





Are you sitting comfortably? Then let's begin...

- GNOME, born August 1997, was the brainchild of 2 Mexicans, Miguel de Icaza, and Federico Mena Quintero – and creating a free desktop alternative based on the GPL.



+



=

Sexy beginnings
that smelt a bit



What is GNOME?

- The GNOME project provides 2 things -
 - The GNOME Desktop Environment, an intuitive and attractive desktop for end users.
 - The GNOME Developer Platform, an extensive framework for building applications that integrate into the rest of the desktop.
- GNOME is free software, and part of the GNU project, dedicated to giving users the ultimate level of control over their desktops, their software, and their data.



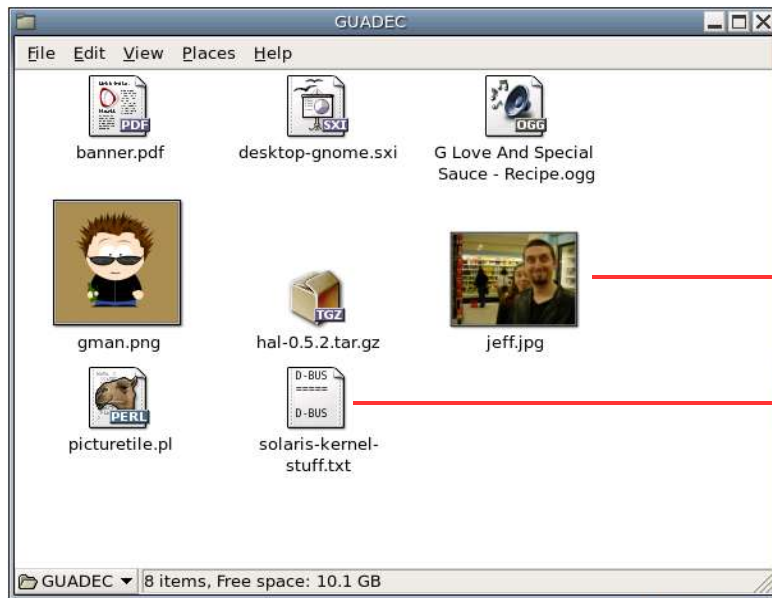
Why GNOME?

- GNOME is the desktop of choice for industry leaders like HP, IBM, Novell, Red Hat, and Sun Microsystems.
- GNOME is already used in large governmental deployments in places as diverse as Extremadura, Spain and Beijing, China.
- GNOME is the ideal way to cut costs and improve reliability. You don't have to pay license fees.



A quick tour around the desktop...

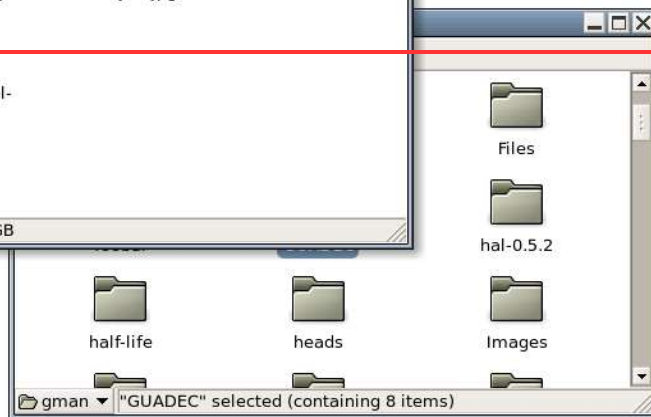
- Like most desktops, GNOME includes a file manager, web browser, and email client, along with a host of other applications.



Nautilus File Manager
(in spatial mode)

— Thumbnails your images

— Previews your text files





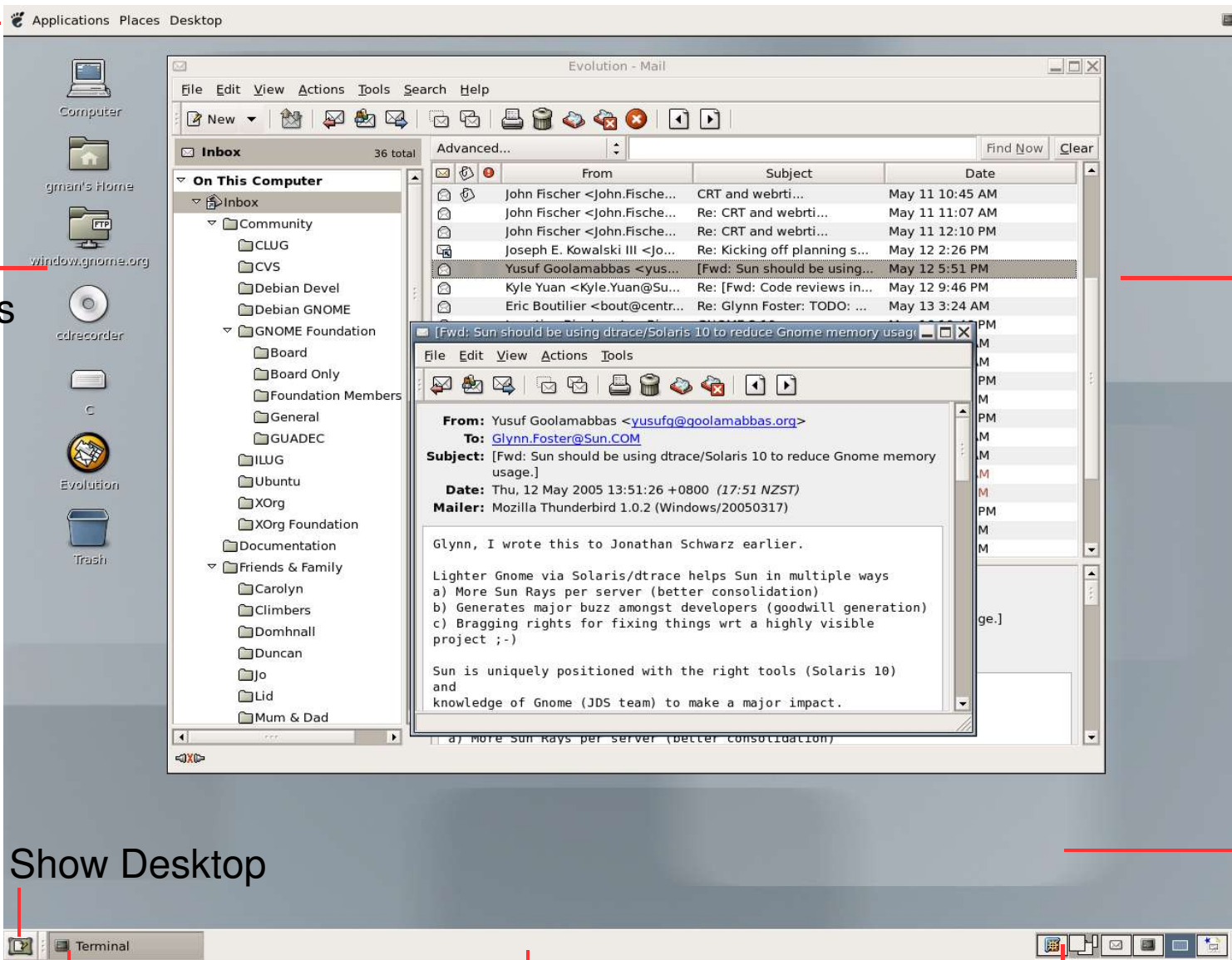
A quick tour around the desktop...

Menus

Window
Selector

Desktop
Launchers

Evolution



Show Desktop

Desktop

Window List

Panel

Workspace Switcher



Important Fact #1

GNOME is the free desktop of choice. It is easy to use, efficient and accessible.



But why 'GNOME'?

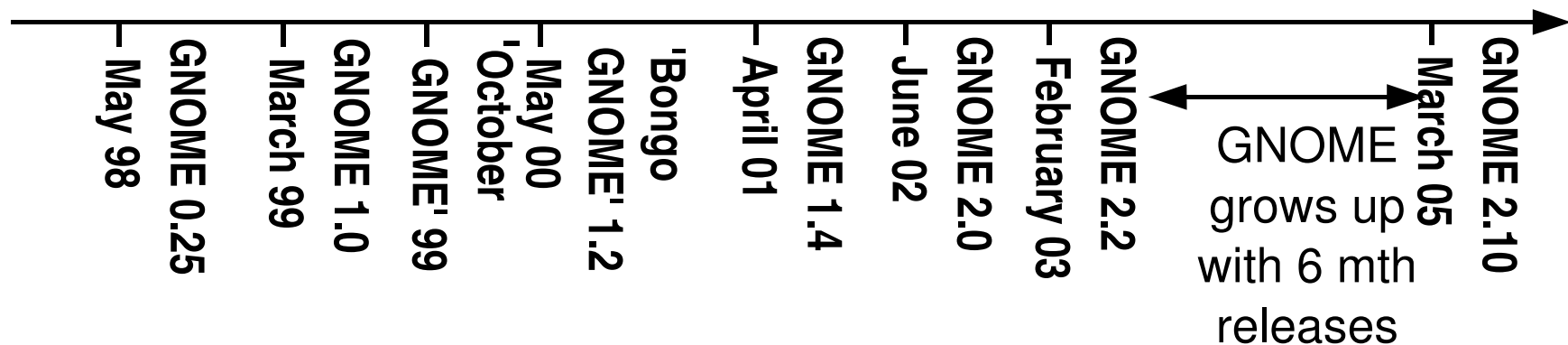
- GNOME stands for '*GNU Network Object Model Environment*', based on the component based architecture that was planned for the project.
- GNOME is pronounced '*GUH-NOM*', best done in a squeaky Mexican accent.
- Some people write 'Gnome' instead of 'GNOME'. It's a matter of preference, but if you do, you're wrong ;)



How did the logo be a foot?

- Tuomas Kuosmanen, known to most as '*Tigert*', won a Red Hat sponsored competition to design the logo for GNOME, using the GIMP. He won a graphics tablet for his entry. He still designs for GNOME today.

Original menu icon Winning Entry





GNOME – the early years...

- Basement hackers came to the project for a variety of reasons, each bringing their own direction and personal goals to the project
- GNOME suffered much from constant breakages, and a desire to work only on features

-

“ You presumably need bonobo from CVS to get this [gnomine in Gnumeric] to work, I imagine it's complicated but I'm sure it'll be worth it ;-) “

- Havoc Pennington



The world was our oyster...

- It's easy to forget that GNOME didn't always have the predictable release schedule, despite early enthusiasm -

“ We are 2 hours, 15 minutes ahead of schedule at getting rid of Microsoft Windows, keep up the good work! “

- Miguel de Icaza

- *And the constant desire for animal release names -*
 - *Bouncing Bonobo, Preening Bonobo, Panting Chimpanzee, Superstitious Bonobo, Simplified Bonobo, Profiling Bonobo, Golden*



The desktop of components...

- We had an acronym to preserve!
- The initial component system for Gnumeric was '*BABOON*' – *Baboon Accesses Baboon Objects Over Networks*.
- This component system later morphed into the Bonobo we know today, based on a new lightweight CORBA orb, called ORBit.
- Why Bonobo?
 - These monkeys are always having sex with each other. Think plugs and sockets.



The component headache...

- However, the component architecture often got in the way -

“ Between Evolution, gconfd, OAF, etc. it looks like GNOME is rapidly becoming a giant swarm of CORBA servers (which I think was the original GNOME plan, over 2 years ago; we didn't know how much infrastructure we needed!) “

- Havoc Pennington

And sometimes suffered from the added complexity of the code



GNOME for everyone, not just your average hacker...

- From the start, GNOME was all about ease of use
 - “ So there I was, watching Animal Planet with a special issue on Bonobos. Interesting documentary, and it occurred to me: How can we make GNOME so simple that even a Bonobo could use it? “*
 - Miguel de Icaza
- *Early discussion, which eventually lead to the GNOME Usability Guide some years later.*
- *Usability has been a long term goal of the*



Improving the user interface, the hard way...

- The *gnome-gui-list* mailing list was started in January 1998 to help focus on the user interface.
- In May of that year, Bowie J. Poag posted with his 'A Proposal for the addition of Color-Reactiveness in the GNOME Desktop', and indicated that he was preparing a style guide.

“Bowie Poag is very eager to work on the style guide, and he seems to have a lot of stuff already thought out. He told me that he only had to translate it to a document people could read. I would like this document put up for discussion.”



GNOME's first troll...

- Chris Blizzard had earlier begun work compiling the GNOME Style Guide, when Bowie was elected in July to work on v2.

“ Microsoft is Microsoft, Commadore was Commadore, NeXT was NeXT, and Apple is Apple. By that same token, GNOME SHOULD BE GNOME – with its own feel, and its own distinct personality. Not a pot-luck blob of comfort which defeats function, ala KDE “

- Bowie J. Poag

- *It was soon apparent that Bowie wasn't actually going to do the work. It just took 2 months of*



And order was restored...

- James Cape volunteered to lead the GNOME UI Improvement Project, which took things through to GNOME 1.4
- Some years later, the first official usability study was performed on GNOME by Sun Microsystems.
- After the results were published, the GNOME Usability Project was formed, as it exists today – although its mailing list still receives the same amount of flameage as the past eg. button order



Important Fact #2

GNOME is not just a desktop clone of Windows. Where it makes sense, we will always try to do the right thing to create a desktop with focus on ease of use.



And early heros emerged...

- We had George Lebl on our side!

“ George was particularly busy working on this release of code, as the panel is now slimmer, and faster “

- Miguel de Icaza

- *However, traces of 'evil' and 'easter egg' had already started appearing in the panel code, even at this early stage.*



Menu tiles were axed as of GNOME 2.0



And George created the GEGL and Wanda

- The animal theme continued, with George creating 2 loveable creatures -



Wanda



GEGL – Genetically Engineered Goat, Large

- There are at least 3 easter eggs in GNOME where these two appear.



GEGL's from outer space...

- And this spawned off a whole bunch of merchandizing...



The GEGL Bong
and
GEGL Stuffed Toy



Free the fish...



The GEGL t-shirt,
modeled by Georg



And, um, ass-signing...



Also modeled by George...

Fortunately, we've managed to grow up since those early years.



Important Fact #3

We are not all like George.



The GNOME Summaries...

- A Debian kid called Havoc, recognized the need for regular updates during the early stages of the project, and so took on the GNOME summaries in May 1999.

*“ Since I'm down in the rankings pretty far with 8 commits, I'll also note that *some* people don't commit every two-line change *separately*, ahem “*
- Havoc Pennington

- Later his legacy was followed by Steve George, Christian Schaller, Sri Ramkrishna, Sayamindu Dasgupta, Jim Hodann and Andrew Coulam



GTK+/GNOME Application Development...

- Havoc wrote the first GNOME book

“Seriously, someone please come [to the book signing], because I will feel like a loss if no one does”

- Havoc Pennington

- And...



GTK+/Gnome Application Development

Foreword by Miguel de Icaza, Gnome Founder and Project Leader

Havoc Pennington



Havoc leading from the front...

- Became a fine connoisseur of girly drinks...

(Fortunately he's a little better at drinking these than he is at drinking beer)





But GNOME might not have been here if...

- In January 1998, Red Hat formed the 'Advanced Labs', with 5 people initially working on the project.
- Stories go that not only did they run Enlightenment and Raster out of town, but they also had a 36 hour project called '*Project Bob*' to save GNOME with a presentation to the Red Hat board of the GNOME 1.0 release
 - First spatial browser in GNOME only by virtue of a crashing



redhat.



International GNOME Support...

- With Red Hat already supporting GNOME development, the project gathered momentum with new companies being formed.
- Miguel teamed up with Nat Friedman, and Matthew Loper, to create a new company providing support for the desktop – International GNOME Support, a services company, doing contractual development primarily on GNOME.
- They started to hire from the community...and offered free copies of Havoc's book to interested



The community were our QA team...

- In October 1999, Jacob Berkman wrote Bug Buddy, a bug reporting wizard for GNOME.
- Bug Buddy automatically extracted a backtrace when an application crashed and sent it to bugs.gnome.org. This was often a good indication of the numbers of people running the software and which software was more unstable.
- GNOME uses the Mozilla bug tracking system, bugzilla.



But the name didn't stick...

- In October 1999, IGS was renamed to Helix Code, Inc – a company focused on producing a new mail client called Evolution, and a hybrid version of the GNOME desktop, called Helix GNOME.

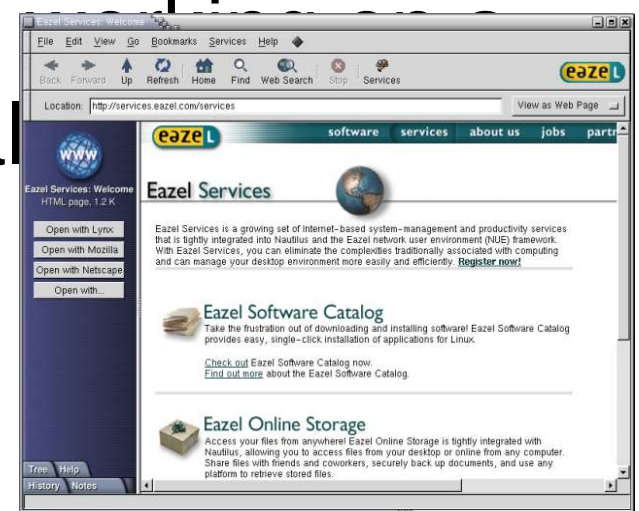
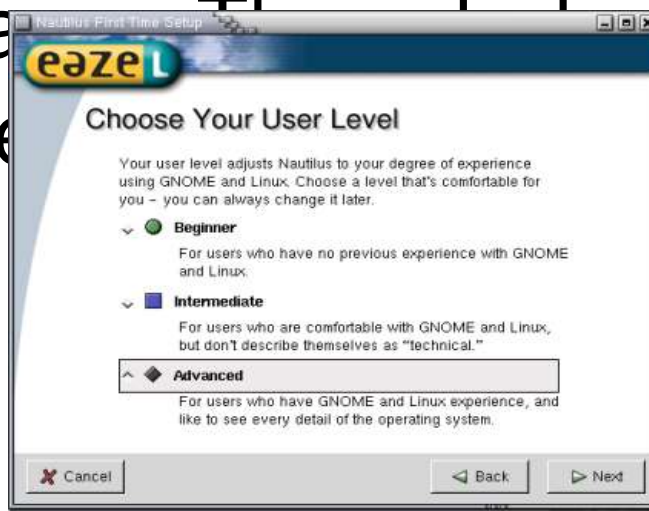
- Helix GNOME desktop





Soon joined by...

- In November 1999, Andy Hertzfeld, Bart Decrem and Mike Boich founded Eazel, employing 15 people.
- Eazel was a services company, with the belief that the first place people look for services would





An evolutionary progression...

- While Eazel were busy developing the next generation file manager, Helix Code has begun working on the next generation PIM client called Evolution – email, address and calendar.
- Both applications had their problems early in development, but big steps were being made...

*“ This one is almost usable, Jonathan is using it daily to read his email. He's not using it to *send* mail, because it segfaults, but....you can't have everything ;-) “*

- Hayoc Pennington



An increasing need for stability and frequency...

- Focused soon started to push towards a 2.0 release, where many necessary, but incompatible, changes were needed to the core platform. Red Hat had already started working towards GTK+ 2.0 while everyone else was focused on releasing GNOME 1.4
- *The major milestone came when the GNOME Release Team was formed for 1.4, as sanctioned by the Foundation Board, led by Jacob and Maciej.*



Important Fact #4

GNOME has a predictable release schedule. Every 6 months you can guarantee there will be new release of the desktop available.



Putting GNOME back on track...

- In March 2000, the GNOME Steering committee was formed.
- Comprising of 9 people, its aims were to coordinate the GNOME 2.0 release, and start setting up a non-profit GNOME Foundation -
 - Miguel de Icaza, Kjartan Maraas, Dave Mason, Havoc Pennington, James Henstridge, Owen Taylor, John Harper, Maciej Stachowiak, George Lebl, and Jacob Berkman.
- One of their tasks was to write the GNOME Charter



Then GNOME hit the big time...

- On August 15th 2000, the GNOME Foundation was formed, governed by a board of directors elected by the hundreds of volunteer contributors to the GNOME project.
- Many leading industry leaders and organizations joined the GNOME Foundation Advisory board
 - Compaq, Eazel, FSF, Gnumatic, Helix Code, Henzai, HP, IBM, OMG, Red Hat, Sun Microsystems, TurboLinux, and VA Linux.



The community started to thrive...

- Eyes focused on GNOME overnight. Big companies were now starting to fill in the gaps, pushing large amounts of resources at
 - User Documentation
 - Accessibility
 - Usability Testing
- The reaction was huge and completely overwhelming...



Here's what they said...

<jdub> golly

http://www.gnome.org/~gman/gnome_press_contact_tt.html



Important Fact #5

The GNOME Foundation is a non-profit organization founded to be the voice of the project and to make sure GNOME has the resources it needs to be successful in the future.



GNOME meets Hollywood...

- In 2001 Miguel, along with screenshots of GNOME, appeared in the film 'AntiTrust'.
- GNOME is also being used in a number of film studios, and film related projects
 - DreamWorks
 - Linux Movies
 - '*Finding Nemo*' credits





Overnight, it was a larger community...

- Suddenly there was huge waves of people wanting to get involved, and it was all hands on deck -

“ There seem to be a number of Sun people on the mailing lists that need people to give them tasks, or just need friendly guides around the GNOME universe. Feel free to help them out. “

- Havoc Pennington



GNOME reaches out...

- As of June 21st 2001, Section 508 of the Federal Rehabilitation Act required that electronic and information technology developed, procured, maintained, or used by the Federal government be accessible to people with disabilities.
- Aside of the culture issues for why this is a good thing, there was a lot of financial issues involved, as generally Federal government contracts meant big money.
- Sun Microsystems soon stepped up to the plate.



And a big task it was too...

- The GNOME Accessibility project, under the leadership of Bill Haneman, still makes steady progress towards this goal to date.
- Accessibility is one of the few differentiators that we have over a number of desktops – Windows, Mac OSX, KDE, ...
- In many areas, the GNOME Accessibility project has helped even fully abled people eg. Keyboard Navigation, Theming, ...



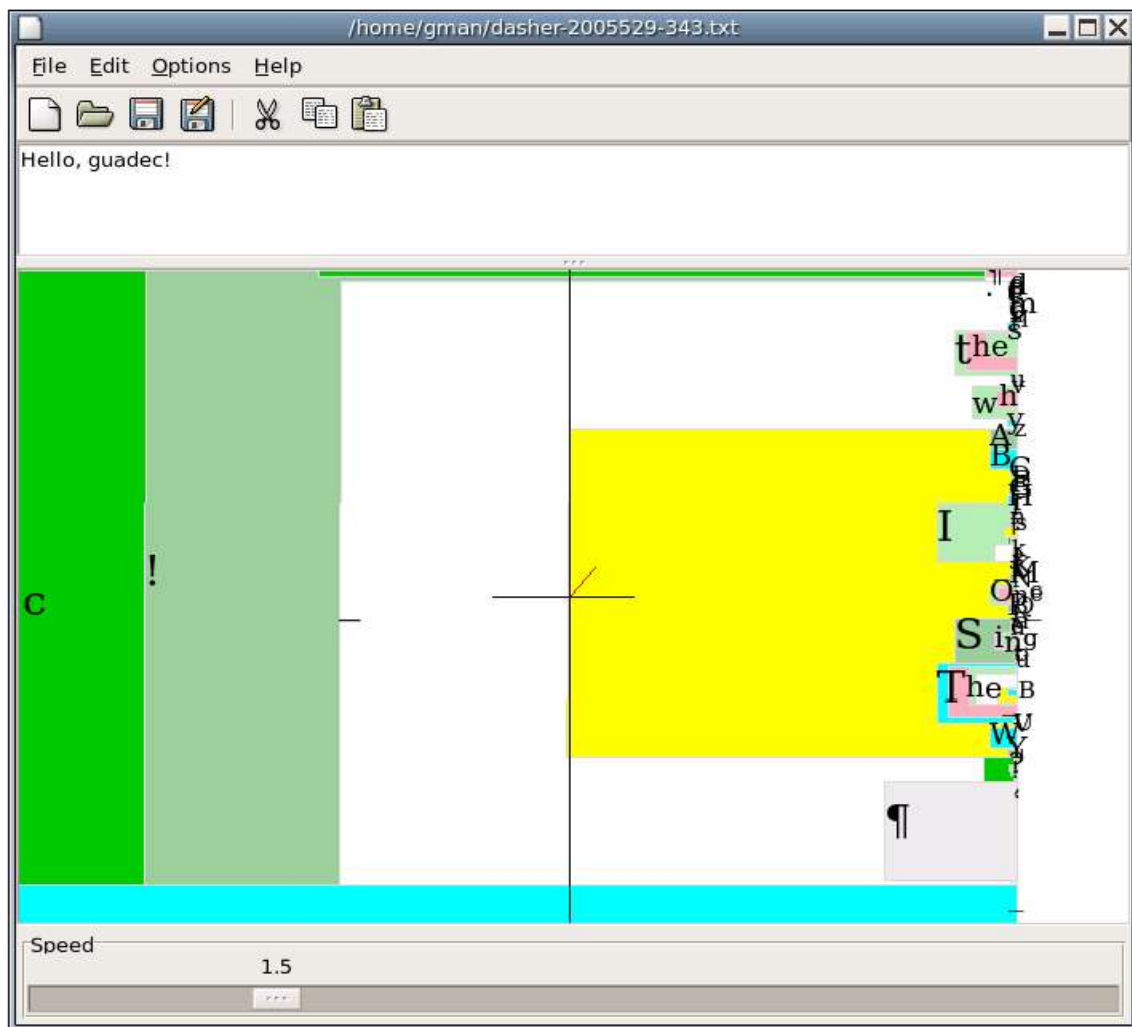
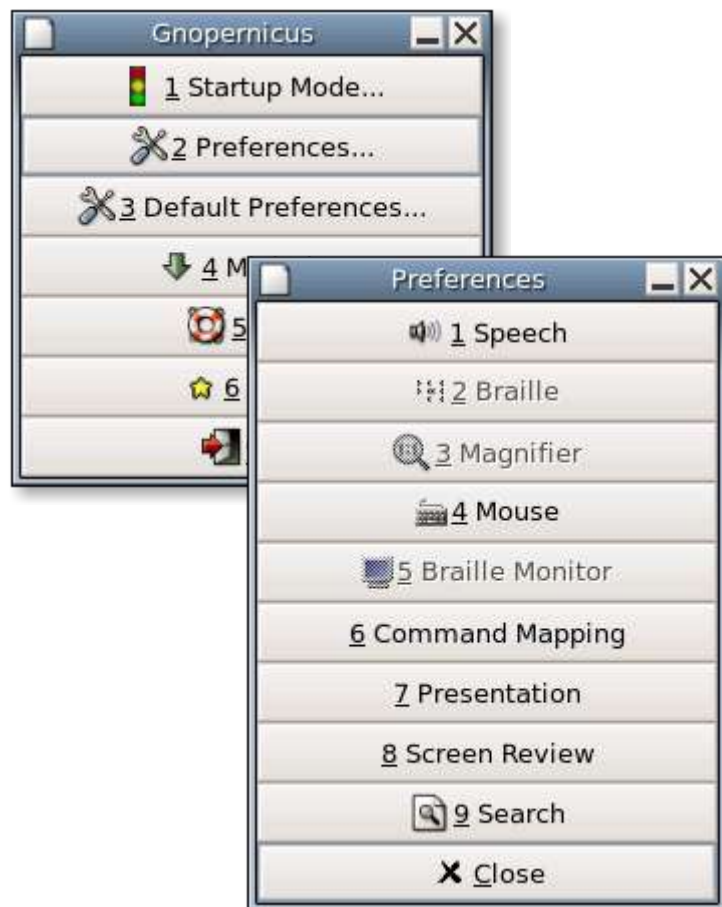
Important Fact #6

Without the accessibility work we would not have the same relevance in government, education, and many other potential deployments. This continuing work is crucial to the project's success.



A Quick Tour of the Accessibility framework...

Demo time!





GNOME reaches more people internationally...

- With the introduction of Pango into the GNOME Platform, the project became truly international.
- Pango is a library for layout and rendering of text



Notice how the button order changes in RTL locale?



The translation teams kicked in...

- More and more teams were joining the GNOME Translation Project, with some startling results
 - The recently formed Mongolian team translated the entire GNOME desktop within a month – that's well over 12,000 strings!
- There are 37 supported languages in GNOME 2.10 – with 20 of them having 100% coverage



GNOME
Translation Project



Important Fact #7

Translations is another big win for GNOME. Within days of checking in new software into CVS, you have that software available in many languages.



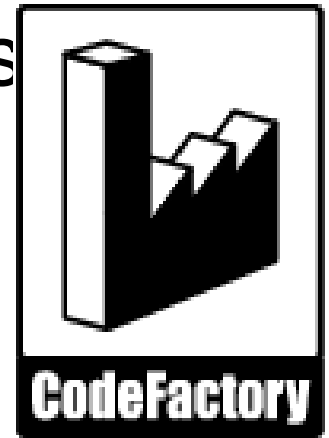
Some big steps were happening on the other side...

- And we were getting some high quality fonts under a free software license.
- Thanks to Jim Gettys and Bitstream Inc, 10 fonts were released called 'Bitstream Vera' giving a great new look out of the box.
- Keith Packard was also making great progress in making fonts 'Just Work' and draining the software swamp – installing new fonts was now just a simple drag and drop!
- We also have a number of free Greek fonts!



The Corporate GNOME roller coaster ride...

- CodeFactory opened its doors in August 2000, working on a project planning application called Mr.Project – employing Anders Carlsson, Mikael Hallendal and Richard Hult.



- In late 2003, CodeFactory folded. By this stage, however, Mikael and Richard had formed Imendio in June of that year.
- They continued the grass roots tradition of hiring from the community, with





Competition increased and some suffered...

- In May 2001, Eazel failed to organize a second round of venture capital, and were forced to shut soon after releasing Nautilus 1.0



As of May 15, 2001, Eazel has ceased operations.

Our most diligent efforts were not sufficient to secure additional funding. We're disappointed that we can't continue developing software and services for users of Open Source Software. We are confident, however, that Nautilus development will continue forward. For those interested in participating in Nautilus development, more information is available at <http://developer.eazel.com>.

If you had files stored on the Eazel Online Storage Service, we have made alternative arrangements for you to retrieve them. Detailed information on this process is available at <http://www.eazel.com/storageinfo.html>. We have tried to minimize any inconvenience that this might cause.

Best,

The Eazel Team

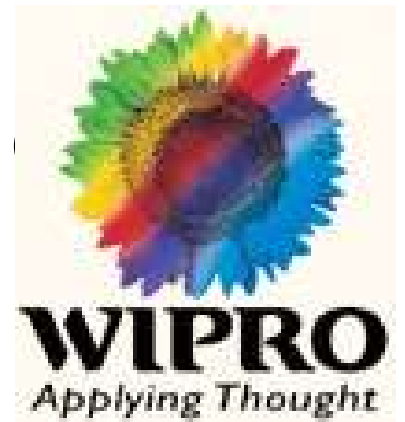
[Nautilus Resources](#)

[Registered Users](#)



New partnerships formed...

- For GNOME 2.0, a new alliance was formed – Sun, Wipro and Ximian teamed up to work on GNOME 2.0 on Solaris.
- That partnership created one of the single most stable releases of GNOME to date.
- Wipro are still contracted to Sun, and have an active GNOME team working the desktop.





And new faces emerged...

- In May 2001, the GNOME Foundation found the need to hire a full time administrative employee.
- A few months later, Timothy Ney joined the GNOME project as an Executive Director.





From childhood...

Name	Age	Platform	Language
Miguel de Icaza	12	C64	BASIC
Nat Friedman	6	Apple][Logo/BASIC
Luis Villa	9	Apple][BASIC
Chris Blizzard	9	Franklin 1600	Logo/BASIC
Jacob Berkman	10	Apple][Logo/BASIC

<boc> i would have started earlier if leisure suit larry had



To adulthood...

“ Miggy went to Brazil, met girl, fell in love, got engaged “



Miguel de Icaza married Maria
Laura on 22nd August 2003



Through bad times...

- We lost 3 of our friends during the GNOME 2.6 release cycle – Ettore, Mark, and Chema.





And good...



GUADEC, Seville





And after months of rumours...

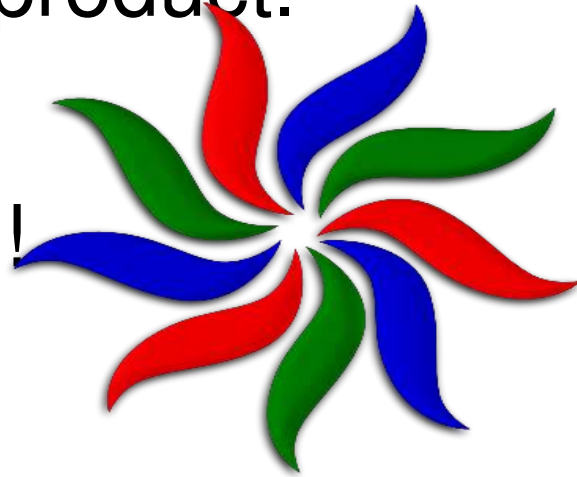
- In August 2003, Novell acquired Ximian. Months later, they acquired SuSE, and soon started to build up the desktop team.
- In late November, the first Desktop Integration Bounty Hunt, with over \$20,000 in prizes being given out.





And more success stories flowed...

- In April 2004, Julien Moutte founded Fluendo, a company specializing in delivering products and consulting services on Unix and Linux multimedia, with Flumotion, the streaming media server, being their flagship product.
- They are streaming this conference live – thank you!



FLUENDO



Something for everyone...

- There are many areas of interest within the project, and there's something for everyone -
 - Accessibility, Usability, QA, Marketing, Translation, Packaging, Documentation, ...
- The hard part is finding your niche, and getting involved.



Important Fact #8

Getting involved in GNOME is hard. With the numbers of people involved, there's always personality conflicts, and different ideas. You need to be thick skinned, stubborn and have patience.



Navigating the GNOME spaghetti highway...

- In early days, GNOME rarely built out of the box.
- While working on the heavily delayed GNOME 2.0 release, a set of build tools, '*vicious-build-scripts*', were created to get more people dog-fooding the code.
- Along with Eazel's '*eazel-hacking*' module that they had created to work on Nautilus, we were spoilt for choice. This choice continued with the emergence of *jhbuild*, *GARNOME* and *CVSGNOME*.



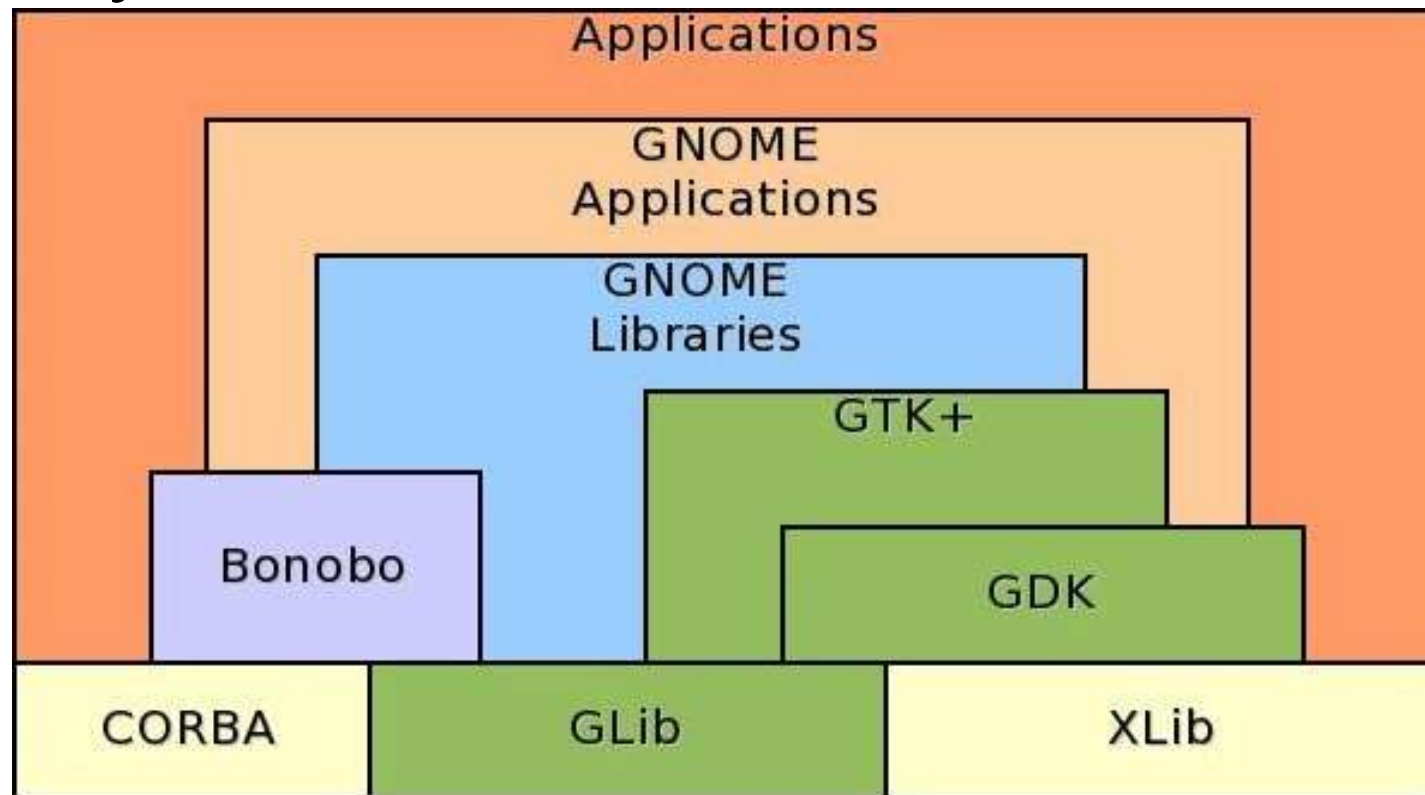
But we got there...

- GNOME 2.0 was a milestone release.
- Not only did we have a stable and usable desktop, we had fantastic user documentation -
 - GNOME User Guide
 - GNOME Accessibility Guide
 - GNOME System Administration Guide
- It just took many flamewars, and multiple release managers to figure that out.
- Since then, we've been a lot more predictable.



The GNOME Stack...

- With 100+ modules in the GNOME Desktop and Developer Platform for 2.10, GNOME grows with every release.





The GNOME Platform Libraries...

- Here's a 60 second view of the GNOME Platform
 -
 - libxslt : XML transformations.
 - glib : Set of cross platform convenience functions, and object runtime.
 - libxml : XML parser written in C, conforming to W3c standards.
 - pango : Layout and rendering engine.
 - atk : Accessibility toolkit.



The GNOME Platform Libraries...

- libgnome, libgnomeui, libgnomecanvas : GNOME convenience libraries, including canvas widgets.
- libglade : Loads XML based user interface files at runtime.
- libart_lgpl : Vector graphics rasterization library.
- gnome-vfs : GNOME virtual filesystem, providing POSIX style functions for local and remote file systems.
- gconf : GNOME configuration system.
- libgnome-desktop : Library to parse .desktop files.



The GNOME ISVs

- And parts of our platform by some large players
 - Real Player
 - Adobe Acrobat
 - VMWare
 - IBM Eclipse
 - Nokia
- Although admittedly, at times, not in the way we would ideally like ;)



Important Fact #9

Everyone complains that there are bad API documents. If every complaint resulted in one API being nicely documented, we probably wouldn't be complaining in a weeks time.



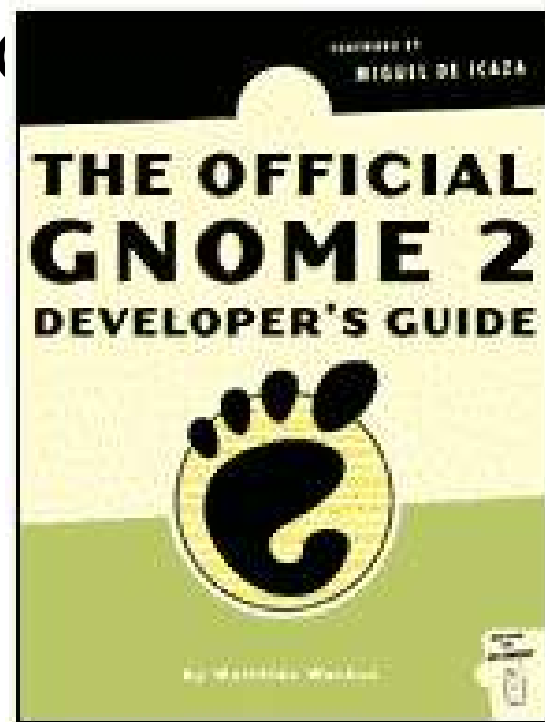
Friends of GNOME...

- In 2003, the GNOME project introduced new fundraising initiatives with the 'Friends of GNOME' scheme.
- This allowed individuals to make contributions to the GNOME Foundation; money that would be put back into the community to allow more hackers to attend conferences.
 - <http://www.gnome.org/friends/>
- Coupled with this, new hackers were joining GNOME through the GNOME Love project.



GNOME 2 Developers Guide...

- In April 2004, Matthias Warkus and No Starch Press released the GNOME 2 Developers Guide, refreshing the developer information from Havoc's GNOME 1.4 based
- No Starch Press kindly donated portion of the proceeds to the GNOME Foundation.





Where we're at with GNOME today...

- For GNOME 2.10, thanks to the efforts of Luis Villa and Ubuntu, we were able to produce a Live CD.
- It is now easier than ever to download and try GNOME out -
 - <http://torrent.gnome.org/>
- It has had 60,000+ downloads since its release, and has encouraged many local groups to create their own versions of the CD.
- It has already appeared in at least 2 German



GNOME on the distributions...

- There are 21 distributions that ship GNOME as the default Desktop. There are a further 40+ distributions that ship GNOME.
- The popular are -
 - Ubuntu Linux GNOME 2.10
 - Fedora GNOME 2.8
 - Novell Linux Desktop GNOME 2.6
 - Sun Java Desktop GNOME 2.6
- <http://www.gnome.org/~davyd/footware.shtml>



And the marketing machine is rolling...

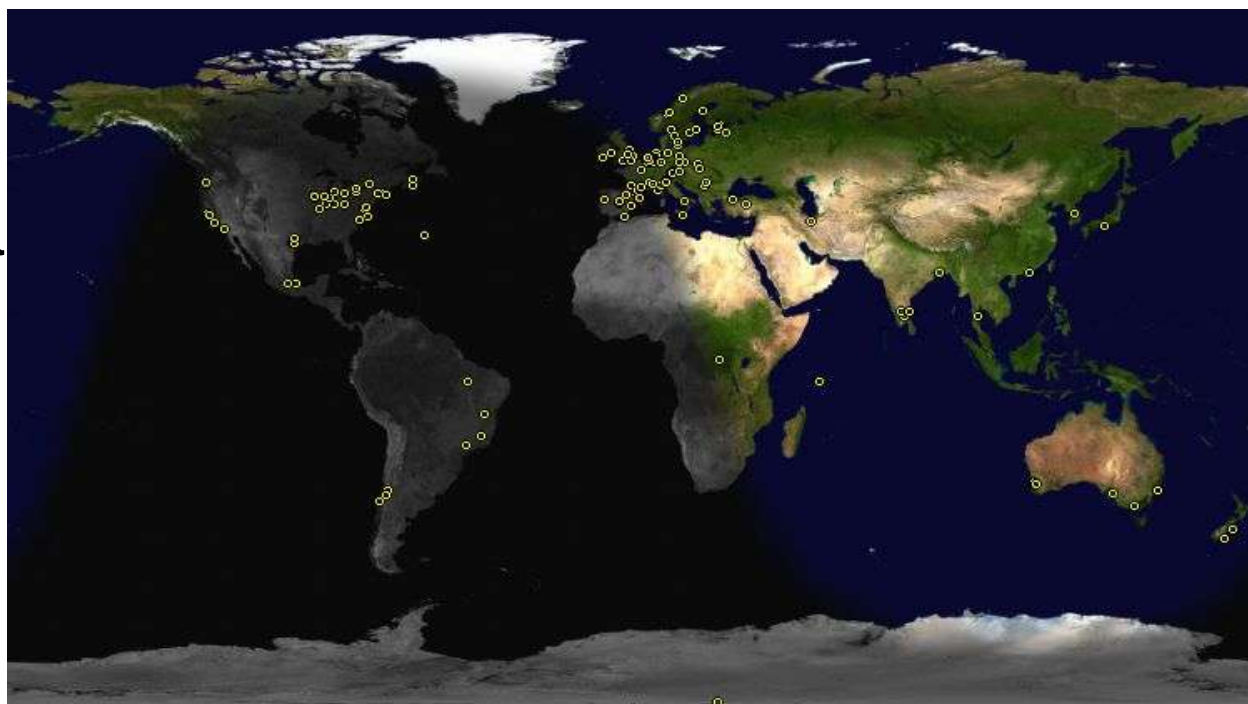
- The GNOME Marketing team have been doing excellent work, detailing some of the major GNOME deployments -
 - Extramadura and Andalucia - 80,000 GNOME desktops
 - Allied Irish Bank - 7,500 GNOME desktops
 - Sao Paolo Telecenters - 400,000 users all on GNOME
 - Chinese Government – 1,000,000 GNOME desktops



All this and more to come...

- The GNOME Coding Machine

- 24 Hours a Day
- 7 Days a Week
- 52 Weeks a Year





It's code vs culture...

- People getting involved for a variety of reasons
 - Passion
 - Education
 - Peer Recognition
 - Relationship
 - Curiosity
 - Enjoyment

and for the lucky few...

- Salary



Voice over everything...

- Communicating in a variety of formats

- Mailing Lists

- There's a mailing list for just about every project in GNOME

- IRC

- irc.gnome.org [#gnome, #gnome-hackers, #nautilus, ...]

- CVS

- cvs.gnome.org, anoncvs.gnome.org

- Phone

- The GNOME Foundation Board has a fortnightly phone conference



The first official GNOME meet...

- In March 2000, Mathieu Lacage the first GNOME conference was organized. GUADEC, '*GNOME Users and Developers European Conference*' was born, with Paris being the first location.
- For some, it was the first time to see the faces behind the emails, IRC nicks and code – and it proved so successful that it was a regular fixture in the GNOME calendar.
- So much so, that GUADEC is more about the people than the technology!



We've been places we never imagined...

- Since then, we have had successful conferences in Copenhagen, Seville, Dublin, Kristiansand and now Stuttgart.
- To date, GNOME contributors are taking every possible opportunity to meet each other in public, on both a work and social basis – we have regular conferences right around the world

Australia, Boston, Spain, ...





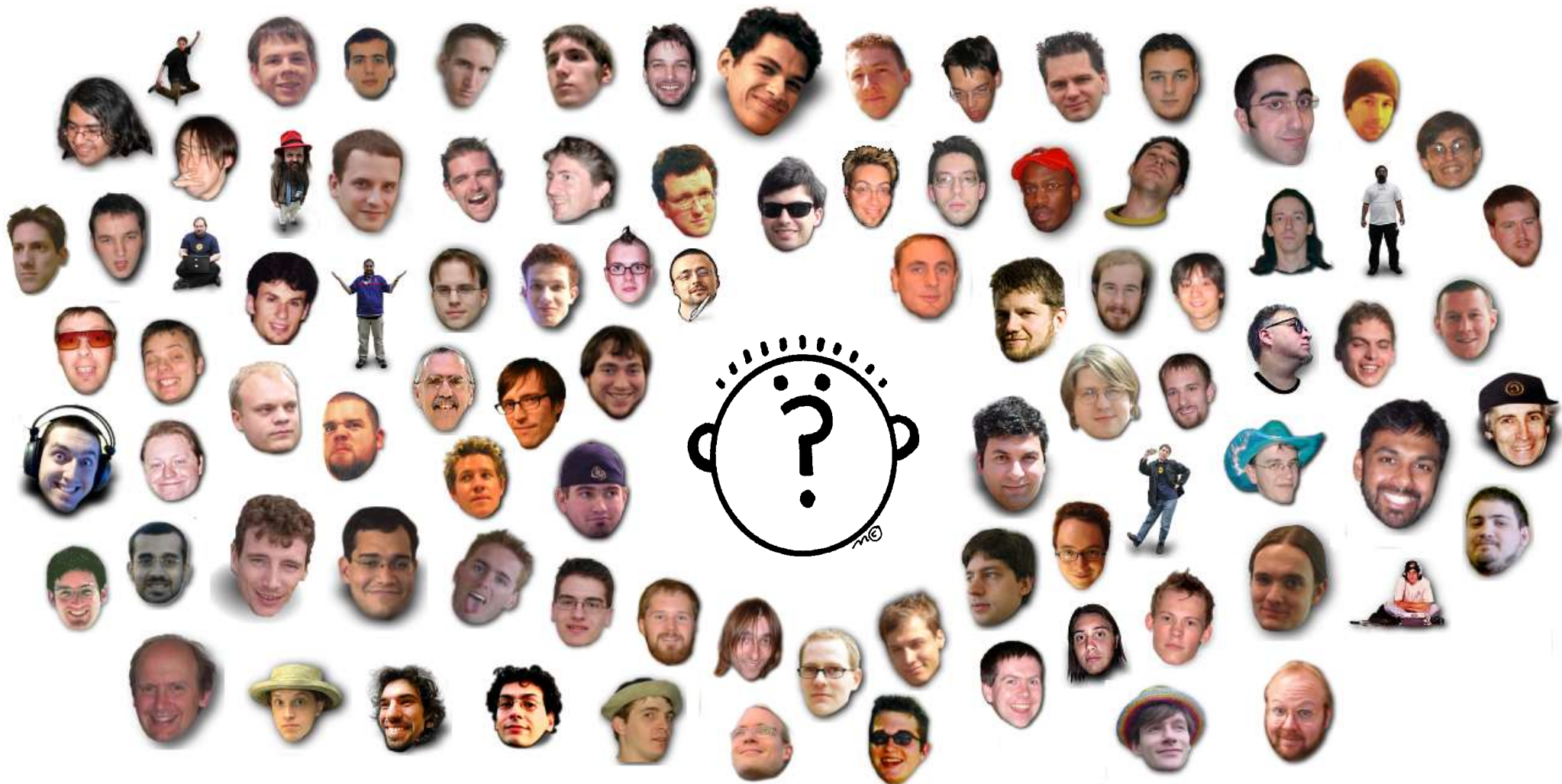
Planet GNOME...

- In July 2003, Jeff Waugh created Planet GNOME, a page of all the aggregations of various GNOME blogs.
- New websites were popping up all over the place
 - <http://art.gnome.org/>
 - <http://www.gnomefiles.org/>
 - <http://www.gnomejournal.org/>
 - <http://www.gnomedesktop.org/>
- More and more people are joining the project



Some of the people behind the project...

- Did you wonder what those people looked like?





A famous GNOME vs KDE troll...

- Do these people look like they can be found in dumpsters, or jacked up on X, coke, acid, and heroin in an abandoned warehouse?
 - <http://www.illusionary.com/GNOMEvsKDE.html>
- No, I didn't think so....



But now that you mention it...



Jeff Waugh



They could just be right...



Kjartan Maraas, unsung hero
of GNOME



We're not so bad afterall...

- Despite how they might look and act sometimes, they are all normal, heavily passionate, everyday people.
- GUADEC is a unique opportunity to meet the people that contribute daily to the desktop that you run.
- More importantly, it's an opportunity to say...



Without them, we would be nothing...

THANK YOU!

(you know what they look like now)



So think about it...

And you never know, some time, some day...



But without you, there will be no tommorrow...

That could be you.

(when's the last time you looked in the mirror and thought about what skills you could donate to GNOME?)



Important Fact #10

A lot of people take the people behind the software for granted. Embrace the culture, don't ignore it.

GNOME is about the people. These are my friends and GNOME is my family. Look how far we've come...



Get involved in GNOME, we'd love your help...

Questions?