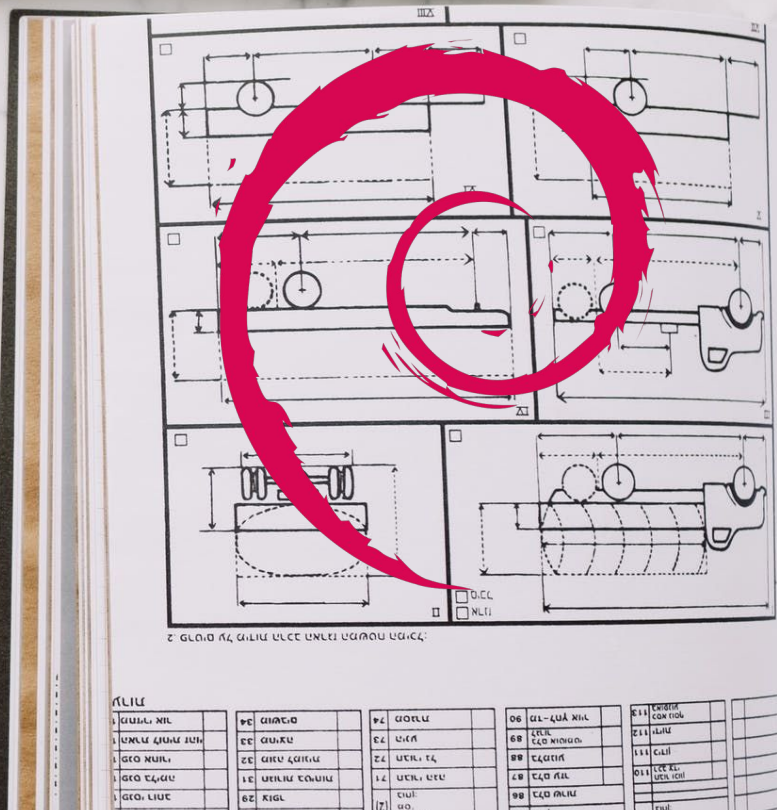


Striving towards excellence

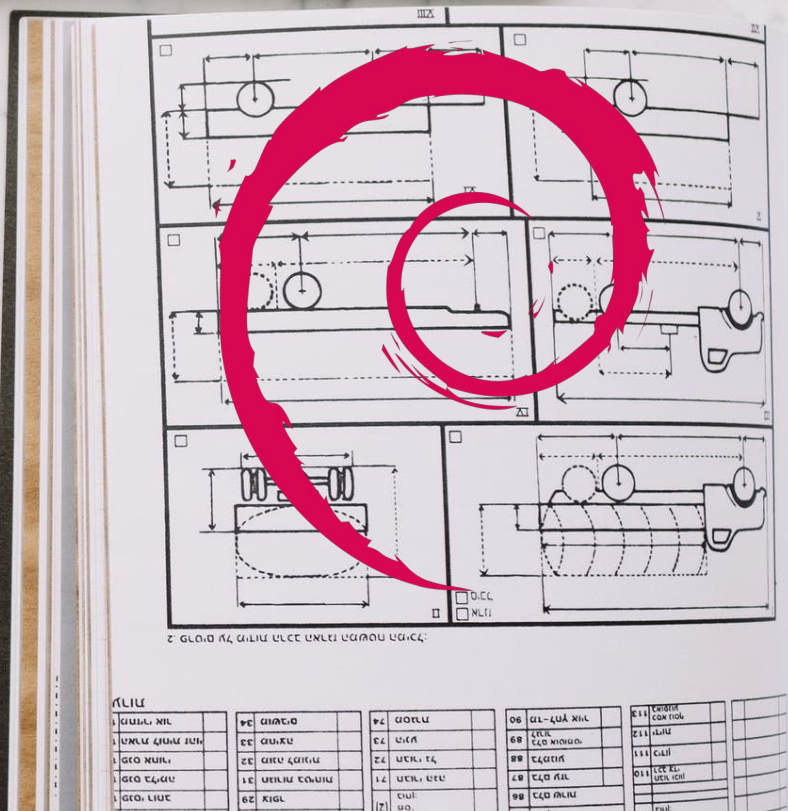
Jonathan Carter
MiniDebConf Online
Internet talk
2020-05-31

wacom



In this talk!

- Bugs
- Mentoring
- Cruft
- Games

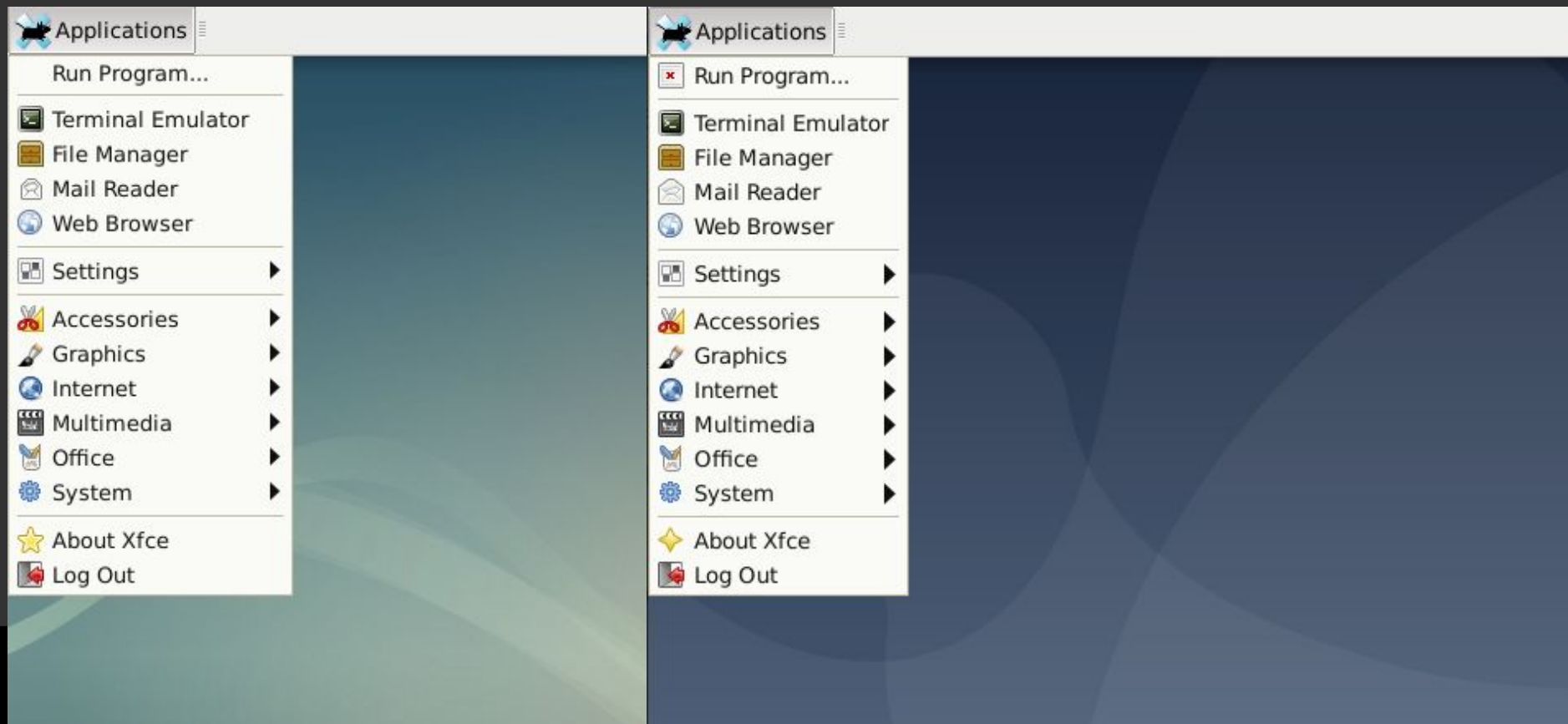


**MALL
MAINTENANCE
SHOP**

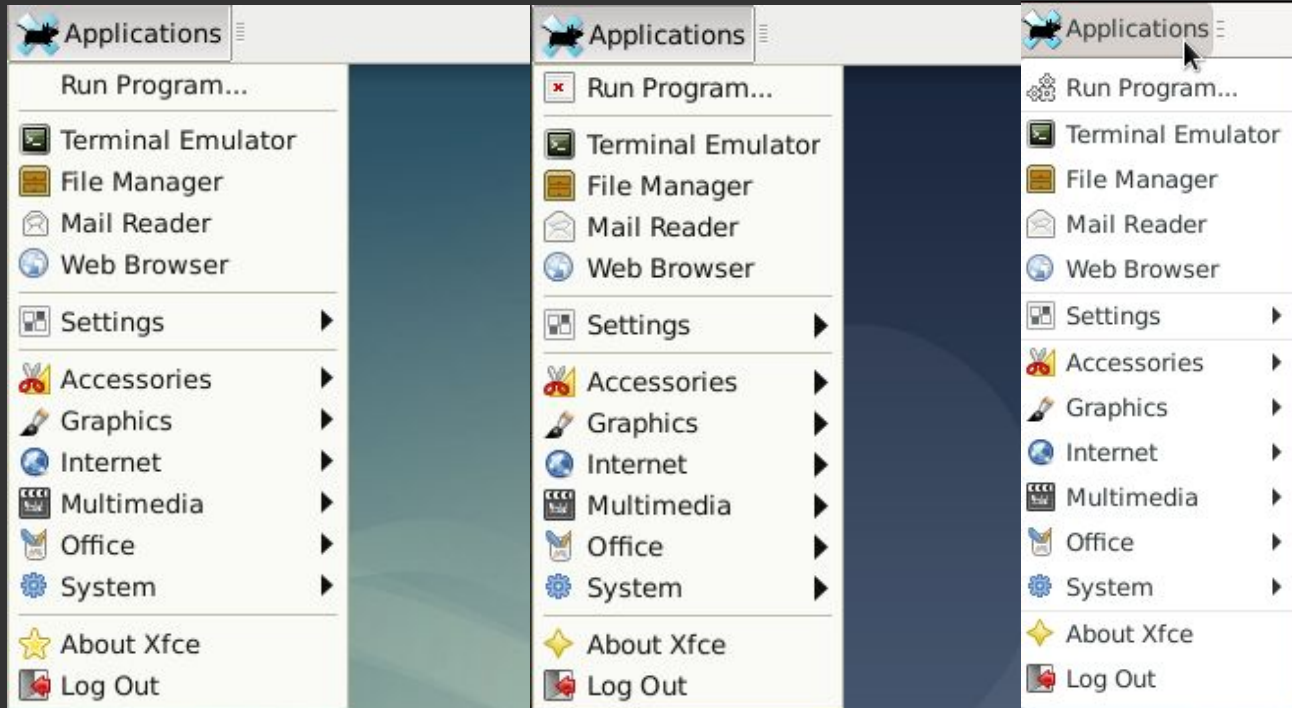
WE CAN REPAIR
ANYTHING.

(PLEASE KNOCK
HARD ON THE
DOOR. THE BELL
DOESN'T WORK)

Xfce missing “run” icon, stretch and buster...



Fixed in testing!





All tests pass!

100 Papercuts

- Yes, it never really took off...

100 Papercuts

- Yes, it never really took off...
- Maybe someone else could take the lead?

100 Papercuts

- **Organise BoF sessions / monthly meetings.**
- **Perhaps work as part of the QA team?**
- **Make a process for nominating bugs, find a way to organise and prioritise issues, like server, desktop, etc.**
- **Figure out whether this should be done in the Debian bug tracker (BTS), GitLab (Salsa), etc...**
- **Other than that, just regular communication.**

What about “deeper cuts”?

- **Complex problems that may need co-ordination between multiple teams or maintainers.**
- **We should talk more about these.**
- **Is it now possible to fix “sudo pbuilder”?**

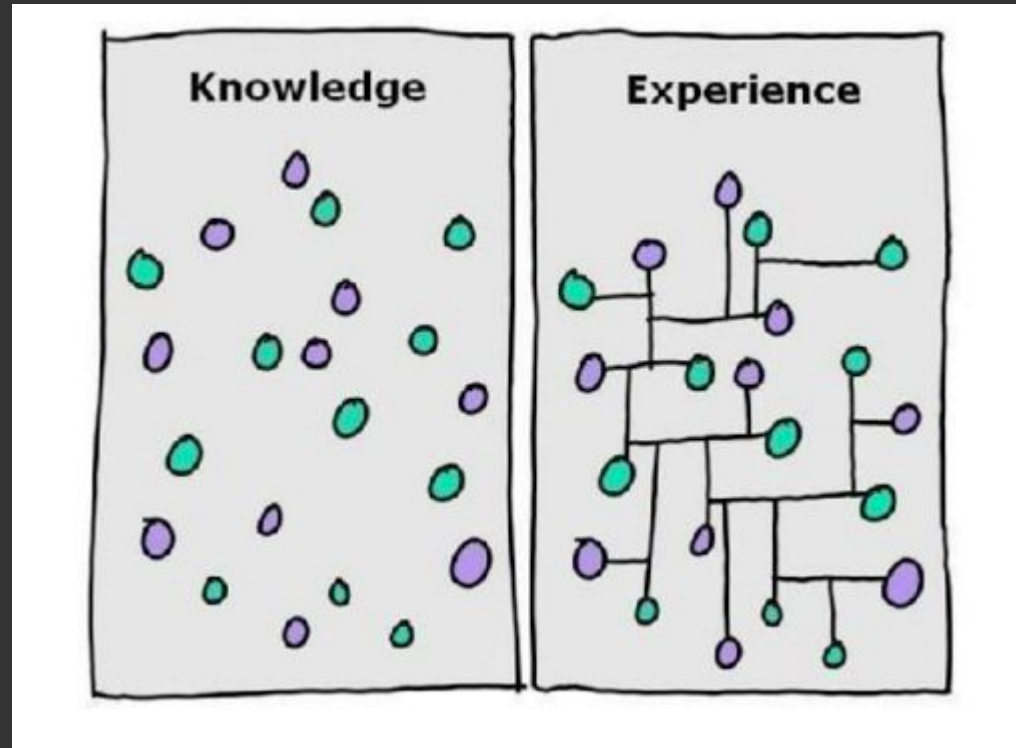
Are you too busy to improve?



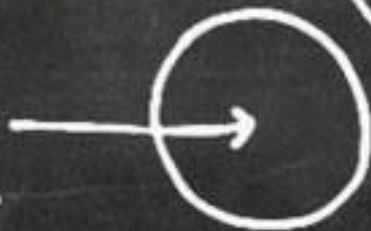
Mentoring

Try to dedicate at least some time every month, even if just an hour to:

- **Sponsor packages from mentors.debian.net**
- **Sponsor patches submitted to the BTS**
- **Sponsor team maintained packages**
- **Sponsor RFS bugs**



Your
Comfort
Zone



Where the
magic happens

This year thousands of men
will die from stubbornness.

NO WE WON'T

Learn the preventive medical tests you need. ahrq.gov



WHAT IF I TOLD YOU



**I ALREADY TOLD YOU AND
YOU DIDN'T LISTEN**



GO AHEAD,

Try your brilliant invention

Mentoring

When reviewing packages:

- **Try to be neutral**
- **Don't get personal**
- **Stick to the facts, refer to Debian Policy**
- **Thank the person for their contribution to Debian**





Packages up for adoption, organized by age

This list is also available organized [by package name](#) or [by maintainer](#).

- [knews: Graphical threaded news reader \(package info\)](#), adoption requested since 6636 days.
- [cbedic: Text-mode Bulgarian/English Dictionary \(package info\)](#), adoption requested since 4702 days.
- [markdown: Text-to-HTML conversion tool \(package info\)](#), adoption requested since 4486 days.
- [lprng: lpr/lpd printer spooling system \(package info\)](#), adoption requested since 4157 days.
- [tetradraw: ANSI drawing and viewing utility \(package info\)](#), adoption requested since 3763 days.
- [nss-updatedb: Cache name service directories in DB format \(package info\)](#), adoption requested since 3685 days.
- [libopenusb: alternative userspace USB programming library \(package info\)](#), adoption requested since 3651 days.
- [tightvnc: virtual network computing server software \(package info\)](#), adoption requested since 3633 days.
- [tightvnc-java: TightVNC java applet and command line program \(package info\)](#), adoption requested since 3633 days.
- [vnc-java: VNC java applet and command line program \(package info\)](#), adoption requested since 3633 days.
- [scalable-cyrfonts: free Cyrillic PostScript fonts for X and TeX \(package info\)](#), adoption requested since 3547 days.
- [galax: XQuery implementation with static typing \(package info\)](#), adoption requested since 3227 days.
- [pxp: OCaml library that implements an XML-1.0 validating parser \(package info\)](#), adoption requested since 3227 days.
- [lsdb: The Lovely Sister Database \(email rolodex\) for Emacs \(package info\)](#), adoption requested since 3067 days.
- [aspic: Line art generator \(package info\)](#), adoption requested since 3050 days.
- [cvsweb: CGI interface to your CVS repository \(package info\)](#), adoption requested since 3022 days.
- [pconsole: parallel console shell for administering clusters \(package info\)](#), adoption requested since 2710 days.
- [windows-el: window manager for GNU Emacs \(package info\)](#), adoption requested since 2524 days.
- [ocaml-http: OCaml library for writing HTTP servers \(package info\)](#), adoption requested since 2502 days.
- [xstrp4: camlp4 extension that expands brace expansions in OCaml string \(package info\)](#), adoption requested since 2367 days.
- [facile: functional constraint library implemented in OCaml \(package info\)](#), adoption requested since 2366 days.
- [ocaml-inifiles: read and write .ini files for OCaml \(package info\)](#), adoption requested since 2366 days.
- [apron: abstract interpretation library \(package info\)](#), adoption requested since 2348 days.
- [ocaml-dbus: OCaml bindings for the D-Bus API \(package info\)](#), adoption requested since 2324 days.

https://www.debian.org/devel/wnpp/rfa_byage (215 packages)

Orphaned packages, by age

This list is also available organized [by package name](#).

- [apt-build: frontend to apt to build, optimize \(package info\)](#) orphaned since 5145 days.
- [htdig: web search and indexing system \(package info\)](#) orphaned since 5093 days.
- [libifp: communicate with iRiver iFP audio devices \(package info\)](#) orphaned since 5002 days.
- [libjconv: charset conversion library - binaries \(package info\)](#) orphaned since 4796 days.
- [xfonts-bolkhov: Cyrillic fonts for X \(package info\)](#) orphaned since 4702 days.
- [xfonts-cronyx: cyrillic BDF fonts \(package info\)](#) orphaned since 4702 days.
- [djtools: Tools for HP DeskJet printer \(package info\)](#) orphaned since 4697 days.
- [gnuift: GNU Image Finding Tool - index and search \(package info\)](#) orphaned since 4458 days.
- [cvs-buildpackage: A set of Debian package scripts \(package info\)](#) orphaned since 4416 days.
- [tla: GNU Arch revision control system \(package info\)](#) orphaned since 4387 days.
- [grepmail: search mailboxes for mail matching an expression \(package info\)](#) orphaned since 4386 days.
- [ircii: Internet Relay Chat client \(package info\)](#) orphaned since 4370 days.
- [apt-rdepends: Recursively lists package dependencies \(package info\)](#) orphaned since 4363 days.
- [wvstreams: C++ network libraries for rapid application development \(package info\)](#) orphaned since 4357 days.
- [xplc: Universally Unique Identifier \(UUID\) generator \(package info\)](#) orphaned since 4357 days.
- [libast: the Library of Assorted Spiffy Things \(package info\)](#) orphaned since 4326 days.
- [cvsp: Tool to generate CVS patch set information \(package info\)](#) orphaned since 4255 days.
- [canna: Japanese input system \(server and dictionary\) \(package info\)](#) orphaned since 4098 days.
- [ctwm: Claude's Tab window manager \(package info\)](#) orphaned since 4077 days.
- [fte: Text editor for programmers - base package \(package info\)](#) orphaned since 4055 days.
- [intlfonts: International fonts for X \(package info\)](#) orphaned since 4030 days.
- [docbook-website: XML Website DTD and XSL Stylesheets \(package info\)](#) orphaned since 3948 days.
- [sweep: Audio editor and live playback tool \(package info\)](#) orphaned since 3948 days.
- [nictools-pci: Diagnostic tools for many PCI ethernet cards \(package info\)](#) orphaned since 3945 days.

https://www.debian.org/devel/wnpp/orphaned_byage (1188 packages)

Let's clean up some cruft!

- **Fix wiki issues**
- **Prune RFA/O package list**
- **Let's get all packaging in VCS**
- **Move away from debian version 1 style native packages**
- **Let's move on to using DEP5 debian/copyright files**

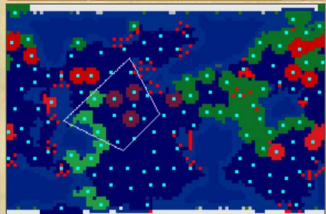


Messages

/observe: WebGL now observes

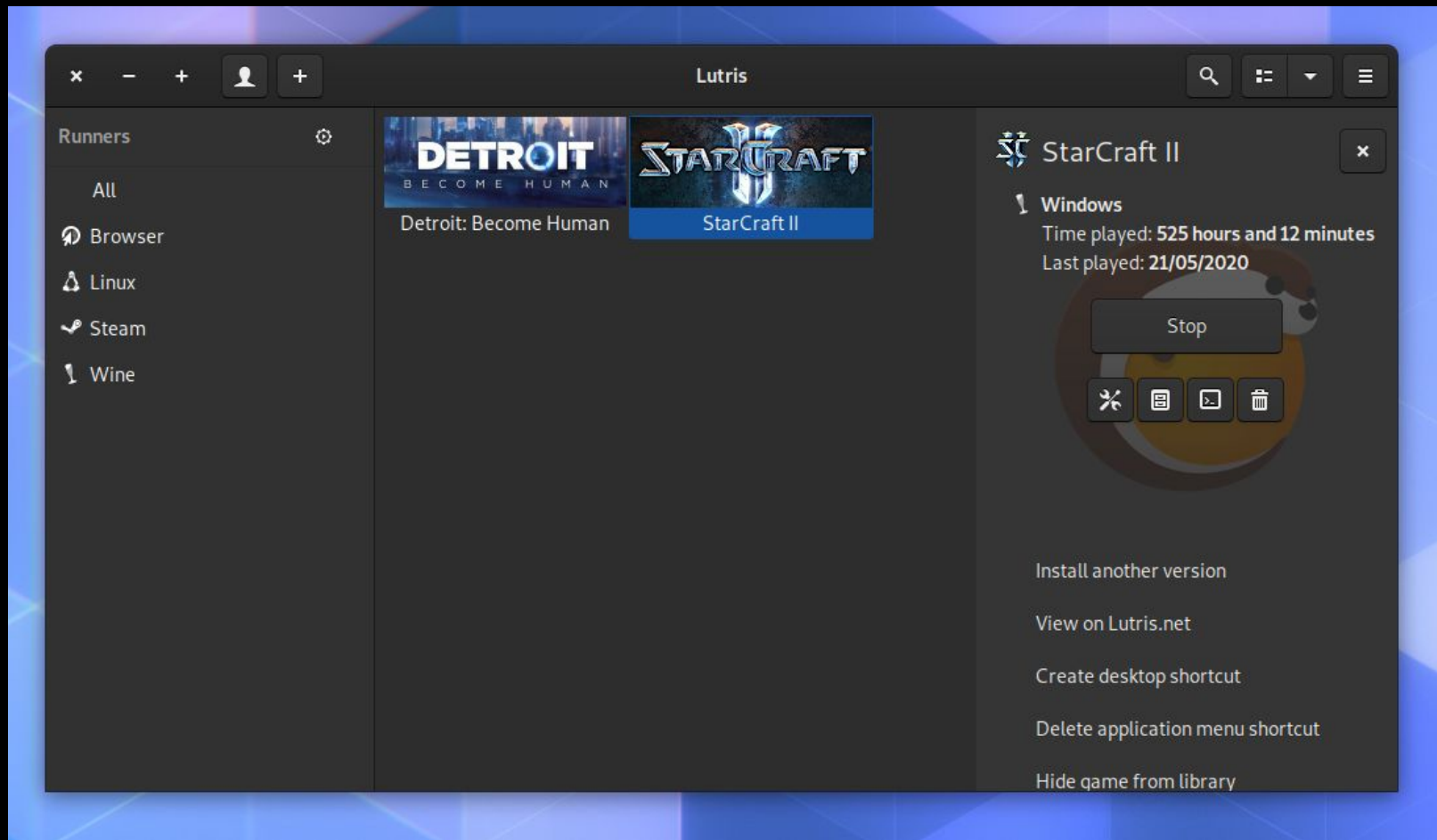
Year: 3360 CE

World map









<https://lutris.net/> (lutris in NEW and upstream deb archive)

GameMode

GameMode is a daemon/lib combo for Linux that allows games to request a set of optimisations be temporarily applied to the host OS and/or a game process.

GameMode was designed primarily as a stop-gap solution to problems with the Intel and AMD CPU powersave or ondemand governors, but is now host to a range of optimisation features and configurations.

Currently GameMode includes support for optimisations including:

- CPU governor
- I/O priority
- Process niceness
- Kernel scheduler (`SCHED_ISO`)
- Screensaver inhibiting
- GPU performance mode (NVIDIA and AMD), GPU overclocking (NVIDIA)
- Custom scripts

GameMode packages are available for Ubuntu, Debian, Solus, the AUR, Gentoo, Fedora, OpenSUSE, Mageia and possibly more.

Issues with GameMode should be reported here in the issues section, and not reported to Feral directly.

Requesting GameMode

For games/launchers which integrate GameMode support (see list later on), simply running the game will automatically activate GameMode.

For others, you must manually request GameMode when running the game. This can be done by launching the game through

`gamemoderun` :

```
gamemoderun ./game
```

Or edit the Steam launch options:

```
gamemoderun %command%
```

[https://github.com/
FeralInteractive/gamemode](https://github.com/FeralInteractive/gamemode)

Valve abandons the macOS version of SteamVR



By William Gallagher | 3 weeks ago



78

Facebook

Twitter

Reddit

Valve has announced that SteamVR will no longer support macOS, although older frameworks are still available in beta form.

Three years after launching a long-rumored Mac edition, developer and Steam platform manager Valve has announced that it is ceasing support for SteamVR on the Mac. The news, which comes ahead of any VR or Augmented Reality announcements from Apple, was made in a cursory community notification.

"SteamVR has ended OSX support so our team can focus on Windows and Linux," it says. "We recommend that OSX users continue to opt into the SteamVR [macos] branches for access to legacy builds."

<https://appleinsider.com/articles/20/05/01/valve-abandons-the-macos-version-of-steamvr>



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Get the professional vector graphics editor!

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Find out what Inkscape is capable of

Community Gallery



Showcase of creations from the community

Learning Resources



HowTos, Videos, Tutorials and more...

Users

A powerful, free design tool

Whether you are an illustrator, designer, web designer or just someone who needs to create some vector imagery, Inkscape is for you!

- ✓ Flexible drawing tools
- ✓ Broad file format compatibility
- ✓ Powerful text tool
- ✓ Bezier and spiro curves

Want to find out more about how Inkscape can help you? Look at the full set of [features](#) or [try it!](#)

We are social!

Developers

Google Summer of Code 2020

Applications are open for the 15th time to improve Inkscape and develop your skills within GSoC paid internship.

[How to Apply to GSoC 2020](#)

Join our thriving community

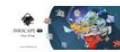
We can always use help from more people. If you can write code, you may be able to [involve in development](#); if you can't, there are still lots of things we can use help with. For more information, take a look at our [Contribute](#)

Recent News

Introducing Inkscape 1.0



May 4, 2020



After a little over three years in development, the team is excited to launch the long awaited

Inkscape 1.0 into the world.

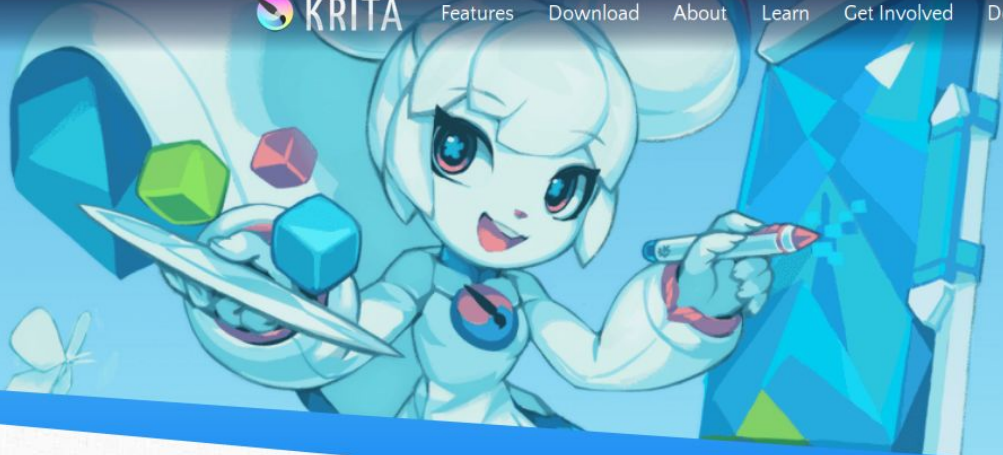
Built with **the power of a team of volunteers**, this free and open source vector editor represents the work of many hearts and hands from around the world, ensuring that Inkscape remains available free for everyone to download and enjoy.

[Read more...](#)

Roots and Shoots of the Inkscape Project

May 4, 2020

<https://inkscape.org>

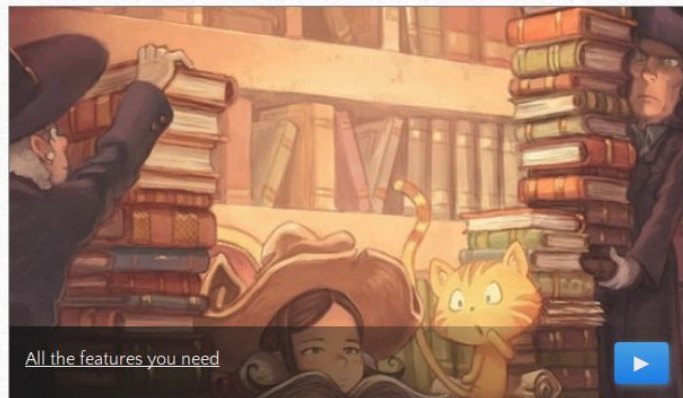


Krita is a professional FREE and open source painting program. It is made by artists that want to see affordable art tools for everyone.

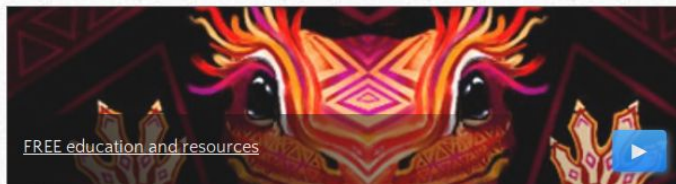
- concept art
- texture and matte painters
- illustrations and comics

[GET KRITA NOW](#)

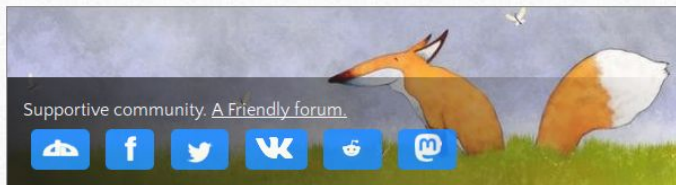
Tools You Need to Grow as an Artist



All the features you need



FREE education and resources



Supportive community. [A Friendly forum.](#)



News

[Search](#)

[Interview with Clément Mona](#)

5/25/2020

[First Krita Beta for Android and ChromeOS in Play Store](#)

5/23/2020

[Interview with Jefferson Nascimento](#)

5/11/2020

[Presenting Our Google Summer of Code Students!](#)

5/5/2020



THE GAME ENGINE YOU WAITED FOR.

Godot provides a huge set of common tools, so you can just focus on making your game without reinventing the wheel.

Godot is completely free and open-source under the very permissive MIT license. No strings attached, no royalties, nothing. Your game is yours.



<https://godotengine.org>

A man with dark, curly hair and a light beard is in the foreground, looking off to the side with a thoughtful expression. He is wearing a brown jacket over a grey shirt. In the background, another man and a woman are sitting on a purple couch. The man in the background is looking towards the woman, who is looking towards the camera. The scene appears to be indoors, possibly a living room.

Why am I here?

**I could be home
on the Internet right now**



Group photo at post-DebConf19 BBQ
Photo by Donald Norwood



Busy hackers at Brussels Hackerspace before FOSDEM in January 2020
Photo by Nicolas Dandrimont



Busy hackers at Brussels Hackerspace before FOSDEM in January 2020
Photo by Nicolas Dandrimont

That's a wrap!

It's been great talking to you :)

Questions or comments
if you're following the livestream:

#minidebconf-online

wacom

