



Por aquí te dejo el enlace de descarga del sistema operativo Parrot, que es el que estaremos usando a lo largo de todo el curso:

- Descargar Parrot OS: <https://parrotsec.org/download/> (<https://parrotsec.org/download/>)

Asimismo, te dejo a continuación el enlace de descarga de VMWare Workstation:

- Descargar VMWare Workstation:
<https://www.vmware.com/es/products/workstation-player/workstation-player-evaluation.html> (<https://www.vmware.com/es/products/workstation-player/workstation-player-evaluation.html>)

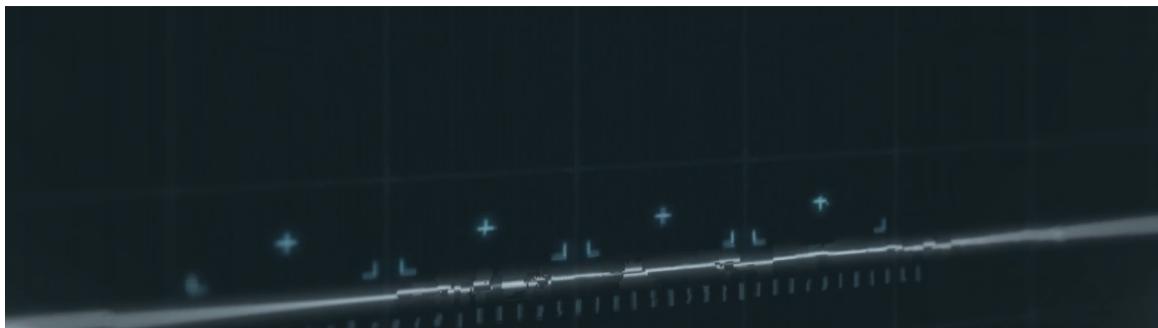
Recordad que en caso de que estéis teniendo problemas de red y no se os esté asignando dirección IP, podéis por un lado ejecutar estas instrucciones:

- **ifconfig tuInterfaz up**
- **ifconfig tuInterfaz ipDeseada netmask 255.255.255.0**
- **route add default gw ipGateway**

En caso de que queráis configurar una dirección IP estática para no tener que estar aplicando estas instrucciones cada vez que arranques el equipo, puedes crear el siguiente archivo en la ruta '**/etc/network/interfaces**':

```
sudo nano /etc/network/interfaces
auto ens33
iface ens33 inet static
    address 192.168.1.150
    netmask 255.255.255.0
    gateway 192.168.1.1
    dns-nameservers 8.8.8.8
```

Recordad que será necesario ajustar el nombre de vuestra interfaz, así como la dirección IP que queráis asignar y la dirección IP del gateway.



En resumen, primeramente ejecutaremos el siguiente comando:

- **apt install build-essential git vim xcb libxcb-util0-dev libxcb-ewmh-dev libxcb-randr0-dev libxcb-icccm4-dev libxcb-keysyms1-dev libxcb-xinerama0-dev libasound2-dev libxcb-xtest0-dev libxcb-shape0-dev**

Posteriormente, aplicaremos una actualización del sistema con el comando '**apt update**'. Acto seguido, tenéis que dirigiros a la carpeta de descargas de vuestro equipo y descargar los proyectos '**bswpwm**' y '**sxhkd**' con los siguientes comandos:

- **git clone https://github.com/baskerville/bswpwm.git**
- **git clone https://github.com/baskerville/sxhkd.git**

Para instalar cada uno de estos, lo que debéis hacer es meteros en ambos directorios por separado y ejecutar los comandos '**make**' y '**sudo make install**'.

En caso de que os salga algún error relacionado con '**xinerama**', podéis ejecutar este comando:

- **sudo apt install libxinerama1 libxinerama-dev**

Finalmente, instalaremos '**bswpwm**' con el comando '**sudo apt install bswpm**'. Este es un paso que se me olvida aplicar en esta clase, pero aún así lo hacemos más adelante. Mi recomendación es que lo hagáis ya para evitar problemas futuros.

¡Recordad que está prohibido hacer un '**apt upgrade**'!



Video lesson

Configurando el Sxhkd



Os compartimos el script '**bspwm_resize**', necesario para poder reajustar el tamaño de las ventanas:

- [\(https://hack4u.io/wp-content/uploads/2022/09/bspwm_resize.txt\)](https://hack4u.io/wp-content/uploads/2022/09/bspwm_resize.txt)

IMPORTANTE: Quidad la extensión '**.txt**' una vez lo depositéis en vuestra máquina de Parrot. Os lo tenemos que compartir como archivo '**txt**' dado que de lo contrario no nos deja adjuntarlo por motivos de seguridad.



clase, necesario para instalar una serie de dependencias previas a la instalación de la Polybar:

- **apt install cmake cmake-data pkg-config python3-sphinx libcairo2-dev libxcb1-dev libxcb-util0-dev libxcb-randr0-dev libxcb-composite0-dev python3-xcbgen xcb-proto libxcb-image0-dev libxcb-ewmh-dev libxcb-icccm4-dev libxcb-xkb-dev libxcb-xrm-dev libxcb-cursor-dev libasound2-dev libpulse-dev libjsoncpp-dev libmpdclient-dev libuv1-dev libnl-genl-3-dev**

IMPORTANTE: En caso de que os de problemas el paquete '**python3-sphinx**', simplemente quitadlo del comando anterior. Primero probadlo con el paquete '**python3-sphinx**' incluido, quitadlo sólo si os da problemas.

Posteriormente, debéis clonar en vuestra carpeta de descargas el repositorio de la polybar:

- **git clone –recursive https://github.com/polybar/polybar** [Son 2 guiones donde pone '**recursive**']

Una vez hecho, os tenéis que meter en la carpeta creada resultante de haber clonado previamente el repositorio y ejecutar los siguientes comandos:

- **mkdir build**
- **cd build**
- **cmake ..**
- **make -j\$(nproc)**
- **sudo make install**

Recordad que otra forma de instalar la polybar de manera más sencilla, es haciendo un '**apt install polybar**', pero recomendamos esta forma que mostramos con el objetivo de asegurar que la Polybar esté en su última versión.

Con esto, ¡ya deberíais tener la polybar instalada!



Por aquí tenéis todo el comando necesario a ejecutar para instalar ciertas dependencias previas:

- **apt install meson libxext-dev libxcb1-dev libxcb-damage0-dev libxcb-xfixes0-dev libxcb-shape0-dev libxcb-render-util0-dev libxcb-render0-dev libxcb-composite0-dev libxcb-image0-dev libxcb-present-dev libxcb-xinerama0-dev libpixman-1-dev libdbus-1-dev libconfig-dev libgl1-mesa-dev libpcre2-dev libevdev-dev libhash-dev libev-dev libx11-xcb-dev libxcb-glx0-dev**

Posteriormente, os descargáis el picom a través del siguiente comando ejecutado en la carpeta de descargas:

- **git clone https://github.com/ibhagwan/picom.git**

Una vez hecho, nos metemos en el directorio creado y ejecutamos los siguientes comandos:

- **git submodule update –init –recursive** [Son 2 guiones donde pone ‘init’ y ‘recursive’]
- **meson –buildtype=release . build** [Son 2 guiones donde pone ‘buildtype’]
- **ninja -C build**
- **sudo ninja -C build install**

En esta clase también hemos instalado ‘**rofi**’, lo hemos hecho mediante la ejecución del siguiente comando:

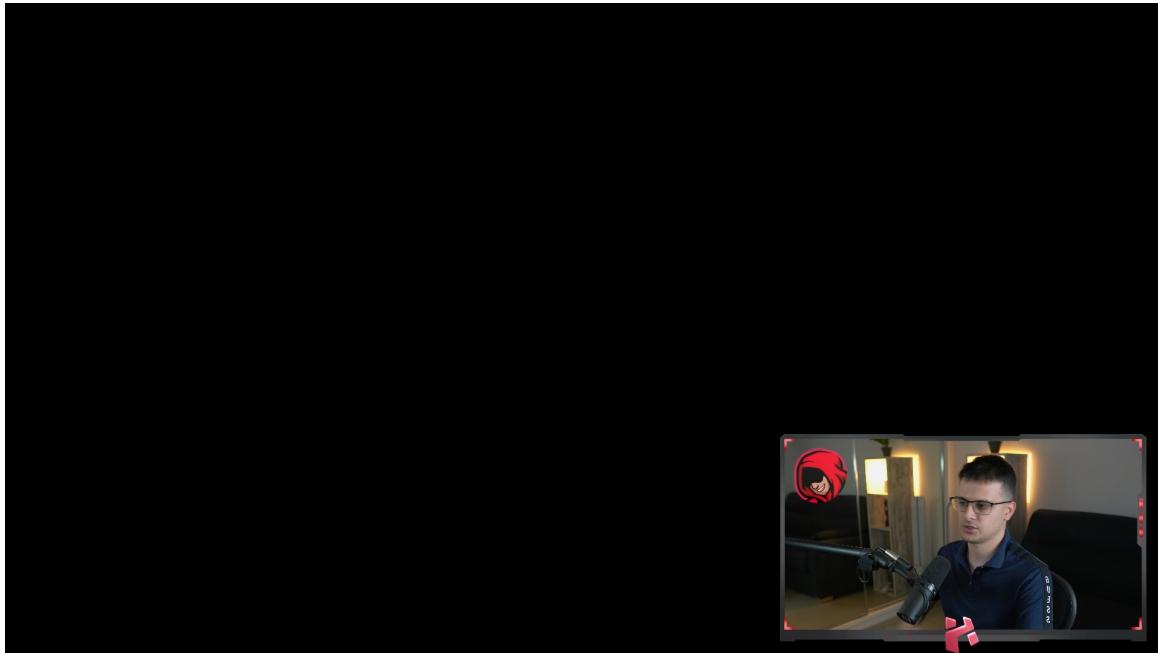
- **apt install rofi**

Con esto hecho, ya migramos a nuestro entorno ‘**bspwm**’ y verificamos que todos los atajos estén funcionando correctamente.



Video lesson

Configurando las fuentes, la Kitty e instalación de Feh



Por aquí tienes el archivo '**color.ini**' para la Kitty:

- [\(https://hack4u.io/wp-content/uploads/2022/09/color.ini_.txt\)](https://hack4u.io/wp-content/uploads/2022/09/color.ini_.txt)

Por aquí tienes el archivo de configuración '**kitty.conf**' para la Kitty:

- [\(https://hack4u.io/wp-content/uploads/2022/09/kitty.conf_.txt\)](https://hack4u.io/wp-content/uploads/2022/09/kitty.conf_.txt)

Os compartimos a continuación el fondo de pantalla que utilizamos en esta clase:

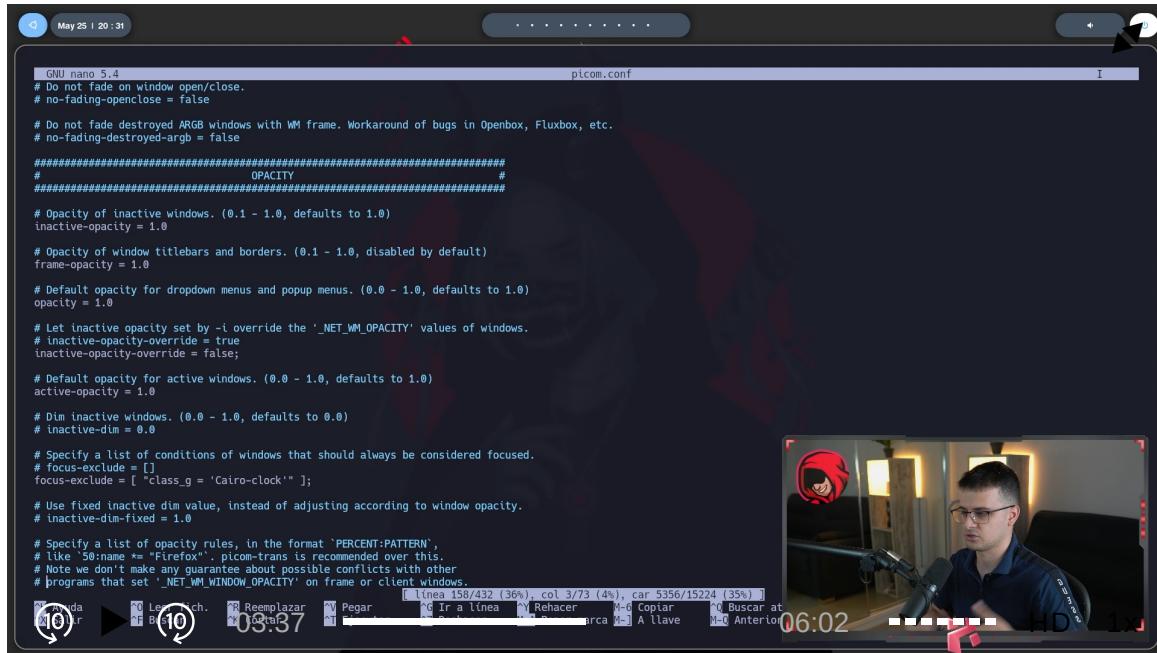
- [\(https://hack4u.io/wp-content/uploads/2022/09/fondo.png\)](https://hack4u.io/wp-content/uploads/2022/09/fondo.png)

◀ **Anterior**(<https://hack4u.io/cursos/personalizacion-de-entorno-en-linux/13917>) ✓ **CompletadoSi**



Video lesson

Configurando los bordeados, las sombras y los difuminados con Picom



Por aquí os comparto mi archivo '**picom.conf**':

- [\(https://hack4u.io/wp-content/uploads/2022/09/picom.conf_.txt\)](https://hack4u.io/wp-content/uploads/2022/09/picom.conf_.txt)

Recordad que este archivo es totalmente personalizable y debéis ajustarlo en base a las capacidades de vuestro equipo o máquina virtual, para evitar que os genere impacto en el rendimiento.

```
#####
#          CORNERS          #
#####  
# requires: https://github.com/sdhand/compton  
corner-radius = 20;  
rounded-corners-exclude = [  
    "#window_type = 'normal'",  
    "#class_g = 'firefox'",  
];  
  
round-borders = 20;  
round-borders-exclude = [  
    "#class_g = 'TelegramDesktop'",  
];  
  
# Specify a list of border width rules, in the format `PIXELS:PATTERN`,  
# Note we don't make any guarantee about possible conflicts with the  
# border_width set by the window manager.  
#  
# example:  
#     round-borders-rule = [ "2:class_g = 'URxvt'" ];  
#  
round-borders-rule = [];  
  
#####
#          SHADOWS          #
#####  
  
# Enabled client-side shadows on windows. Note desktop windows  
# (windows with '_NET_WM_WINDOW_TYPE_DESKTOP') never get shadow,  
# unless explicitly requested using the wintypes option.  
#  
shadow = true  
  
# The blur radius for shadows, in pixels. (defaults to 12)  
shadow-radius = 15  
  
# The opacity of shadows. (0.0 - 1.0, defaults to 0.75)  
shadow-opacity = .5  
  
# The left offset for shadows, in pixels. (defaults to -15)  
shadow-offset-x = -15  
  
# The top offset for shadows, in pixels. (defaults to -15)  
shadow-offset-y = -15  
  
# Avoid drawing shadows on dock/panel windows. This option is deprecated,  
# you should use the *wintypes* option in your config file instead.  
#  
# no-dock-shadow = false  
  
# Don't draw shadows on drag-and-drop windows. This option is deprecated,  
# you should use the *wintypes* option in your config file instead.  
#  
# no-dnd-shadow = false  
  
# Red color value of shadow (0.0 - 1.0, defaults to 0).  
#
```

```
# shadow-red = .18

# Green color value of shadow (0.0 - 1.0, defaults to 0).
# shadow-green = .19

# Blue color value of shadow (0.0 - 1.0, defaults to 0).
# shadow-blue = .20

# Do not paint shadows on shaped windows. Note shaped windows
# here means windows setting its shape through X Shape extension.
# Those using ARGB background is beyond our control.
# Deprecated, use
#   shadow-exclude = 'bounding_shaped'
# or
#   shadow-exclude = 'bounding_shaped && !rounded_corners'
# instead.
#
# shadow-ignore-shaped = ''

# Specify a list of conditions of windows that should have no shadow.
#
# examples:
#   shadow-exclude = "n:e:Notification";
#
# shadow-exclude = []
shadow-exclude = [
    "class_g = 'firefox' && argb"
];

# Specify a X geometry that describes the region in which shadow should not
# be painted in, such as a dock window region. Use
#   shadow-exclude-reg = "x10+0+0"
# for example, if the 10 pixels on the bottom of the screen should not have shadows
# painted on.
#
# shadow-exclude-reg = ""

# Crop shadow of a window fully on a particular Xinerama screen to the screen.
# xinerama-shadow-crop = false

#####
#          FADING          #
#####

# Fade windows in/out when opening/closing and when opacity changes,
# unless no-fading-openclose is used.
#fading = true

# Opacity change between steps while fading in. (0.01 - 1.0, defaults to 0.028)
# fade-in-step = 0.028
fade-in-step = 0.01;

# Opacity change between steps while fading out. (0.01 - 1.0, defaults to 0.03)
# fade-out-step = 0.03
fade-out-step = 0.01;

# The time between steps in fade step, in milliseconds. (> 0, defaults to 10)
# fade-delta = 10
```

```
# Specify a list of conditions of windows that should not be faded.
# fade-exclude = []

# Do not fade on window open/close.
# no-fading-openclose = false

# Do not fade destroyed ARGB windows with WM frame. Workaround of bugs in Openbox,
Fluxbox, etc.
# no-fading-destroyed-argb = false

#####
#          OPACITY          #
#####

# Opacity of inactive windows. (0.1 - 1.0, defaults to 1.0)
inactive-opacity = 1.0

# Opacity of window titlebars and borders. (0.1 - 1.0, disabled by default)
frame-opacity = 1.0

# Default opacity for dropdown menus and popup menus. (0.0 - 1.0, defaults to 1.0)
opacity = 1.0

# Let inactive opacity set by -i override the '_NET_WM_OPACITY' values of windows.
# inactive-opacity-override = true
inactive-opacity-override = false;

# Default opacity for active windows. (0.0 - 1.0, defaults to 1.0)
active-opacity = 1.0

# Dim inactive windows. (0.0 - 1.0, defaults to 0.0)
# inactive-dim = 0.0

# Specify a list of conditions of windows that should always be considered focused.
# focus-exclude = []
focus-exclude = [ "class_g = 'Cairo-clock'" ];

# Use fixed inactive dim value, instead of adjusting according to window opacity.
# inactive-dim-fixed = 1.0

# Specify a list of opacity rules, in the format `PERCENT:PATTERN`,
# like `50:name *= "Firefox"`. picom-trans is recommended over this.
# Note we don't make any guarantee about possible conflicts with other
# programs that set '_NET_WM_WINDOW_OPACITY' on frame or client windows.
# example:
#   opacity-rule = [ "80:class_g = 'URxvt'" ];
#
# opacity-rule = []

# opacity-rule = [ "98:class_g = 'Polybar'" ]

#####
#          BLUR          #
#####

# Parameters for background blurring, see the *BLUR* section for more information.
blur-method = "dual_kawase"
```

```
blur-size = 2
blur-strength = 3

# Blur background of semi-transparent / ARGB windows.
# Bad in performance, with driver-dependent behavior.
# The name of the switch may change without prior notifications.
#
blur-background = true

# Blur background of windows when the window frame is not opaque.
# Implies:
#   blur-background
# Bad in performance, with driver-dependent behavior. The name may change.
#
#blur-background-frame = false

# Use fixed blur strength rather than adjusting according to window opacity.
#blur-background-fixed = false

# Specify the blur convolution kernel, with the following format:
# example:
#   blur-kern = "5,5,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1";
#
# blur-kern = ''
# blur-kern = "3x3box";

# Exclude conditions for background blur.
# blur-background-exclude = []
#blur-background-exclude = [
#  "! name=='",
#  "name *= 'slop'",
#  "window_type = 'dock'",
#  "window_type = 'desktop'",
#  "_GTK_FRAME_EXTENTS@:c"
#];
#####
#          GENERAL          #
#####

# Daemonize process. Fork to background after initialization. Causes issues with certain
# (badly-written) drivers.
# daemon = false

# Specify the backend to use: `xrender`, `glx`, or `xr_glx_hybrid`.
# `xrender` is the default one.
#
# backend = 'glx'
backend = "glx";

# Enable/disable VSync.
# vsync = false
vsync = false

# Enable remote control via D-Bus. See the *D-BUS API* section below for more details.
# dbus = false
```

```
# Try to detect WM windows (a non-override-redirect window with no
# child that has 'WM_STATE') and mark them as active.
#
# mark-wmwin-focused = false
mark-wmwin-focused = true;

# Mark override-redirect windows that doesn't have a child window with 'WM_STATE' focused.
# mark-ovredir-focused = false
mark-ovredir-focused = true;

# Try to detect windows with rounded corners and don't consider them
# shaped windows. The accuracy is not very high, unfortunately.
#
# detect-rounded-corners = false
detect-rounded-corners = true;

# Detect '_NET_WM_OPACITY' on client windows, useful for window managers
# not passing '_NET_WM_OPACITY' of client windows to frame windows.
#
# detect-client-opacity = false
detect-client-opacity = true;

# Specify refresh rate of the screen. If not specified or 0, picom will
# try detecting this with X RandR extension.
#
# refresh-rate = 60
refresh-rate = 0

# Limit picom to repaint at most once every 1 / 'refresh_rate' second to
# boost performance. This should not be used with
#   vsync drm/opengl/opengl-oml
# as they essentially does sw-opti's job already,
# unless you wish to specify a lower refresh rate than the actual value.
#
# sw-opti =

# Use EWMH '_NET_ACTIVE_WINDOW' to determine currently focused window,
# rather than listening to 'FocusIn'/'FocusOut' event. Might have more accuracy,
# provided that the WM supports it.
#
# use-ewmh-active-win = false

# Unredirect all windows if a full-screen opaque window is detected,
# to maximize performance for full-screen windows. Known to cause flickering
# when redirecting/unredirecting windows.
#
# unredir-if-possible = false

# Delay before unredirecting the window, in milliseconds. Defaults to 0.
# unredir-if-possible-delay = 0

# Conditions of windows that shouldn't be considered full-screen for unredirecting screen.
# unredir-if-possible-exclude = []

# Use 'WM_TRANSIENT_FOR' to group windows, and consider windows
# in the same group focused at the same time.
#
```

```
# detect-transient = false
detect-transient = true

# Use 'WM_CLIENT_LEADER' to group windows, and consider windows in the same
# group focused at the same time. 'WM_TRANSIENT_FOR' has higher priority if
# detect-transient is enabled, too.
#
# detect-client-leader = false
detect-client-leader = true

# Resize damaged region by a specific number of pixels.
# A positive value enlarges it while a negative one shrinks it.
# If the value is positive, those additional pixels will not be actually painted
# to screen, only used in blur calculation, and such. (Due to technical limitations,
# with use-damage, those pixels will still be incorrectly painted to screen.)
# Primarily used to fix the line corruption issues of blur,
# in which case you should use the blur radius value here
# (e.g. with a 3x3 kernel, you should use `--resize-damage 1`,
# with a 5x5 one you use `--resize-damage 2`, and so on).
# May or may not work with *--glx-no-stencil*. Shrinking doesn't function correctly.
#
# resize-damage = 1

# Specify a list of conditions of windows that should be painted with inverted color.
# Resource-hogging, and is not well tested.
#
# invert-color-include = []

# GLX backend: Avoid using stencil buffer, useful if you don't have a stencil buffer.
# Might cause incorrect opacity when rendering transparent content (but never
# practically happened) and may not work with blur-background.
# My tests show a 15% performance boost. Recommended.
#
# glx-no-stencil = false

# GLX backend: Avoid rebinding pixmap on window damage.
# Probably could improve performance on rapid window content changes,
# but is known to break things on some drivers (LLVMpipe, xf86-video-intel, etc.).
# Recommended if it works.
#
# glx-no-rebind-pixmap = false

# Disable the use of damage information.
# This cause the whole screen to be redrawn everytime, instead of the part of the screen
# has actually changed. Potentially degrades the performance, but might fix some
# artifacts.
# The opposing option is use-damage
#
# no-use-damage = false
use-damage = false

# Use X Sync fence to sync clients' draw calls, to make sure all draw
# calls are finished before picom starts drawing. Needed on nvidia-drivers
# with GLX backend for some users.
#
# xrender-sync-fence = false

# GLX backend: Use specified GLSL fragment shader for rendering window contents.
```

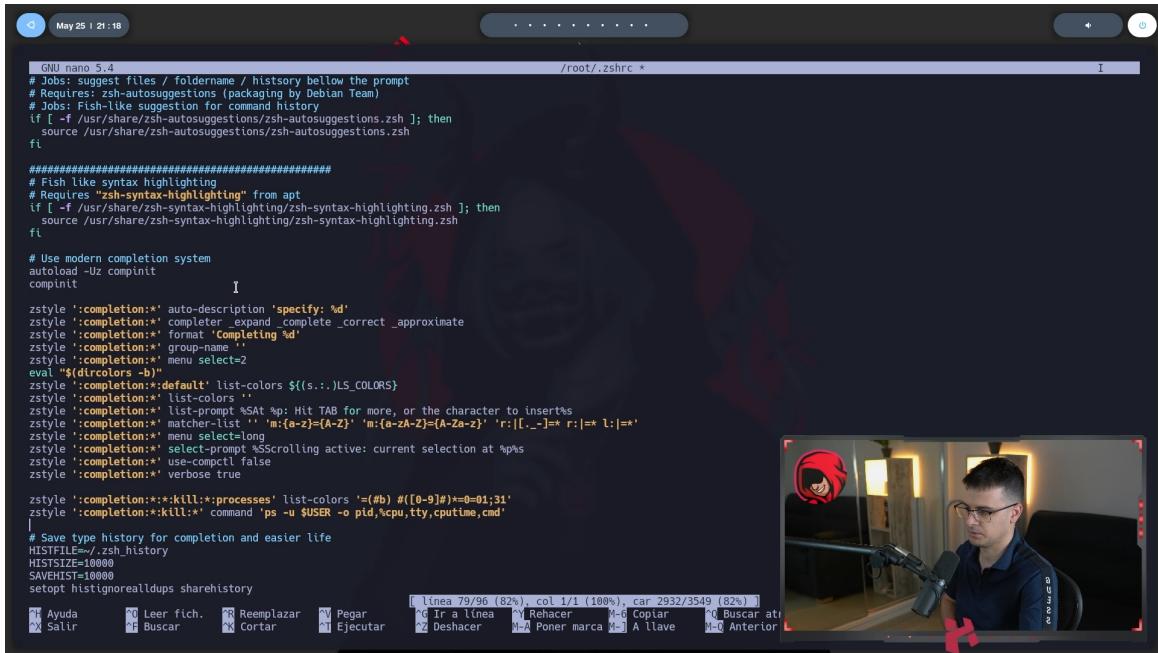
```
# See `compton-default-fshader-win.glsl` and `compton-fake-transparency-fshader-win.glsl`  
# in the source tree for examples.  
#  
# glx-fshader-win = ''  
  
# Force all windows to be painted with blending. Useful if you  
# have a glx-fshader-win that could turn opaque pixels transparent.  
#  
# force-win-blend = false  
  
# Do not use EWMH to detect fullscreen windows.  
# Reverts to checking if a window is fullscreen based only on its size and coordinates.  
#  
# no-ewmh-fullscreen = false  
  
# Dimming bright windows so their brightness doesn't exceed this set value.  
# Brightness of a window is estimated by averaging all pixels in the window,  
# so this could come with a performance hit.  
# Setting this to 1.0 disables this behaviour. Requires --use-damage to be disabled.  
(default: 1.0)  
#  
# max-brightness = 1.0  
  
# Make transparent windows clip other windows like non-transparent windows do,  
# instead of blending on top of them.  
#  
# transparent-clipping = false  
  
# Set the log level. Possible values are:  
# "trace", "debug", "info", "warn", "error"  
# in increasing level of importance. Case doesn't matter.  
# If using the "TRACE" log level, it's better to log into a file  
# using *--log-file*, since it can generate a huge stream of logs.  
#  
# log-level = "debug"  
log-level = "warn";  
  
# Set the log file.  
# If *--log-file* is never specified, logs will be written to stderr.  
# Otherwise, logs will be written to the given file, though some of the early  
# logs might still be written to the stderr.  
# When setting this option from the config file, it is recommended to use an absolute  
path.  
#  
# log-file = '/path/to/your/log/file'  
  
# Show all X errors (for debugging)  
# show-all-xerrors = false  
  
# Write process ID to a file.  
# write-pid-path = '/path/to/your/log/file'  
  
# Window type settings  
#  
# 'WINDOW_TYPE' is one of the 15 window types defined in EWMH standard:  
#     "unknown", "desktop", "dock", "toolbar", "menu", "utility",  
#     "splash", "dialog", "normal", "dropdown_menu", "popup_menu",  
#     "tooltip", "notification", "combo", and "dnd".
```

```
#  
# Following per window-type options are available: :::  
#  
#   fade, shadow:::  
#     Controls window-type-specific shadow and fade settings.  
#  
#   opacity:::  
#     Controls default opacity of the window type.  
#  
#   focus:::  
#     Controls whether the window of this type is to be always considered focused.  
#     (By default, all window types except "normal" and "dialog" has this on.)  
#  
#   full-shadow:::  
#     Controls whether shadow is drawn under the parts of the window that you  
#     normally won't be able to see. Useful when the window has parts of it  
#     transparent, and you want shadows in those areas.  
#  
#   redir-ignore:::  
#     Controls whether this type of windows should cause screen to become  
#     redirected again after been unredirected. If you have unredir-if-possible  
#     set, and doesn't want certain window to cause unnecessary screen redirection,  
#     you can set this to `true`.  
#  
wintypes:  
{  
    tooltip = { fade = true; shadow = true; shadow-radius = 0; shadow-opacity = 1.0; shadow-  
    offset-x = -20; shadow-offset-y = -20; opacity = 0.8; full-shadow = true; };  
    dnd = { shadow = false; }  
    dropdown_menu = { shadow = false; };  
    popup_menu      = { shadow = false; };  
    utility         = { shadow = false; };  
}
```



Video lesson

Configurando la ZSH e instalando Powerlevel10k



```

GNU nano 5.4
/jobs: suggest files / foldername / history below the prompt
# # # # # zsh-autosuggestions (packaging by Debian Team)
# Job like suggestion for command history
if [ -f /usr/share/zsh-autosuggestions/zsh-autosuggestions.zsh ]; then
    source /usr/share/zsh-autosuggestions/zsh-autosuggestions.zsh
fi

#####
# Fish like syntax highlighting
# Requires "zsh-syntax-highlighting" from apt
if [ -f /usr/share/zsh-syntax-highlighting/zsh-syntax-highlighting.zsh ]; then
    source /usr/share/zsh-syntax-highlighting/zsh-syntax-highlighting.zsh
fi

# Use modern completion system
autoload -Uz compinit
compinit

zstyle ':completion:*' auto-description 'specify: %d'
zstyle ':completion:*' completer _expand _correct _approximate
zstyle ':completion:' format 'Completing %d'
zstyle ':completion:' group-name ''
zstyle ':completion:' menu select=2
eval "$(dircolors -b)"
zstyle ':completion:::default' list-colors ${LS_COLORS}
zstyle ':completion:' list-colors ''
zstyle ':completion:' list-prompt %SAt %p: Hit TAB for more, or the character to insert%
zstyle ':completion:' matcher-list '' 'm:{a-zA-Z}={A-Za-z}' 'r:|[._-]=* r:|=* l:|=*'*
zstyle ':completion:' menu select=long
zstyle ':completion:' select-prompt %Scrolling active: current selection at %p%
zstyle ':completion:' use-compctl false
zstyle ':completion:' verbose true

zstyle ':completion::kill::processes' list-colors '#([0-9]#)=0=01;31'
zstyle ':completion::kill:' command 'ps -u $USER -o pid,%cpu,tty,cpu_time,cmd'

# Save type history for completion and easier life
HISTFILE=~/.zsh_history
HISTSIZE=10000
SAVEHIST=10000
setopt histignoreallups sharehistory

```

Os compartimos por aquí el código correspondiente al sistema de autocompletado moderno que vemos en el minuto 22:37, el cual podéis introducir en vuestro archivo '`.zshrc`':

- <https://pastebin.com/H87J3nMj> (<https://pastebin.com/H87J3nMj>)

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Modern Completion System

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```

```
1. # Use modern completion system
2. autoload -Uz compinit
3. compinit
4.
5. zstyle ':completion:*' auto-description 'specify: %d'
6. zstyle ':completion:*' completer _expand _complete _correct _approximate
7. zstyle ':completion:*' format 'Completing %d'
8. zstyle ':completion:*' group-name ''
9. zstyle ':completion:*' menu select=2
10. eval "$(dircolors -b)"
11. zstyle ':completion:*:default' list-colors
    ${{(s:.)LS_COLORS}
12. zstyle ':completion:*' list-colors ''
13. zstyle ':completion:*' list-prompt %SAt %p: Hit TAB for
    more, or the character to insert%
14. zstyle ':completion:*' matcher-list '' 'm:{a-z}={A-Z}' 'm:
    {a-zA-Z}={A-Za-z}' 'r:|[._-]=*' r:|=* l:|=*'
15. zstyle ':completion:*' menu select=long
16. zstyle ':completion:*' select-prompt %SScrolling active:
    current selection at %p%
17. zstyle ':completion:*' use-compctl false
18. zstyle ':completion:*' verbose true
19.
20. zstyle ':completion:*:*:kill:*:processes' list-colors =
    (#b) #([0-9]#)*=0=01;31'
21. zstyle ':completion:*:kill:' command 'ps -u $USER -o
```

pid,%cpu,tty,cpu_time,cmd'

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IMPORTANTE: Si tenéis problemas a la hora de instalar '**lsd**', algo que podéis hacer es instalar primeramente el paquete '**zstd**' con '**apt**' de la siguiente forma:

- **apt install zstd**

Posteriormente, sobre el archivo '**.deb**', ejecutad los siguientes comandos:

- **ar x lsd_1.0.0_amd64.deb (O la versión que corresponda si te has descargado otra)**
- **unzstd control.tar.zst**
- **unzstd data.tar.zst**
- **xz control.tar**
- **xz data.tar**
- **rm lsd_1.0.0_amd64.deb**
- **ar cr lsd_1.0.0_amd64.deb debian-binary control.tar.xz data.tar.xz**
- **dpkg -i lsd_1.0.0_amd64.deb**

Otra alternativa sino es actualizar '**dpkg**' a su última versión. Para hacer esto, tenéis que editar con vuestro editor favorito el archivo '**/etc/apt/sources.list**' y añadir esto al final:

- **deb http://ftp.es.debian.org/debian bookworm main**

Una vez hecho, ejecutad el siguiente comando:

- **sudo apt update y sudo apt reinstall dpkg -t bookworm**

Finalmente, ya deberías poder instalar el paquete '**lsd**' aplicando el '**dpkg -i**' sobre el archivo '**.deb**' que os habéis descargado.

Os compartimos por aquí los aliases que tenéis que definir en el archivo

< ['~/.shrc'](#) para que los tengáis más accesibles:

< [Anterior](#) [Hack4u](#) [Cursos](#) [Personalización-de-entorno-en-linux/13947](#) ✓ **Completados**



descargado otra)

- **unzstd control.tar.zst**
- **unzstd data.tar.zst**
- **xz control.tar**
- **xz data.tar**
- **rm lsd_1.0.0_amd64.deb**
- **ar cr lsd_1.0.0_amd64.deb debian-binary control.tar.xz data.tar.xz**
- **dpkg -i lsd_1.0.0_amd64.deb**

Otra alternativa sino es actualizar '**dpkg**' a su última versión. Para hacer esto, tenéis que editar con vuestro editor favorito el archivo '**/etc/apt/sources.list**' y añadir esto al final:

- **deb http://ftp.es.debian.org/debian bookworm main**

Una vez hecho, ejecutad el siguiente comando:

- **sudo apt update y sudo apt reinstall dpkg -t bookworm**

Finalmente, ya deberías poder instalar el paquete '**lsd**' aplicando el '**dpkg -i**' sobre el archivo '**.deb**' que os habéis descargado.

Os compartimos por aquí los aliases que tenéis que definir en el archivo '**.zshrc**', para que los tengáis más accesibles:

- <https://pastebin.com/QGvVx3wG> (<https://pastebin.com/QGvVx3wG>)

¿Estás teniendo problemas con el '**LS_COLORS**' y estás viendo que esta variable de entorno no te devuelve ningún contenido?, no te preocunes, te adjuntamos por aquí la línea que debes definir en el archivo '**zshrc**':

- <https://pastes.io/xsqk9oilhz> (<https://pastes.io/xsqk9oilhz>)

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Custom Aliases ZSH

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```

1. # Custom Aliases
2. # -----
3. # bat
4. alias cat='bat'
5. alias catn='bat --style=plain'
6. alias catnp='bat --style=plain --paging=never'
7.
8. # ls
9. alias ll='lsd -lh --group-dirs=first'
10. alias la='lsd -a --group-dirs=first'
11. alias l='lsd --group-dirs=first'
12. alias lla='lsd -lha --group-dirs=first'
13. alias ls='lsd --group-dirs=first'

```

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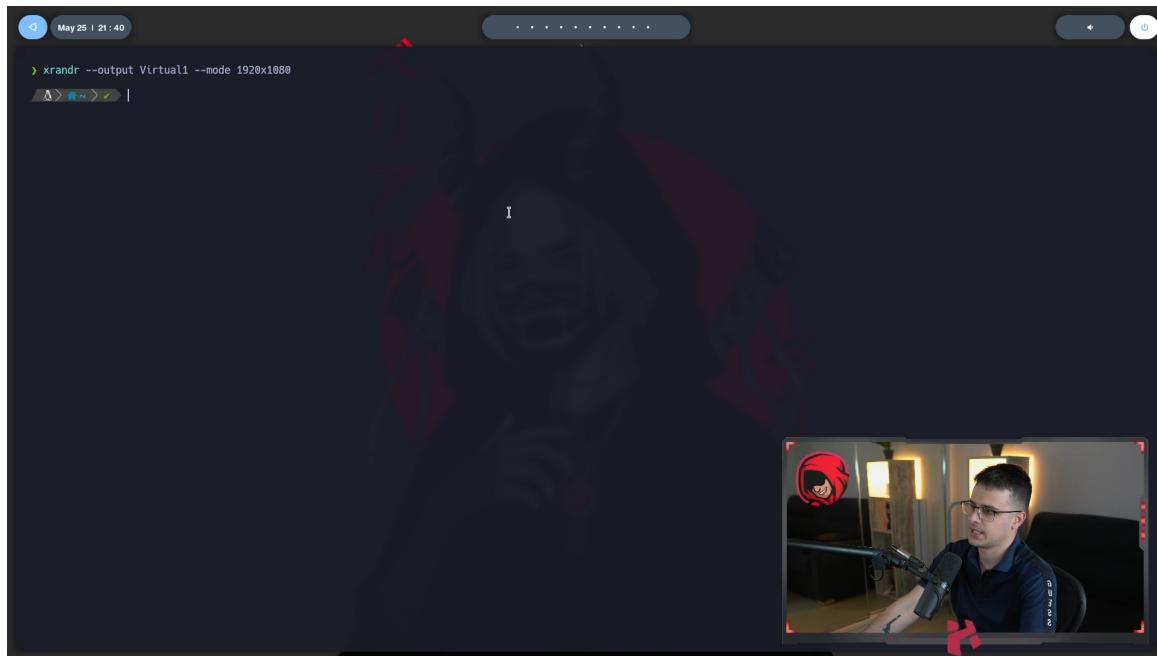
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Video lesson

Configurando la Polybar



Os compartimos a continuación los scripts correspondientes a los 2 módulos creados para representar la dirección IP de la interfaz '**ens33**' y la '**tun0**' correspondiente a la VPN:

- <https://pastebin.com/HcKxU3tD> (<https://pastebin.com/HcKxU3tD>)
[ethernet_status.sh]
- <https://pastebin.com/sUk5hB4Q> (<https://pastebin.com/sUk5hB4Q>)
[vpn_status.sh]

Recordad que en caso de que vuestro nombre de interfaz sea otro, tenéis que adaptarlo en el script. Asimismo, donde pone '**ICONO**', debéis sustituirlo por vuestro ícono deseado de Nerd Fonts.

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```
1. #!/bin/sh
2.
3. echo "%{F#2495e7}ICONO %{F#fffff}$(/usr/sbin/ifconfig
ens33 | grep "inet " | awk '{print $2}')%{u-}"
```

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vpn_status.sh

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```
1.#!/bin/sh
2.
3.IFACE=$((/usr/sbin/ifconfig | grep tun0 | awk '{print $1}' | tr -d ':')
4.
5.if [ "$IFACE" = "tun0" ]; then
6.    echo "%{F#1bbf3e}ICONO %{F#ffffff}$(/usr/sbin/ifconfig
7.tun0 | grep "inet " | awk '{print $2}')%{u-}"
8.else
9.    echo "%{F#1bbf3e}ICONO %{u-} Disconnected"
fi
```

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Creando nuevos módulos en la Polybar

```

GNU nano 5.4
#!/usr/bin/env sh

## Add this to your wm startup file.

# Terminate already running bar instances
killall -q polybar

## Wait until the processes have been shut down
while pgrep -u $UID -x polybar >/dev/null; do sleep 1; done

## Launch

## Left bar
polybar log -c ~/config/polybar/current.ini &
# polybar secondary -c ~/config/polybar/current.ini &
polybar ethernet_bar -c ~/config/polybar/current.ini &
polybar vpn_bar -c ~/config/polybar/current.ini &

## Right bar
# polybar top -c ~/config/polybar/current.ini &
polybar primary -c ~/config/polybar/current.ini &
polybar primary -c ~/config/polybar/current.ini &

## Center bar
polybar primary -c ~/config/polybar/workspace.ini &

```

Por aquí os comparto el script '**target_to_hack.sh**':

- <https://pastebin.com/Z0s6zy7W> (<https://pastebin.com/Z0s6zy7W>)

Asimismo, os comparto las funciones '**settarget**' y '**cleartarget**' las cuales debéis incorporar en tu archivo '**.zshrc**':

- <https://pastebin.com/z0Hy7PUB> (<https://pastebin.com/z0Hy7PUB>)

[settarget]
- <https://pastebin.com/JnHSrq3Y> (<https://pastebin.com/JnHSrq3Y>)

[cleartarget]

Recordad que por defecto estas definiciones vienen con la ruta '**s4vitar**' contemplada, en vuestro caso tendréis que cambiarlo a vuestro usuario correspondiente.

Por otro lado, en el archivo '**target_to_hack.sh**', cambiad '**ICONO**' a vuestro ícono deseado de Nerd Fonts.

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target_to_hack.sh

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```

1. #!/bin/bash
2.
3. ip_address=$(./bin/cat /home/s4vitar/.config/bin/target |
   awk '{print $1}')
4. machine_name=$(./bin/cat /home/s4vitar/.config/bin/target |
   awk '{print $2}')
5.
6. if [ $ip_address ] && [ $machine_name ]; then
7.   echo "%{F#e51d0b}ICONO %{F#fffff}$$ip_address%{u-} -
$machine_name"
8. else
9.   echo "%{F#e51d0b}ICONO %{u-} %{F#fffff} No target"
10. fi

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```
1. function settarget(){
2.     ip_address=$1
3.     machine_name=$2
4.     echo "$ip_address $machine_name" >
5.     /home/s4vitar/.config/bin/target
6. }
```

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