



# 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?



Computer



Network Servers



simon's Home



Desktop junk



Wastebasket



newDesktopjunk



507.2 MB Medium





COMPUTER



Hardy's Home



NETWORK SERVERS



TERMINAL

RHYTHMBOX  
MUSIC PLAYER

EVOLUTION MAIL



DESKTOP



AZENIS.TAR.62



DELETED ITEMS

### THE WIDGET FACTORY

THEME:

COMBOBOXENTRY:

COMBOBOXENTRY:

GTKCOMBO:

GTKCOMBO (DISABLED):

GTKENTRY:

GTKENTRY:

Checkbutton:  Checkbutton1  Radiobutton1

Checkbutton:  Checkbutton2  Radiobutton2

Checkbutton:  Checkbutton3  Radiobutton3

Checkbutton:  Checkbutton4  Radiobutton4

BUTTON:

BUTTON:

TOGGLEBUTTON:

TOGGLEBUTTON:

COMBOBOX:

COMBOBOX:

OPTIONMENU:

OPTIONMENU:

MOVE IN HARMONY

FRAME (SHADOW IN):

FRAME (SHADOW OUT):

FRAME (SHADOW ETCHED IN):

FRAME (SHADOW ETCHED OUT):

Tab1 Tab2 Tab3

Tab1 Tab2 Tab3

Tab1 Tab2 Tab3

Tab1 Tab2 Tab3

AUDACIOUS

01:22 1. SHE SELLS SANCTUARY (4:13)  
128 KB/S 44 KMZ

ON AUTO

2006 0DB 2006

FRAMES 60 120 180 300 1K 3K 6K 1K 4K 8K

1	She Sells Sanctuary	4:13
2	Fire Woman	5:08
3	Li' Devil	2:46
4	Spiritwalker	3:13
5	The Witch	4:19
6	Revolution	4:17
7	Love Removal Machine	4:19
8	Rain	3:56
9	In the Clouds	4:01
10	Coming Down	4:03
11	Edie (Caio Baby)	4:02

0:00:44:17+ 01:23:44



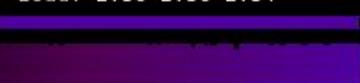
7 Items

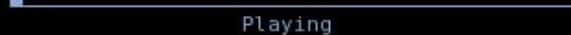
# Why?

- 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

```
phuket - Linux 2.6.12-gentoo-r8 on x86_64
- - - - -
Uptime: 2h 27m - Load: 2.36 2.56 2.54
CPU Usage: 99% 
RAM Usage: 467M/991M - 47% 
Swap Usage: 2.7M/1.86G - 0% 
Processes: 157 Running: 2
- - - - -
Networking:
Down: 74 k/s           Up: 34 k/s

File systems:
/ 203.90G/465.76G 
Temperatures:
CPU: 47.0C - MB: 34.0C
MPD:      Pink Floyd - Hey You

Playing

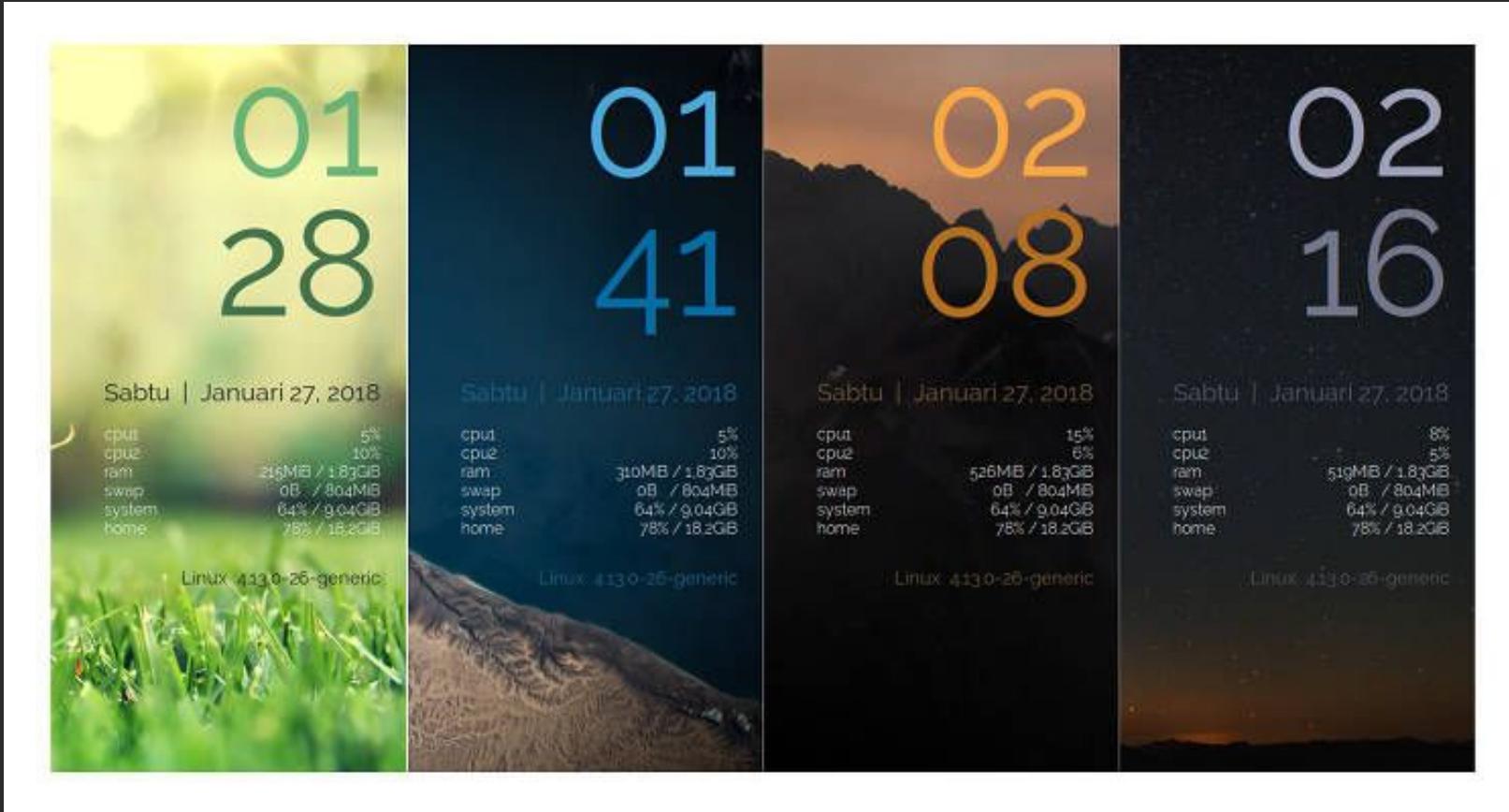

| Name | PID   | CPU% | MEM% |
|------|-------|------|------|
| gaim | 1641  | 2.04 | 2.31 |
| X    | 4214  | 1.02 | 9.82 |
| mpd  | 15310 | 1.02 | 0.63 |
| gaim | 17945 | 0.00 | 2.33 |


Mem usage

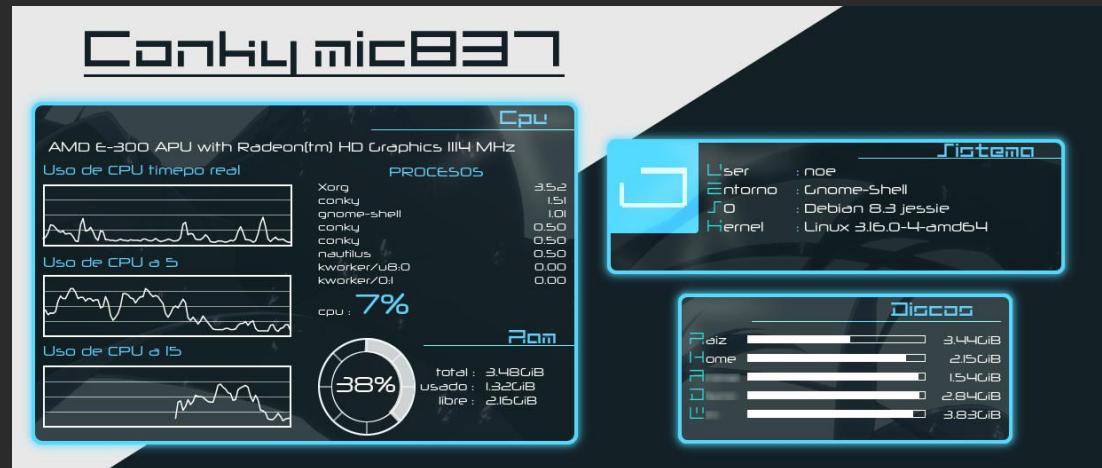
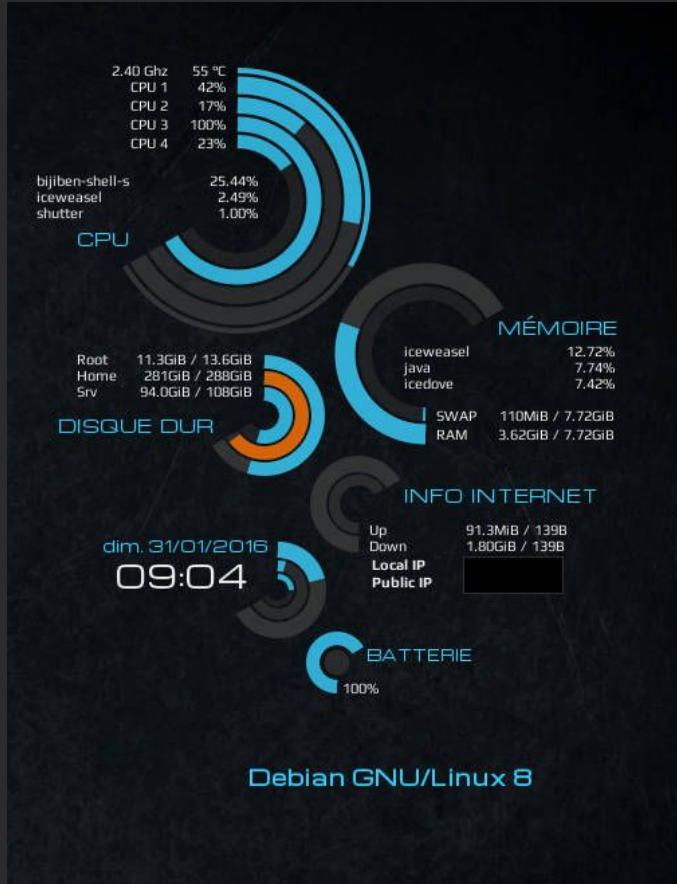

|             |       |      |       |
|-------------|-------|------|-------|
| java        | 18234 | 0.00 | 14.16 |
| X           | 4214  | 1.02 | 9.82  |
| firefox-bin | 5776  | 0.00 | 4.74  |


Current conditions: 7C Scattered clouds
```

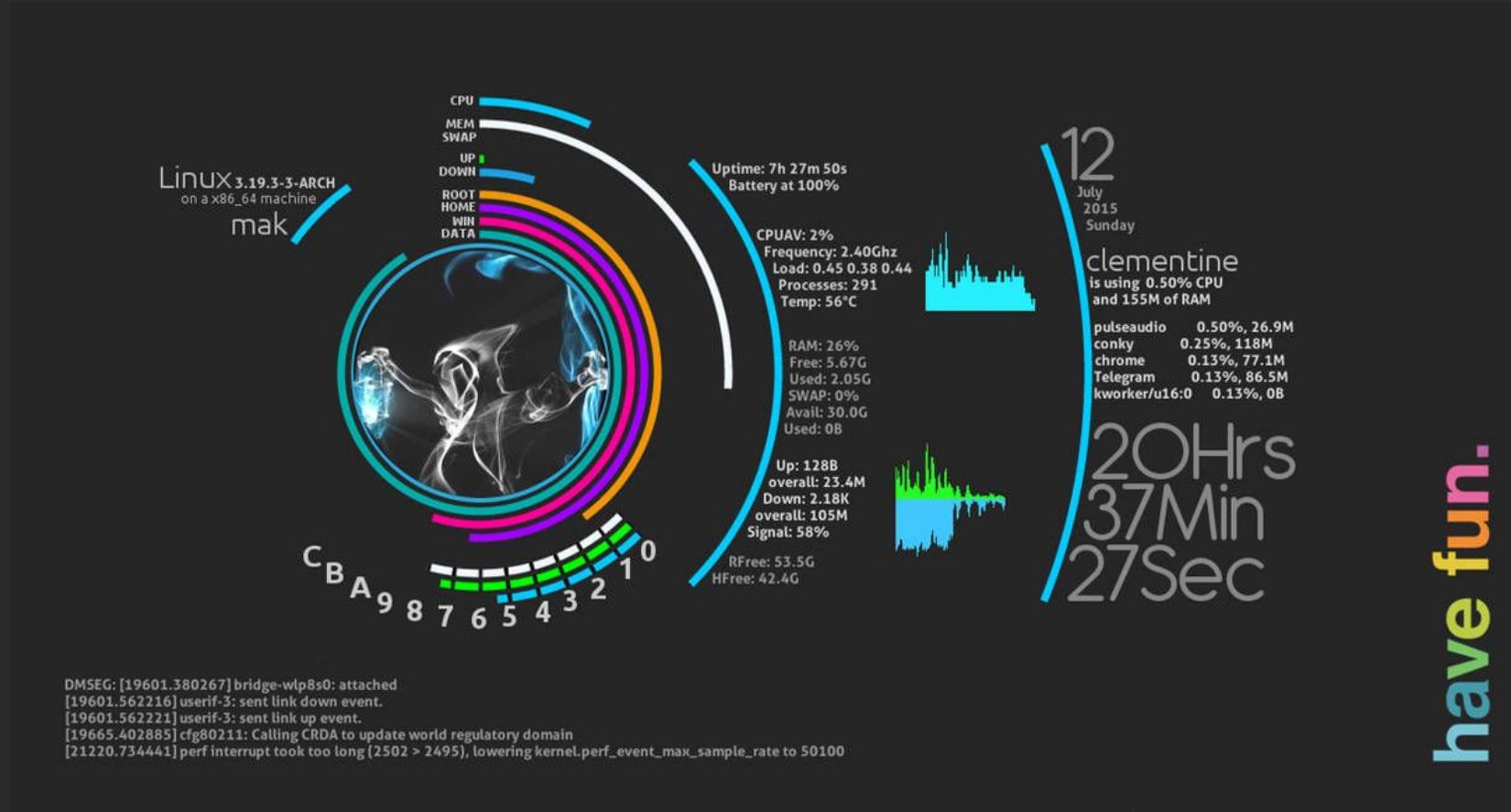
# Can look like



# 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

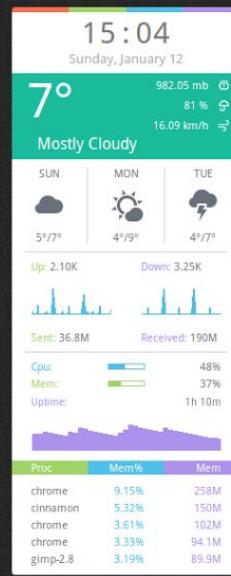
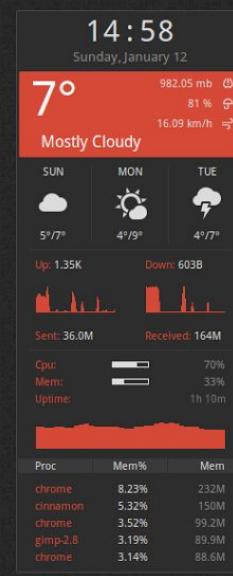
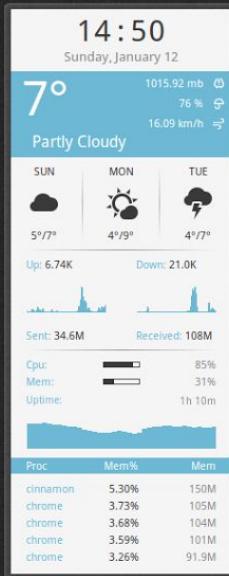


# Option 1

- <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

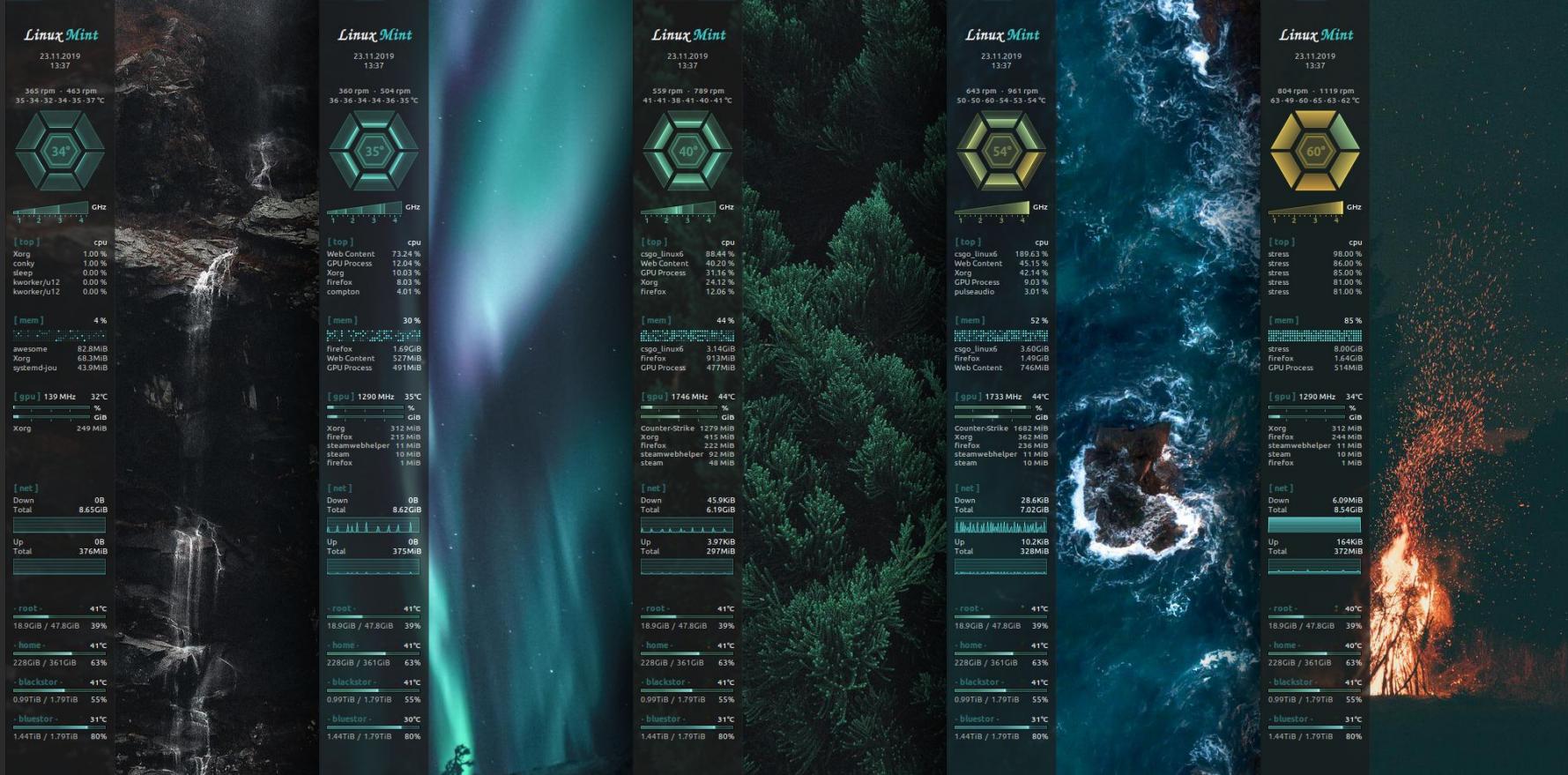
Plethora of themes



# Option 2

- <https://github.com/jonasjuffinger/Harmat>
- 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/brndnmthws/conky/pull/1501>

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

# Why fork

- Aims and goals no longer align
- Development cycle differences
- Differences 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_RSVG=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-bytecod  
e](https://build.opensuse.org/package/show/devel:languages:python/python-bytecode)
- [https://build.opensuse.org/package/show  
/devel:languages:python/python-autobah  
n](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 an 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](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](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](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](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](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](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/dvel: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](https://build.opensuse.org/package/view_file/X11:Enlightenment:Factory/terminology/terminology.spec?expand=1)



# Packaging Workshop

**Simon Lees**  
Simotek

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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

