Utilización y Administración avanzada de sistemas GNU/Linux y aplicaciones Software Libre para estudiantes universitarios

El Escritorio KDE

David Vaquero Santiago

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por David Vaquero Santiago

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Historial de revisiones

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Capítulo 1. El Escritorio KDE

Bienvenidos a esta documentación sobre el escritorio de KDE. Espero que os sea grata y que os ayude a utilizar mejor los ordenadores con GNU/Linux.

1.1. La Historia de KDE.

KDE (Kommon Desktop Enviroment) Es el resultado de muchos años de desarrollo. Desde octubre de 1996 cuando se fundo el primer grupo de trabajo de KDE, se ha recorrido un largo camino, hasta la actualidad que disponemos de uno de los mejores escritorios disponibles para GNU/Linux.

Veamos ahora cual era la situación del entorno gráfico Xwindows:

- No había ningún tipo de protocolo de "arrastrar y soltar" -Drag & Drop-.
- No había una manera gráfica de configuración del sistema.
- · No había ningún sistema común de ayuda.
- · No había ninguna infraestructura de creación de aplicaciones
- No había transparencia de red en el nivel de aplicación.
- · La comunicación y autorización entre aplicaciones gráficas era extremadamente difícil y tediosa.
- · No había ningún escritorio atractivo a la vista.
- · Las aplicaciones no eran visualmente consistentes.
- · No había ningún sistema estándar de menús y barras de herramientas
- No había un método sencillo de internacionalización de las aplicaciones.

1.2.

Muchas cosas se han mejorado desde entonces. Y se podría decir que hemos llegado a un punto, en el cual, KDE esta a la altura o incluso por encima de los escritorios comerciales.

¿Qué incluye KDE? ¿A que se ha dedicado tanto tiempo de desarrollo? Aquí tenemos una lista completa de lo que hay dentro del proyecto KDE:

- Arts: El servidor de sonido y sintonizador en tiempo real analógico.
- KDE-Libs: Varias bibliotecas de desarrollo en C++.
- KDE-Bindings: Varias bibliotecas de desarrollo para otros lenguajes.
- KDE-Base: Los componentes básicos de KDE (gestor de ventanas, escritorio, panel, gestor de ficheros).

- KDE-Network: KMail, KNode, KNewsticker, Kppp, ...
- KDE-Pim: Kontact, KAddressbook, KOrganizer, KPilot, ...
- KDE-Graphics: Aplicaciones gráficas como KDVI, KGhostview, KPaint, KFax, ...
- · KDE-Multimedia: Kaffeine, Noatun, KMidi, KSCD, ...
- KDE-Utilities: KEdit, KCalc, KHexEdit, KNotes, SuperKaramba ...
- KDE-Edu: Programas relacionados con la educación.
- KDE-Games: KAsteroids, KPat, KTetris, ...
- KDE-Toys: Divertimentos para el escritorio.
- KDE-Addons: Ampliaciones para Konqueror, Kate, Kicker y Noatun.
- KDE-Artwork: Fondos de escritorio, salva pantallas, estilos, iconos y decoraciones de ventanas.
- KDE-Admin: Varias aplicaciones que ayudan a la administración de equipos.
- KDE-SDK: Herramientas y macros que ayudan al desarrollo de aplicaciones KDE: Umbrello, Kbabel.
- KDE-WebDev: Herramientas y macros que ayudan al desarrollo de aplicaciones Web: Quanta, Kommander.
- · KOffice: Suite ofimótica integrada.
- Kdevelop: Entorno de desarrollo integrado de aplicaciones.

Capítulo 2. El escritorio KDE.

2.1. El escritorio KDE.

Una vez explicada la estructura de KDE pasemos a ver como se maneja el escritorio.

Aquí podemos ver una captura del escritorio de KDE:

Figura 2-1. El escritorio KDE



Aquí se pueden distinguir las principales partes que componen el escritorio:

- El Panel.
- El fondo de escritorio.
- · Los iconos de acceso directo.

El panel esta compuesto de los siguientes elementos:

- · El Menó de Acciones.
- · Los iconos de acceso directo.
- · Los Escritorio Virtuales.
- · La barra de tareas.
- · La bandeja de sistema.
- El reloj.
- · Iconos de Sesión.

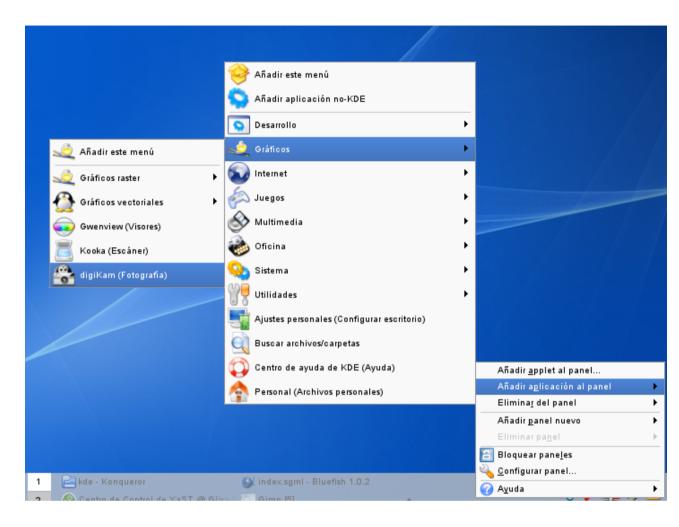
Este panel podemos personalizarlo y colocarlo donde queramos. Incluso crear nuevos paneles. Simplemente pulsando el botón derecho sobre el panel o sobre cada uno de los componentes se puede mover o aóadir nuevos elementos. En la siguiente captura puede ver el menó que se despliega el menó de configuración de cada componente del panel, pulsando el botón derecho de ratón sobre ól:

Figura 2-2. Como mover los componentes del panel.



En esta otra se puede ver como aóadir un botón de aplicación a la barra de accesos directos, pulsando el botón derecho del ratón sobre un órea libre del panel:

Figura 2-3. Como colocar una nueva aplicación en el panel.



En esta otra se puede ver como aóadir nuevos elementos al panel, pulsando el botón derecho del ratón sobre un órea libre del panel:

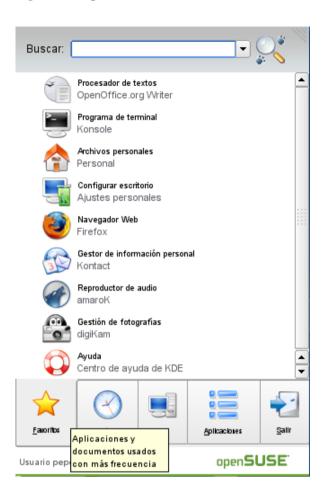
Figura 2-4. Como añadir componentes nuevos en el panel



A continuación describiremos el funcionamiento del nuevo menó de KDE KickOff. óste estó dividido en distintas secciones, a fin de poder localizar mós fócilmente los recursos disponibles en el sistema. Las secciones son:

• Menú de Favoritos

Figura 2-5. Aplicaciones favoritas del usuario.



· Historial.

Figura 2-6. Aplicaciones y documentos utilizados recientemente.



• PC.

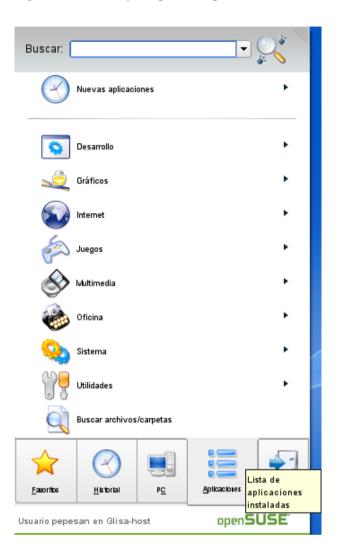
Figura 2-7. Configuración de sistema, Dispositivos de almacenamiento de datos y Recursos de

red.



· Aplicaciones.





• Historial.

Figura 2-9. Aplicaciones y documentos utilizados recientemente.



• PC.

Figura 2-10. Configuración de sistema, Dispositivos de almacenamiento de datos y Recursos de

red.



· Salir.



Gráficos

Sistema

Utilidades

Usuario pepesan en Glisa-host

Buscar archivos/carpetas

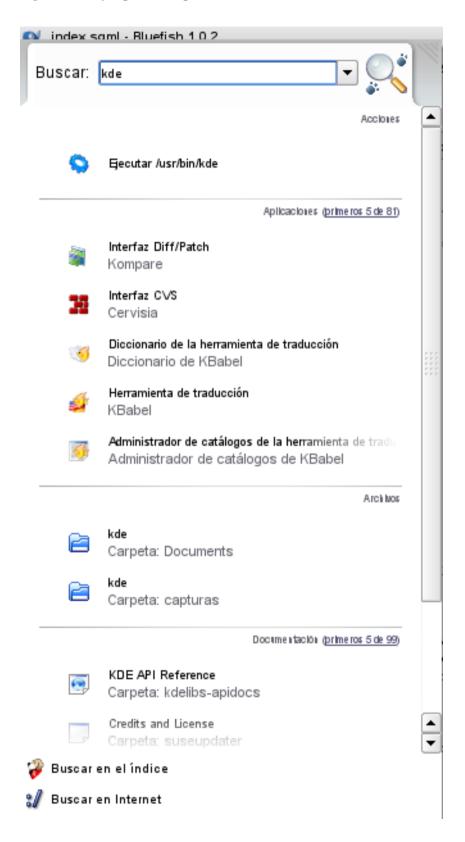
Figura 2-11. Apagar, reiniciar, cerrar o cambiar de sesión, etc...

Los elementos de cada de estas secciones se muestran en una vista de listado, en el caso de que alguno de ellos sea un submenó apareceró un trióngulo en la parte derecha del elemento, su se pulsa sobre el elemento aparecerón los elementos que estón dentro del submenó. En la parte de la izquierda del submenó aparece un botón donde hay un trióngulo que apunta a la izquierda, que si se pulsa nos permite volver al menó principal (o del que vinióramos antes).

openSUSE

En la parte superior del Menó de Acciones se encuentra el buscador integrado. Introduzca una palabra o conjunto de palabra y pulse la tecla Intro. En el resultado saldrón las acciones, aplicaciones, archivos o documentación relacionadas con dichas palabras.

Figura 2-12. Ejemplo de bósqueda



Capítulo 3. Konqueror: La herramienta polivalente.

3.1. Dos modos de funcionamiento.

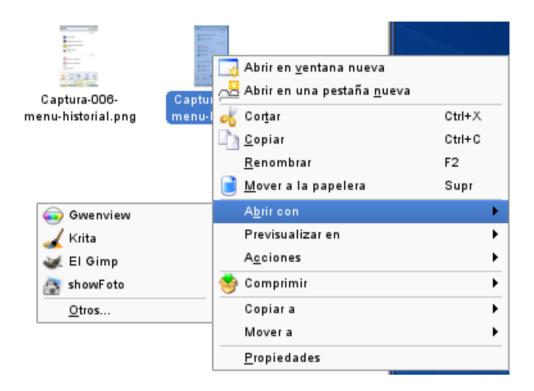
Lo primero que tenemos que saber de Konqueror es que es una herramienta dual, es decir, que tiene dos propósitos:

- · Gestor de ficheros.
- · Navegador Web.

Como gestor de ficheros, Konqueror es una herramienta eficiente y flexible. Nos permite copiar y mover ficheros, crear y renombrar carpetas, crear nuevos tipos distintos de ficheros, visualizar distintos tipo de ficheros, en general, se puede realizar todas aquellas operaciones que se pueden hacer en otras herramientas de gestión de ficheros. Incluso algunas mejoras que no se encuentran en otras herramientas.

La manera de copiar y mover ficheros es muy sencilla. Se seleccionan los ficheros, con el ratón por ejemplo, luego pulsando el botón derecho sobre la selección para que salga el menó contextual. Como el que se puede en la figura. Donde se elige la operación a realizar sobre aquellos elementos. Como el tópico copiar, cortar, pegar y sus combinaciones de teclas asociadas: Control+C, Control+X y Control+V, respectivamente.





La creación de nuevos ficheros y carpetas se realiza a travós del menó contextual del botón derecho, pero esta vez sin tener el cursor sobre un fichero o un directorio. Como se puede ver en las capturas siguientes:

Figura 3-2. Menó desplegable al pulsar el botón derecho sobre otro punto de Konqueror.

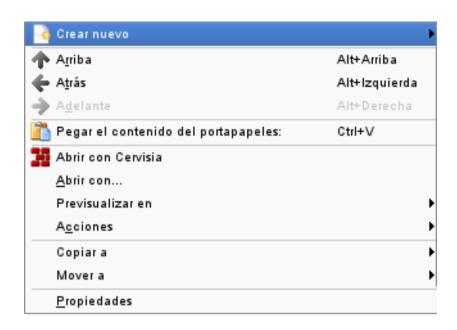
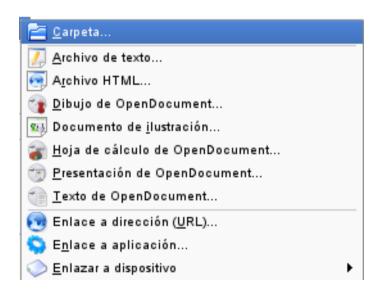


Figura 3-3. Menó desplegable sobre los nuevos ficheros o directorios.

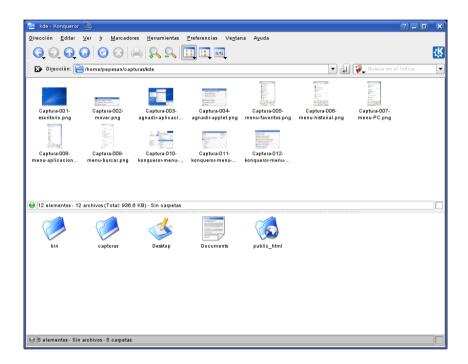


3.2. Novedades respecto a otros gestores de ficheros.

Dentro de las novedades respecto a otros gestores, se podróa destacar las siguientes:

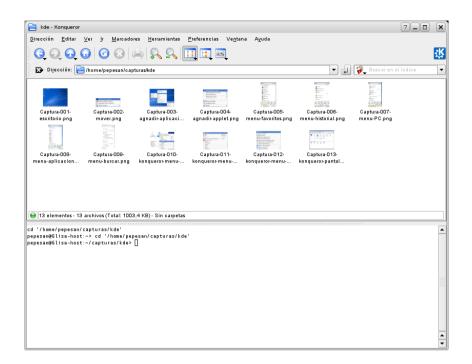
• División de la pantalla en varias partes. Dentro del menó Ventana hay dos opciones, Dividir vista izquierda/derecha o Dividir vista arriba/abajo. Lo que permite en un determinado momento, duplicar el numero de vistas, para poder copiar o mover los archivos de una manera mas cómoda a la acostumbrada. Para Activar esta vista, pulse en el menó Ventana y en Dividir vista Superior/inferior o en Dividir vista izquierda/derecha.

Figura 3-4. Ejemplo de utilización de la pantalla dividida



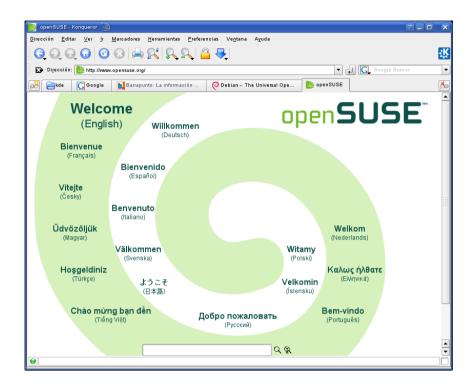
Posibilidad de tener una consola integrada: lo que permite tener una facilidad de manejo de archivos o
ejecución de programas. Para Activar esta vista, pulse en el menó Ventana y en Mostrar emulador de
Terminal.

Figura 3-5. Konqueror con una consola integrada.



 Soporte de pestaóas. Esta funcionalidad da una versatilidad y facilidad de uso, no conocidas antes en otros gestores de ficheros. Para activar una nueva pestaóa pulse la combinación de teclas Control + T.

Figura 3-6. Konqueror con varias pestaóas abiertas.



 Visualizador de ficheros. para poder ver el contenido de los ficheros de formato conocido, bien en la misma ventana mediante una previsualización o entrando dentro del fichero para ver su contenido completo.

Figura 3-7. Konqueror previsualizando algunas imógenes y ficheros.

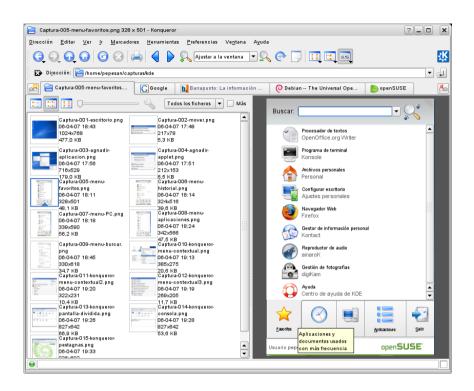
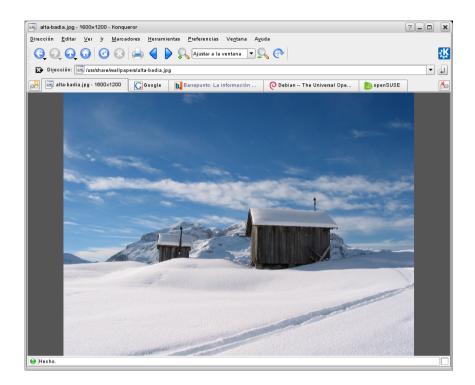


Figura 3-8. Konqueror visualizando un fondo de escritorio.



• Menó de acceso directo. Para poder encontrar las cosas mucho mas fócilmente.

Figura 3-9. Konqueror la barra de acceso directo a la izquierda.

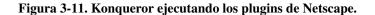


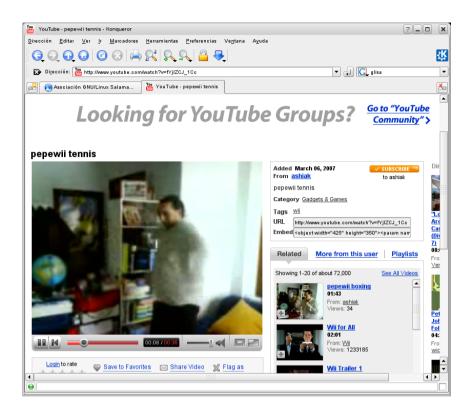
• Navegador Web. para no tener que cambiar de ventana para abrir una pagina Web.

Figura 3-10. Konqueror visualizando la pagina de terra



• Soporte de plugins de Netscape. Para poder visualizar todos los contenidos especiales de la Web.





Como hemos podido comprobar Konqueror es una de las principales herramientas del escritorio de KDE. Potente, versótil y personalizable. El gestor de ficheros mós completo de los escritorios Linux.

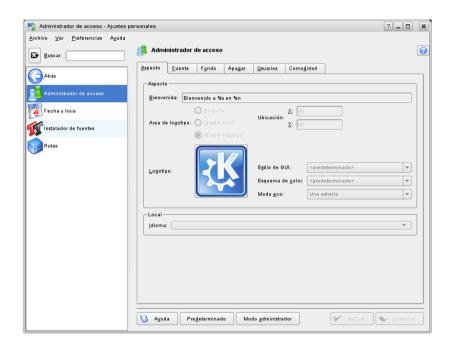
Capítulo 4. El Centro de Control de KDE.

4.1. Los módulos.

Este el principal programa de configuración dentro del escritorio KDE. Tiene multitud de módulos que reflejan casi todos los aspectos posibles de nuestro equipo y sus dispositivos. Si desea acceder a ól entre en el Menó de Acciones en la pestaóa Favoritos y pulse en Configurar Escritorio. A continuación detallaremos cada uno de los módulos que componen esta herramienta:

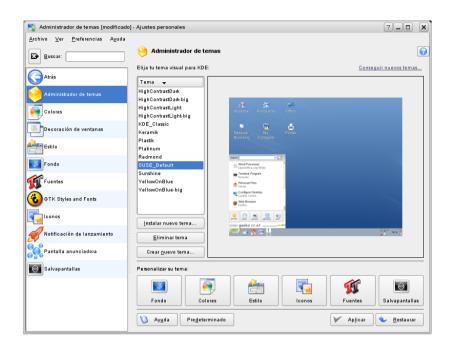
• Administración del sistema: aquó estón todos los módulos que controlan, el menó de acceso, las fuentes, el nócleo del sistema, etc.





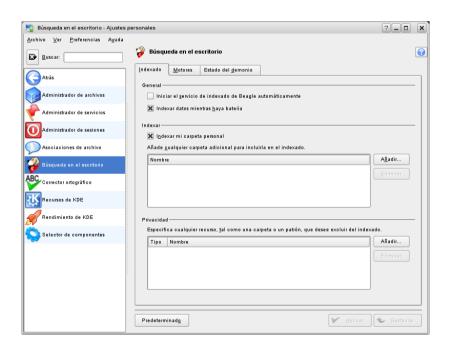
• Aspecto y Temas: este conjunto de módulos nos permiten realizar una personalización completa del escritorio: temas, iconos, decoraciones de ventanas, etc.

Figura 4-2. Los módulos de kcontrol para personalización grófica del escritorio.



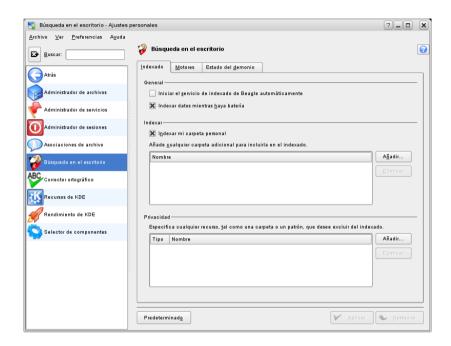
• Componentes de KDE: estos módulos son los que controlan casi todos los componentes del escritorio como: gestor de ficheros, contactos, ortografóa, etc.

Figura 4-3. Los módulos de kcontrol para los componentes de KDE.



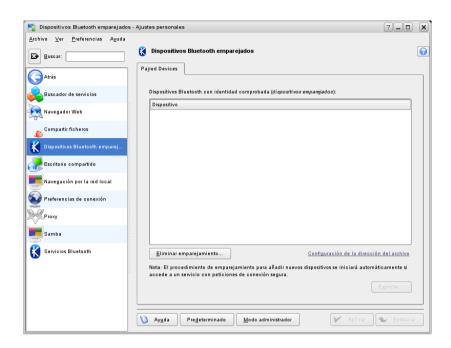
• Escritorio: los módulos integrados en esta categoróa configuran: el panel, la barra de tareas, el comportamiento de las ventanas, etc.

Figura 4-4. Los módulos de kcontrol para el escritorio.



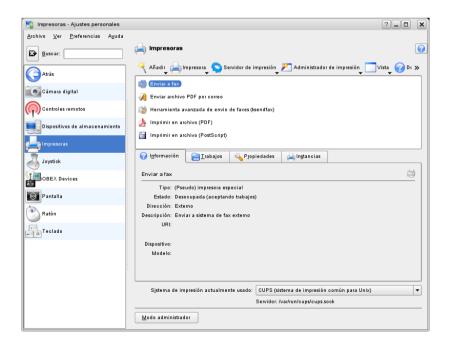
• Internet y Red: los módulos que integran esta categoróa configuran: la compartición de archivos, la navegación por los archivos compartidos de Samba, el navegador Web, etc.

Figura 4-5. Los módulos de kcontrol para Internet.



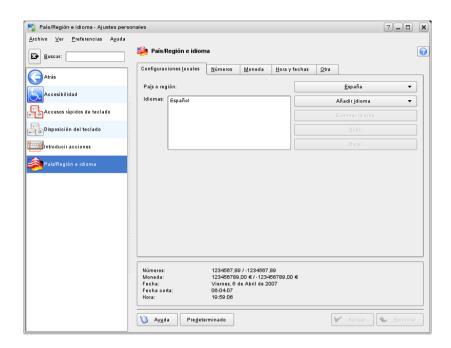
• Perifóricos: controlan las impresoras, las cómaras de fotos, la configuración de la pantalla, etc.

Figura 4-6. Los módulos de kcontrol para perifóricos.



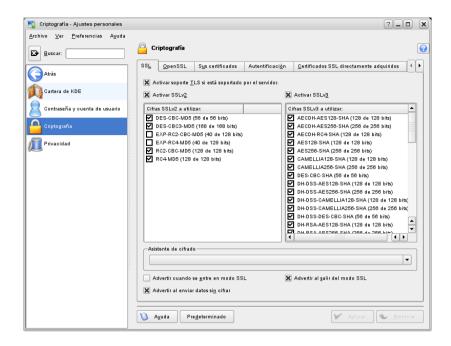
• Regional y Accesibilidad: Nos permiten configurar: nuestro idioma, la configuración de teclado, etc.

Figura 4-7. Los módulos de kcontrol para administración.



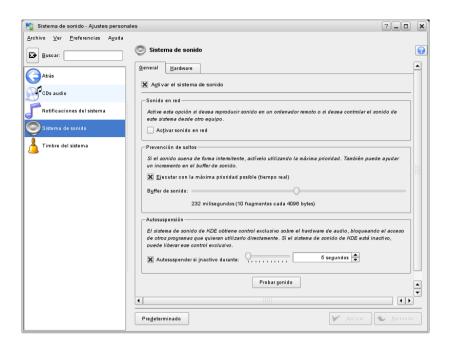
• Seguridad y privacidad: aquí se configuran todas las cuestiones de cifrado y certificados.

Figura 4-8. Los módulos de kcontrol para seguridad.



• Sonidos y multimedia: configura el servidor de sonido ante los eventos del escritorio y las aplicaciones de KDE.

Figura 4-9. Los módulos de kcontrol para el servidor de sonido.



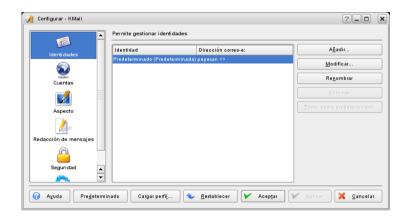
Capítulo 5. KMail: El cliente de correo.

5.1. La configuración.

KMail es uno de los clientes de correo electrónico mas completos que hay en los escritorios de GNU/Linux ademós incluye compatibilidad con todos los sistemas de cifrado actuales. A continuación se detallan las configuraciones de este programa:

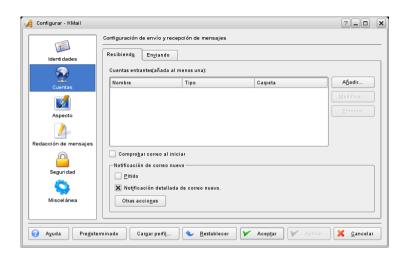
• Identidad: gestiona cada una de nuestras identidades: particular, de empresa, etc.

Figura 5-1. Los módulos de KMail para identidades.



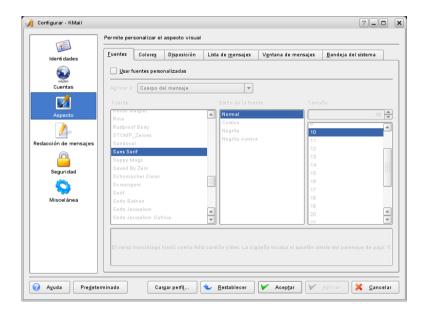
• Red: nos permite configurar cada una de las cuentas de correo y los servidores que nos permiten enviar correo.

Figura 5-2. Los módulos de KMail para los servidores.



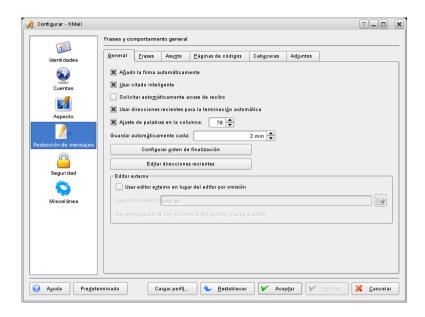
• Aspecto: Fuentes, tamos de letra, etc.

Figura 5-3. Los módulos de KMail para el aspecto.



• Redacción de Mensajes: configura el editor que nos permite escribir y responder correos.

Figura 5-4. Los módulos de KMail para el editor.



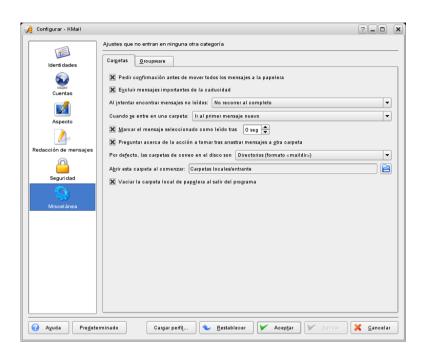
• Seguridad: controla el sistema de encriptación y firma de mensajes.

Figura 5-5. Los módulos de KMail para la seguridad.



 Miscelónea: Gestiona las carpetas de mensajes en el programa y el disco duro y el acceso al Groupware.

Figura 5-6. Los módulos de KMail para las carpetas de mensajes y el Groupware.



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