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Wednesday

Introducing Conky Bubbles

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<https://github.com/simotek/conky-bubbles>

This talk

- What is Conky
- Why do we need this new project
- How to work with other existing open source projects
- Font rendering

About Me

- Contributing to open source for 15 years
- Packaging for Linux Distros for a similar amount of time
- Hobbies include UI Design and Customisation

Why?

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COMPUTER



HARDY'S HOME



NETWORK SERVERS



TERMINAL



RHYTHMBOX MUSIC PLAYER



EVOLUTION MAIL



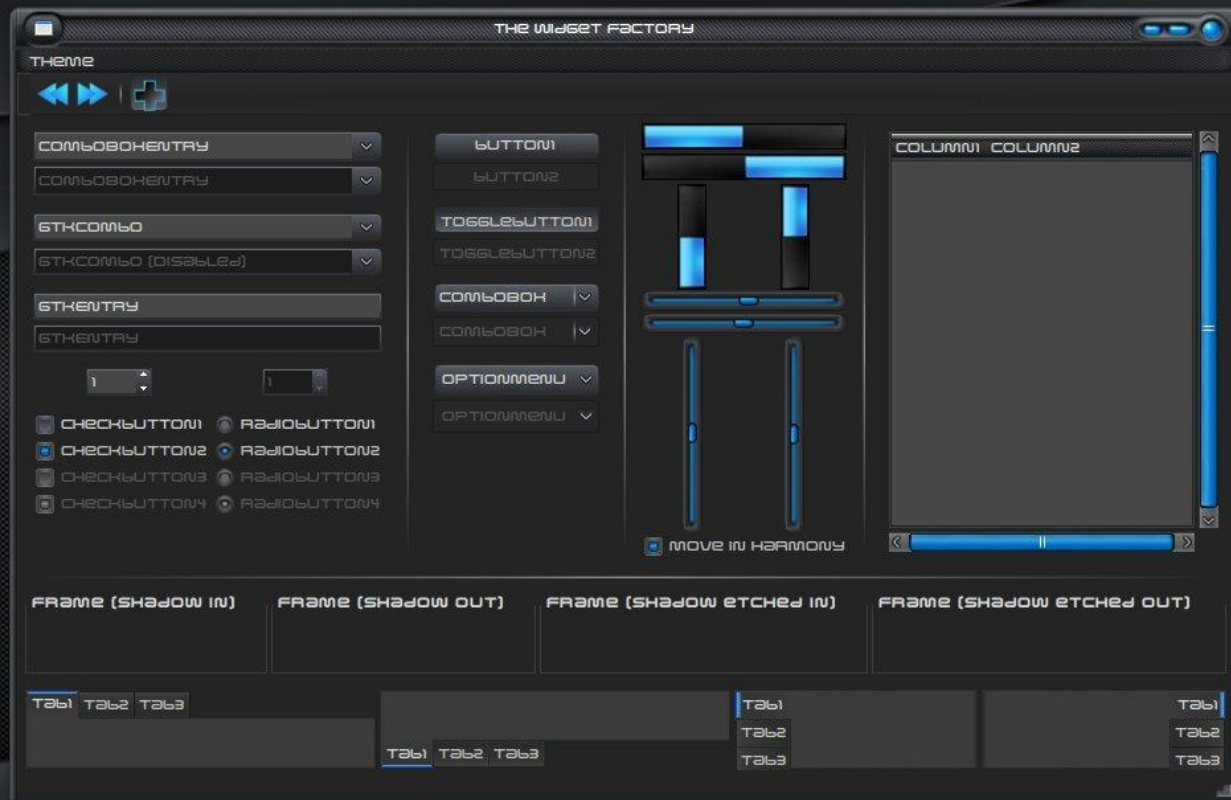
DESKTOP



AZENIS.TAR.62



DELETED ITEMS



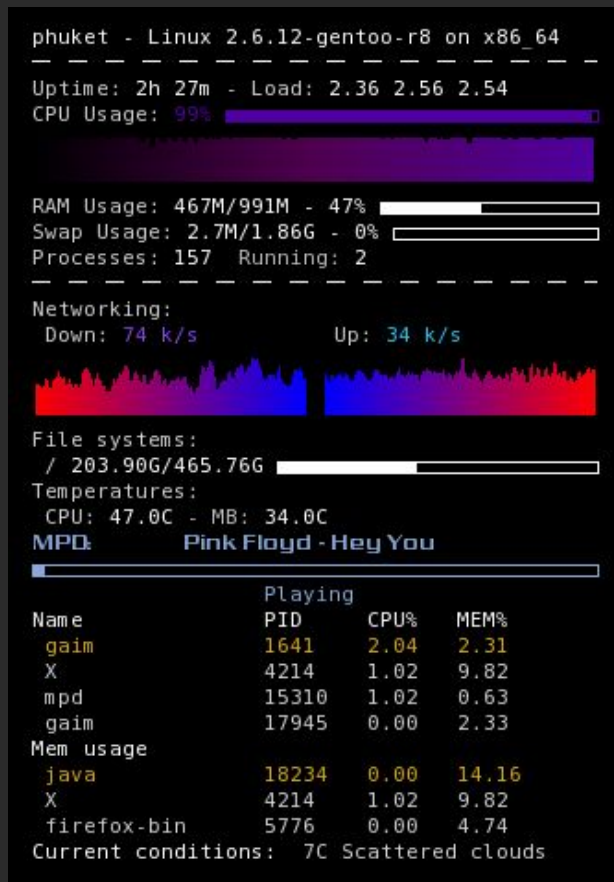
7 Items

Why?

- This project started properly 6+ years ago during SUSE's Hackweek to provide a better out of the box system monitor for the desktop.
- But I have probably been working on it significantly longer

What is conky?

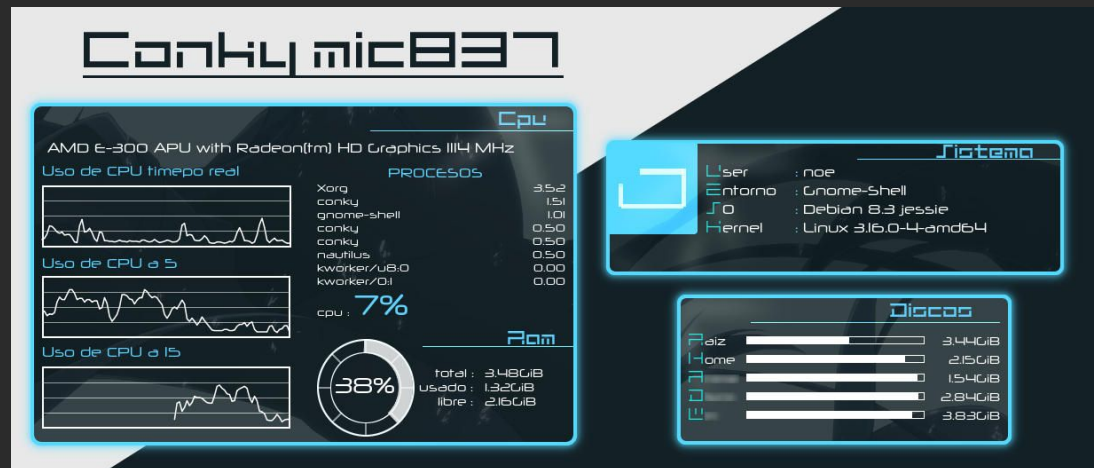
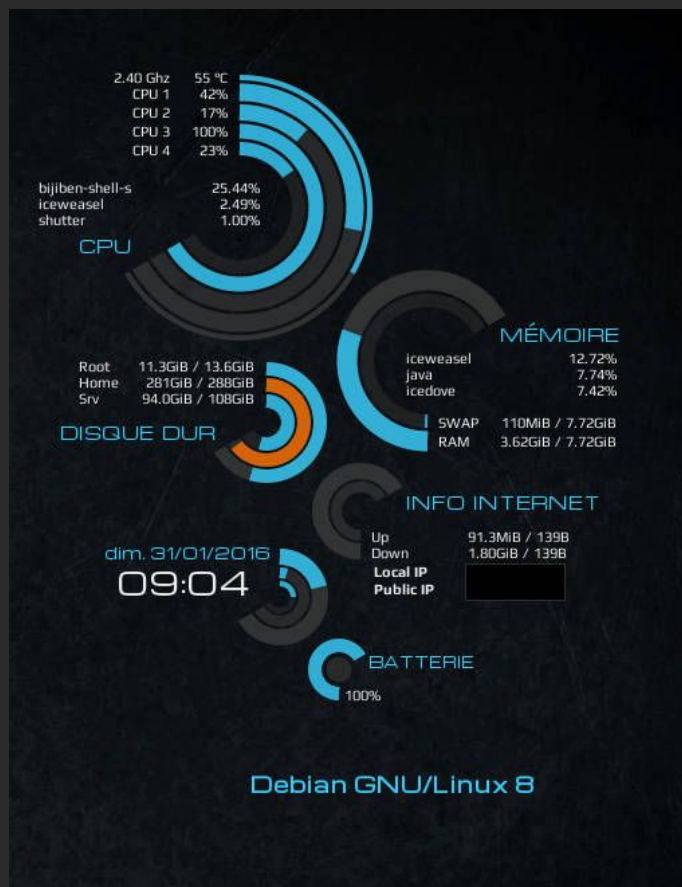
Default



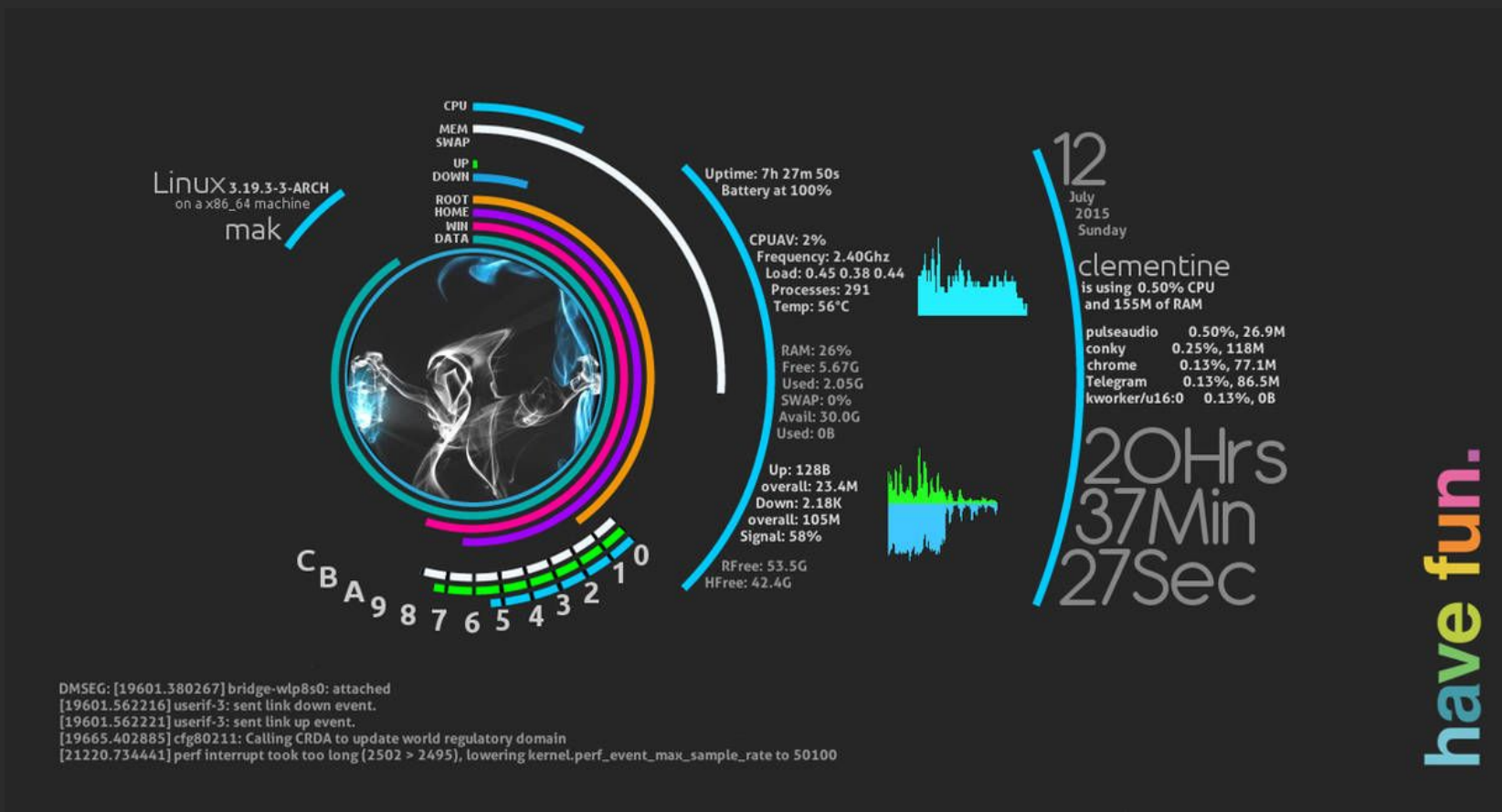
Can look like



Can look like



Can look like



**Why do we need something
else?**

Why?

- Conky Configs are very machine specific
 - Hard to share across multiple machines
 - Even harder for a distribution to provide meaningful defaults

Appearance

- Can look dated out of the box compared to what is possible
- Styling is hard
 - Changing a font requires manually repositioning everything

Why use conky at all?

- The System monitoring works really well, wide range of variables
- Lua integration makes it easy to expand

Goals

Goals

- Work out of the box in Linux Distro's
- Automated hardware detection
- Theme engine
- Better layout handling

What already exists?

Option 1



Option 1

- <https://www.deviantart.com/n00by4ever/art/ConkyBar-Conky-config-Conky-1-9-549312244>
- Had used it before
- Uploaded once to deviant art
- Just enough scripting and Lua to be code rather than config
- No license
- Icons and fonts weren't licenced for commercial use
- Solved some problems using multiple conky instances

Option 2 - Harmattan

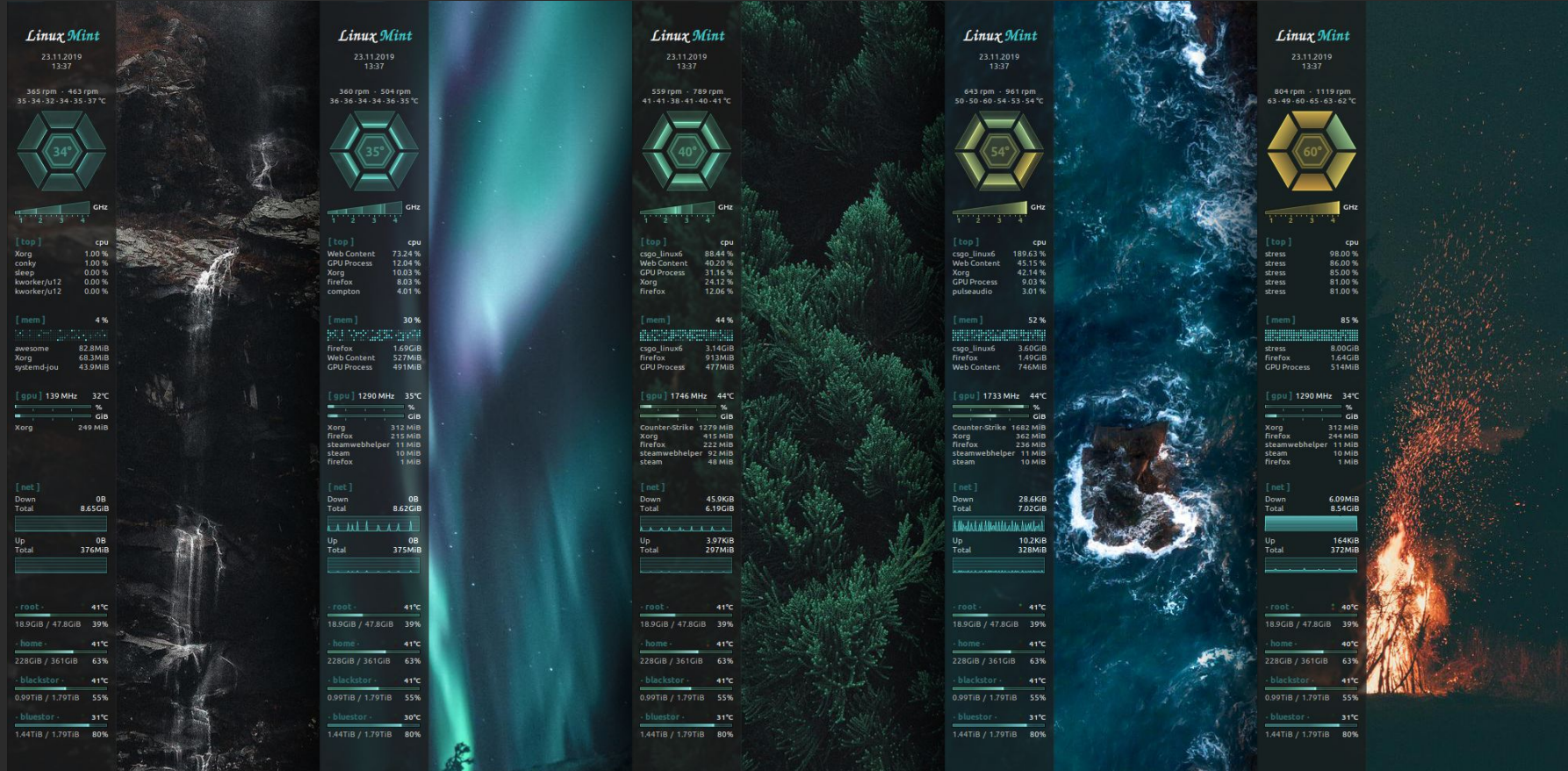
Plethora of themes



Option 2

- <https://github.com/jonasjuffinger/Harmatan>
- Looks nice
- Open source licensed
- Doesn't solve the hardware detection problem
- Doesn't solve the layout issues

Option 3 - polycore

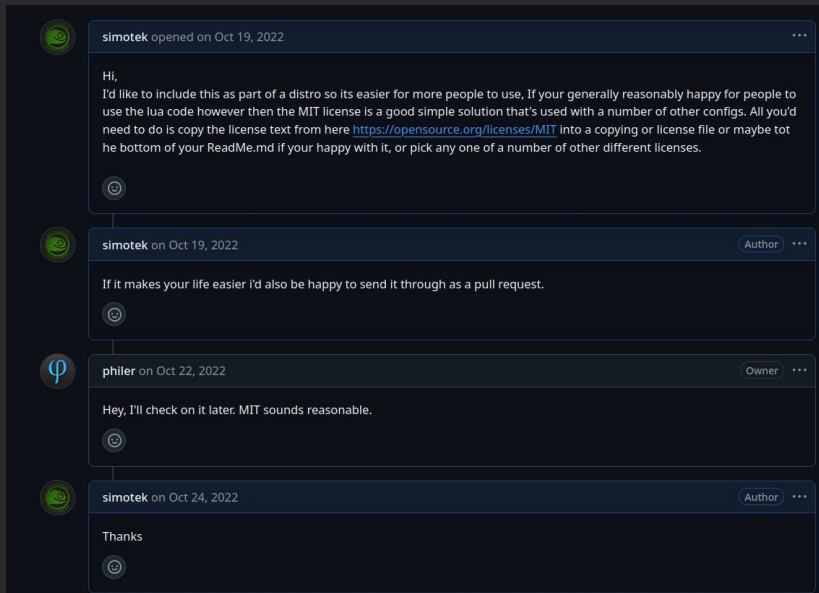


Option 3 - polycore

- Layout engine
- Cool widgets
- Extensive Lua libraries
- No license (yet)
- Still used conky's traditional text

Option 3 - polycore

- Fixing the License issues
- <https://github.com/philer/polycore/issues/5>



Font Rendering

Freetype / Harfbuzz / Cairo

- <https://github.com/anoek/ex-sdl-cairo-freetype-harfbuzz/>
- <https://github.com/brndnmtthws/conky/pull/1501>

**When is it time to fork a
project?**

Why fork

- Aims and goals no longer align
- elopment cycle differencesDifferences in developer time

Introducing conky-bubbles



conky-bubbles

- Conky was named after a character in the Trailer Park Boys
- A wiki suggested that Bubbles, was conky's helper.

conky-bubbles

- Features
 - Improved layout engine with sandboxing
 - Widgets render text using the new text API
 - Theme Engine
 - Dimensions
 - pcore2

Still to do

- More Themes
- Further Improve hardware detection
- More Widgets
- Launcher

Compiling conky

```
mkdir build; cd build
```

```
cmake .. -G Ninja -DCMAKE_INSTALL_PREFIX=/opt/conky -DBUILD_APCUPSD=ON  
-DBUILD_ARGB=ON -DBUILD_CURL=ON -DBUILD_DOCS=OFF  
-DBUILD_EVE=ON -DBUILD_GUI=ON -DBUILD_HDDTEMP=ON -DBUILD_HTTP=OFF  
-DBUILD_I18N=ON -DBUILD_IBM=ON -DBUILD_ICAL=OFF -DBUILD_ICONV=ON  
-DBUILD_LUA_CAIRO=ON -DBUILD_IMLIB2=ON -DBUILD_LUA_IMLIB2=ON  
-DBUILD_LUA_RSVD=ON -DBUILD_LUA_TEXT=ON -DBUILD_IOSTATS=ON  
-DBUILD_IPV6=ON -DBUILD_MATH=ON -DBUILD_MOC=ON -DBUILD_MYSQL=OFF  
-DBUILD_NCURSES=ON -DBUILD_NVIDIA=ON -DBUILD_PORT_MONITORS=ON  
-DBUILD_PULSEAUDIO=ON -DBUILD_RSS=ON -DBUILD_OLD_CONFIG=ON  
-DBUILD_WEATHER_METAR=ON -DBUILD_WEATHER_XOAP=ON  
-DBUILD_WLAN=OFF -DBUILD_X11=ON -DBUILD_XDAMAGE=ON -DBUILD_XDBE=ON  
-DBUILD_XFT=ON -DBUILD_XSHAPE=ON -DOWN_WINDOW=ON  
-DBUILD_XMMS2=OFF
```

```
ninja; ninja install
```

Questions

<https://github.com/simotek/conky-bubbles>

Spec Files - Example

- <https://build.opensuse.org/package/show/devel:languages:python/python-bytecode>
- <https://build.opensuse.org/package/show/devel:languages:python/python-autobahn>

Step 1: Understand your Package

**Step 2: Try and find a similar
Package**

Autogenerate

- For some languages such as python there are tools to autogenerate a spec file
- You can also create a empty spec file with tools like “vim foo.spec”

Branch or Create

- If we are working on a package that already exists we can branch it into our home project
- Otherwise we need to create it.

Finding The right version

- Browse to openSUSE:Factory
 - <https://build.opensuse.org/project/show/openSUSE:Factory>
- Use the filter to find the package you want
- Select the package
- At the top right look for **Developed at XXX**
- This will give you the devel project.
- Click on it
- Select **Branch Package** on the Left.

Creating a Package

- Browse to your home project (not mine)
 - Shortcut on Left Bar
 - <https://build.opensuse.org/project/show/home:simotek>
- Using osc
 - osc co project
 - cd project
 - osc mkpac name
 - cd name

Step 3: Building

Working Locally

- First we need to checkout the package
 - `osc co project/package`
- Then we can work with the files locally
- To add / remove files from the project
 - `osc ar` (Similar to git add)
- Commit changes when done
 - `osc commit` Similar to git commit + git push

Building

- First configure repositories.
 - <https://build.opensuse.org/repositories/home:simotek>
- `osc build repo`
- The buildservice will automatically build any enabled packages.

Step 4: Contributing

Contributing

- Send from “home” project to “devel” project
- “devel” project maintainer will send it to Tumbleweed
- You can then send it to the next Leap
- This can be done either with a `submit request` from the webui or on the command line with `osc sr`

Staging Dashboard

- https://build.opensuse.org/staging_workflows/openSUSE:Factory

Maintenance

- Sometimes we need to change a package in an existing Leap distribution
- `osc mbranch` and `osc sr` when done

2 Minutes of Advanced Concepts

Constraints

- Specifies minimum requirements for a builder
- `_constraints` file
- https://openbuildservice.org/help/manuals/obs-user-guide/cha.obs.build_job_constraints.html
- Example
 - https://build.opensuse.org/package/view_file/LibreOffice:Factory/libreoffice/_constraints?expand=1

rpmlintrc

- RpmLint does a good job of finding issues in packages sometimes it creates false positives though
- <packagename>-rpmlintrc file
- https://en.opensuse.org/openSUSE:Packaging_checks
- Example:
<https://build.opensuse.org/package/show/Base:System/python-dbus-python>

Supplements

- You have a vim plugin for Rails, or a
- Squid plugin for yast
 - Supplements: (A and A-Client)
 - Supplements: (vim and ruby-common-rails)

Multibuild

- Build multiple packages from the same spec and source
- `_multibuild` file
- <https://openbuildservice.org/help/manuals/obs-user-guide/cha.obs.multibuild.html>
- Example:
<https://build.opensuse.org/package/show/development:tools:building/cmake>

Project Config

- Used to define settings between different Distributions along with some rpm macro's

Language files

- Header
 - %lang_package
- Install
 - %find_lang %{name}
- Files
 - %{?suse_version:%files lang -f %{name}.lang}
- Example
 - https://build.opensuse.org/package/view_file/X11:Enlightenment:Factory/terminology/terminology.spec?expand=1

Packaging Workshop

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Simotek on irc.libera.net / Discord

🐦 @Simotek_Dot_Net

A Hackweek Experiment

**[https://en.opensuse.org/openSUSE:ALP/
Workgroups/GrassyKnoll](https://en.opensuse.org/openSUSE:ALP/Workgroups/GrassyKnoll)**

Getting Started

- Create an account at <https://idp-portal.suse.com/univention/self-service/#page=createaccount> if you don't have a bugzilla / obs / openSUSE Community account.
- Install `patterns-devel-osc-devel_osc_build`
(This should work with a WSL Image as well)
- `osc co home:<your-user>`

What are we doing?

- Has anyone done packaging before?
- Has anyone got any questions or something they'd like to look at?
- We can also look at building Images if you'd like.

Breaking a Package

- Add a file that doesn't exist
- Remove one that does
- Make a typo in a macro name

