

Issue #4 - August 2007

# full circle

THE INDEPENDENT MAGAZINE FOR THE UBUNTU COMMUNITY

 ubuntu

 kubuntu

 xubuntu

 edubuntu

REVIEW :

MIRO - AUDIO, VIDEO,  
PODCASTS, EVEN TORRENTS,  
BUT IS IT ANY GOOD?

HOW TO :

KEEPING KIDS SAFE IN LINUX  
LEARNING SCRIBUS PART 4  
HOSTING CODE ON LAUNCHPAD

INSTALL :

EDUBUNTU 7.04 : FEISTY FAWN  
WHAT'S IN IT FOR THE KIDS?



DEMOCRACY IS DEAD, LONG LIVE MIRO!  
WE PREVIEW THE LATEST VERSION - 0.9.8



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# EDITORIAL

**W**elcome to another issue of *Full Circle*. Although many people probably thought we were ignoring them, far from it, we've been continually introducing little changes along the way since our big layout change in issue #2, I'm sure you'll notice another one or two changes in this issue also.

We have to be fair and give Edubuntu its share of the spotlight, but since its install is pretty much identical to that of Ubuntu we weren't sure what we could do with it so what we've done in this month's *Flavour of the Month* is focus on what exactly makes Edubuntu suitable for the younger geeks out there.

Another important thing to read this month regarding kids and computers is our article on keeping kids safe within Ubuntu. Creating a new user account is one thing but how do you specify what your child can and can not do within that account? This article tells all.

From Issue #5 we would like to add a new feature where you, the readers, can put across your opinions on whatever you have on your mind. Sure, we have the letter page, but for the opinion feature you would have a whole page to get things off your chest. So if you have something to say (no Microsoft bashing articles) please email your article to: [articles@fullcirclemagazine.org](mailto:articles@fullcirclemagazine.org)

Another niggle we've had with the magazine is long URLs. To combat this we've installed *Phurl* on our web site. This gives us short URLs should you need to type URLs in manually.

I hope you enjoy the magazine and do keep those emails coming!

All the best,  
Ronnie  
Editor, Full Circle Magazine  
[ronnie@fullcirclemagazine.org](mailto:ronnie@fullcirclemagazine.org)

This magazine was created using :





# FLAVOUR OF THE MONTH

Written by Philipp Höhn

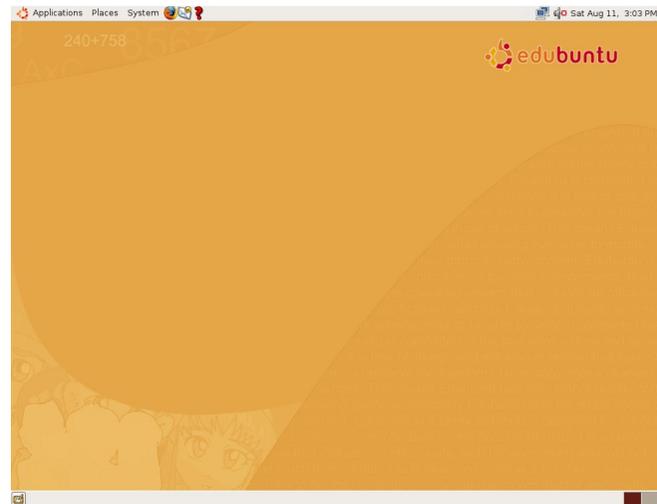


I'm sure by now you will have noticed how similar the install procedure is with most flavours of Ubuntu. Rather than show you the same procedure again with another interface, this month, Philipp will show you what you can expect to see in the education orientated edition of Ubuntu, Edubuntu.

Until now we have covered three setups of different flavours of Ubuntu. While we used the Live CD for Ubuntu and Kubuntu, we showed how to use the Alternate CD for an installation of Xubuntu. This month we will be going one step further by showing you some major applications of Edubuntu. Though Edubuntu has exactly the same installation as the other Ubuntu distributions, there are several major differences in the applications shipped with Edubuntu.

Edubuntu is designed for schools and other educational environments. It includes all Ubuntu applications but has some extras preinstalled. Though most of its additional applications are based on KDE, Edubuntu itself still uses Gnome. After installation, which is the same procedure as Ubuntu, Kubuntu and Xubuntu (download Full

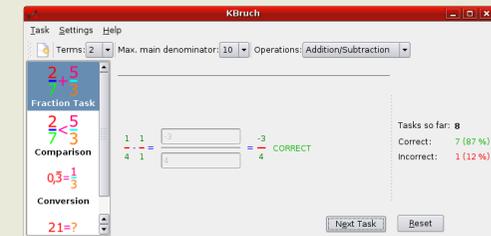
Circle magazine, issues one through three, to see the install procedure) you are then presented with a slightly different desktop design.



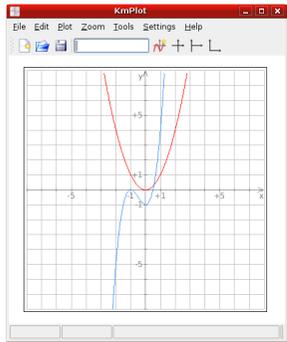
While you are still able to do the same things you are used to from Ubuntu, there are quite a few applications you probably haven't seen before. These range from mathematical tools to vocabulary training as well as other

applications designed to challenge students and children to think creatively and abstractly. There are even a few games that give children the opportunity to learn about different subjects and practise their skills by playing fun educational games. Let's have a closer look at some of these Edubuntu applications:

## KBruch



KBruch is a training program for fractions that features varied exercises and multiple levels of difficulty. It will also keep track of statistics to give you the opportunity to beat your own high scores.



### KmPlot

KmPlot lets you draw plots by simply typing a function like  $f(x)=x^2$  (red plot). This can really be useful

for checking pupils' math homework!

Hangman. Guess the word by spelling the letters. Be careful though, too many mistakes and you will lose and see the hangman!

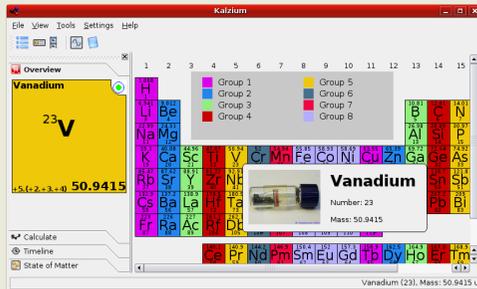
with Tux's laser-like machine.

### Kanagram



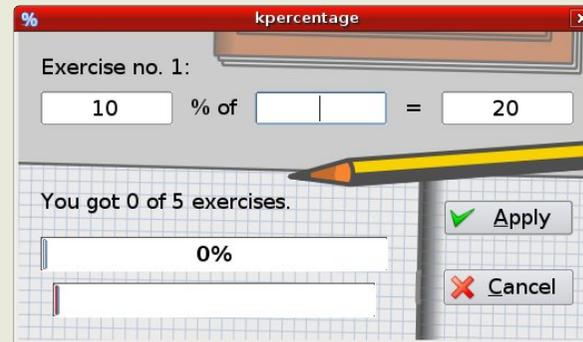
In this game you are challenged to read anagrams. Letters in the wrong order are to be put in the right order to form a word. This game supports the development of abstract thinking for all ages.

### Kalzium



Kalzium is an electronic periodic table. Besides the names and pictures of the elements it offers details like atomic models, spectrums and other various chemical data.

### KPercentage



Another mathematical training application. By selecting one of three difficulty levels you can train your percentage skills with different exercises.

### TuxMath



Another game included in Edubuntu, TuxMath makes you test your mental

arithmetic by stopping mathematical terms falling from the sky by solving them

These are just a few of the many Edubuntu applications. If you have a child or maybe you are a teacher, Edubuntu is definitely worth a try.

Next month in Full Circle we'll be featuring an Edubuntu presentation which was used by the Colorado Local Community (CoLoCo) to highlight the uses and features of Edubuntu to a group of school teachers.

### KHangMan

This is the Edubuntu version of the well-known school game





# HOW-TO

Written by Chris Rowson

# HOSTING YOUR CODE ON LAUNCHPAD AND BAZAAR



I recently put some code up onto Launchpad (a superb software development tool from Canonical Limited), but it wasn't immediately apparent to me how to do it. I found tips on a few different websites, but thought I'd bring it all together here for convenience.

**F**irst of all you'll need a launchpad account. Create one at: <https://launchpad.net/+login>

Now you require an SSH key. This is so you can prove to launchpad/bazaar that you are who you say you are. If you don't already have one, here's how to make one.

```
ssh-keygen -t dsa
```

You will now be asked for a secret password. Choose one and press enter. Your key has now been generated. You can see it by typing

```
nano ~/.ssh/id_dsa.pub
```

Go to your launchpad profile now, and copy/paste the text from the file you opened in the section above, into the section marked Update SSH Keys. That's that bit done.

Now you need to introduce yourself to bazaar.

```
bzr whoami 'Your Name  
email@example.com'
```

To create a bazaar branch on your computer, navigate to the folder that contains your code, and type the following.

```
bzr init
```

You now need to tell bazaar which files or folders within the branch you want to record changes to. For this example we have a branch folder called 'test', which contains the files 'hello.php', 'install.txt' and a sub folder called 'stuff'.

```
bzr status
```

would return

```
unknown:  
hello.php  
install.txt  
stuff/
```

You need to tell bazaar which files and folders you want to add to the system. You can do this by issuing the command:

```
bzr add
```

This will add all of the files and folders in the current directory recursively.

You can also add files and folders individually.

```
bzr add hello.php  
bzr add install.txt  
bzr add stuff
```

If 'stuff' contained any files, those files would be added too.

To remove a file (in this instance 'install.txt') you can either delete it, the folder on your computer, or run

```
bzr remove install.txt
```



When you have your code in a state that you want to upload then you need to run the commit command. This creates a revision and allows you to add a message regarding the changes you've made.

```
bzr commit -m "added my first file"
```

You can also selectively commit specific files.

```
bzr commit -m "added GPL licence info" install.txt
```

Now that you've finished editing your code and getting it ready on your local computer, you'll want to upload it to launchpad.

```
bzr push  
sftp://UserName@bazaar.launchpad.net/~UsernameOrTeamName/Project/Branch
```

To break down that url a little more, UserName is your Launchpad username, after the ~ you can then include either your launchpad username or a teamname, project is the name of the project in the launchpad url and branch is what you would like to call the branch.

Note that the project must be created in launchpad before you can publish to it. If you don't want to publish to a particular project, you can push to the +junk project instead (Thanks Dean).

So in practice.

```
bzr push  
sftp://uberperson@bazaar.launchpad.net/~uber-dev-team/ubuntu/development
```

would create a branch called 'development' in the 'ubuntu' project which can be edited by anyone in 'uber-dev-team'. The person who created this upload would have the username 'uberperson' on launchpad.

Give it a couple of minutes, and you should be able to see your files go live on the launchpad site.

Helpful links:

Full Bazaar Tutorial - <http://doc.bazaar-vcs.org/bzr.dev/tutorial.htm>

Next month: *Matthew Revell* from *Canonical* will explain how to use LaunchPad to properly research and report any bugs you may have noticed in K/X/Ubuntu.

LAUNCHPAD.net

- Register
- Code
- Bugs
- Blueprints
- Translations
- Answers



# HOW-TO

Written by Peter Durrill

# KEEP YOUR KIDS SAFE IN UBUNTU

In this article, I will explain the steps I used to create a user account in Ubuntu for my six year old nephew's use. While this configuration is particular to his needs, many of these considerations would apply to anyone configuring an account for use by a child.

**A**s my nephew has become more learned, and can generally be counted upon not to accidentally destroy something as fragile as a home computer, I have allowed him supervised access to my computer. He mostly uses it to play some of the games I have installed for him, or to access the websites of his favored television networks, such as pbskids.org, and sproutonline.com.

However, he has reached a level of proficiency where he seldom needs my help. While I would prefer to stay there with him and continue to supervise directly, I simply don't have the time so, in this article, I will explain the steps I used to create a user account in Ubuntu for my six year old nephew.

First, I needed to create a separate account for him to use. In GNOME, I went to System > Administration > Users and Groups. After I entered my administrator's password, the Users settings window opened. I clicked on Add User and the New user account window appeared.

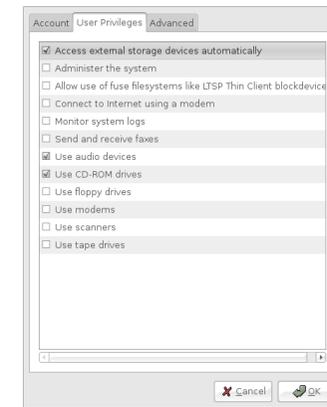


On the account tab (left), I entered the username I want the account to have, and the real name. I chose to set the account to unprivileged and left the contact

information blank. For the password, I generated several passwords until I had

one that seemed complex enough. Unfortunately, the random passwords don't include any special characters, but they can be added directly into this field. This would be nearly impossible for my nephew to remember. Fortunately, that won't be a problem, but more on that in a moment.

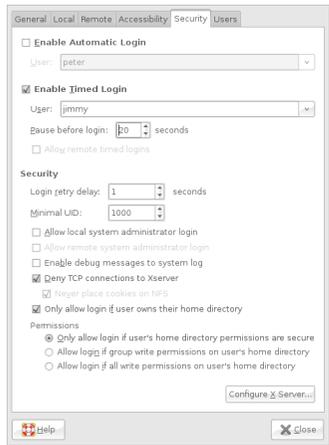
Next, I went to the User Privileges tab (below) and added the privileges I wanted my nephew to use:



- \* Accessing external storage devices automatically
- \* Use audio devices
- \* Use CD-ROM drives



With nothing on the advanced tab needing my attention, I clicked OK and then closed out of the User settings window.



Before logging out of my account, I went to System > Administration > Login Window (left) to configure the GNOME display manager. In

the Login Window Preferences window, I went to the Security tab. There I checked the Enable Timed Login box, selected my nephews account in the drop down menu, and set the timed login delay to 10 seconds. This allowed me to use a very secure password, without making my nephew memorize it. With that done, I closed out of the login preferences and restarted my machine before testing the timed login.

My main objective in preparing his account was to make it easy for him to use. I wanted to simplify as much

as possible. I can always add to the complexity later. The first thing I changed was to open the workspace switcher preferences and set the number of workspaces to one. Then I removed it from the panel all-together. I also removed the "Quit..." applet.

As a general rule, I wanted to avoid clutter, but I mainly wanted to make it easy for him to find what he wants to use, whilst avoiding the things I may not want him to use, so the next item on my agenda was the menu. I considered just adding launchers to the desktop and doing away with the menu altogether, but there are far too many programs to make that an optimal solution. So, I opened up alacarte, the menu editor included in Ubuntu, and started cutting away.



There are many sub-menus in the default install, and precious few applications I feel he would find useful. My

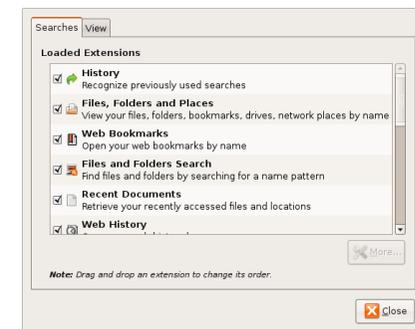
choices here were rather specific to my case, but essentially I removed the majority of the preferences, the entire administration menu, and all entries for

programs that I did not install specifically for his use-- with the exceptions of common items like the Text Editor, Calculator, and Firefox.

While the "Search for Files" menu entry is available through the places menu, I wanted to make searching more easily available, so I added the deskbar to the top panel and set the layout to entry in panel on the view tab of the deskbar preferences. I also disabled many of the extensions under the Searches tab, leaving only:

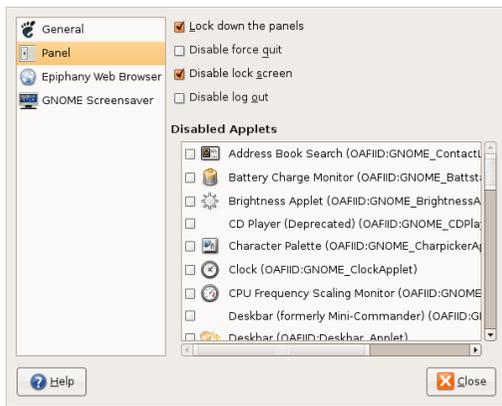
- \* Files and Folders Search
- \* History
- \* Web Bookmarks
- \* Web history
- \* Recent Documents

The idea being, again, to limit the amount of information he has to process.



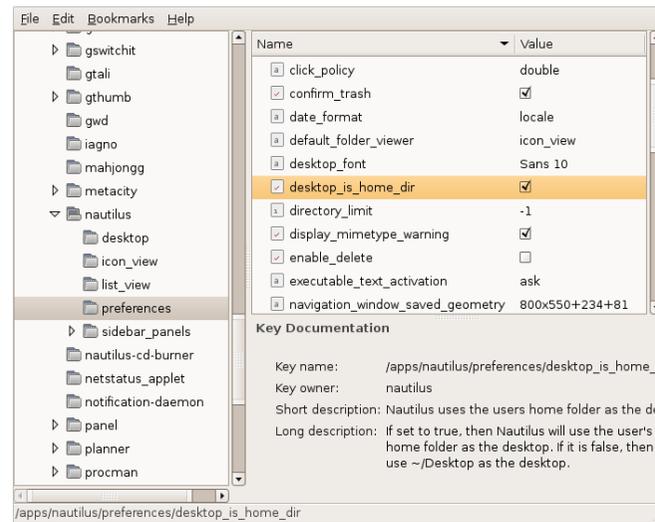


Having configured the panels to my liking, I ran Pessulus, a lockdown editor for GNOME. While Pessulus is not installed in Ubuntu by default, it is available from the Ubuntu repositories. I don't expect my nephew to actively attempt to bypass the restrictions I have placed on his account. Honestly, I would go so far as to encourage it. So, despite Pessulus' many options, my needs here are simple. Switching to the "Panel" section in pessulus, I checked two options, Lock down the panels and Disable lock screen (below) then closed the lockdown editor. Hopefully this will prevent the all-to-common "missing" panels and applets, bane of new users and tech support alike.



As a final step, I ran gconf-editor and navigated to apps > nautilus > preferences in the left hand pane and

checked desktop\_is\_home\_dir (below). This will change the desktop directory from /home/jimmy/Desktop to just /home/jimmy. While there is some disagreement as to whether this should be a default gnome setting, I certainly think it is appropriate for my particular situation.



The primary piece of software I want to configure is Firefox. There are many valuable resources for students on the web. Not to mention (with Flash and Java installed) the nearly endless variety of games. However, there are many more things to be found out in the wilds of the internet. With that in mind, I will follow up my usual round of simplifications with a particularly strong form of "parental controls." In addition to that, I have

installed an ad-blocker. While there are many valid arguments against using disrupting advertising service, I have far more pressing concerns about young impressionable minds being bombarded by commercialism.



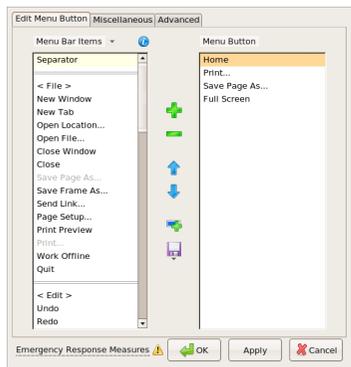
Now, as I said before, one of my primary goals with this whole process has been to simplify user interfaces. To this end, my first action in Firefox was to remove all but the forward and back buttons in the navigation bar, as well as un-check use small icons in the Customize toolbar window. Once I was satisfied with the menu, I searched the Mozilla add-ons page for an extension called Personal Menu and installed it. The most current version as of this writing is 3.0.5.



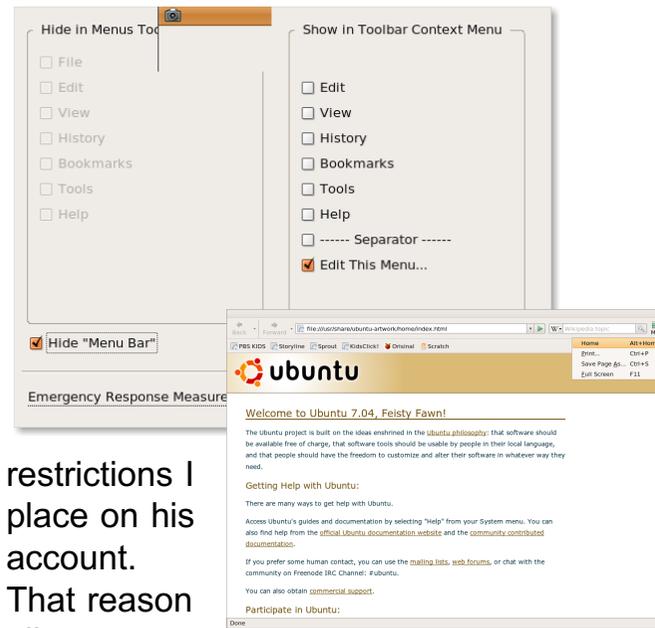
After restarting my browser, I opened up the preferences for Personal Menu. Personal Menu is a great extension for simplifying the interface, it allows you to create a menu button for the navigation toolbar, move items from the standard menu bar menus (File, Edit, View, etc) into your buttons menu, and then hide the menu bar. So, after adding my choices from the standard menus, I placed the customized menu on the far right of the navigation bar, with the search entry field just to its left. The items I chose were fairly standard:

- \* Home
- \* Print
- \* Save Page As...
- \* Full Screen

With the exception of Save Page As... none of these items are available on the standard page context menu.



As I have said before, I don't anticipate my nephew actively attempting to bypass any



restrictions I place on his account. That reason allows me to simplify my approach to limiting his internet access. After shopping around, I found the solution that I was looking to use: a whitelist.

Most "parental control" solutions either use a blacklist, which is a list of forbidden web addresses, or a combination of a blacklist and a content filter that searches the contents of requested pages for certain key words. There are numerous disadvantages to these approaches: many words that are used as profanity can also have valid uses; blacklist creators could never hope to catalogue all existing pages, much less the massive

quantity of new pages created every day; on top of those very real problems, there is the problem of the creator's prejudice towards what pages should be blocked.

Fortunately, I can make those kinds of decisions myself. By choosing a white-list solution, I can pick what pages I want my nephew to access. Any page that is not on the white list is blocked by default. As my nephew's interest grows, I will have to investigate subjects that he is interested in and allow access to those I don't find acceptable. While this does involve more effort on my part, it does ensure a better understanding between us.



The plugin I used for this is called BlockSite (left), and is also available at the official Mozilla Firefox add-ons page. BlockSite



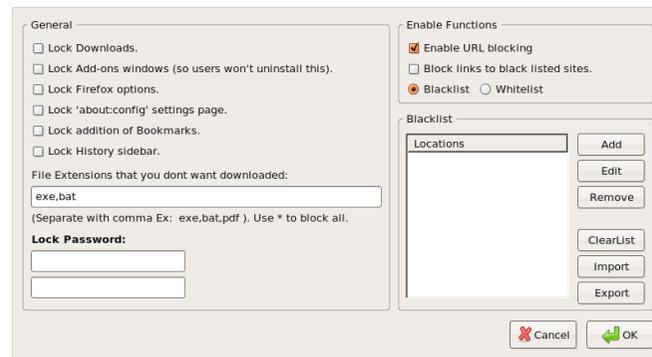
has a very simple interface and allows both blacklist and white-list based blocking. Wildcards are supported, so by adding `*wikipedia.org/*` you can access all pages on every sub-domain of the wikipedia.org site. If you feel the need, you can add a password, which must be entered before accessing the BlockSite preferences. However the whole extension could be disabled in the Add-ons window, so that's not a terribly effective solution.

For troublesome sites, try looking for proxy or firewall information. For example, I wanted to add the website for the StorylineOnline.net website, which offers videos of professional actors reading children's books. The site loaded fine, but the videos would never play. On the help page, I found the reason. It turned out to be that the videos were hosted by a site with a different domain name. After adding that to the white-list as well, they all played without issue.

For anyone who might want a slightly more secure solution, there is PublicFox, which looks to be a mashup or extension of BlockSite with some additions that will allow the password protection to be extended to

other items like the browser Preferences, about:config page, and the Add-ons window. I tried this for a while, but the constant password entry pop-ups don't offer a terribly friendly experience.

Used in conjunction with Pessulus to disable the command line and prevent running Firefox with the `-profilemanager` switch, this could offer a decent lockdown solution. Again though, there is always a way around restrictions, assuming you know the way. In this case, the user would simply have to access their profile directory and edit a few text files to disable the extension.



That's it for my setup. In the future, if my nephew begins to mirror his uncle's downloading habits, I may have to recreate his account using disk quotas. For anyone interested in setting up such a feature, it might help to refer to this post by Aysiu on the Ubuntu forums here:

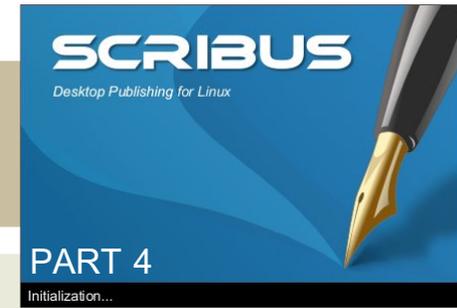
<http://ubuntuforums.org/showpost.php?p=2692744&postcount=10>. If he ever seems to develop unhealthy computing habits, such as spending entirely too much time in front of it, gnome already offers a solution. Under Keyboard Preferences, in the GNOME preferences, there is a tab labeled Typing Break. Typing Break can be set to lock the screen after a certain amount of time, which is adjustable in increments of one minute, from one to one hundred thousand minutes. If it comes to that, I'll have to set gdm to login to my nephew's account automatically, and memorize his password. Regardless, I think this is a good start.

Since this is my personal computer we are using, I saw no reason to install Edubuntu, but I did install basically all of the educational software available in the repositories, as well as one that is not: Gutenpy, A catalog browser and text reader for Project Gutenberg, which I highly recommend. While it does not have an Ubuntu specific .deb file available, I have used the Debian package available at <http://gutenpy.sf.net/> with great success.



# HOW-TO

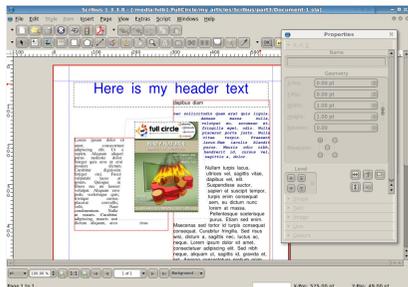
Written by Ronnie Tucker



In this fourth article in the Scribus series we will discuss creating 'colour styles' which will allow us to quickly and easily alter various text or shape colours at the click of a mouse button and with zero guess work.

Having continuity in your publication is essential to ensure that all your pages come together to form a single publication. Last month we saw how to create Paragraph Styles this means that with the click of a button you can assign the same font, colour and settings every time with minimal work and, more importantly, no guess work. This month we look at Colours, this menu option will do a similar thing to Paragraph Styles but with boxes, lines and so on.

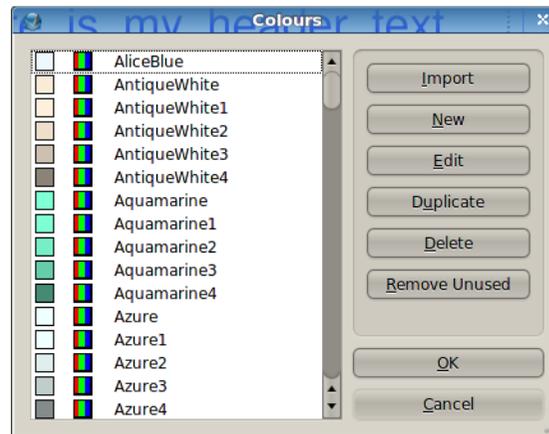
This is where we left off in Issue #3, Paragraph Styles:



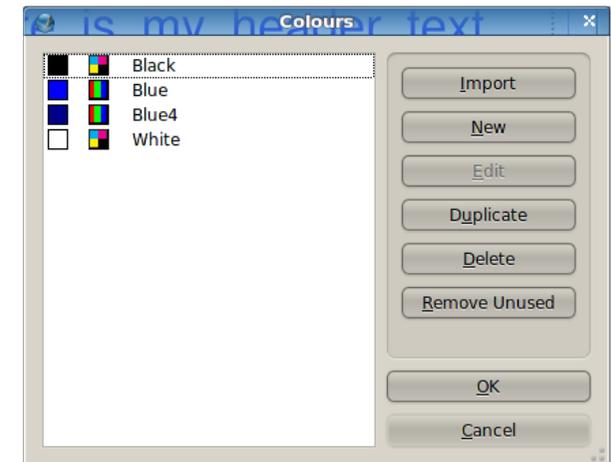
Imagine this: you are on page fifty of your publication and you want your image to have a border which has the same colour and style as the image on page one. You could easily scroll, or jump, to page one but wouldn't it be easier to just have a palette of colours, with names, that you can call upon? Well with Scribus' Colours settings, you can.

First let's make a named colour.

Click on the **Edit > Colours** menu option.



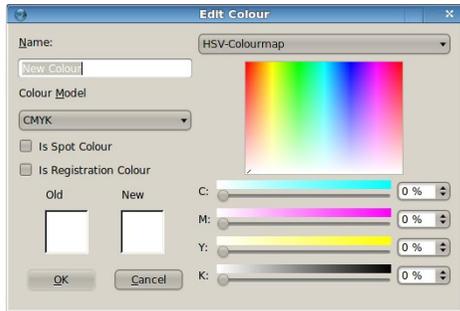
That list is the default colours that Scribus creates for almost every document, you can keep them all if you want but I find it confusing and am going to delete them all and start a fresh. But wait! What if I delete the colours used in my header and text? To save this happening, click the **Remove Unused** button. Here's my list now.



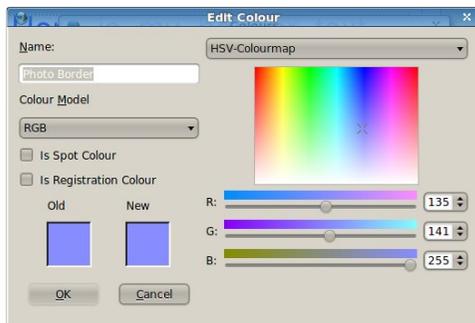
Much neater!



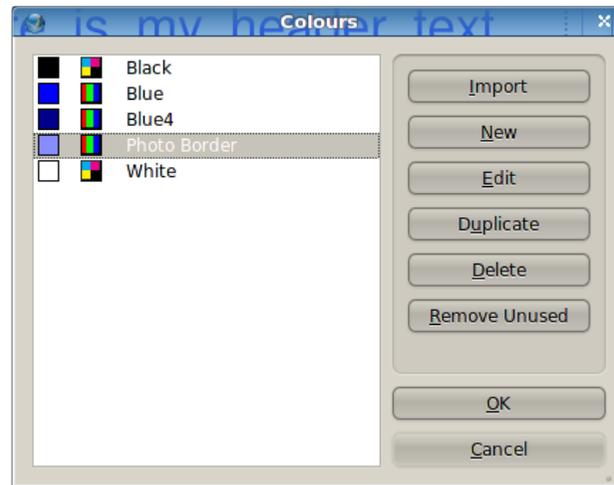
So lets create a new colour for our palette. Click the New button.



You'll see some text at the top left which says 'New Colour', change that to what you want to call this colour, I'm going to call it 'Photo Border'. Below that it says 'CMYK'. You can change that to RGB or Web Safe. If your going to send your document to a professional printer then use CMYK (same for images too!) but since this is for a PDF (and not being printed professionally) I'll choose RGB. The menu at the top right will give a list of pre-made palettes if you want this but I'm going with my custom palette.



I've chosen my colour from the rainbow looking box in the right of the window and

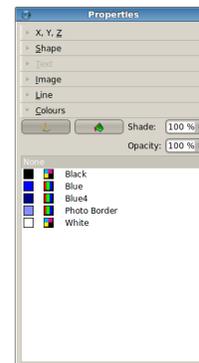


now click OK.

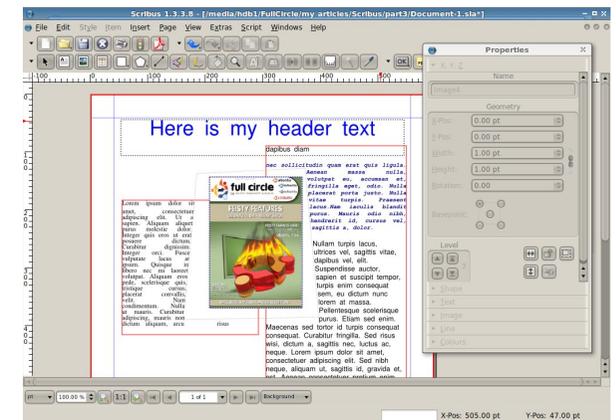
And there's my custom made colour in the list. Click OK to return to document editing.

Remember, same as with Paragraph Styles: if you change a colour that is used in your document, all instances of that colour will change to the new value.

Next I need a border around my image so select the image and look at the Colour tab in the Properties window



You see the two icons? On the right is the 'Fill' button, this is what colour you want your Shape coloured as (it won't do anything to an image but it will colour the inside of other shapes such as rectangles, circles and such like) and below the fill icon is the colour that fill is using, in this case, none. To the left is the Line Colour, this is what controls the border colour, at the moment it is set to none, so left click on our Photo Border colour. Although there probably looks like there's no change, remember that just clicking the image alone gives it a red border to show selection so click on



a blank piece on the page.

I've got a blue border but I'd like it a bit thicker. To control the line



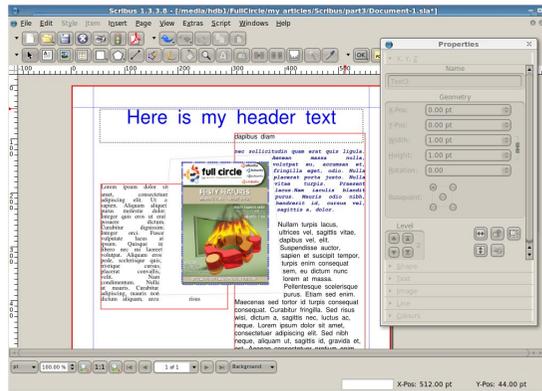
thickness and type, click on the image (remember, all this will also work for any shapes you draw too) and click

the Line tab in the Properties window.

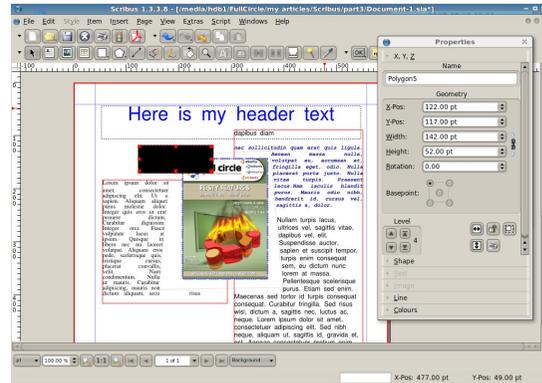


Clicking the 'Type of Line' menu will let you choose from a range of styles, I'll choose the dashes. If you've drawn a line this is also where

you can choose to have an arrow head on it. 'Line Width' is the thickness of the line, I'll go for a setting of three to make sure it shows on my screenshots. 'Edges' and 'Endings' edit either the start/end of a line or the corners of a shape. Unless you have particularly wide shapes you probably won't notice a great deal of change when you play with these settings. Ok, I'm happy with that. How does it look? Again, I click on a blank piece of the page to deselect the image (or shape!)

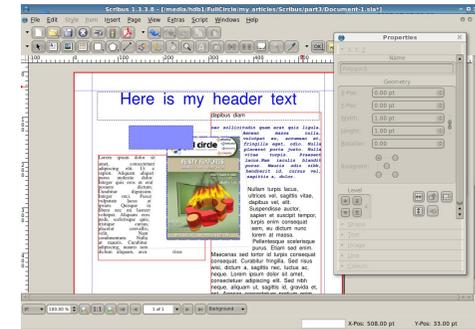


To prove my point: click the 'Insert Shape' button which is below the Print icon. Click, hold, and drag out a rectangle shape (or whichever shape you choose from) and release the mouse button. You'll probably see a black shape:



These are the default colour settings for a shape but keep the shape selected and click the Colours tab in the Properties window. Click the Fill icon and choose a colour and click the Line icon and choose a colour for it too. Again, same as with the image, you can click

the Line tab and alter the thickness of the line.



Play around with the shapes, borders and colours within your document. Shapes are good for banners or to put text in, and remember: you can colour the inside of a shape as transparent by choosing 'None' for the colour. Normally you don't want to go crazy with colours. Same as with Paragraph Styles: choose maybe six or seven and stick with them. Too many colours and text styles will make your document look confusing and unprofessional.

Next month we'll discuss Layers. Rather than have one document with everything spread across fifty pages, we can place items on separate layers. This means -- like GIMP or Photoshop -- we can turn layers on/off to show/hide groups of shapes, text, images even entire articles, which can improve performance on slower machines.

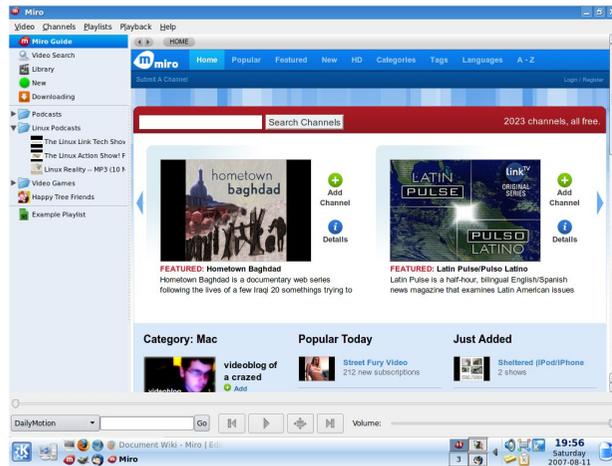


# PREVIEW

Written by Ronnie Tucker



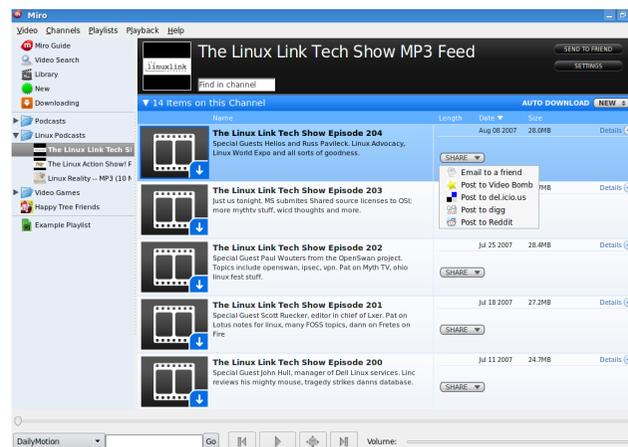
Miro is 'the application formerly known as Democracy Player'. It is attempting to be a bit of an all-in-one type application that will look after all your audio and video needs including podcasts. It even holds a little surprise too...



scrolls from right to left showing you the featured items. Below that is the Popular, Just Added and a list of categories. Below the Miro Guide is the controls with the usual play/pause and skip buttons. To the left of the controls is the search box. Select a site (you can choose from: YouTube, Veoh, Google Video, BlogDigger, Revver, DailyMotion and blip.tv) and type in a few words to search for. Down the left of the screen is a panel which contains your playlists and bookmarked podcasts.

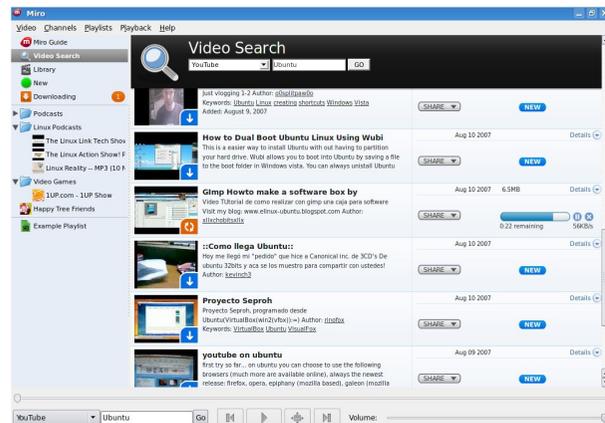
Adding your favourite podcasts is easy enough, you can add a folder (to organise things) then Add Channel from the Channels menu. Miro will now keep an eye on your podcasts and automatically download new episodes as they become available. You can pause or remove a download and after you've listened to the podcast you can delete the file if you wish. A nice feature is that you can Share a podcast by emailing a friend about it or by submitting it to one of the many social networking sites such as Reddit.

**W**hen you first start Miro, it is a bit daunting, to say the least. You are shown the Miro Guide which is really just a whole bunch of links to submitted content from various sources such as YouTube, Veoh and even some big names with videos for download like: Comedy Central, National Geographic, even Adult Swim! The top portion of the page



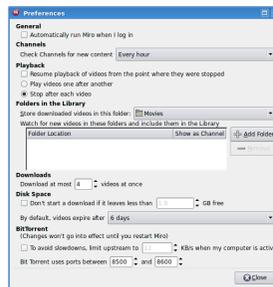


Searching the many video sites is quick and easy and results are displayed within Miro so no switching between Miro and a browser. Your search results can also be saved as a channel for quick access to those results at a later date. Clicking the down arrow which is on the video preview image begins a download. I say again: a download.

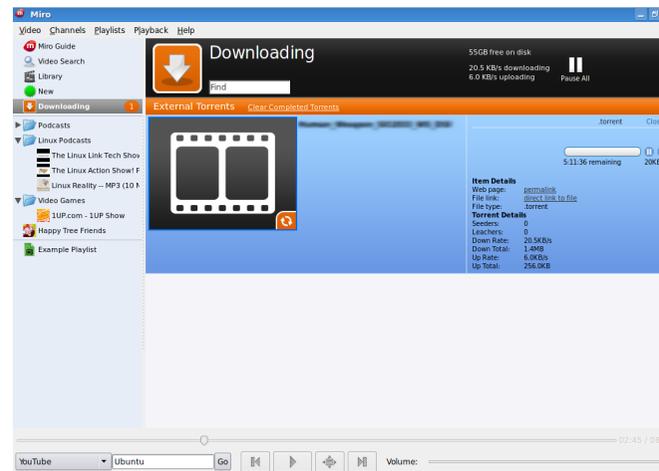


Instead of streaming the videos from the sites it actually downloads them to your machine (above). That's a feature of this software that I really like.

Miro is also light on options with only one preferences window (right). Most are just basic things



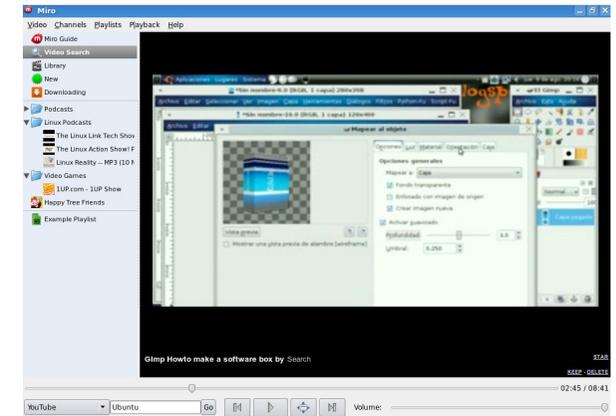
like when should files expire and be automatically deleted, but there's also a surprise in there too: take a look at the bottom option. BitTorrent? That's right, Miro is also a BitTorrent client! Although it did take me a little while to realise that to open a torrent file you need to go to the menu and choose Video > Open and double click your torrent file (below). No mention at all in any menu of 'torrent'. That needs fixing.



Video playback (right) is what you would expect from any other video player since it uses either Gstreamer or Xine for playback. The low quality of the video in the screen (right) is due to it playing a YouTube video in this case.

The only negative for Miro is that it's still in beta. The version I tested was

downloaded from a repository<sup>[1]</sup> to save compiling it from source.



I feel it would be unfair to mark Miro since it is still in beta but would definitely encourage people to give it a try if your looking for a one stop shop for all your audio, video, podcasting and BitTorrent files.

[1]<http://ftp.osuosl.org/pub/pcultu re.org/miro/linux/repositories/ubuntu feisty/>



# INTERVIEW

Written by Robert Clipsham

# COLIN WATSON UBUNTU DEVELOPER

Colin Watson is one of the lead developers for Ubuntu and is an employee at Canonical. Here we ask him how he first got involved, what he likes best about the Ubuntu community and about his most uplifting experience.

## ***How long have you been programming?***

Since I was 7, so a little over 20 years. My parents got me a ZX Spectrum+, and I taught myself to program in BASIC. The first language I learnt that I still use today would be C, which I think I picked up around the age of 17.

## ***How long have you been involved with Ubuntu?***

I was one of the founding members of the Ubuntu core development team. I started working on Ubuntu in May 2004 upon being employed by Canonical (though neither Ubuntu nor Canonical were called that back then). Memory is unclear, but it's possible I was involved in coming up with the name "MOTU"

## ***How has your experience as a MOTU developer been?***

With the same caveat (core developer), it's been amazing; I love being in a position to set up a really well-integrated system across the board with a minimum of bureaucracy,

and of course it's hugely rewarding to see Ubuntu get so much favourable attention. It's been a lot of work but well worth it so far.

## ***How has your experience been with the community been?***

I've been very impressed with how much the Ubuntu community's grown in three years, and how incredibly active it has been. I've also been pleased that it generally works as a community; it doesn't tend to get stuck in endless back-and-forth or mired in bureaucracy. That's all been great to see.

## ***Are you also working with upstream (or Debian)? If yes, how is that experience?***

I've been a Debian developer since early 2001, and that hasn't changed. Naturally there's only so much time you can put into operating system development in the day and remain sane, but I try to contribute what I can in my free time even though it's my day job too; I still care very much about both projects, and I think there's plenty of room for them both to excel. While I've had a few arguments with people about details of whether such-and-such a change should have been

contributed back to Debian or not, on the whole I've tried to stay clear of flamewars on the subject, and I find that I still work well with Debian developers on a technical level. I'm happy with this situation and it all seems quite stable now.

## ***How much time did it take you to become a developer?***

Well, um, I think it might have been a couple of weeks after I started at Canonical until the very first Ubuntu archive was actually in place so that we could upload to it ...

## ***Have you had any uplifting experiences while working for Ubuntu and its community?***

The Warty preview release was really quite something. I'd been up for goodness knows how long dealing with the release (I'm in charge of [cdimage.ubuntu.com](http://cdimage.ubuntu.com) and [releases.ubuntu.com](http://releases.ubuntu.com), so I was the one who had to put all the files in place and press the Big Red Button), and straight after that I went off to sleep for 16 hours. When I got



back, #ubuntu had EXPLODED; it took me a solid hour to catch up with all the activity there, when previously it had been this quiet little development channel. I think a lot of us had a "wow, people might actually be interested in this stuff" moment around then.

### ***What do you see happening in Ubuntu's future?***

I don't see it slowing down, certainly. By next year, if all goes to plan, we'll have another long-term-support release under our belt, and this time we'll have had the experience of 6.06 to learn from, so I think it'll work out pretty well. I think that will give us an excellent base for expanding into bigger audiences.

### ***What do you think the best way for the Ubuntu community to help with Ubuntu?***

I can really only point to <https://wiki.ubuntu.com/ContributeToUbuntu>

for this; people have such a variety of different skills that could be put to good use. We're definitely always in need of new developers and even core developers who can put concerted effort into improving the quality and reliability of Ubuntu, though, and people who can accurately sift through bug reports to find items that developers need to work on.

### ***Which part of Ubuntu do you like developing the most?***

Given that I've spent a good chunk of the last

three years working on the installer, it's probably not surprising that that's what I enjoy most. I think I like installer work because it's somehow immensely satisfying to build a system up from the very bottom, and to be the first experience people have with the operating system. There's still plenty of variety there, even though the installer manifestly works well for so many people, just because hardware always manages to find more weirdness to throw at us.

For somewhat similar reasons, I suppose, I also like working on distribution infrastructure: the bits you never really bother to look at that work out the full list of packages we need to ship, or the process of kicking off a new development distribution after we release. I think it's fun to be in at the ground floor.

### ***Is there anything you would like to see in Ubuntu in the future?***

I'd like to have integrated support for producing custom Ubuntu CD images. I'd like to have the graphical installer be more reliable and more flexible, particularly in terms of partitioning. I'd like to make a concerted assault on excessive use of system memory.

In general, I would like to start a big push for systematic improvements in quality and reliability. My parents seem quite happy with their Ubuntu system, but it still breaks fairly frequently in ways they don't know how to fix. I certainly don't mind helping them out, but it really shouldn't break to start with, or when it must break it should be clearer what to do (for example, the whole user interface around fsck is difficult for end users). One thing we're doing in Gutsy is to make the

system more robust against running out of disk space, so you can still log in and clean up some files. There's lots of that kind of thing to be tackled.

### ***What advantages does Ubuntu have over other Linux distributions?***

It has a functional and enthusiastic development community, together with strong commercial backing to make sure that it keeps moving forward and to do the boring jobs like infrastructure. I think we've struck the best balance there of any distribution I've seen: on controversial decisions the community really has overruled the company at times when its technical arguments have been stronger. We have the superb basis of Debian, and developers with plenty of experience in some very central parts of Debian so that we aren't just riding on its coat-tails. We release often yet have the LTS releases for people who want a slower upgrade cycle. We have a strong belief in having things Just Work.

### ***Is Ubuntu the first Distribution you have worked on?***

No; as mentioned above, I worked on Debian before Ubuntu. I used (but never developed) Red Hat for about a year before switching to Debian, but that's the extent of my distribution experience.



## When did you first start developing Ubuntu?

May 2004.

## What programming language(s) do you need to develop Ubuntu?

Personally, I use an ad-hoc mixture of C, shell script, Python, and Perl; that's skewed because d-i (the installer you see on our alternate install CDs) is written in C and shell, though new development work in Ubuntu is usually in Python where possible. You need to have a basic working familiarity with GNU Make in order to handle Debian/Ubuntu-style packaging, too. Areas of Ubuntu other than those I tend to work in may have their own requirements.

I've picked all of these up over the years, so it's very hard to say how long it took me to master them. C took several years, though I was going through university at the same time. Shell and make were just things I absorbed gradually based on what I needed at the time. I taught myself Perl and Python in a few weeks each with lots of reading. Really, the more languages you're used to, the easier it gets to pick up new ones. I very much recommend a broad education in as many languages as you can so that you don't get stuck in a rut.

## What advice would you give to someone wishing to help out with Ubuntu?

There is no better advice in my book than to

find something you care about and make it better. I learnt Perl because a program I was writing for fun was ridiculously slow in shell. The point where I really got into serious Debian development was when I started working on mandb (the 'man' program and so on) because nobody else was doing so, and fixing swathes of bugs that had been annoying lots of people. I started working on d-i because I needed to do so in order to get Debian to install on my new PowerBook.

There's no harm in asking questions, but spend your own time doing your own research too. It will take longer the first time, but in order to be a serious developer you need to cultivate the skill of finding things out for yourself, whether it be from manual pages or the source code or the web or whatever; it will save you time in the long run because you'll be able to find things out even when the experts aren't around; and people will have a higher opinion of you if you demonstrate the capacity to learn quickly.

Be bold. We like people who make themselves experts in a field and are consistently right and helpful. Don't wait for somebody to give you permission to do that.

Remember that everyone else had to learn everything from scratch! None of the core development team were born with experience of Ubuntu, or Debian, or wherever we started; we all had to learn it too.

Next months interviewee will be John Philips from the Open Fonts Library web site [www.openfontlibrary.org](http://www.openfontlibrary.org)

Email your questions to: [questions@fullcirclemagazine.org](mailto:questions@fullcirclemagazine.org)

Choose from the products below



Stress Ball (White)



Stickers



Drinking Mug



Rucksack (Black/Red)



Metal Key Fob



Baseball Cap



Hoody (Chocolate Colour)



Sweatshirt (Fawn Colour)



Mens T-Shirt (White)



Mens T-Shirt (Black)



Ladies T-Shirt (Black)



Polo Shirt (Fawn colour)



Polo Shirt (White)



## MY STORY

Written by David Maino

# UBUNTU - A VERY APPROPRIATE NAME

I began using Linux about 4 years ago out of necessity rather than interest. There was a program I needed to learn to use (Radiance) which would only work reasonably well on a \*nix system, so I fired up Debian and got my first taste of the wonderful world of Linux. I hated it.

I had to relearn everything I knew about computing, spend hours editing config files to get my hardware to work properly, and had to learn how to script and use the command line to run this program the way I wanted. The letters “RTFM” quickly burned into my retina as I tried hopelessly to get help from various forums and IRC chat rooms. For 2 1/2 years I barely touched Linux as a result, except when I needed to do a Radiance run.

Then I heard a rumbling on the interwebs. Something was brewing that was part Debian and part sane O/S design. Could it be true? A Linux-based O/S that was beginner friendly, both in function and in community? I burned my first ISO (Hoary Hedgehog), popped it in, installed it and was unimpressed. The same things that didn't work in Debian didn't

work in Hoary. I grudgingly set off to the Ubuntu forums, fully expecting to be taunted and made fun of. Then a strange thing happened. My questions were answered, and not just with a simple, unexplained response, but in a courteous and at-length manner that implied that the people helping me were genuinely interested in giving advice so that my system would function properly.

With this newfound resource I began to enjoy the inner workings of my O/S and reveled in the tinkering and adjusting. The realization that this was my computer and I could finally set it up how I wanted it was overwhelming. This wonderful community of people helped me unlock my computer and opened up all the possible things that I could do with it, should I so choose. And choose I did; in no time I was setting up cron jobs, writing scripts to automate tasks, setting up web and file servers, building a personal video

recorder and, yes, even running Radiance.

Ubuntu as an O/S is good, but in many ways is no different than many other distributions out there. With a little effort, the things you can do in Ubuntu you can also do with Debian, Gentoo, Slackware, or any other distro. What differentiates it, for me at least, are the people and their willingness to help. I am what I am because of what they helped me become, and because of what they all are.

If you have a story to tell, please email it to:

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

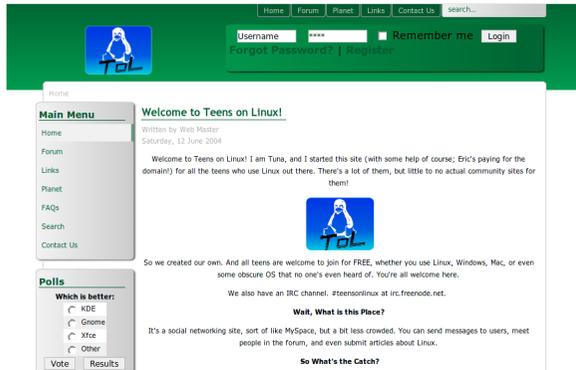


# UBUNTU YOUTH

Written by Philip Höhn

The future of Open Source is in the Young People of today; that's why this corner of the magazine is for young people or simply those who are young at heart.

**F**or this month's article I spoke with Andrew (aka: Tuna) about his way in to Kubuntu and his Linux web site *Teens on Linux* which just recently made it into the UK magazine Linux Format.



Teens On Linux (above)

Tuna is 15 years old and started using Kubuntu about 6-8 months ago as his first Linux distribution. Following the advice of our Full Circle Editor (Ronnie), he decided to give Linux a try after his laptop had a corrupted version of Windows. Whenever he booted up, he either got an 'Operating System not found'

message or the infamous 'Blue Screen of Death' (BSOD). The advice: "Sounds like you need a new operating system" finally persuaded him to make the move.

Just like any new user, he was initially lost. Instead of the usual friend a couple of blocks away who could help, it was, in this case, someone a whole continent away. Fortunately, he found an IRC client and the Kubuntu channel.

Asked for the reason why he started Teens on Linux, Tuna answered: *"Well technically, it was all bjwebb's idea. He goes way under-credited for it. He sent in a listener question to the Linux Action Show asking about a teens' Linux community. Now at this point in time, neither of us have even heard of TeenLUG. So I listened to that, and promptly made a post on the LAS forums asking for that guy to email me. Before he even got the chance to see the post, we all got together and created a site called "Teens on Linux" After a few days of building the site, bjwebb emailed me, it*

*was basically thanking me for putting it into action. So I made him administrator and thanked him for the idea. It was the least I could do."*

Although having gained several members since being mentioned in Linux Format, one mystery remains: even Teens on Linux don't know how they made it into Linux Format, *"They didn't even email me about it!"*

Finally, Tuna described what new features he would like to see in the near and distant future for his beloved Kubuntu. Besides more support for video cards, namely ATI, he hopes for better support for multimedia keyboards and wireless. Future plans for Teens on Linux include a podcast featuring Tuna and Ewanm89. They may well be on opposite sides of the planet, but i'm sure they'll work something out.

<http://www.TeensOnLinux.org>



# LETTERS

Every month we like to publish some of the emails we receive. If you would like to submit a letter for publication, even if it's a compliment or complaint, please email it to: [letters@fullcirclemagazine.org](mailto:letters@fullcirclemagazine.org). PLEASE NOTE: some letters may be edited for space reasons.

I have to take some issue with the article in issue 3 about photography on Ubuntu. The author is a professional wedding photographer, and I understand that. It's an interesting article and I appreciate an in-depth look at how he works. However, he seems to be focusing on proprietary software packages, which is a little odd since Ubuntu is about the power and philosophy of Free/Open Source Software. He promotes Bibble for raw processing and MemoriesOnTV which are both proprietary. And MemoriesOnTV is a video program requiring WINE. Most video programs don't work well, if at all, in WINE, and if they do, they are extremely unstable and rather difficult to install and get working. He also writes about LightZone, which I'm quite familiar with, and while the Linux version is free, it's unsupported and proprietary, and the current Linux version is not up to the Windows version number. It is unfortunate that no mention whatsoever is given to RawStudio or

many other capable open source photo and graphics programs. Gimp is an enormously powerful and an amazing application, yet he dismisses it (as do so many people who were raised on Photoshop) for, of all reasons, having poor text-layout abilities. One, I would take issue with that. Two, not really sure that text layout has much to do with photography. Three, maybe look into a vector illustrator program, which most graphic artists know are much better for complex layout with photos and text than a Photoshop/Gimp type bitmap program. Inkscape is a wonderful vector program.

Maybe a future article could take a more purely FOSS approach to the needs of a photographer such as Mr Stephens. A big problem is that people are so thoroughly attached to Photoshop that they're very unwilling to even sit down and get to know Gimp, when in reality Gimp is one of the most powerful and sophisticated photo apps there is, as well as one of the best FOSS programs.

Eric Peltzer

I have been using Ubuntu for a while now and it satisfies every need except for the games aspect of it. I recently tried running Regnum Online and I could not get it to run for the life of me. I was told it was a drivers Issue. ATI has drivers out for Linux, yet there seems to be an issue with Ubuntu using these drivers. I don't know what that Issue is, would it be possible you guys can clarify this for us Linux gamers?

I tried to install the proprietary ATI drivers and Ubuntu did not like that at all, so why not make Ubuntu use these drivers instead of messing with them if they are built for Linux based OS they should work right.

Rey Angeles

Editor: *anyone out there want to make comment on this? Is Ubuntu missing drivers that gamers need?*



First let me say that Full Circle is an excellent publication and is much needed to educate the

masses about Ubuntu. My question pertains to your review of Ubuntu on the MacBook. You mention that the computer never heats up and its cooling system is adequate to keep the machine cool. When Ubuntu is installed on the MacBook Pro the machine becomes very hot. Did your reviewer compile his own kernel after installing or is there something that I should set to allow the computer to run cooler?

Dawud Sidote

Editor: *I passed your email onto Luca who replied: In my review I analyzed a MacBook, not a MacBook Pro, two very different beasts. Apple say that it is normal for a MacBook Pro to run hot, but i'm not convinced. To cool your MacBook Pro in OSX you'll want to try the program SMCfancontrol, but in Ubuntu you just have to set the minimum fan speed manually.*

is there something I should set to allow the computer to run cooler?

Our Mac fanboy (linuxgeekery) tells us that: *the actual systems aren't all that different, but they do get quite hot. I set the temperature on mine using SMCfancontrol to about 2800RPM - great for normal use, and keeps my machine at around the 40°C mark.*

Through reading full circle I have found some fabulous software, such as: GRAMPS and XChat although I haven't used IRC with XChat as yet.

I want to learn more about Linux and Ubuntu, so I will always read Full Circle.

maike618

Editor: *You said in the introduction of your email that you're Chinese. The reason I mention this is that we've had several people leave comments on our blog asking for a Chinese edition of Full Circle. If anyone wants to form a Chinese Translation Team, feel free! All the details are on the Translation page on our wiki, <http://wiki.ubuntu.com/UbuntuMagazine>*

if anyone wants to form a Chinese Translation Team, feel free!

The pictures say it all, she was DE-LIGHTED!



Knightwise

Editor: *We love you too Ubuntu Grandma! See Issue #3 for Knightwise's story about having his grandma (above) use Ubuntu.*



# Q&A

Written by Robert Clipsham

If you have an Ubuntu related question which needs answering, email it to us here at [questions@fullcirclemagazine.org](mailto:questions@fullcirclemagazine.org), and we'll pass them to Robert for answering in a future issue. Please include as much information as you can about your problem.

**Q** : How can I log in as root?

**A** : It is not recommended you log in as root, so as a security feature, it is disabled by default. If you are using a terminal, you can use the prefix 'sudo' on the command line in order to run applications with administrative privileges. If you have a lot of commands that need sudo, you can use 'sudo su' to gain access to the root terminal. If you must log in as root, do it for as little time as possible. To enable logging in as root, go to System > Administration > Login Window, then go to the security tab, and check 'Allow local system administrator login'.

<http://ubuntuforums.org/showthread.php?t=31053>



It is not recommended you log in as root

**Q** : Is it possible to share my Firefox/Thunderbird settings (eg bookmarks, contacts, emails etc.) between Windows and Ubuntu?

**A** : Yes. You need to create a shared profile which can be accessed by Windows or Ubuntu. You can find out how to do it using the guide in the link below. It is designed for Dapper, but should also work for Edgy and Feisty.

<http://ubuntuforums.org/showthread.php?t=203524>

**Q** : Certain commands need me to use sudo. Is there a way I can specify commands that will not need me to use sudo?

**A** : Yes. Run 'sudo visudo -f /etc/sudoers', and add '<username> ALL = NOPASSWD: <command>' to the end of the file, replacing <username> with your

username, and <command> with the command. Use CTRL+X to save and exit. If errors are reported, go back and edit it; don't save the file!

<http://ubuntuforums.org/showthread.php?t=521264>

**Q** : How can I repair X so I can get back to a GUI?

**A** : Run the command 'sudo dpkg-reconfigure -phigh xserver-xorg', to reconfigure X. You will need to know the right graphics card driver, and the maximum resolution your graphics card/monitor support. Follow the on-screen setup, then when you have finished restart X (Ctrl+Alt+Backspace). Now you should be able to get to a GUI.

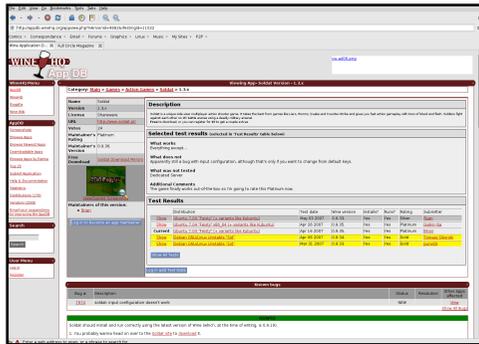
<http://ubuntuforums.org/showthread.php?t=522056>



# WEBSITE OF THE MONTH

Written by Daniel Cohen

The aim of this section is to find decent and relatively unknown websites that will help you with your daily Ubuntu needs (and general curiosity). I will sum up the good and the bad points of the website, and -- with any luck -- the website owner will read the article and then rectify any problems mentioned!



## WINE Applications Database <http://appdb.winehq.org/>

This month's featured website is perhaps more well known than I would have liked, but its usefulness makes it worthy of mention. It is a database of games and applications which run (or don't run) in WINE, and to what degree.

The website is clean and simple, with quick loading times. Down the left side are links which provide easy access to specific things on the site

such as screenshots or the latest games/applications added. You can also use the search feature which I found much more convenient.

Each application is given a rank from "garbage" to "platinum." Each rank's meaning is justified on the website. You can register and then become an "application maintainer" for applications that you use regularly under WINE, give it a rank and say what works, and what doesn't. Most applications have several maintainers which gives a balanced overview of what rank the application deserves. A nice feature is that there are three lists, one for platinum, one for gold and one for silver, so you can find applications that run well straight away due to these lists being on the main page.

At the bottom of each page people can post problems and then hopefully get help to fix these issues. There is also a

list of known bugs so that you can immediately see whether there is something you need from a program that is not going to work. These are usually solved over time, thankfully.

The website is not without its faults, however. The excellent search function means that the links at the side become somewhat unnecessary. And because it is a sub-domain of the official WINE website, if the main WINE site goes offline the database also goes down, which has happened several times, often around the release of a new version of WINE.

These problems are minor and do not get in the way of the purpose of the website, and so I fully recommend this as a guide for users looking to run applications from Windows in Linux.



# MY DESKTOP

Written by Javier Ravelo

This is your chance to show the world your fancy desktop or PC. Please email your screenshots and photos to: [misc@fullcirclemagazine.org](mailto:misc@fullcirclemagazine.org) and include a brief paragraph about your desktop, your PC's specifications and any other interesting tidbits about your setup.

This is a picture of my recently installed Compiz-Fusion, and the specs of my PC:

I'm running Ubuntu 7.04 using:

*Pentium IV EM64T 3.2 GHz*

*512 MB RAM*

*160 ATA HD*

*256 MB ATI 9550 Video Card*

*19" Widescreen Flat Panel Monitor set at 1440 x 900 resolution.*

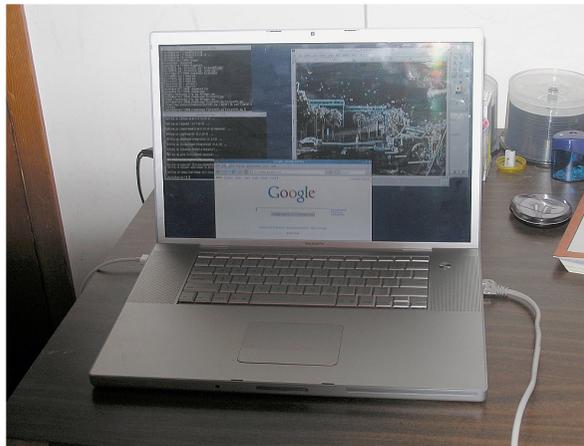
I started Ubuntu with the first release ('Hoary Hedgehog') in 2005.

Now that I've seen all the improvements and the hard work behind Ubuntu, I intend to remain faithful.



# MY PC

Written by Rob Kerfia



As you may have already noticed, my laptop is a MacBook Pro. It dual-boots Mac OS X and Ubuntu 7.04. If you're wondering which one I like best - it would be Ubuntu but only by a slim margin. Mac OS X is quite nice, and there are lots of open source projects that have been ported from Linux (you can actually install a BSD-style ports system for it to install whatever Linux applications you want). However I prefer the control, level of customization and community involved with Ubuntu. You really can't say the same with OS X.

My MacBook Pro is one "generation" behind, meaning it doesn't use the latest and fastest Core 2 Duo, but it is still quite nice. It has a 2.33GHz Core 2 Duo with 2 GB of RAM and a 256MB ATI Radeon X1600 in it. It's quite fast (extra fast since I use Openbox) and handles everything you throw at it (even Folding@Home.)

On the software side, my desktop is quite simple. It's just Ubuntu 7.04 but with a custom kernel and the latest build of Openbox. No wallpaper or anything else.



# TOP 5 BLOGGING TOOLS

Written by Andrew Min

Your monthly Top5 list of obscure Linux games or applications from the depths of the Internet. If you have an idea for a list, please email: [misc@fullcirclemagazine.org](mailto:misc@fullcirclemagazine.org)

## KBlogger

Homepage:

<http://kblogger.pwsp.net>



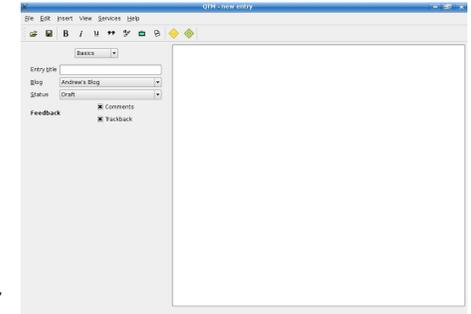
If all you want is a way to post a blog entry without a lot of bells and whistles, KBlogger is your answer. It's a simple Kicker applet with a rich-text editor, proxy support, ability to edit past entries, support for file uploads, spell checking and more. Supports Blogger and the MetaWeblog API (including Wordpress, Drupal and Windows Live Spaces).

To try it, just install the `kicker-kblogger` package from the universe repositories. You can then add the KBlogger applet to Kicker by right-clicking on Kicker, choosing "Add Applet To Panel" and selecting KBlogger.

## QTM

Homepage:

<http://qtm.blogistan.co.uk>

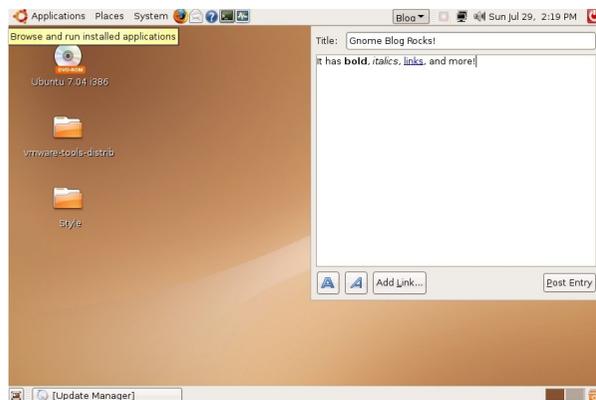


If you need more power when blogging, give QTM (a Qt 4-based blog client) a try. It has templates, QuickPosts (a fast way to post a link to your blog), trackbacks, pings, Technorati tags, drafts and more advanced formatting options. Protocol support includes Blogger, MetaWeblog (including Wordpress, Drupal and Windows Live Spaces) and Movable Type.

QTM is not in the Ubuntu repositories. Luckily, the author has created a Ubuntu `.deb` at their website. Download and install it with your favorite package manager.



## GNOME Blog



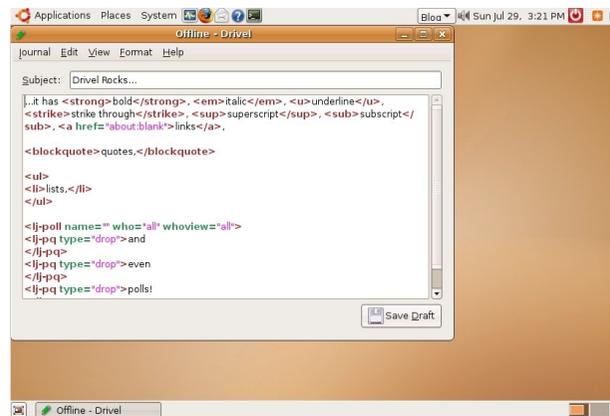
Homepage:

<http://www.gnome.org/~seth/gnome-blog/>

If you like the simplicity of KBlogger but use Gnome, give Gnome Blog a try. It's a simple Gnome Panel applet that, like KBlogger, focuses on simplicity and ease-of-use. It supports WYSIWYG editing, spell checking, images and basic formatting. Protocols include Blogger, MetaWeblog (including Wordpress, Drupal, and Windows Live Spaces), Movable Type and Pybloxom.

To get Gnome Blog, install the gnome-blog package from the universe repository. Then add the "Blog Entry Poster" to the Gnome panel by right-clicking on the panel, clicking "Add to Panel" and choosing "Blog Entry Poster."

## Drivel Journal Editor



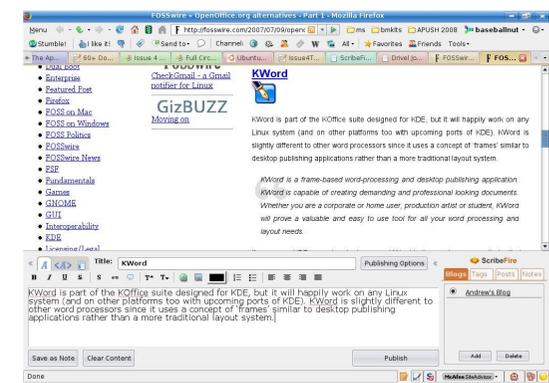
Homepage:

<http://www.dropline.net/drivel/>

Drivel is a powerful Gnome blog editor for geeks. Instead of WYSIWYG editing, it uses the HTML coding language. This gives the user more flexibility. Drivel supports LiveJournal, Blogger, MovableType, Advogato and Atom (it also claims support for Wordpress and Drupal, but I couldn't figure out how to set that up).

To get Drivel, just install the drivel package from the universe repository.

## ScribeFire



Homepage:

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

Sometimes, the best way to blog is to do so directly from inside the browser. That's where ScribeFire (formerly known as Performancing) comes in. It's a Firefox extension that lets you drag-'n'-drop rich text from pages into posts. It also includes tagging, powerful formatting, notes and much more. It supports LiveJournal, MetaWeblog (including Wordpress, Drupal and Windows Live Spaces), Jeeran, Performancing.com, MovableType, Textpattern, Roller (experimental) and Blogger.

To begin using ScribeFire, click the "Install Now" button at <https://addons.mozilla.org/en-US/firefox/addon/1730>.



# HOW TO CONTRIBUTE

We are always looking for new articles to include in full circle.  
For article guidelines, ideas, and for issue translation, please see our wiki:  
<http://wiki.ubuntu.com/UbuntuMagazine>

Please email your articles to: [articles@fullcirclemagazine.org](mailto:articles@fullcirclemagazine.org)

If you would like to submit news, email it to:  
[news@fullcirclemagazine.org](mailto:news@fullcirclemagazine.org)

Send your comments or Linux experiences to:  
[letters@fullcirclemagazine.org](mailto:letters@fullcirclemagazine.org)

Hardware/software reviews should be sent to:  
[reviews@fullcirclemagazine.org](mailto:reviews@fullcirclemagazine.org)

Questions for future interviews should go to:  
[questions@fullcirclemagazine.org](mailto:questions@fullcirclemagazine.org)

Lists and desktop/PC photos should be emailed to:  
[misc@fullcirclemagazine.org](mailto:misc@fullcirclemagazine.org)

If you have questions, you can visit our forum:  
[www.fullcirclemagazine.org](http://www.fullcirclemagazine.org)

## HAVE YOUR SAY

If you want to have your say in how *Full Circle* develops, please attend our monthly IRC meeting.

You can find our next Agenda at:  
<http://url.fullcirclemagazine.org/f2ba08>

You don't have to say anything but we do appreciate the input of you, the readers, to help us make decisions that affect the magazine.

Details are in the panel to the right.

## Information

Editor  
[Ronnie Tucker](#)

Webmaster  
[Rob Kerfia](#)

Comms Manager  
[Robert Clipsham](#)

## Meetings

General meeting (all welcome): Saturday 8th September @ 1700 UTC

Meetings take place in the IRC channel [#fullcirclemagazine](#), which is on the [irc.freenode.net](http://irc.freenode.net) server. Or you can [use our webIRC page](#) which will allow you to interact with the IRC channel from within your web browser.

**Deadline for Issue #5 is Sunday 9th September.**

**Projected release date for issue #5 is Friday 28th September.**