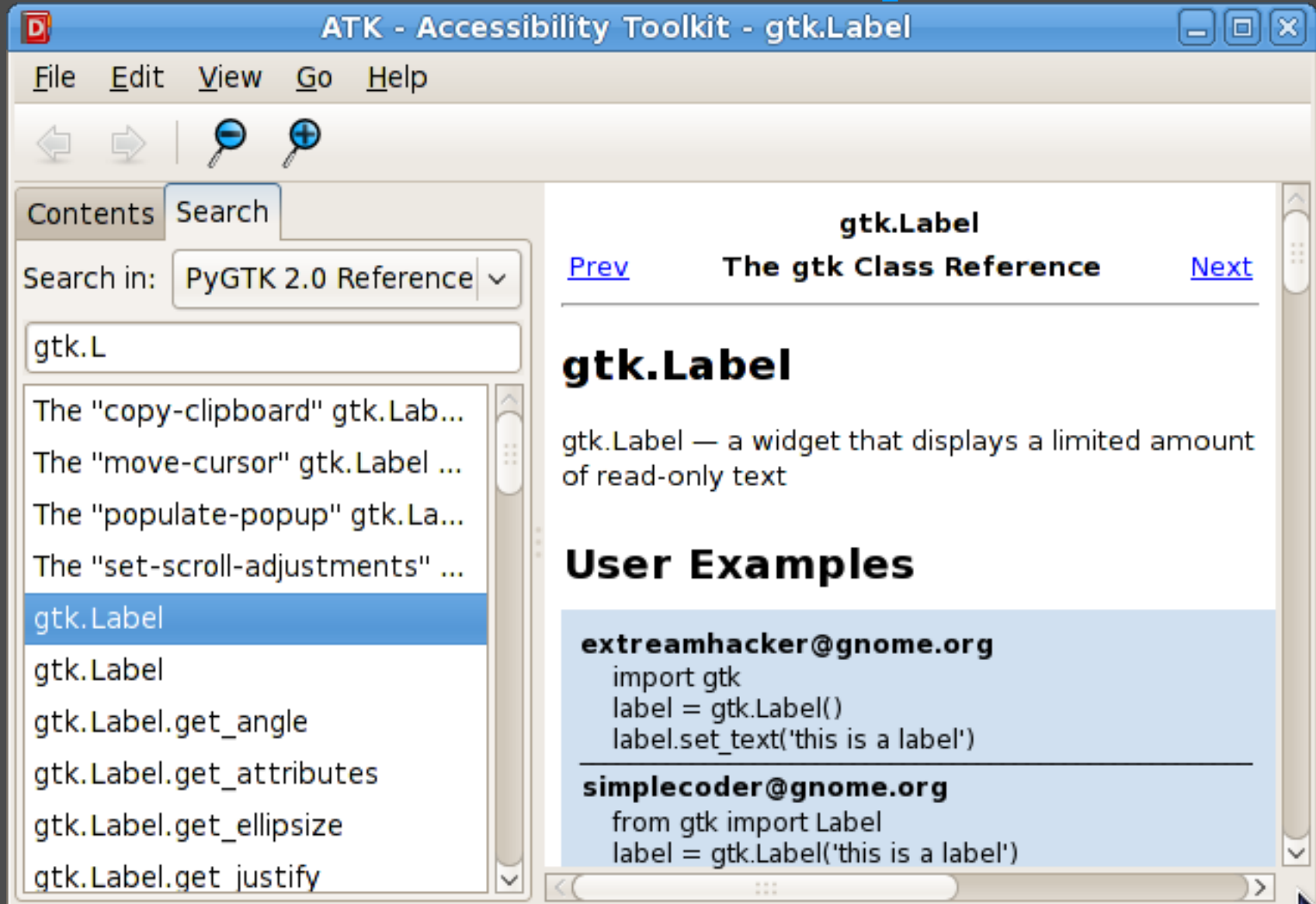
```
11 from dbus_introspector import BusWatch
12 from settings import Settings
13 from _ui.ui_loader import UILoader
14 from _ui.addconnectiondialog import AddConnectionDialog
15 from _ui.executemethoddialog import ExecuteMethodDialog
16
17
18 class DFeetApp:
19     def __init__(self):
20         signal_dict = {'add_session_bus': self.add_session_bus_cb,
21                       'add_system_bus': self.add_system_bus_cb,
22                       'add_bus_address': self.add_bus_address_cb,
23                       'execute_method': self.execute_current_method_cb,
24                       'quit': self.quit_cb}
25
26         self.ICON_SIZE_CLOSE_BUTTON = gtk.icon_size_register('ICON_SIZE_CLOSE_BUTTON')
27
28         settings = Settings.get_inst
29
30         ui = UILoader(UILoader.UI_MA
31
```

A notification bubble is visible in the bottom right corner of the IDE window, titled "New D-Feet Bug #231". The notification includes the following text:

New D-Feet Bug #231
From: dbusfan@gnome.org
Feature Request - Please make D-Feet rock so I can write awesome D-Bus apps!!!

The IDE window also shows a menu bar with "File", "Edit", "View", "Run", "Documents", and "Help". The status bar at the bottom indicates "Mode: INS Col: 000 Line: 0001".

Shared Examples



The screenshot shows a window titled "ATK - Accessibility Toolkit - gtk.Label". The window has a menu bar with "File", "Edit", "View", "Go", and "Help". Below the menu bar are navigation icons: a left arrow, a right arrow, a magnifying glass with a minus sign, and a magnifying glass with a plus sign. The main content area is divided into two panes. The left pane has a "Contents" tab and a "Search" tab. Under the "Search" tab, there is a search input field containing "PyGTK 2.0 Reference" and a dropdown arrow. Below the search field is a text input field containing "gtk.L". A list of search results is shown below the input field, with "gtk.Label" selected and highlighted in blue. The right pane shows the documentation for "gtk.Label". At the top, it says "gtk.Label" and "The gtk Class Reference". There are "Prev" and "Next" links. The main heading is "gtk.Label". Below the heading is a description: "gtk.Label — a widget that displays a limited amount of read-only text". Underneath is a section titled "User Examples" with two examples of code. The first example is attributed to "extreamhacker@gnome.org" and shows the use of the "gtk" module. The second example is attributed to "simplecoder@gnome.org" and shows the use of the "Label" class from the "gtk" module.

ATK - Accessibility Toolkit - gtk.Label

File Edit View Go Help

Contents Search

Search in: PyGTK 2.0 Reference

gtk.L

- The "copy-clipboard" gtk.Lab...
- The "move-cursor" gtk.Label ...
- The "populate-popup" gtk.La...
- The "set-scroll-adjustments" ...
- gtk.Label**
- gtk.Label
- gtk.Label.get_angle
- gtk.Label.get_attributes
- gtk.Label.get_ellipsize
- gtk.Label.get_justify

gtk.Label

[Prev](#) The **gtk Class Reference** [Next](#)

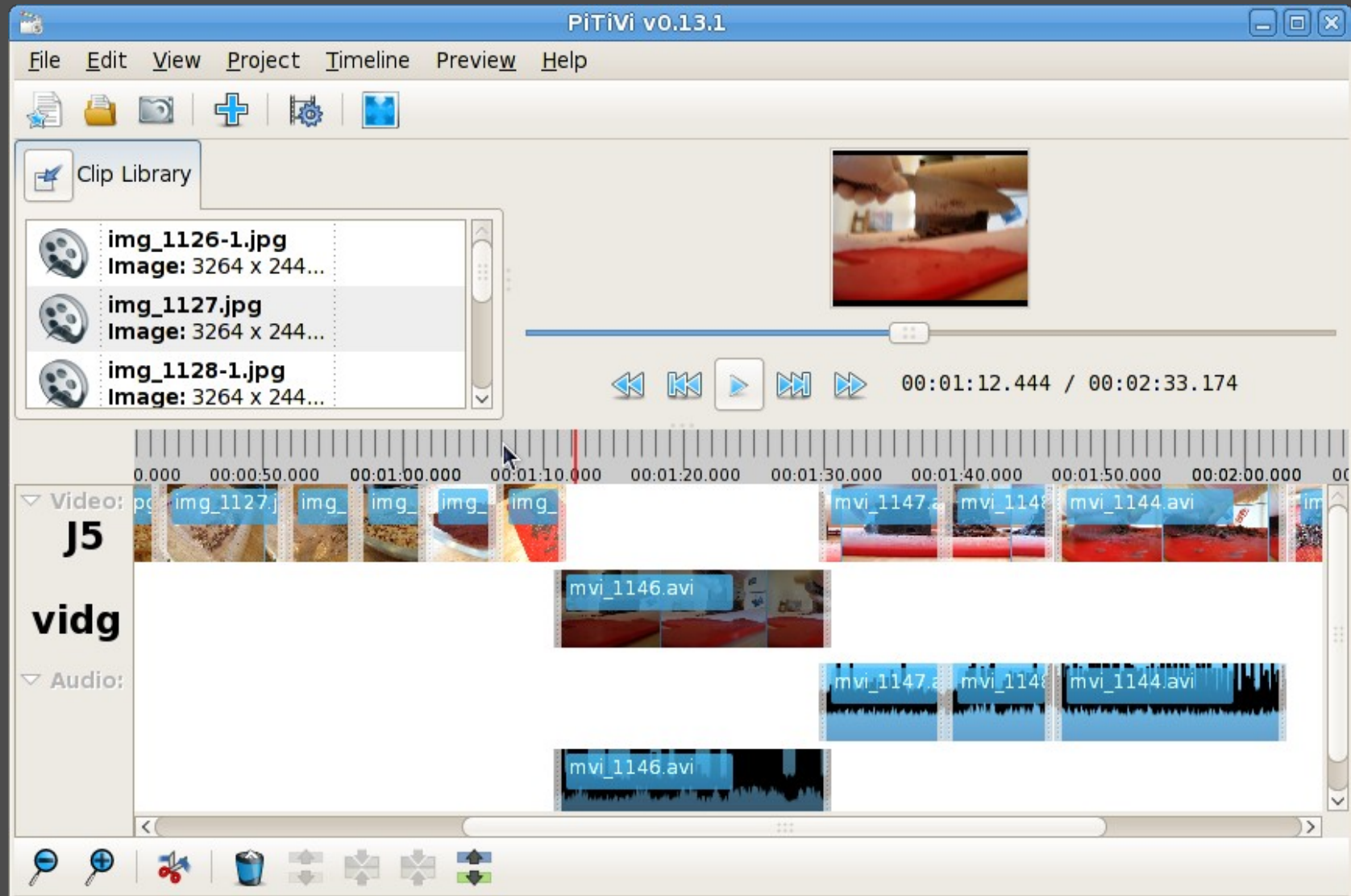
gtk.Label — a widget that displays a limited amount of read-only text

User Examples

```
extreamhacker@gnome.org
import gtk
label = gtk.Label()
label.set_text('this is a label')
```

```
simplecoder@gnome.org
from gtk import Label
label = gtk.Label('this is a label')
```

Collaborative Video Editing w/ Instant Distribution



Questions?

Keep the Momentum Going!!!

→ Tuesday 7 July 2009

- (11:00) Let's make GNOME a collaborative desktop - Guillaume Desmottes
- (12:00) Personal Media Networks with Coherence and Telepathy D-Tubes -Philippe Normand
- (15:45) GNIO: Network I/O Support for Glib - Ryan Lortie
- (16:45) Midgard2: Content repository for desktop and the web - Henri Bergius

→ Thursday 9 July 2009

- (17:00) Application developers' aid to RDF and SPARQL BoF - Rob Taylor

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