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EDITORIAL

Welcome to another issue of Full Circle magazine.

Our articles on LAMP and Python continue this month and are joined by a very informative article on setting up a VPN (Virtual Private Network) which is something that quite a few people have asked for more information on.

More important is the announcement of the **Ubuntu 10.04** codename. I couldn't possibly spoil it, but flip over to the news page for more details.

Please keep your articles coming in. Don't be disheartened when you don't see your *My Story* (or *My Desktop*) right away, I keep the articles in a queue and try to use them in the order I receive them, so if you sent me a *My Desktop* several months ago, it may be your turn next month, you never know! And we're always looking for new *How-To* articles, so keep them coming too!

Keep the emails coming too, I'm always interested to hear what you think about FCM, it's always in beta, and continually evolving. If there's something you think is missing from FCM feel free to drop me an email, my email address is below.

Enjoy the issue, and keep in touch!

All the best,
Ronnie
Editor, Full Circle magazine
ronnie@fullcirclemagazine.org

This magazine was created using :

What is Ubuntu?

Ubuntu is a complete operating system that is perfect for laptops, desktops and servers. Whether at home, school or work Ubuntu contains all the applications you'll ever need including word processor, email application and web browser. Ubuntu is and always will be free of charge. You do <u>not</u> pay any licensing fees. You can download, use and share Ubuntu with your friends, family, school or business for <u>absolutely nothing</u>.

Once installed, your system is ready to use with a full set of productivity, internet, drawing and graphics applications, and games.

TIP: use the new 'contents' link to jump to the contents page from any other page!

contents ^

GNOME 2.28 Released

The GNOME Desktop is released every six months and contains many new features, improvements, bug fixes and translations. GNOME 2.28 continues this tradition. To learn more about GNOME and the qualities that distinguish it from other computer desktop environments (such as usability, accessibility, internationalisation, and freedom) visit the About GNOME page on our website.

GNOME 2.28 includes all of the improvements made in GNOME 2.26 and earlier. You can learn more about the changes that happened in GNOME 2.26 from its release notes.

Source:
http://library.gnome.org/misc/release-notes/2.28/

Ubuntu 10.04 : Lucid Lynx

Speaking via video to UbuCon at the Atlanta Linuxfest, Mark Shuttleworth announced that the code name for the 10.04 Ubuntu release would be "Lucid Lynx". It will be an LTS version featuring 3 years support for the desktop version and 5 years for the server version. This will be the third LTS version, proving that Ubuntu can not only deliver a new version every 6 months, but also an LTS version every 2nd year, something Mark is very proud of.

Speaking briefly of what we can expect to see in the Lucid Lynx, Mark talks of cloud computing and GNOME. Mentioning our relationship with Debian, Mark hopes to continue expanding that relationship in the hope of bettering both distributions. In closing Mark asks our community to search out those who put in so much work delivering a quality Ubuntu product to us, and to give them all a big thanks. We think a big thanks is also deserved by Mark for his oversight and tireless work on our behalf.

Source: Ubuntu Weekly News

Launchpad 3.0 is here! New UI and more.

The Launchpad team is proud to announce the release of Launchpad 3.0!

Highlights in this release:
• a new clearer web interface with in-line editing
• personal translation dashboards: see what needs your attention
• automatically updated diffs during code reviews.

New user interface, with in-line editing
Visit Launchpad to see our new web interface. You can now view more information on many pages without scrolling, particularly on people and project profile pages.

And the web interface is now faster: you can update more data, including almost everything on bug report pages, without reloading the page.

Source: launchpad.net

Correction To FCM#28

Apologies to *Roger Wheatley* who wrote the *Squid* article and not the name given in the original PDF, the PDF has since been corrected and all new downloads credit Roger.

COMMAND & CONQUER

Written by Lucas Westermann

Have you ever found yourself tapping an extra key on your laptop, only to realize that it isn't bound to anything, and then finding out that the shortcuts program doesn't recognize the key? Well, I ran into a similar problem when setting up Openbox on my netbook, and so I thought I would show you how to bind keys to functions, even if it seems that they are not recognized.

Step One: Key Recognition

First we need to find out if the key is recognized by the kernel. Open a terminal and run the command:

```
xev | grep -A2 --line-buffered '^KeyRelease' | sed -n '/keycode /s/^.*keycode \([0-9]*\).* (.*, \(.*\)).*$/\1 \2/p'
```

This will output the keycode followed by the keypress name

(XF86AudioMute, XF86MonBrightnessDown, a, b, and so forth). If it displays NoSymbol after the keycode, there is no keypress bound to that keycode yet, and you can skip to step two. If neither the key returns nothing, it is time to try showkey.

Switch to tty0 (by hitting ctrl + alt + F1) and log in as your user. Once logged in, enter the command:

```
showkey
```

This program will return keycodes of keys pressed, and automatically quit 10 seconds after the last keypress. Once the command is run, hit the key(s) you want to test, and record any keycodes that it returns. If neither of these options returned a keycode, it's time to see if the key has a scancode.

To do this, press the key you want to test, and then check dmesg with:

```
dmesg|tail -5
```

If something like this appears in the dmesg output -

```
atkbd.c: Unknown key pressed (translated set 2, code 0xf1 on isa0060/serio0).
```

```
atkbd.c: Use 'setkeycodes e071 <keycode>' to make it known.
```

- you can map the scancode to a keycode. You can do this by either using HAL or setkeycodes (kernel tool), as shown in the dmesg output. The further reading section at the end of this article offers a link to HAL's keymap quirks page. I will not go into detail in the article, since it is quite rare (in my experience) that it is necessary to do this.

Step Two: Binding Keycodes

I will focus on binding keycodes to keys in Xorg, since most multimedia keys aren't

required in the tty0 console. To start, you must create the .Xmodmap file. This can be done by using the touch command, or just editing it in gedit and then saving the file. Entries in the file should be in this format:

```
keycode <Xkeycode> = keysymbol
```

A few examples would be as below:

```
keycode 153 = XF86MonBrightnessDown
```

```
keycode 154 = XF8MonBrightnessUp
```

Step Three: Testing Keycodes

First run the command:

```
xmodmap ~/.Xmodmap
```

Then you should be able to add the keys to whatever function you need. If not, revise the keycodes and keysymbol names, just in case

you made a typo. A full list of symbols can be found here:

    /usr/include/X11/keysymdef.h

And for extra function keys:

    /usr/include/X11/XKeySymDB

Once you have ensured that the keys work, continue to step four.

Step Four: Making It Permanent

To make the changes permanent, you have to run the xmodmap command every time you log in. I would recommend adding it to your .xprofile.

An alternative tool to xmodmap is xbindkeys, and it is fairly straightforward. There is a GUI available called xbindkeys_config, but I'm not sure if it's in the Ubuntu repositories.

Further Reading:
HAL keymap quirks:
http://people.freedesktop.org/~hughsient/quirk/quirk-keymap-index.html

Lucas has learned all he knows from repeatedly breaking his system, then having no other option but to discover how to fix it. You can email Lucas at: lswest34@gmail.com.

QUICK REVIEW – PREY

In the world of the first person shooter (FPS) video game there is very little innovation. Most of the time a new FPS game will have elements that made older, or previous, games in this genre a success.

That is not the case with Prey. Prey is unique. Prey is different from anything you have played before. Recently ported to Linux, this old favourite of mine is now enjoying a new lease on life.

You play a Cherokee warrior named Domasi Tawodi (a.k.a Tommy), a man who wants to leave his Cherokee heritage in the past, leave the Reservation and move on into the civilized world, but there is one problem: his girlfriend Jen wants to stay, because it is her home. All of a sudden, while they are talking about it in a bar, it gets ripped up by an alien ship taking him, Jen and his grandfather onto it so its inhabitants can feed on them.

Obviously, Tommy would not give up his life so easily, so he tries to rescue his Grandfather and girlfriend.

One thing that makes this game outstanding (apart from the fact it uses a heavily modified Doom 3 engine) is its use of gravity (if you take a look at some of the screen shots you'll see why) and portals (which makes it very possible to shoot yourself if you don't know what you are doing). These are used in a number of short and long puzzles, but nothing the average part-time gamer can get stuck on. Another aspect of the game I loved was the fact after a certain point in the game you cannot die. You read it correctly, 'you cannot die' so you will no longer 'die' then quickly press your quick-load key then try again with a miniscule amount of health. I don't want to give away too much about this game other than the fact that it is awesome.

Ten years plus in development and this is what we get: a really slick game. It is one of the few examples of the modern video game that I think will go down in the record books as a definite classic.

Christopher Hart

Rating: 9/10

In the last article, we learned about lists, literal substitution, comments, equate versus assignment, if statements and while statements. I promised you that in this part we would learn about modules and functions. So let's get started.

Modules

Modules are a way to extend your Python programming. You can create your own, or use those that come with Python, or use modules that others have created. Python itself comes with hundreds of various modules that make your programming easier. A list of the global modules that come with Python can be found at http://docs.python.org/modindex.html. Some modules are operating system specific, but most are totally cross platform (can be used the same way in Linux, Mac and Microsoft Windows). To be able to use an external module, you must import it into your program. One of the modules that comes with Python is called 'random'. This module allows you to generate pseudo-random numbers. We'll use the module shown above right in our first example.

Let's examine each line of code. The first four lines are comments. We discussed them in the last article. Line five tells Python to use the random module. We have to explicitly tell Python to do this.

Line seven sets up a 'for' loop to print 14 random numbers. Line eight uses the randint() function to print a random integer between 1 and 10. Notice we must tell Python what module the function comes from. We do this by saying (in this case) random.randint. Why even create modules? Well, if every possible function were included directly into Python, not only would Python become absolutely huge and slow, but bug fixing would be a nightmare. By using modules, we can segment the code into groups that are specific to a certain need. If, for example, you have no need to use database functionality, you don't need to know that there is a module for SQLite. However, when you need it, it's already there. (In fact, we'll be

```
#=================================
#  random_example.py
#  Module example using the random module
#=================================
import random
#  print 14 random integers
for cntr in range(1,15):
        print random.randint(1,10)
```

using database modules later on in this series.)

Once you really get started in Python programming, you will probably make your own modules so you can use the code you've already written over and over again, without having to re-type it. If you need to change something in that group of code, you can, with very little risk of breaking the code in your main program. There are limits to this and we will delve into this later on. Now, when we used the 'import random' statement earlier, we were telling Python to give us access to every function within the random module. If, however, we only needed to use the randint() function, we

can re-work the import statement like this:

```
from random import randint
```

Now when we call our function, we don't have to use the 'random.' identifier. So, our code changes to

```
from random import randint
# print 14 random integers
for cntr in range(1,15):
    print randint(1,10)
```

Functions

When we imported the random module, we used the randint() function. A function is a block of code that is designed to be called, usually more than once, which makes it easier to maintain, and to keep us from typing the same code over and over and over. As a very general and gross statement, any time you have to write the same code more than once or twice, that code is a good candidate for a function. While the following two examples are silly, they make good statements about using functions. Let's say we wanted to take two numbers,

add them, then multiply them, and then subtract them, displaying the numbers and results each time. To make matters worse, we have to do that three times with three sets of numbers. Our silly example would then look like the text shown right.

Not only is this a lot of typing, it lends itself to errors, either by typing or having to change something later on. Instead, we are going to create a function called 'DoTwo' that takes the two numbers and does the math, printing the output each time. We start by using the 'def' key word (which says that we are going to define the function). After 'def' we add the name we

```
#silly example
print 'Adding the two numbers %d and %d = %d ' % (1,2,1+2)
print 'Multiplying the two numbers %d and %d = %d ' % (1,2,1*2)
print 'Subtracting the two numbers %d and %d = %d ' % (1,2,1-2)
print '\n'
print 'Adding the two numbers %d and %d = %d ' % (1,4,1+4)
print 'Multiplying the two numbers %d and %d = %d ' % (1,4,1*4)
print 'Subtracting the two numbers %d and %d = %d ' % (1,4,1-4)
print '\n'
print 'Adding the two numbers %d and %d = %d ' % (10,5,10+5)
print 'Multiplying the two numbers %d and %d = %d ' % (10,5,10*5)
print 'Subtracting the two numbers %d and %d = %d ' % (10,5,10-5)
print '\n'
```

select for the function, and then a list of parameters (if any) in parentheses. This line is then closed by a colon (:). The code in the function is indented. Our improved silly example (#2) is shown below.

As you can see, there's a lot less typing involved — 8 lines instead of 12 lines. If we need to change something in our

function, we can do it without causing too many issues to our main program. We call our function, in this case, by using the function name and putting the parameters after.

Here is another example of a function. Consider the following requirements.

We want to create a

```
#silly example 2...still silly, but better
def DoTwo(num1,num2):
    print 'Adding the two numbers %d and %d = %d ' % (num1,num2,num1+num2)
    print 'Multiplying the two numbers %d and %d = %d ' % (num1,num2,num1*num2)
    print 'Subtracting the two numbers %d and %d = %d ' % (num1,num2,num1-num2)
    print '\n'

DoTwo(1,2)
DoTwo(1,4)
DoTwo(10,5)
```

program that will print out a list of purchased items in a pretty format. It must look something like the text below.

The cost of each item and for the total of all items will be formatted as dollars and cents. The width of the print out must be able to be variable. The values on the left and right must be variable as well. We will use 3 functions to do this task. One prints the top and bottom line, one prints the item detail lines including the total line and one prints the separator line. Luckily, there are a number of things that Python has that will make this very simple. If you recall, we printed a string multiplied by 4, and it returned four copies of the same string. Well we can use that to our benefit. To print our top or bottom line we can take the desired width, subtract two for the two +

```
'+=========================+'
'|  Item 1             X.XX |'
'|  Item 2             X.XX |'
'|--------------------------|'
'|  Total              X.XX |'
'+=========================+'
```

characters and use " '=' * (width-2)". To make things even easier, we will use variable substitution to put all these items on one line. So our string to print would be coded as 's ('+',('=' * width-2)),'+'). Now we could have the routine print this directly, but we will use the return keyword to send the generated string back to our calling line. We'll call our function 'TopOrBottom' and the code for this function looks like this.

```
def TopOrBottom(width):
    # width is total width
of returned line
    return '%s%s%s' %
('+',('=' * (width-2)),'+')
```

We could leave out the comment, but it's nice to be able to tell at a glance what the parameter 'width' is. To call it, we would say 'print TopOrBottom(40)' or whatever width we wish the line to be. Now we have one function that takes care of two of the lines. We can make a new function to take care of the separator line using the same kind of code...OR we

could modify the function we just made to include a parameter for the character to use in the middle of the pluses. Let's do that. We can still call it TopOrBottom.

```
def
TopOrBottom(character,width):
    # width is total width
of returned line
    # character is the
character to be placed
between the '+' characters
    return '%s%s%s' %
('+',(character * (width-
2)),'+')
```

Now, you can see where comments come in handy. Remember, we are returning the generated string, so we have to have something to receive it back when we make the call to it. Instead of assigning it to another string, we'll just print it. Here's the calling line.

```
print TopOrBottom('=',40)
```

So now, not only have we taken care of three of the lines, we've reduced the number of routines that we need from 3 down to 2. So we only have the center part of the print out to deal with.

Let's call the new function 'Fmt'. We'll pass it 4 parameter values as follows:
val1 – the value to print on the left
leftbit – the width of this "column"
val2 – the value to print on the right (which should be a floating value)
rightbit – the width of this "column"

The first task is to format the information for the right side. Since we want to format the value to represent dollars and cents, we can use a special function of variable substitution that says, print the value as a floating point number with n number of places to the right of the decimal point. The command would be '%2.f'. We will assign this to a variable called 'part2'. So our code line would be 'part2 = '%.2f' % val2. We also can use a set of functions that's built into Python strings called ljust and rjust. Ljust will left justify the string, padding the right side with whatever character you want. Rjust does

the same thing, except the padding goes on the left side. Now for the neat bit. Using substitutions we throw together a big string and return that to the calling code. Here is our next line.

```
return 'ss' % ('|
',val1.ljust(leftbit-2,'
'),part2.rjust(rightbit-2,'
'),' |')
```

While this looks rather daunting at first, let's dissect it and see just how easy it is:
Return - We will send back our created string to the calling code.
'ss' - We are going to stick in 4 values in the string. Each %s is a place holder.
% (- Starts the variable list
'| ', - Print these literals
val1.ljust(leftbit-2,' ') - Take the variable val1 that we were passed, left justify it with spaces for (leftbit-2) characters. We subtract 2 to allow the '| ' on the left side.
Part2.rjust(rightbit-2,' ') - Right justify the formatted string of the price rightbit-2 spaces. ' |' - finish the string.

That's all there is to it.

While we should really do some error checking, you can use that as something to play with on your own. So...our Fmt function is really only two lines of code outside of the definition line and any comments. We can call it like this.

```
print Fmt('Item
1',30,item1,10)
```

Again, we could assign the return value to another string, but we can just print it. Notice that we are sending 30 for the width of the left bit and 10 for the width of the right. That equals the 40 that we sent to our TopOrBottom routine earlier. So, fire up your editor and type in the code below.

Save the code as 'pprint1.py' and run it. Your

```
+=======================================+
| Item 1                           3.00 |
| Item 2                          15.00 |
+---------------------------------------+
| Total                           18.00 |
+=======================================+
```

output should look something like the text shown above right.

While this is a very simple example, it should give you a good idea of why and how to use functions. Now, let's extend this out a bit and learn

```
#pprint1.py
#Example of semi-useful functions

def TopOrBottom(character,width):
    # width is total width of returned line
    return '%s%s%s' % ('+',(character * (width-2)),'+')

def Fmt(val1,leftbit,val2,rightbit):
    # prints two values padded with spaces
    # val1 is thing to print on left, val2 is thing to print on right
    # leftbit is width of left portion, rightbit is width of right portion
    part2 = '%.2f' % val2
    return '%s%s%s%s' % ('| ',val1.ljust(leftbit-2,' '),part2.rjust(rightbit-2,' '),' |')
# Define the prices of each item
item1 = 3.00
item2 = 15.00
# Now print everything out...
print TopOrBottom('=',40)
print Fmt('Item 1',30,item1,10)
print Fmt('Item 2',30,item2,10)
print TopOrBottom('-',40)
print Fmt('Total',30,item1+item2,10)
print TopOrBottom('=',40)
```

PROGRAM IN PYTHON – PART 3

more about lists. Remember back in part 2 when we first discussed lists? Well one thing that I didn't tell you is that a list can contain just about anything, including lists. Let's define a new list in our program called itms and fill it like this:

```
itms =
[['Soda',1.45],['Candy',.75],
['Bread',1.95],['Milk',2.59]]
```

If we were to access this as a normal list we would use print itms[0]. However, what we would get back is ['Soda',1.45], which is not really what we were looking for under normal circumstances. We want to access each item in that first list. So we would use 'print itms[0][0]' to get 'Soda' and [0][1] to get the cost or 1.45. So, now we have 4 items that have been purchased and we want to use that information in our pretty print routine. The only thing we have to change is at the bottom of the program. Save the last program as 'pprint2.py', then comment out the two itemx definitions and insert the list we had above. It should look

like this now.

```
#item1 = 3.00
#item2 = 15.00
itms =
[['Soda',1.45],['Cand
y',.75],['Bread',1.95
],['Milk',2.59]]
```

Next, remove all the lines that call Fmt(). Next add the following lines (with #NEW LINE at the end) to make your code look like the text shown right.

I set up a counter variable for loop that cycles through the list for each item there. Notice that I've also added a variable called total. We set the total to 0 before we go into our for loop. Then as we print each item sold, we add the cost to our total. Finally, we print the total out right after the separator line. Save your program and run it. You should see something like the text shown below.

If you wanted to get

```
itms = [['Soda',1.45],['Candy',.75],['Bread',1.95],['Milk',2.59]]

print TopOrBottom('=',40)

total = 0 #NEW LINE
for cntr in range(0,4): #NEW LINE
    print Fmt(itms[cntr][0],30,itms[cntr][1],10) #NEW LINE
    total += itms[cntr][1] #NEW LINE
print TopOrBottom('-',40)
print Fmt('Total',30,total,10)  #CHANGED LINE
print TopOrBottom('=',40)
```

wild and crazy, you could add a line for tax as well. Handle it close to the same way we did the total line, but use (total * .086) as the cost.

```
print
Fmt('Tax:',30,total*.086,10)
```

If you would like to, you can add more items to the list and see how it works.

That's it for this time. Next time we'll concentrate on classes. **Enjoy!**

```
+========================================+
| Soda                             1.45 |
| Candy                            0.75 |
| Bread                            1.95 |
| Milk                             2.59 |
+----------------------------------------+
| Total                            6.74 |
+========================================+
```

Greg Walters is owner of *RainyDay Solutions, LLC*, a consulting company in Aurora, Colorado, and has been programming since 1972. He enjoys cooking, hiking, music, and spending time with his family.

We have our nice new LAMP box, all very well and good, but we'll be needing to put some data on it, of course. Not only that, but we don't want other people to also be able to put their data on it, or, alternatively, to steal ours. Linux server is inherently secure by default, however it doesn't do any harm to ramp things up to the next level. Let's configure FTP and an easy Firewall.

FTP Installation

We're going to use vsftpd. At the CLI type:

```
sudo apt-get install vsftpd
```

You can source a vsftpd GUI module for Webmin but I prefer to edit the vsftpd.conf file manually. To do so at the command line, type:

```
sudo nano /etc/vsftpd.conf
```

I've read many tutorials which seem quite happy to work with anonymous access. However, this isn't something I'm personally comfortable with, so I always disable it. Depending on your own system policy you may also wish to chroot selected users to prevent them from straying out of where they're supposed to be into somewhere they aren't.

Permissions are the thing for FTP access. As I use only a single account, and connect directly into /var/www, my expanded method for access is as follows:

• Enable local user access (my account) in the vsftpd.conf.

• Add the user (me) to the www-data user group (I use Webmin for this).

• Give ownership of /var/www to the www-data group (I use Webmin for this) and check "Files Inherit Group".

• Set destination path in the ftp client (i.e /var/www).

IMPORTANT: Ensure that "umask" is un-commented in the vsftpd.conf file and select your desired setting for intended uploads. For Wordpress installations I've found 0002 to be the most agreeable option -- this gives 775 permissions.

Your needs may be different, but the above works for me. Restart vsftpd and test access with your FTP utility. I use Transmit -- it's great.

```
sudo /etc/init.d/vsftpd
restart
```

Firewall Configuration

This is quite easy through Webmin. Under the drop-down networking tab, open 'Linux Firewall'.

Select Block All except SSH and IDENT on external interface.

At the next screen we need to add rules for FTP, Webmin, Sendmail & MySQL Admin access.

Click 'Add Rule' under the existing list.

Check 'Accept'.

Set Network Protocol Equals TCP.

Set Destination TCP or UDP port Equals 21.

Click 'Create'.

LAMP – PART 2

Do the same for ports 3306 (MySQL), port 25 (Sendmail), port 10000 (Webmin), and port 80 (Web & phpMyAdmin).

Check 'Activate at Boot' and click 'Apply Configuration'. That's it. If you can get back into Webmin, use PHP Mail scripts and FTP, and latch onto the DB with MySQL Administrator. Then you're sorted.

TIP You may have to re-start MySQL. I use Webmin seeing as how it's already open.

PHP Mail

You may wish to have the ability for visitors to one-click mail you from your funky dynamic website. PHP already has a mail function built in, but it needs linking to a transport agent (MTA) for it to relay. In other words, it needs a program or service which will send the mail. Here we can use a server option called (can you guess?), yes, Sendmail. Here's how to install and configure it -- it's very easy.

First we install Sendmail. At the CLI type:

```
sudo apt-get install sendmail
```

Next we need to configure PHP so it knows where the SMTP service (sendmail) is. At the CLI, type the following:
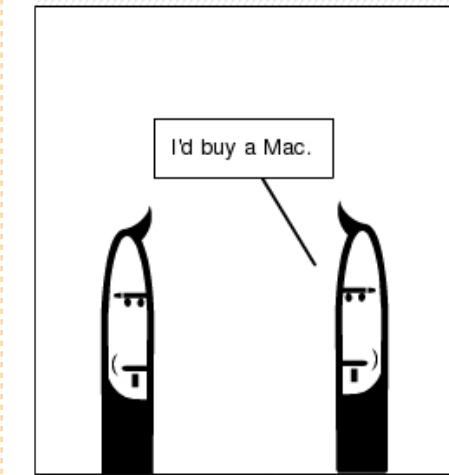
```
sudo nano
/etc/php5/apache2/php.ini
```
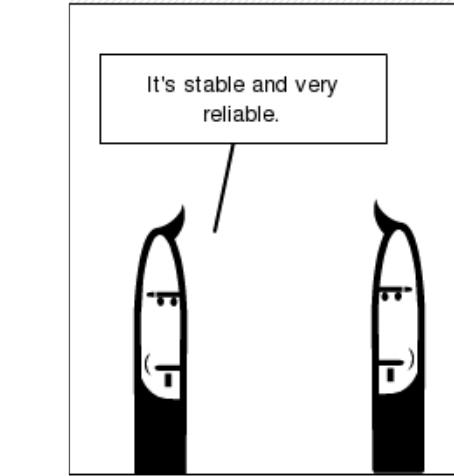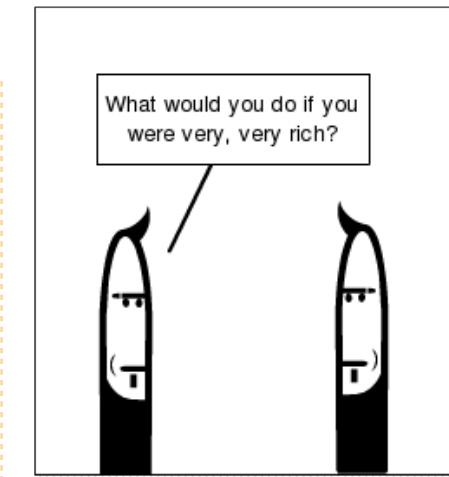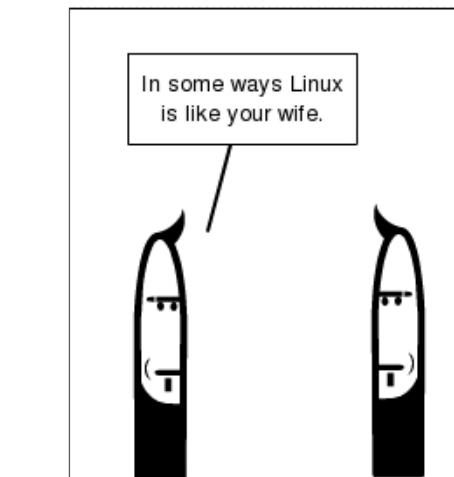
Add the following under the mail function section, inputting your own details as required:

```
[mail function]
; Setup for Linux systems
sendmail_path =
/usr/sbin/sendmail -t
sendmail_from =
<your_webadmin_mail_account@yourdomain.com>
```
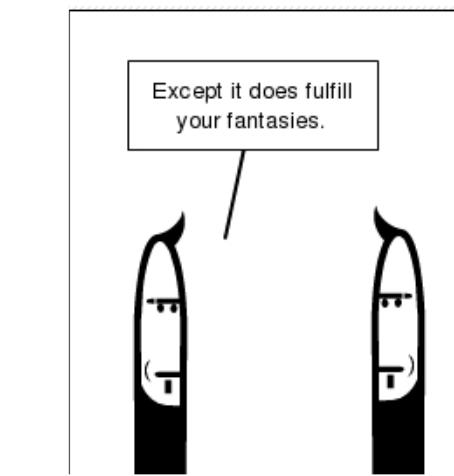
And save. That's it. Your mail scripts should now quite happily send mail.

Richard Bosomworth is a passionate Ubuntu professional who offers open source strategies and services for business IT from the http://toomuchgreen.eu web portal. When not working with technology he cycles vigorously.

Richard Redei

SEE ALSO:
N/A

APPLICABLE TO:
ubuntu kubuntu xubuntu

CATEGORIES:
Dev   Graphics   Internet   M/media   System

DEVICES:
CD/DVD   HDD   USB Drive   Laptop   Wireless

A letter from Ken, in FCM#27, wanted some information on VPNs. As my article in FCM#02 was about using VPNs, I thought that it would be good to write an update to that, as things have changed.

First off, you set up VPNs through the Network Manager. Most VPNs that you set up will use the PPTP protocol. PPTP runs on TCP port 1723. If you are blocking ports out bound from your local machine or LAN firewall, you will need to allow this port to pass. Most of the time this port will be allowed out bound, unless you are an extreme security freak and you have things on lock down.

You will need to locate the Network Manager icon in your Notification Area (yours might look different). This will aid you in getting to the settings of your network and starting VPN connections.

Lets get the PPTP module installed so that we can start creating VPN connections. Guess what? You no longer need to use the command line interface (CLI) for this. PPTP has been put into Add/Remove Programs. This will make it easier for those that who not like the CLI. Open your Add/Remove Programs and do a search for VPN. If you sort by most popular first, it should be at the top. Check the box, Apply Changes, put in your password, and click close. Simple enough.
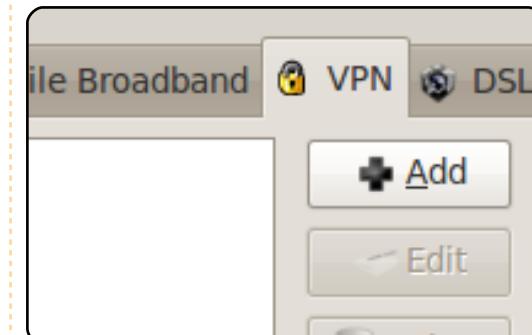
For you CLI people out there, type this at the CLI and it will install the needed packages:
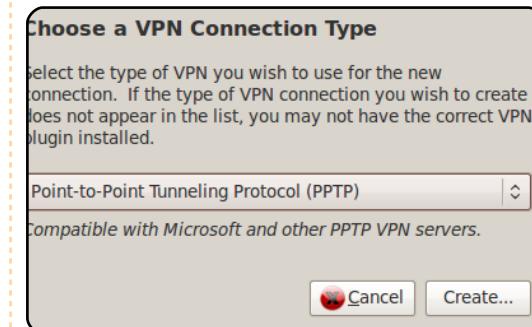
```
sudo aptitude install
network-manager-pptp
```

Now that you have the PPTP module installed for your Network Manager, let's get a connection setup. Right click on Network Manager in the Notification Area and a context menu pops up. On the context menu, click on Edit Connections. Note: you can also left click the icon, go to VPN Connections, then Configure VPN.

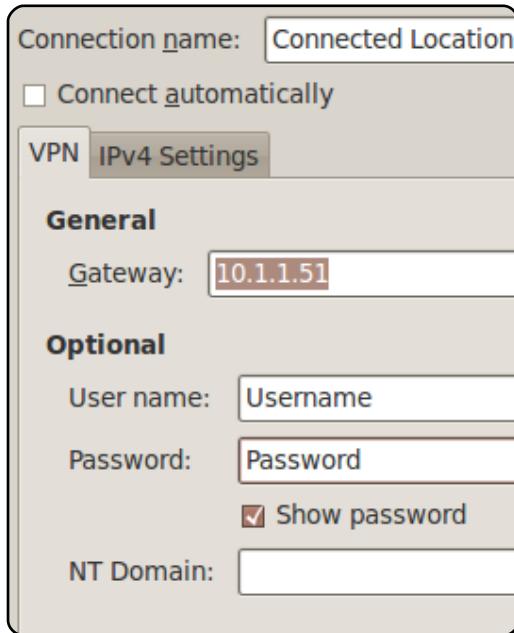In the Network Connections window, you will need to click on the VPN tab.

Next click on Add and then Create.

Edit the name of the connection. You can put whatever you would like, but if you plan on making more than one connection, or have trouble remembering what you set up 6 months down the road, it is a good idea to put the name of the place that you
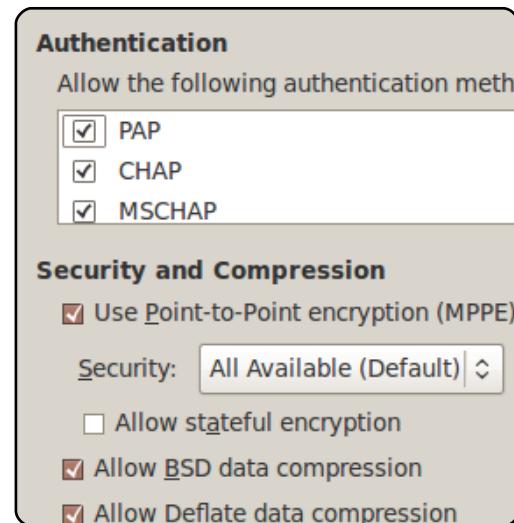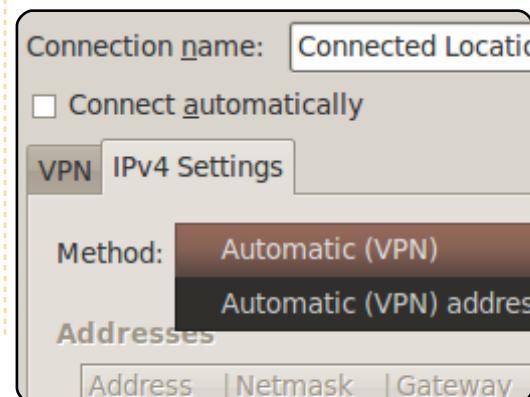
are connecting to.

In the Gateway settings, put the IP or FQDN (fully qualified domain name) that you are connecting to. Personally I just put in the IP. Then fill out the Username. I do not normally put in a password -- just a good habit in my opinion. If want to put in a password, it is really up to you. The password should bind to your Keyring if you want it to.

You might need to go into the Advanced section to select encryption. You might need to check the Use Point-to-Point Encryption (MPEE) to get

connected. Most VPNs are going to require an encrypted connection. Click OK.

The IP v4 settings tab is for Advanced Users. This is where you can change DNS servers for your VPN, set up different network routes based on subnet, and assign a static IP. Things should work without messing with the IP v4 setting tab.

QUICKIE

My wife's HP desktop was getting long in the tooth. Because I had rebuilt computers in the past, many options existed for its replacement. Her Acer One notebook had demonstrated the quality and speed of Intel's Atom 270 processor. I became aware of people using the Atom-equipped mother boards for desktop projects.

Going online, I located a bare-bones computer using the latest Atom 330 processor, a true dual-core version. The case is slightly larger than a sheet of paper and only 2 ½ inches high. I ordered a 1 Tb SATA hard drive, a DVD-CD drive, and 2GB of RAM. When the boxes arrived, the fun began.

The manual, complete with pictures, was easy to follow. I removed the screws for the top and slid it off, revealing the mother board and a metal box for the drives. After removing the black plastic bezel and two screws, the drive tray slid off and out of the case. I installed the hard drive and the DVD drive in their respective openings with the supplied screws, returned the tray to its place, and plugged in the SATA cords.

The RAM memory snapped into place and the computer was back together. I then realized that I needed a USB keyboard and mouse, as there are no receptacles for the conventional cables. After a quick trip to a computer store, it was time to turn on the computer and load the operating system. I had previously burned a CD of Ubuntu 9.04. The speed at which Ubuntu was loaded onto the hard drive was a revelation. I reused the old LCD 17" monitor and the powered speakers.

The bare-bones computer is made by MSI and is called a Wind PC. There is a small fan that cools the entire computer box and it is very quiet. The power requirements are satisfied by an external power supply, similar to a laptop unit, of only 65 watts. The case comes with a plastic bracket to hold it on its side, instead of horizontal. After reading reviews from other buyers, I chose to lay it flat, for optimum cooling. A wireless keyboard and mouse makes it possible to place the computer box quite a distance from your work area, the limiting factor being the length of the monitor cable.

Roger Steiner

My computer experience began with a Kaypro IV (right) running CP/M, a simple machine using two 5.25 inch floppy drives and a nine-inch green monitor screen. The operating system was read into memory from the first floppy drive, and then one swapped out the floppy and replaced it with another floppy holding the software being used, while your data was stored on the second floppy drive. These floppies were 360 KB in size. This setup with a daisy-wheel printer and all needed software cost about $3000 US dollars in the early 1980s. At the time it didn't get better than this; I was living the good life.

Alas, the good life soon went into a downward spiral, as CP/M was crushed by a new operating system called DOS. I used DOS for a while, and then came another operating system, with color graphics (GUI), called Windows. Life

again was good. But soon an even better operating system came along. Of course the fact that I had paid good money for DOS and Windows, plus needing to buy new software, was of no import. You must buy the new and improved (does this sound like a laundry soap commercial?) operating system called Windows 95. This was the be-all end-all of operating systems, so of course you must buy it. But it was followed by Windows 98, Windows 98 SE, Windows ME, Windows 2000, and Windows XP, with more versions than I can count using all of my fingers and toes, it seems. But wait, there's more. Windows XP was soon eclipsed by Windows Vista, also with numerous versions for your perusal. And soon coming to

your desktop is an even bigger-and-better, new-and-improved operating system called Windows 7.

Being thrifty, I decided while running Windows 2000 that I was tired of throwing good money after bad to buy something I didn't like, but then I had to buy more software to secure my computer from outside attacks because of security flaws. The Macintosh sticker shock turned me off as soon as I was fully inside the Apple Store, so I beat a hasty retreat.

I had brief affairs with several GNU/Linux distros, but none of them grabbed me and said "I am the one" until I found Ubuntu. I first used Ubuntu 6.06 and now am using

9.04. Ubuntu has brought me from the Dark Side to Freedom.

I still have trouble believing that this wonderful system is free, both in the ability to add, change, and modify it as you wish, but also free of monetary cost.

I consider myself a noob, because not everything in Ubuntu is easily comprehensible. But this is OK with me, when I recall working with Windows for almost two decades without being able to do everything with it. Today I have a great system enhanced by a lot of help from both books and forums, and it lets me do what I want to do with my computer.

I would be remiss if I didn't say a great big thank you to all the people who contribute their talent and time to give to all of us a truly world-class operating system.

Ubuntu, like fine wine, gets better with age. The more time wine is given to mature, the richer and more delicious it tastes. The same thing can be said about Ubuntu: the more time it is given to mature, the richer it becomes, the more content you see and the more compatibility you get.

I started using Ubuntu back in 2005, when I got my first laptop. I knew nothing about open-source programs or about other operating systems. I was heading off to college and the only operating systems I knew about were Windows and Mac. Windows looked boring and a Mac was too expensive. The guy whom I bought the laptop from gave me an open-source live bootable CD containing programs and an image of Ubuntu. All of the open-source programs worked like magic on my new laptop. The only problem was that nothing booted up.

For a while I forgot all about the operating system on the CD and continued using Windows XP on my computer until it became too boring for me. I didn't like its excessive automatic operations and its lack of easy inexpensive customization. I needed something to spice up my computer. So I started looking into different types of operating systems and again came upon Ubuntu.

When I visited the Ubuntu Web site I was amazed by everything that Ubuntu was promoting and standing for. I ordered two versions and waited six weeks for the CDs to reach Trinidad. As soon I got them, I backed up everything on my laptop and installed Ubuntu. Everything installed perfectly. I loved having a different operating system from everyone else, and I was soon able to customize it and make it my own.

However, good things do not last. I needed Microsoft Office to do reports for school, and Ubuntu was open source, not recognizing Microsoft Windows or any Windows programs. Although it had thousands of beautiful software programs at its disposal, it lacked the one I needed. So about a month afterwards, I uninstalled Ubuntu. I was sad to see it go. However, I made a promise to come back to it as it got better.

When Ubuntu 9.04 came out in April, I decided to give Ubuntu a chance again. I ordered a CD and had to wait six weeks again for it to arrive. When it did, I first gave it a test run to see that everything was working proberly. The reason I gave up on 8.10 was that it was not connecting with my mobile PC card. However, a different tune can be sung for Ubuntu 9.04.

As soon as the test screen came on, it indicated that I had a mobile PC card, and it asked me to input information for running the card. I did just that and crossed my fingers hoping and waiting for it to connect to the Internet. Happily, it did connect. Thus my mind was made up. I quickly backed up my stuff, deleted Windows, and installed Ubuntu. Everything worked perfectly, from the graphic card to the sound card. I have had no major problems.

However, I still do need Microsoft Office. Doing some research, I found two companies who do advance development into Wine Microsoft Windows Compatibility Layer, thus allowing Microsoft Office to work through their programs. Now I can have Ubuntu and Microsoft Office without having to dual boot or run it in a virtual machine.

So, the Ubuntu operating system is just like fine wine (the drink, not the program) in that it improves with age. It is now a great operating system with access to loads of beautiful software.

I have been using Ubuntu since the release of Breezy Badger 5.10. This means I missed Warty Warthog and Hoary Hedgehog. The reason I am bringing this up is because I started using Nvu to create web pages, back with Breezy Badger, while it was still supported. If I am not mistaken it was still supported up until Gutsy Gibbon. I know I couldn't get it to work with Intrepid Ibex 8.10, and, of course, it would not work with Jaunty Jackalope. I really liked the program; I used it for publishing web pages for customers for my web business. I was beside myself when it was no longer supported. I wasn't sure what I

was going to do. I could have gone back to doing it the old fashioned way, editing the page locally and then uploading it to the server, which wasn't that bad.

Nvu is still supported on Windows, so I went to http://www.net2.com/nvu/download.html and downloaded a Windows version. I used my Windows machine until I discovered KompoZer. It's a KDE program, but it works great in Gnome.

If I had been paying attention to what was said on the Nvu website, I would have seen that they recommended downloading the KompoZer version of Nvu. They even had a link: http://kompozer.net/download.php, but the one in the Synaptic package manager was a newer version. Whenever possible I always use the one in the package manager. The version at the time of this writing is 1.0.7.10ubuntu6 and is described as a Complete Web

Authoring System.

The whole description is as follows:

''*KompoZer is a complete Web Authoring System that combines web file management and easy-to-use WYSIWYG (What You See Is What You Get) web page editing.*

KompoZer is designed to be extremely easy to use, making it ideal for non-technical computer users who want to create an attractive, professional-looking web site without needing to know HTML or web coding.

I am not going to include any screen shots of Nvu but if you are interested in comparing it to KompoZer just go to: http://www.net2.com/nvu/screenshots.html

At this point I am going to focus on KompoZer. I use it, not because I want to get away

from HTML, but because I can change the HTML and see the results before I even publish the page.

I have a customer that I do obituaries for and it takes me about 5 minutes to do one page, because I have a template online that I make changes to and then publish it under a new webpage name. I then make a quick change to an index page and add a link to the new obituary page and I am done.
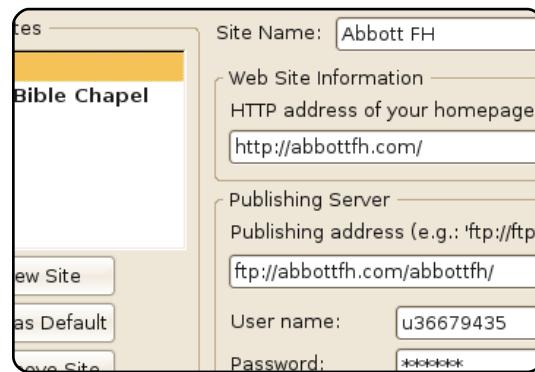
Once I installed KompoZer I had to set up the servers I wanted to work with. The way the program works is, you open the page, make changes and then re-publish it. All the time you are working live on-line. I find this a very fast way of doing things.

From the main menu: Edit > Publishing Site Settings is where you set up your servers. The Publishing Site Settings dialog box (see figure Four) has some fields that need to be
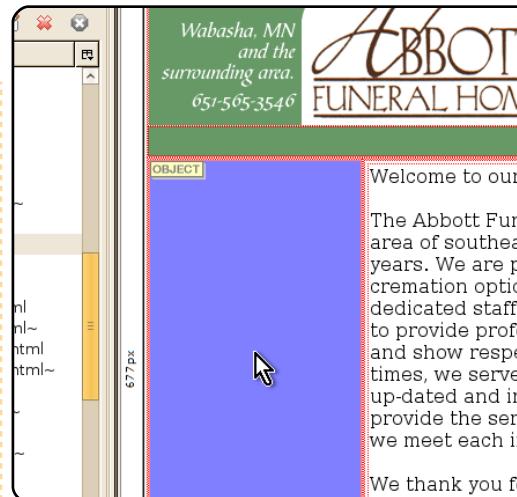
filled in. I am giving you a screen shot of one of my server settings as an example.

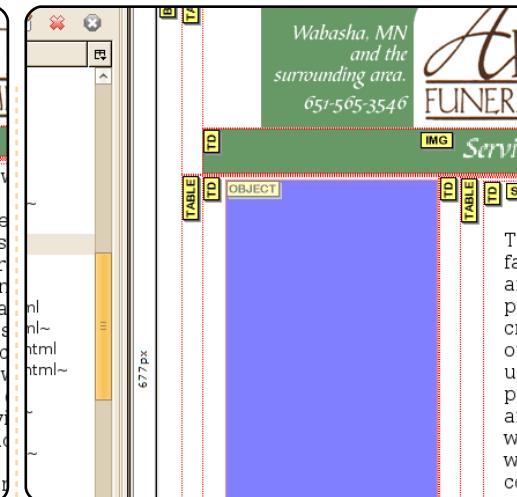As you can see, they are very simple and straight-forward.

Once you have your servers set up, you are ready to edit a page or add a new one, and do all your publishing from one program. It's fast and clean.

To open a page, all you do is find it on your server in the left column and double click on it. It will open your page in the right window where you will find four tabs at the bottom of the window. The next four screen shots are the same index page from Abbott's Funeral Home but with the four different tabs (right).

Normal view gives you a WYSIWYG view. In this view you can make changes to your web page, and it will show your changes when you publish it. The next view is the HTML Tag. This allows you to view what HTML tags are being used and where. Next is the view that I use to make changes to the webpage: the Source Code view. After I make changes I can go to the next view and see how my changes will look when it is published.

Once you have made all your changes or created a new page, you can go to the top menu: File> Publish or Publish as, and publish your finished work.
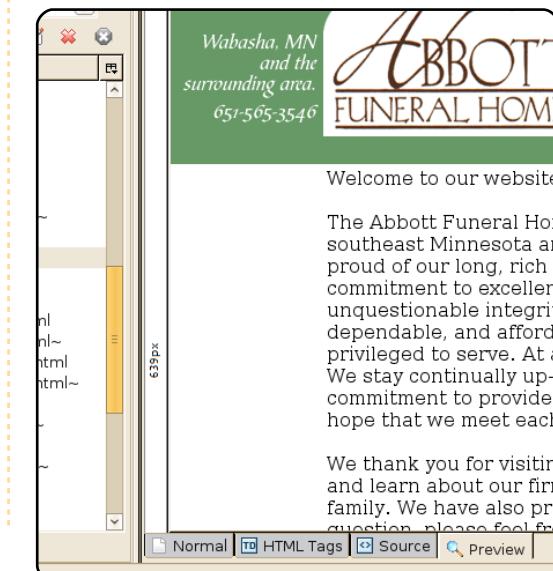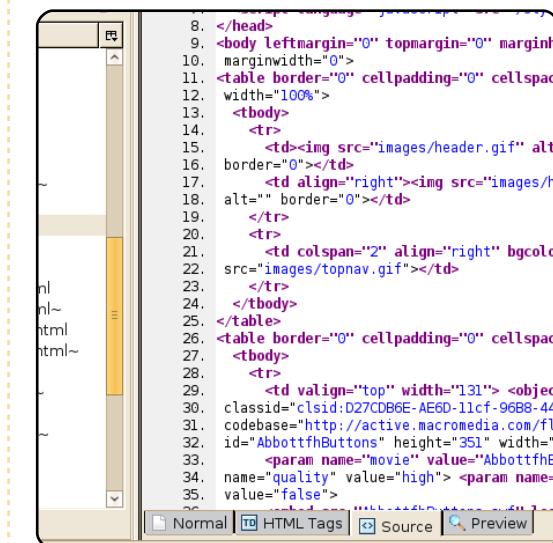

I find this a very handy fast way to make quick changes and, by using templates, to create new pages.

If you add any graphics to a page, you must upload them first or you will get error messages saying that the graphic file cannot be found. I find it easier to upload all my graphics before I ever start working with KompoZer. I use the plugin for FireFox called FireFTP. It is fast and very easy to upload all my graphics that way beforehand.

This is the third article I have written for FCM – not counting my letters. When FCM used almost every article ever sent (over the past two years) I

thought it's about time I get on the ball and write another one. Just for the record I am writing this on my old laptop, and if you want to read about my old laptop you will have to look back in FCM#16, page 24.

MOTU INTERVIEW

Taken from **behindmotu.wordpress.com**

Iulian Udrea

Behind MOTU is a site featuring interviews with those known as 'Masters of the Universe' (MOTU). They are the volunteer army of package maintainers who look after the Universe and Multiverse software repositories.

Age: 17
Location: Romania
IRC Nick: iulian

How long have you used Linux and what was your first distro?
I have been using GNU/Linux since four years ago. My first distribution was Debian 3.1 Sarge.

How long have you been using Ubuntu?
Since 6.06 Dapper Drake.

When did you get involved with the MOTU team and how?
I got involved with the MOTU team during the Hardy development cycle. I joined the #ubuntu-{motu,devel} channels on Freenode in December 2007, IIRC. After some time of idling and not saying a word in both channels, I started to look at some bugs in Launchpad and tried to fix some of them. My first patch uploaded to Ubuntu was in March 2008.

What helped you learn packaging and how Ubuntu teams work?
I learnt packaging by reading the Debian policy, Packaging Guide from our wiki page and some other excellent documents from the web. Frankly, I cannot remember from where I learnt how Ubuntu teams work. I believe I learnt by reading their wiki pages and talking about them on IRC.

What's your favorite part of working with the MOTU?
Oh, that is a very interesting question. My favourite part of working with the MOTU is, obviously, the people. I really like how they interact with each other and sharing ideas. All I can say is that all of them are really helpful, friendly and it's just a great feeling working with them. I am really proud that I'm part of this team.

Any advice for people wanting to help out MOTU?
Just dive in. You do not need to know any programming languages by helping out MOTU, but sometimes in may help you when fixing a non-packaging bug. There are many excellent documents from which you can learn packaging. In my opinion, packaging is not so difficult as it looks. It doesn't take so much time to learn it. Once you learn the basics, it will be a piece of cake. You will just need to understand it. Like I said in the previous interview when I wasn't a MOTU, the hardest step is to get in, once you are in, you will never want to get out, unless you are barmy. :-) Nobody knows everything so do not hesitate to ask questions in the channel or in the mailing list.

Are you involved with any local Linux/Ubuntu groups?
Unfortunately, I am not involved with any local Linux/Ubuntu groups.

What are you going to focus on in Jaunty?
I'm going to focus on merging/syncing as many packages as I can and fix nasty bugs. I started to get involved with the Kernel team as well so other than merging and syncing with Debian I focus on making patches for the kernel team.

What do you do in your other spare time?
Reading. I am a fanatic reader, I read a lot, especially Computer and Science Fiction books. I am also a skater. So if I'm not at home, reading, you can find me in the park, skating and jumping like a barmy boy.

LETTERS

Every month we like to publish some of the emails we receive. If you would like to submit a letter for publication, compliment or complaint, please email it to: letters@fullcirclemagazine.org.
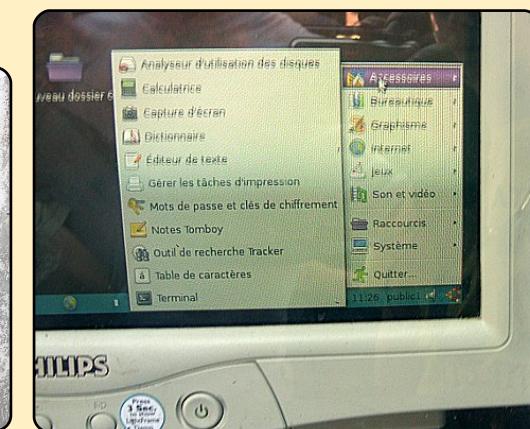**PLEASE NOTE: some letters may be edited for space reasons.**

Seeing Stars

Folks, I have been with Ubuntu since 6.04 and have enjoyed the experience. I used to hate time with Windows, but with 9.04 I am coming to the conclusion the same out of control software is starting to impede Ubuntu. For example, my DVD/CD drives used to work in 8.10. I upgraded to 9.04, in June of 2009. It boots up within a minute, but I've lost my DVD and CD drives. You knew about the problem in March.

I think the problem is, you guys are seeing stars with each new release, and you are not fixing the problems that these new releases have. Let us slow down the releases, maybe one each year, or one every two years. Use the time to make a bullet-proof system. Do more testing so that everything works, or is caught in a very short time. I can't recommend 9.04 to my mother! She would be in tears when things no longer work. They used to work, but not now.

Please keep giving us updates, that fix the problems. Then you can come out with a new release with everything working and a lot of cool new stuff too!

Thanks for letting me vent, I hope that things can begin to change in a positive direction.

James Stermole

GUI Python

First, I want to congratulate you for your great Python articles, but I have a question. There are a lot of places where we can get information about how to program in python, but there aren't any where we can get information on how to program in Python with a GUI. Will your articles include GUI stuff?

hhlp

Greg replies: *I'm planning on doing GUI programming in part #5 or #6. Currently the plan is to use Boa Constructor,*

On a recent holiday to France I was surprised to see a computer keyboard and mouse on a window sill, with the screen behind the window. The sign said that use of the computer was free in the mornings, and also gave a small menu of refreshments available. This is unusual in most places, but in a sleepy market town in France it looked positively alien.

The desktop was in French (unsurprisingly) but I was surprised to see the PC had Ubuntu installed. The default web browser was Firefox, and all other usual applications were available. Obviously, the people offering this PC for public use felt that the price, security and language support of Ubuntu were preferable to other commercial operating systems!

My grasp of French is not great, so I was limited in what I could do on the PC. However, I saw several other people use the computer on further visits to the town, so it is obviously getting some use. Offering a service like this has some potential downsides, though; once I passed the computer to see a selection of "adult" websites on the screen. Killing all browser windows left the PC ready for the next user.

Perhaps this public offering of free PC use and internet access is commonplace, but it certainly surprised me – especially as they were using Ubuntu.

Chris Taylor

which uses wxPython, as the GUI designer even though there are some bugs in the Linux version. I will be showing how to work around those as well. It's available via Synaptic. There is a tutorial within the help if you want to get a "leg up" before the articles come out.

Baseball Coach

I was reading your questions column, and read your answer to the Baseball Coach's question. Quite by accident, I've found an application which is an unbelievably good fit for the coach's needs. Get him to try *LongoMatch* (shown below) http://www.getdeb.net/app/Longo oMatch. It's at GetDeb so it looks like it should work in Jaunty.

Alistair Munro

VirtualBox – Compiz

In a previous issue's Q&A I found an answer that could be expanded: the question about VirtualBox appearing transparent. The proposed solution is to deactivate Compiz altogether. While this solution works, there is another, less restrictive workaround :
• Launch CompizConfig
• Select the "Window Rules" plugin in the "Window Management" tab.
• For the "No ARGB" rule, add the line: *title=Sun VirtualBox*

This will turn off the transparency for VirtualBox only, but keep all the other Compiz settings working. I found this on the French Ubuntu forum (ubuntu.fr) when I encountered the same problem.

LJ

Home Networking

FCM#28 dealt with LAMP and networking Ubuntu PCs with SSHFS. I would like to know how to set up a home network using Ubuntu. Hardware manufacturers are now releasing products with wireless networking capabilities. I would love to see a series on how to have a server housing the data in a home and the users accessing it from anywhere in the house, or even the world, using their devices such as laptops or mobiles.
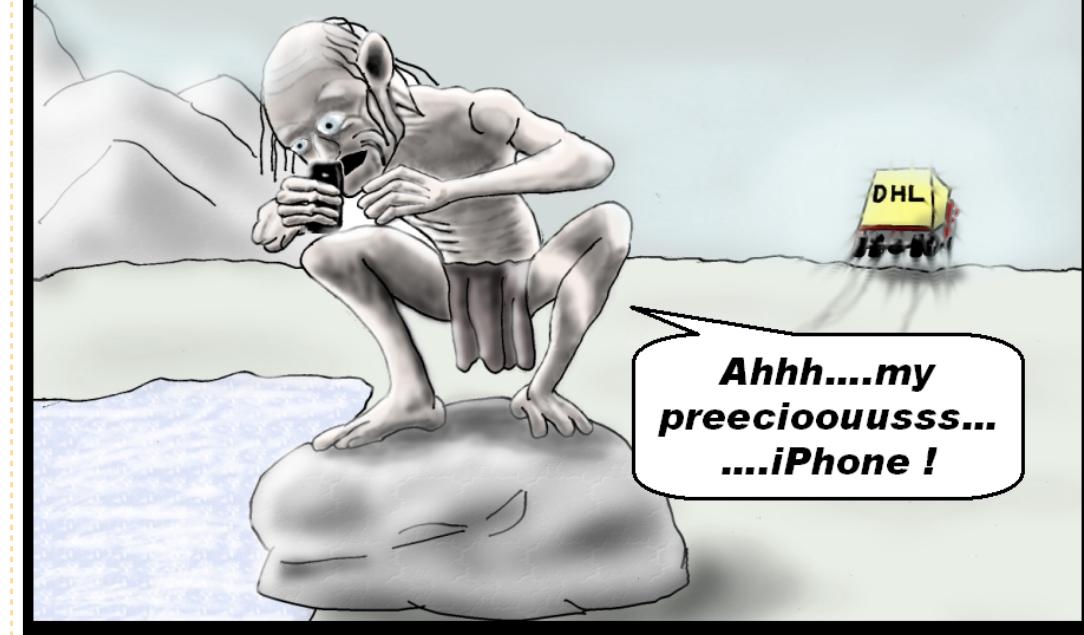
Danish Lala

Ed: *Any networking guru's want to help Danish (and the many others) with home networking? Email your article outline to*: articles@fullcirclemagazine.org

GAME NEWS

Quake Live on Linux! - Finally, Quake Live is now out for Linux. Go to www.quakelive.com, to start fragging.

Warsow 0.5 is out! - Latest version brings New modes, maps, textures and weapons.

The biggest game for Linux in 2009 is finally out! Quake Live is an online FPS, which is entirely based on Quake 3. id Software wanted to bring one of the most popular online FPS to 2009, by updating the graphics and adding modern-day game features. The key unique feature Quake Live brings is the ability to play the game within your web browser. All you need is an account and download of the plugin to start playing. The best thing is that it's free to download and play!

If you have played any of the Quake games in the past, there is nothing new to tell you. It is the same great fast-paced shooter it has always been. Like any FPS, the aim is to move yourself around the map, kill as many people as possible and try not to die. However, Quake stands out from the rest of the pack with its amazing array of weapons, sci-fi maps, and excellent community. Quake Live is no different. The game comes with 25 maps, most of which are based on Quake 3 maps. These maps consist of a sci-fi look and feel and a great layout to suit all 5 game modes: Duel, Deathmatch, Team Deathmatch, Capture the Flag, and Clan Arena. These should

all be familiar to you. All the Quake games were famous for their excellent range of weaponry. All the standard weapons are here, but with some awesome additions. Plasma rifles and rocket launchers are fan favourites and are still very effective.

Apart from bringing an old game to 2009, id Software has updated and added many new features. In the past few years, thanks to Xbox 360, stats and achievements have brought a competitive wave between gamers. id Software has seen this rise in popularity and have finally brought it to Quake. The achievements are based on getting so-many kills, winning so-many matches or doing a certain trick. The achievements

are saved on your profile and can be seen by the community. The stats in the game are displaying the amount of games you have played, the number of kills and deaths, your favourite weapons, your success-rate with certain weapons, etc. There is a lot of information about you, which can be compared with other players. Both these features offer an excellent way to make you want to play the game more, and you can get a great sense of achievement from them. Friends list has been slowly added into many multiplayer PC games, and Quake Live has followed suit. You can add friends from work and school as well as friends you have met in-game. The list allows you to chat and create

matches with your friends. One major and much needed feature which has been finally added to Quake is Clan Support! Quake has always been about joining clans and having clan matches and tournaments. You can now setup clans and allow clans to create matches and setup tournments. This is a welcome feature for the hardcore Quake fans.

The Quake series has always been a hard game to do well at, due to its fast-paced nature and the high skill level of most players. Being a casual game due to the ease and speed of downloading and joining a match, id Software has added some new features to help new and less-experienced players play Quake Live. From the start, players are forced to try out a tutorial which tests your skill level. It is an excellent way to learn the ropes, but it plays a more vital role in match making. In past Quake games, you joined a match and were likely to face tough competition. However, this time around the game will judge your skill level and

suggest matches at your level. In my experience, this system works very well. I was in matches where I was able to get plenty of kills, but the competitors were also challenging enough to prevent boredom. The accessibility of the game works very well for both hardcore fans and new players, thus allowing them to face competition at their own level.

Graphics are generally good, but are now out-dated by 10 years. However, id Software wanted to keep the graphics the same as in Quake 3, so one can't complain too much. But it would be nice to have some updated graphics. The game is very scable. You will be able to run it on very old hardware, and you can go into great detail adjusting the graphic's settings. The game sounds great too. Hearing the explosions, the whistling of rockets flying around, and the blasts of the plasma rifle are thrilling!

So far, I have talked about how great this game is. Trust me, it's brilliant. However,

every game has its problems. Quake Live does too, due to annoying bugs and glitches. There are a few frame-per-second dips and textures ripping slightly, but the major issues have been with sound. Sound can be poor quality: crackling, out of sync, and shutting down. However, Quake Live is still under beta, so bugs are expected.

Overall, Quake Live is an excellent game. Thanks to the matchmaking, the achievements, and the stats, Quake Live is the most accessible and enjoyable game in the series. With a large community there is always a match to join with people you can beat. My only concern for the game is attracting hardcore Quake players to play. With all the accessibility, the hardcore fans may not enjoy the more casual approach to the game. It's more likely they will go back to Quake 3 (which is still the most played Quake game). So, it seems that Quake Live is for the players who want to play Quake, but not at the same level as the hardcore fans.

Score: 9/10

Good:
Match-making
Excellent community
Stats and Achievements
Its Free!

Bad:
Bugs with graphics and sound
Out dated graphics
May not attract hardcore fans

Ed Hewitt, aka chewit (when playing games), is a keen PC gamer and sometimes enjoys console gaming. He is also on the development team for the Gfire project (Xfire Plugin for Pidgin)

Q&A

Written by Tommy Alsemgeest

If you have Ubuntu-related questions, email them to: **questions@fullcirclemagazine.org**, and Tommy will answer them in a future issue. **Please include as much information as you can about your problem.**

Q I am interested in doing a open source project. But I don't know how to get started. Please help!

A It depends on what you are good at, what you enjoy, and which open source projects you like most. If you like Ubuntu and are into programming, you can always look through launchpad for bugs to fix. Or, if you are a good writer you can work on the documentation, or on the Ubuntu wiki. If you are an artist you can help with the artwork in Ubuntu. Launchpad is always a very good place to start, as there are many different ways to help from the one interface.

———————————

Q Installing Skype in Ubuntu is no problem, but getting it working is a problem. That problem is Audio Playback. Which files are missing? It works for me in Ubuntu 8.04 but not in 9.04.

A It is most likely not a file that is missing, but just a configuration problem. Unfortunately though, that could mean almost anything could be wrong. However, you might want to try running through the troubleshooting section on the Ubuntu wiki: https://help.ubuntu.com/community/Skype. It seems that most people are able to fix the problem you described by removing pulseaudio, and replacing it with esound. The instructions for that are on the wiki page.

———————————

Q I recently installed Ubuntu 9.04 Desktop. I need to connect to a remote MS SBS 2003 server behind a Cisco 850 router. I have installed vpnc and it seems to connect fine, but after I authenticate, I see:

```
VPNC started in background
(pid: 17270)...
```

However, tsclient fails with the message that it can't connect to the computer. I select the RDP protocol. Note that RDC worked fine over the Cisco VPN client to the MS SBS 2003 server. Also, the SBS sever is listening to ports 3389 and 1723. Any help would be appreciated.

A I'm afraid I have absolutely zero experience with MS SBS 2003, and I can't seem to find much on the problem either. Here is one link I came across, written for Ubuntu 8.04, but that should still work for 9.04: http://blogs.technet.com/girish/archive/2008/05/30/ubuntu-8-04-on-sbs-2003-network.aspx

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Q With reference to the Squid article in FCM#28, I have one desktop and one laptop which are connected to each other through a Netgear DG834G ADSL router-c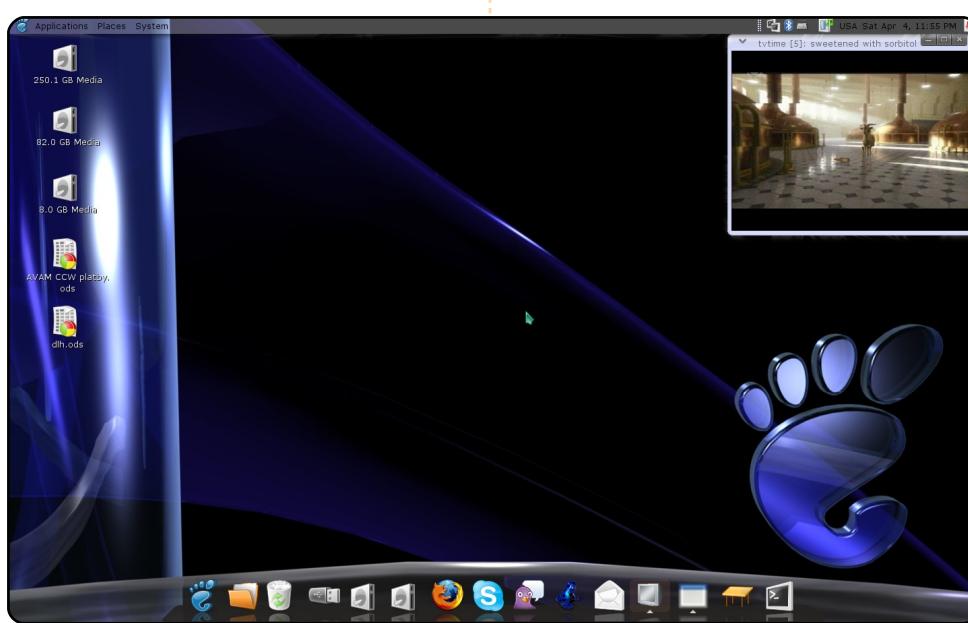um-modem (which also serves as a dhcp server). The modem provides a net connection to both of the machines. In such a setup, is it possible for me to take advantage of Squid proxy server? If yes, then how do I go about it?

A Yes it is possible, and there are a few different ways that you could go about doing it. But of course, it will depend on you having one of your machines on 24 hours a day (or at least whenever one of your computers wants to access the internet). You can either install the Squid server on one of your machines, or you could always install it into a virtual machine (a good how-to on this is here: http://www.ubuntugeek.com/create-and-manage-virtual-machines-using-virtualbox.html). Make sure that the server has internet access, then simply point all of your real machines to use the new Squid proxy instead of using the DHCP of the router.

MY DESKTOP

Your chance to show the world your desktop or PC. Email your screenshots and photos to: **misc@fullcirclemagazine.org** and include a brief paragraph about your desktop, your PC's specs and any other interesting tidbits about your setup.

This is my desktop. It took me almost a year to move from Windows to Ubuntu. I have learned how to change things in Ubuntu thanks to the great community on the forums. This is something I feel Windows will never have. In the beginning, I thought the lack of commercial games was the main problem with Ubuntu. Linux has less games, but they are more playable, and I enjoy them more than I do on Windows. Remember the first computer games? Today's commercial games lack simplicity. I started with a Sinclair computer and after 20 years using computers I see a big degradation of quality, originality, and playability. What do I play most? Open TTD (I like its multiplayer feature) and Enemy Territory, among others. Full Circle is cool; I discovered it two months ago. My configuration: AMD Athlon LE1640, 2GB RAM, Radeon X800GTO, Ubuntu 8.10, Compiz with AWN dock.
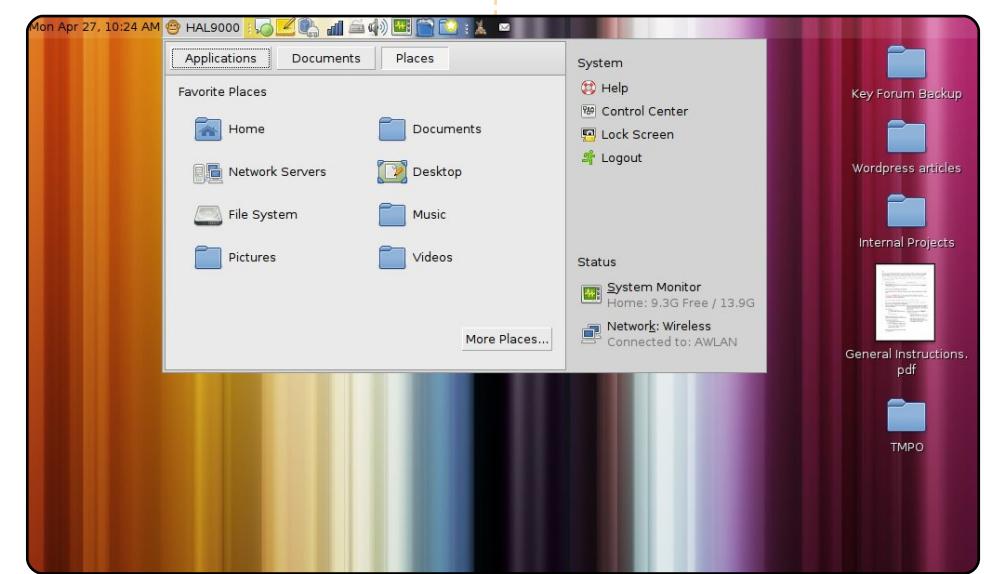
Ales

Ubuntu 8.04 on my Dell Mini 9 Netbook. On this small-screen, low-end netbook I tweaked quite a lot to increase productivity and shed things I don't need.

• Compiz off (actually completely removed).

• Using Gnome Do so I don't need to click Application.

• On a 600p screen, I cannot afford two panels. Only 1 top panel.

• Using "window-picker-applet 0.1" from Netbook Remix. It's a way better window list--windows to icons. An alternative for this could be AllTray-- if only it could automatically send windows to tray icons.

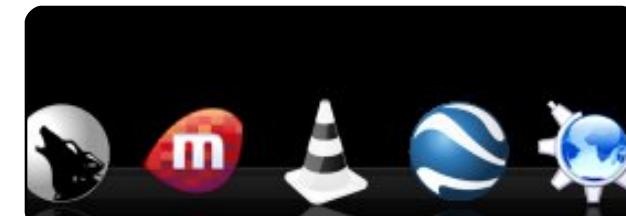• Using SLAB menu. Took a while to tweak into a monkey-face named HAL9000...

Sean P. Gunn

This is my desktop! Im running UbuntuStudio 8.04. My desktop is pretty simple, I'm using a theme called Slickness Black and Overglossed, with Black 'N White icons, all downloaded from gnome-look.org. This all runs on an Intel 2.66 Hz with 512 RAM. The PC is actually my own home-made studio. Greetings from Argentina.

Juan C. Barrientos

I'm running Ubuntu 9.04 on my IBM T41. It's running the Intel Pentium M (1.6 GHz) with 749 MB of RAM. I have the black-white icons installed along with compiz fusion. I tend to be a fan of dark themes -- more specifically, dark themes with a glossy finish. I also run the awn dock bar which makes it much easier to navigate through my installed applications. It has been a little over a year since I started using Ubuntu, and if I had known Linux was this good it would have saved me some headaches! Just a week prior to writing this I had a friend's desktop at my house reconfiguring his whole XP install; it was long gone. I am truly thankful for Ubuntu and how it has changed my computing. It's secure, simple and it works!
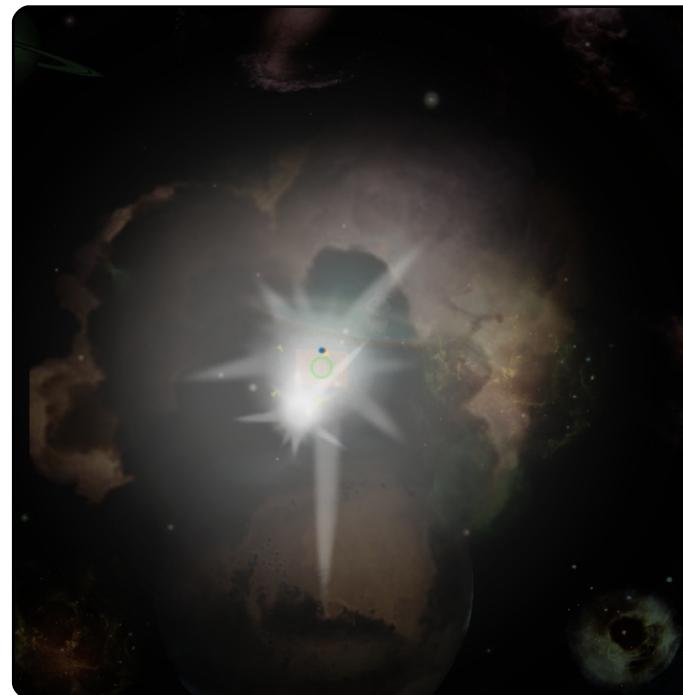
Andrew Alliance

Adanaxis

http://www.mushware.com/x11/

You thought 3D games were awesome? Well, you should try Mushware's 4D first-person shooter. That's right: four dimensions. If you've heard of a tesseract cube, you may begin to understand. Otherwise, you should really just download the game and start playing. It's a space shooter, but not the type your granddaddy played: it has a fourth dimension, which you can reach only by using your right mouse button. This invisible dimension makes initial gameplay frustrating, but it can turn out to be a lot of fun.
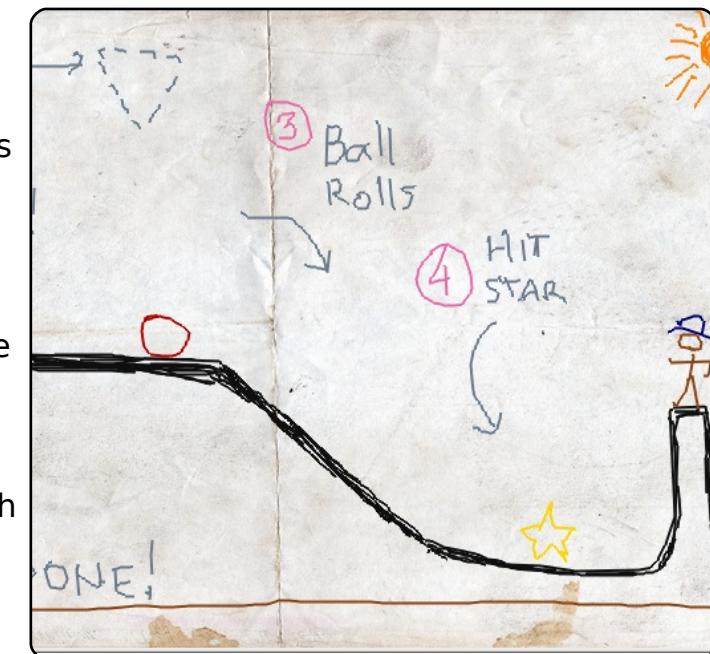
You can download a demo at http://url.fullcirclemagazine.org/910f5a. Alternatively, you can also buy the full version for $15.

Numpty Physics

http://numptyphysics.garage.maemo.org/

One of the best physics sandbox games around is Numpty Physics. It's based on the same engine as the popular (commercial) Crayon Physics. The object of the game is to guide a ball from its starting position to the finish line. To do this, you can draw surfaces, ropes, blocks, and so on. It sounds easy, but it's not: everything's affected by gravity, and gravity can be wicked annoying. Still, it's loads of fun.

To install Numpty Physics, use the Ubuntu package at the home page.

TOP 5 – PHYSICS GAMES

Phun

http://www.phunland.com/

If you love Numpty Physics, but don't like its gameplay, give its competitor, Phun, a try. Phun is another 2D physics sandbox (minus Numpty's gameplay), created by Emil Ernerfeldt. Unlike Numpty, it's not based on the Crayon Physics engine; it was built on an engine originally created by Ernerfeldt while he was at university. As a result of its complex physics engine, Phun is one of the most fun sandboxes around.

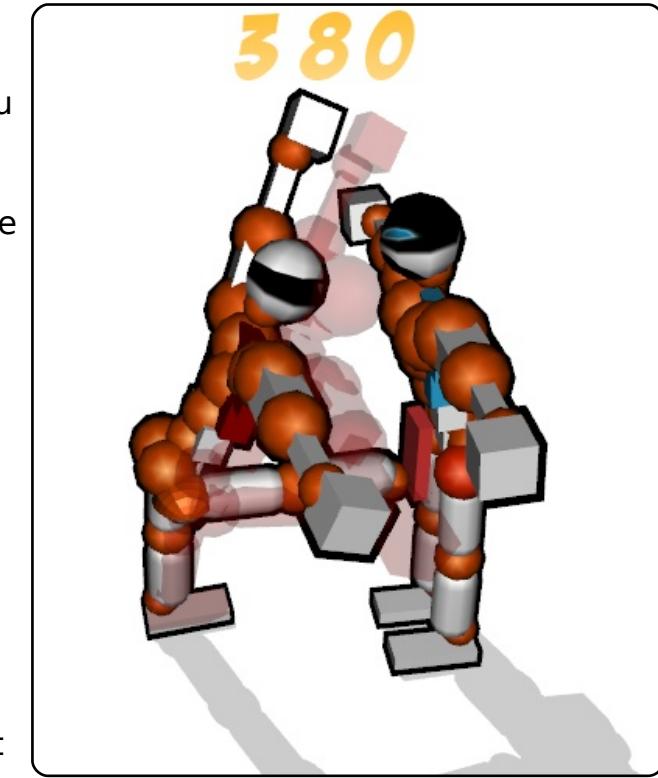To install Phun, you have to get the binary .tgz at the Phun website. You can also see some common installation problems at http://ubuntuforums.org/showthread.php?t=705996.

Toribash

http://www.toribash.com/

Toribash is a classic one-on-one fighting game with a twist - you micromanage every single part of your fighter's body. You have to move each body part carefully, making sure that your character doesn't fall over in the process. Once you've made your choices, you can advance frame by frame to see the bloody gory mess.
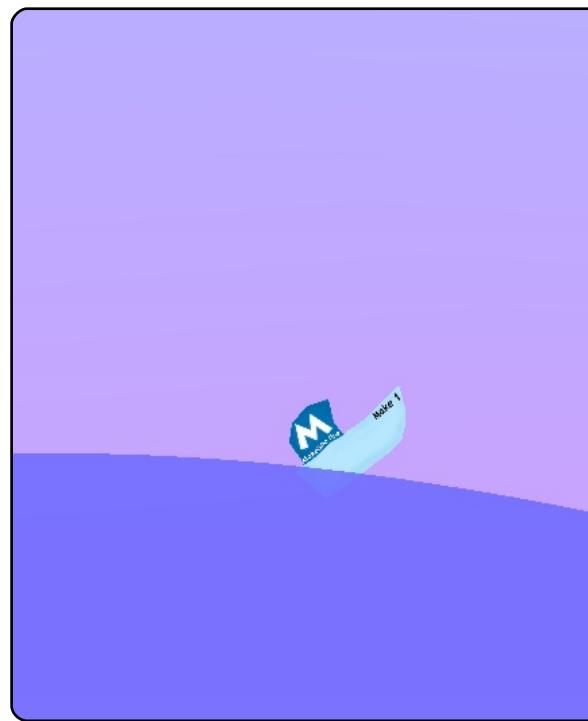
To install Toribash, use the Ubuntu package at the Linux Toribash page: http://url.fullcirclemagazine.org/5e898e.

TOP 5 – PHYSICS GAMES

Bloboats

http://bloboats.blobtrox.net/about.php

Bloboats is an older, less-complex, soft physics game. It's very similar to Jelly Car (a popular iPhone game). Its side-scroller premise seems simple enough: just pilot a boat to rescue another boat. However, your boat is incredibly hard to maneuver: you have full control over its thrust to the right and to the left. As a result, it's hard enough even keeping the boat level, let alone moving. Add in sea monsters and rising tides, Bloboats becomes a challenging yet addictive physics game.

To install Bloboats, use the `*bloboats*` pacakge in the `universe` repositories.

The Ubuntu UK podcast is presented by members of the United Kingdom's Ubuntu Linux community.

We aim is to provide current, topical information about, and for, Ubuntu Linux users the world over. We cover all aspects of Ubuntu Linux and Free Software and appeal to everyone from the newest user to the oldest coder, from the command line to the latest GUI.

Because the show is produced by the Ubuntu UK community, the podcast is covered by the Ubuntu Code of Conduct and is therefore suitable for all ages.

http://podcast.ubuntu-uk.org/

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