Playing nice with others

Making Sugar work well with GNOME

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Overview

• Part I: X
  – Window manager
  – Windowing
  – Notifications (startup & alerts)

• Part II: GNOME
  – Panel

• Part III: Fedora
  – Fork merging & notification
  – Dependency monitoring
  – Bug tracking
  – Workflow
X Window Manager

• The time has come for matchbox to grow up or be replaced

• Desiderata:
  – Support a one app per desktop “tiled” mode
  – Smart fallback to overlapping windows when necessary
  – But still keep all apps on own screen...
  – ...unless the user doesn't want this
Potential Wms

• Awesome
• Matchbox2
• Etc (sorry should be pretty screenshots here)
Nota bene

• “Full screen activities” should be property of *window manager* not the application/activity
  – So that legacy apps are consistent
  – So that older users can turn this off, if they like!
Windowing

• Sugar should work well when run under unmodified metacity
  – And “insisting on running everything full screen” does not count as playing nicely

• Home/Mesh/Friends view should be on the root (like nautilus) and optional (!)

• Launched activity in sensibly-sized windows
Mockup

- Insert mockup picture here, but not today.
Notifications

• We should use standard f.d.o startup notification
  – If this means that legacy apps lose color in their icons, so be it. Better than the big O.

• We should use standard f.d.o notification/alert mechanism
  – If running sugar components on a GNOME system, “disk full”, “invitations” and other messages should “just work” with the existing GNOME implementations.
The land of GNOMES (Part II)

• Can we support the gnome panel protocol without undue bloat?
• I want legacy apps like pidgin and recordmydesktop to Just Work
• (mockup here)
PackageKit

• Standard mechanism to “install missing software”

• Backend-agnostic!
  – Fedora uses yum, XO builds use ...?
Fedoraland (part III)

• Managing forks
• Managing dependencies
• Bug tracking
• Workflow
• Unprivileged installation?